

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

Nintendo®

MAINE SYSTEM

ISSUE #8

NOV '93

HOW GOOD ARE YOU?

SUPER NINTENDO
INTERNATIONAL CHALLENGE

Final entry forms inside



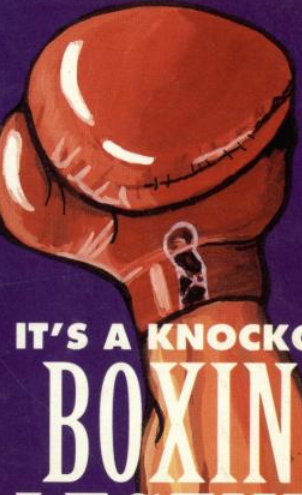
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of the ring

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- ★ MARIO IS MISSING
- ★ PLAYER MANAGER
- ★ ANOTHER WORLD
- ★ POCKY & ROCKY
- ★ CALI GAMES II
- ★ BOAT DUEL
- ★ & MORE

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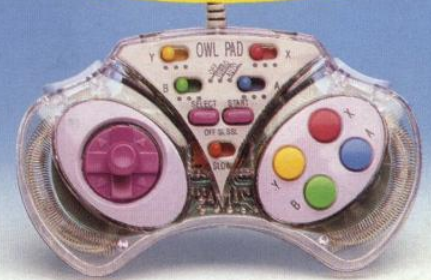
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CENSORSHIP: VICTORY IS OURS!

As you all know, I sent in a letter to the Film and Literature Classification Board's Computer Games Advisory Body a few months back, protesting about the threat of heavy-handed censorship of video gaming from a bunch of technologically illiterate adults. Well, I'm pleased to be able to say that the Board obviously took my comments seriously because, while it has set up a regulatory structure, this has been very realistically framed.

A copy of the Computer Games Advisory Body's recommendations happened to land on my desk one afternoon when I was taking my customary post-luncheon nap, so after waking up, playing a slamming bout of Boxing Legends Of The Ring, and then thrashing Gerry at Mortal Kombat, I cast my eye over the guidelines.

The classifications will be broken up into five segments: General (Recommended all ages), General (Recommended for children 8 years and over), Mature (Recommended for persons 15 years and over), Restricted (For sale or hire to persons of 18 years and over only), Refused (Completely banned).

Each video game and arcade game will have one or other of these classifications stickered onto each game package or arcade console (except for the Refused titles which you will never get to see in Australia).

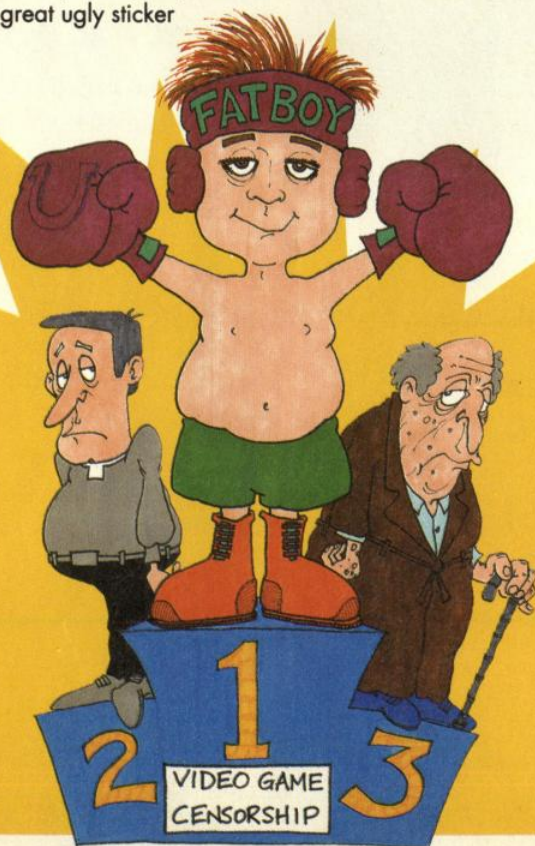
Basically, thanks to Nintendo's responsible attitude to programming, these classifications shouldn't affect what you can buy in any way other than having a ruddy great ugly sticker

defacing the packaging of the game. In fact, it will probably mean that even more games will become available now that everyone knows what the guidelines are. With games like Mortal Kombat and Street Fighter II Turbo attracting a General (recommended for children 8 years and over) rating, and Night Trap, the infamous Sega PC game, attracting a Mature (recommended for persons 15 years and over) rating, it seems that all our fears can be laid aside. These ratings mean that the sale or hire of these games is not effected by legislation (that means anyone can buy them) and, basically, are a big finger in the eye to the media and all the video game wowsers who tried to whip up a scandal about violence in video games. Ha!

The only real bummer is that the process of classification may further delay release dates for games in Australia, just when we were beginning to catch up with the rest of the world. Again, the Computer Games Advisory Body has taken a practical approach to this problem and allowed distributors the option of having in-house classification officers for the General and Mature ratings.

All in all, it's a surprisingly satisfying solution to what could have been a real pain in the butt.

But, please - no messages of thanks, no fireworks on the harbour, no tickertape parade. I was just happy to do my bit. Yes, my name will go down in history, but, for now, just let me do lunch.



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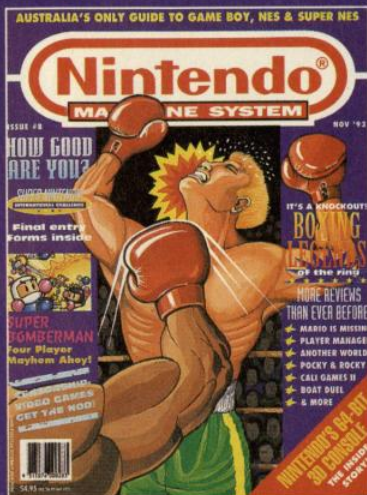
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COVER STORY

Yet another beat 'em up, but with a difference. Boxing Legends Of The Ring has rules!



SUPER NES REVIEWS

SUPER BOMBER MAN ...p20

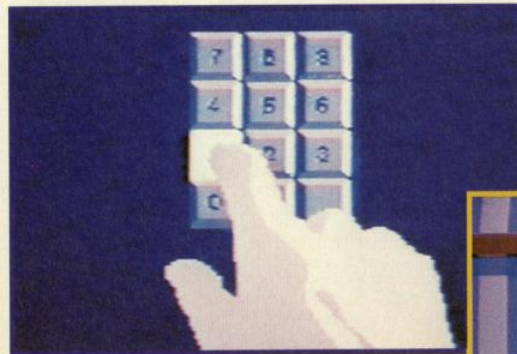
Funny little men in round helmets wander about tossing bombs all over the place? Well, yes actually. All in a simultaneous four-player game!

BOXING LEGENDS OF THE RING...p24

Step into the ring with the finest middleweight boxers ever known and you may not leave it in one piece.

MARIO IS MISSING...p28

We got a lot of letters asking about this educational cart, so by way of answering them, here is the full NMS review!



NES REVIEWS

ELIMINATOR BOAT DUEL ... p30

Hear the whine of your turbos, feel the wind in your hair and smell the fish that you've just turned into chowder in this high octane racer.

ANOTHER WORLD...p34

Step into... (ta-dah!) another world and check out a platform game that rivals Prince of Persia for thrills, complexity and atmosphere.

CALIFORNIA GAMES II ...p38

So, how do you like your crap. Steaming or dry as a dog biscuit? Either way, slap a tan on it and you've got Cali Games II.

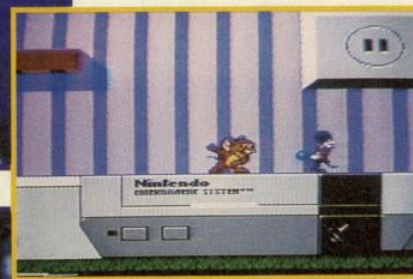
KEVIN KEEGAN'S PLAYER MANAGER...p42

A soccer management/action game that stands head and shoulders over previous round ball games released on the Super NES.

POCKY & ROCKY...p46

Surprisingly good! A girl and her raccoon take a trip and end up in a land where

magic rules and mucho fun is to be had.





**ADVANCE
SCREENING**

**PUGSLEY'S
SCAVENGER HUNT
(NES)...p13**

The dreaded NES platform game syndrome strikes again as the two Addams Family Super NES games are combined on the 8 bit console.

**BIO METAL
(SUPER NES) ...p14**

An old-fashioned sci-fi blaster that has more to it than initially meets the eye despite it's tired format.



**ARE YOU HARD
ENOUGH?**

It's your last chance to enter 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. Go for it!

DEPARTMENTS

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The new video games rating system has been announced and, as usual, Fat Boy was first to hear the news.

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A rundown on the groundbreaking technology that Silicon Graphics are using to design the new Nintendo 64 bit console, plus loads more.

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A top film starring Nick Nolte (bad cop), Andy Garcia (good cop) and John Cusack (cop investigator) as a bunch of cops.

TIPS AND TACTICS.....p55

Part MCXXVIII of the famous NMS Complete Guide To Every Nintendo Game In the World, plus a few tips from our readers.

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

How to complete the final stages of this crucial NES platformer and save Tuffy from the evil clutches of Tom by NMS' own 'Mighty' Michael Lee.

**STARWING PLAYERS GUIDE - The End
...p62**

Or How To Beat Andross. You've made it through to the final level, and Andross lies ahead now. Fear not. Follow the NMS guide and victory will be yours.

PULLOUT POSTER

Yet another testosterone-fuelled NMS poster to plaster on your walls. Scroink!

NINTENDO NEWS NETWORK

● NEW GAMES ● COMICS

● ACCESSORIES ● MOVIES



● TV ● MERCHANDISING

● HARDWARE ● VIDEOS

SILICON GRAPHICS- Welcome to the Future

● NEW TECHNOLOGY

● SPECIAL REPORT

more, NMS visited the Sydney offices of Silicon Graphics and, to put it bluntly, was totally blown away by this high tech computer hardware company. This is the future!

Founded by Jim Clark back in '82, Silicon Graphics has risen from obscurity to become the leader in 64 bit technology (that's TWICE as big as the current model super-chips!) and is represented in over 20 countries worldwide. It's the company responsible for the technology

A MIND-BOGGLING FACT!

The Australian Department of Defense uses Silicon Graphics computers to create flight simulators, some of which incorporate 20,000 square kilometers of flying space! That's 20,000 square kilometers of Virtual Reality!



Phew! Now that the NMS office has recovered from the ground-breaking news of Nintendo's new 64 bit 3D console (yipeeeeeee!), a semblance of order has returned and the collective minds of our fattest gamers have been puzzling over how exactly Nintendo will achieve this technological leap into the future.

Obviously, the answer lies with Silicon Graphics, Nintendo's joint venture partner in the new console, but who the hell are they?

To get the answer to that question, and many

others, we visited the Sydney offices of Silicon Graphics and, to put it bluntly, was totally blown away by this high tech computer hardware company. This is the future!

used to create the effects in Terminator 2 and the Jurassic Park dinos as well as all those 'morphing' ads that you see on TV.

All very impressive stuff. In fact, by the end of the '90s, Silicon Graphics could well have replaced IBM and Macintosh as the computer on everyone's desk. Watch these pages for more news from this exciting company!

BIG BUCKS!

If the 64 bit technology that will make up the new Nintendo console was put into a video game console now, that console would cost \$50,000! Nintendo estimates being able to have its 64 bit console available in the home in two years time and for a price of US\$250!!!!

PLEASE CONSIDER...

90% of all Virtual Reality work is done on Silicon Graphics computers. Cutting edge NASA space/military number crunching is done with Silicon Graphics hardware (we're talking four terrabytes of memory here!). Toyota's top-selling Lexus luxury car was completely designed and built in less than three years using Silicon Graphics computers (a Mercedes takes 12 years). In Australia, the CSIRO thinks it may have isolated a cure for the common cold using a Silicon Graphics computer. In two years time, you will be able to look out of a window and not be able to tell if you are seeing the real outdoors or a computer-generated image!

THE EMPIRE RETURNS

A long time ago, in an issue far, far away, NMS reviewed what ranks as one of the most impressive film tie-ins to date - Super Star Wars from JVC. After waiting months for the next game in the trilogy, Super Empire Strikes Back is almost here.

Once again Empire uses a mixture of 3D and platform scenes as the story of Luke and Co's continual fight against the evil Empire rages across some 20 stages. Starting on the ice world of Hoth, the game follows the gang as they first battle the Empire messenger probes, survive an attack from the mighty AT-ATs and so on, before moving on to meet Yoda and eventually heading for Lando Calrissian's cloud mining city.

We won't mince our words here, as Super Empire Strikes Back looks utterly stunning. Whether it proves to be a little too similar to Star Wars remains to be seen, but stay tuned for a preview next month.



● **NEW GAME**

● **BY: JVC**

● **SUPER NES**

● **RELEASE: FEB '94**

TOKYO COMPUTER GAMES SHOW

- **NEW GAMES**
- **SPECIAL REPORT**

Hotter than Fat Boy's BBQ, it's The Famicom Space World Fair, held recently in Tokyo, and our man, Tim Boone, was there to bring you the latest on new hardware, peripherals and, of course, games, games and more games! Read on for all the news on all the latest games that you can expect to see in 1994. Yahoo!

- Armadillo, a relatively unknown company, had a few games on display, including a weird fish game! Of interest is Railroad Tycoon, which did the rounds on Amigas and PCs a few years ago. The idea is to build up your rail network across USA and make lots of money. Looking good.

- From Bullet Proof, the people who brought us Tetris, comes the latest incarnation of the classic puzzler. Versus Tetris features plenty of twists on the original gameplay, including wicked new shapes and balls that interfere with your progress.

- No doubt you will have heard of Aladdin, the stunning animated movie, which Capcom has been turning into a Super NES game. Not known for dud games, Capcom is making this one of its biggest games for the year and it has been working on it for yonks. It looks utterly stunning, and you'll hear more about this game in the months to come.

Capcom hasn't forgotten RPG fans either, as it is doing a conversion of the PC hit Eye Of The Beholder for the Super NES.

- Electronic Arts showed up, and not surprisingly has turned out 1994 versions of all its popular sports games. These were NFL '94 (American football), NBA '94 (basketball) and NHLPA '94 (ice hockey). Hopefully, these will include more than just up-dated teams and graphics, and from what

STICK IT WHERE IT FITS!

● **NEW PRODUCT**

Yes indeedy, there is a Mario in Heaven! There has been an explosion of activity in the Nintendo merchandising department lately with the appointment of a new licensing agent in Australia, Haven Licensing. Licensing Executive, Yvonne King, told NMS that... well, actually

it's far too boring to repeat what Yvonne said, but the gist of it is that you can expect to see Mario's mug plastered over everything from quilt covers to fridge magnets, temporary tattoos (as worn by NMS staff!) and toothbrushes. Yeah, yeah, t-shirts as well (keep an eye out for the soon-to-be released NMS range among others!) Surprisingly, all of this wonderful gear should be available for Christmas.

By the way, all you single male Nintendo players out there, Yvonne's currently beau-less so we're determined to find her a man. Any takers for a flame-haired wench with... errr... a great personality? Send your resumes to *Phwoar! Hubba-hubba-do-licky!*, NMS, PO Box A305, Sydney South, NSW 2000, and we'll pass them on.

Continued on page 9

MEGA=MANIA!



I know you're all wetting your pants in anticipation because, finally, the little blue one has arrived on the Super NES! Mega Man X

is going to be one huge game, but that's not all Mega Man's up to. He's also appearing on the NES for the sixth time, and on the Game Boy for the fourth! Despite all this platform tomfoolery, Mega Man still has time for fun, and together with foes from past adventures stars on the Super NES in Mega Man Soccer. More news on the blue robot soon.



- NEW GAME
- ALL FORMATS
- BY: CAPCOM
- RELEASE: TBA

GO NINJA GO!

If you have ever screamed "God, I love being a turtle!" you will have to enter this competition. Teenage Mutant Ninja Turtle III is about to be released on video and we have five packs from this most bodacious flick to give away. If you'd like to win one of these packs, simply be one of the first five readers to write the (correct) answer to the following question on the back of an envelope, as well as your name and address, and send it to TMNT Competition, NMS, PO Box A305, Sydney South, NSW 2000.

Q: What is a Splinter?

● COMPETITION

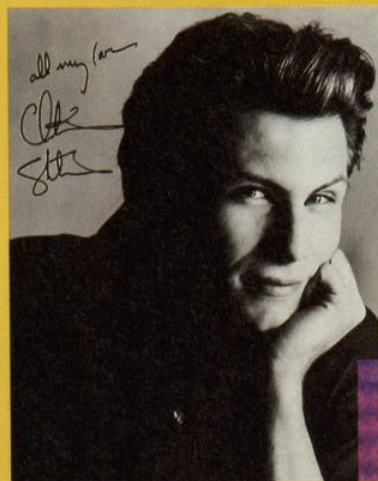


MORE MARIO MARLARKY!

Last month we previewed a couple of videos that Roadshow Entertainment has out, and for those of you who can't remember, there's The Wizard, starring Fred Savage of The Wonder Years fame and Christian Slater, who did a remarkable Jack Nicholson impression in the movie Heathers. The other two vids are considerably more amusing, being the animated adventures of Mario and his pals.

As you would expect, Fat Boy has sneaked, lied, cheated, and otherwise purloined ten copies of each to give away, as well as some T-shirts and a couple of autographed pics of Christian Slater. Oh, and there is also a Game Boy with Tetris, Mario Land, Mario Land 2, and Dr. Mario up for grabs! Can't say fairer than that, so if you desire to win any of the abovementioned, simply be one of the first ten readers to write your (correct) answer to the following question on the back of an envelope and send it in to us at: Generous Roadshow Giveaway, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.

And the question is... (drum roll) What does Mario eat to make him bigger? Now you'd have to be a complete nob not to get that, so send in your entry, and win, win, WIN!



● COMPETITION

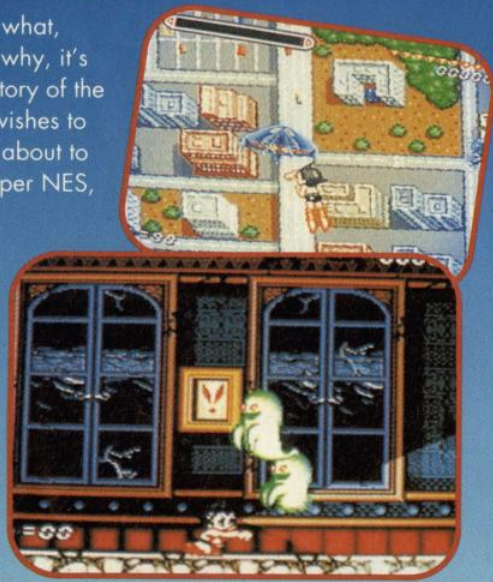
NINTENDO NEWS NETWORK

SOARING HIGH IN THE SKY

- NEW GAME
- SUPER NES
- RELEASE: TBA

No matter who, what, when, where or why, it's Astro Boy! The story of the robot boy who wishes to be a real boy is about to unfold on the Super NES, and it's looking spectacular! Astro Boy has been around

since 1964, although he is almost unknown outside his home of Japan where he commands Mickey Mouse status. NMS will definitely tell you any more Astro info as soon as we get it, but until then, fans of Dr. Elephant, Daddy Walrus, Skunk and the rest of Astro's cartoon cohorts can check out these pics.



ASTERIX TO THE RESCUE!



You may recall that at the beginning of the year there was a fair bit of controversy relating to the possibility of video games triggering epilepsy attacks. The tabloid press, ever in search of a beat-up, seized upon this as an opportunity to warn the gullible public of the "inherent dangers" of video games, and had many parents believing that their children would start bouncing off the walls and ceiling should they so much as catch a glimpse of a plumber in red dungarees jumping around the television set!

You may also recall that NMS looked into the matter and found that, basically, it was a load of old cobblers though we

recommended that genuine epileptics take the same precautions that they apply in everyday life to video games.

Well, in a world first, French software developer Infogrames has added a form of "passive prevention" to its latest Super NES game, Asterix, as a means of combating the player fatigue that is commonly thought to be the single biggest danger to photo-sensitive gamers. After every hour of play, Asterix toddles along and suggests that the player take a break. Players have the choice of continuing or taking a break, and if they decide to proceed with the game Asterix reappears and says "Think twice!" The gaul of him! (sorry!)

- NEW GAME
- SUPER NES
- BY: INFOGRAMES
- RELEASE: TBA

CONDITIONS OF ENTRY

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

From page 7

NMS has seen this could well be the case, with multi-player options a definite possibility.

- Mask Of The Sun is the latest in the Ys saga of RPGs by Falcom, and is being touted as the best. Hopefully it will be translated to English, and eventually make its way down under.

- Sports games filled the bulk of Imagineer's display, with Pro Tour Tennis, International Rugby 2, and Dolucky's Field Baseball on the way. Who's Dolucky, you ask? Why, he's the stuffed cat sports mascot of Coca Cola.

Although it sounds rather dodgy, we've been assured that Dolucky's Field Baseball is tops, so stay tuned for more info on it.

Also due this month from Imagineer is Wolfenstein. This was a hugely popular PC game a while back, and casts you as a WWII POW escapee. Lots of fast 3D action and carnage ahoy!

- R Type III is undoubtedly the biggest release on the way from Irem, and we already covered that a couple of issues ago. But fret not, for their arcade slugfest, Undercover Cops is also heading for the Super NES in a 12 meg mauler, and if it's anything like the coin-op, we'll be first in line to play it!

- Konami has been very busy, and it had a veritable avalanche of new releases on display. Most notable was Goeman 2, unofficially the best game of the show. Its predecessor never made it to either here or the UK, but was released in the States under the name of Legend of the Mystical Ninja. Most of the adventure is spent running around bashing meanies on their heads, and it's lots of fun too!

Four of Konami's old friends, the Turtles, return in a one-on-one fighting game called Turtles Mutant Warriors, and will appear on the Super NES and Game Boy.

The recent arcade hit, Lethal Enforcers, is coming to the Super NES with its own light gun!

Continued on page 10

NINTENDO NEWS NETWORK

THE OFFICIAL NMS CHARTS

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

Game Boy	NES	Super NES
1 MORTAL KOMBAT (-) •	SUPER MARIO BROS 3 (1)	MORTAL KOMBAT (-) •
2 SUPER MARIO LAND 2 (1)	THE JETSONS (2)	NBA BASKETBALL (-) •
3 SUPER MARIO LAND (2)	CRASH DUMMIES (3)	PEBBLE BEACH GOLF (-) •
4 F-15 STRIKE EAGLE (-) •	KRUSTY'S FUN HOUSE (4)	MARIO PAINT (1)
5 CRASH DUMMIES (3)	AUSSIE RULES FOOTIE (5)	TINY TOONS ADV (10)
6 AGRO SOAR (4)	SUPER MARIO BROS 1 (6)	ALIEN 3 (-) •
7 FLINTSTONES (5)	TOM AND JERRY(7)	PUGSLEY'S HUNT (2)
8 BATTLETOADS (6)	DR MARIO (8)	STARWING SFX (4)
9 KRUSTY'S FUN HOUSE (7)	FLINTSTONES (-) •	ROAD RUNNER (5)
10 T2 ARCADE GAME (8)	RACKET ATTACK (-) •	STREET FIGHTER II (9)

Compiled with the assistance of Capital Games Centre.

From page 9

Konami don't think the Super Scope is appropriate for a cops and robbers-type game, so it'll be giving us plastic Magnum .44s to play with!

Tiny Toons 2 for the Game Boy looks like being every bit as good as its predecessor, and the graphics are a stand-out.

- Namco's highlight was a Super NES conversion of its awesome Suzuka 8 Hours bike racing game. If it can pull it off without flaws, it'll be massive!

AD-DENDUM

It seems that we neglected to mention the Woppa Worms, featured in last month's NMS, are made by Allens. Now you know.

HOME ALONE AGAIN

• COMPETITION

Lordy, is this issue of NMS absolutely chocka with competitions or what?

Well, here's another one, courtesy of Fox Video, which celebrates the release of the brill/ace/fat Home Alone films onto video. We've got five packs that have everything you

can see in the photo plus a poster. (We didn't include the video game because it's crap.) If you'd like to win one of these packs, simply be one of the first five readers to write the (correct) answer to the following question on the back of an envelope, as well as your name and address, and send it to *Home Alone 2 Competition, NMS, PO Box A305, Sydney South NSW 2000.*

Q: What did the villains in both Home Alone films call themselves?



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

PINBALLS

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

DEAD LARD!

The influence and power that Fat Boy wields is a marvel to behold - how else can the sudden outbreak of food-based games for Nintendo be explained? And why are they all based around FB's fave foods? Like this offering from Mindscape, the wittily-titled, Pierre Le Chef.

It seems that when Pierre opened his fridge one morning, all his food decided to come to life and run away rather than become waste product of the human digestion system. A totally plausible plot sees Pierre chasing the feisty foodstuffs around the world as well as fighting off the evil Chef Noir who keeps releasing the food that Pierre has recaptured. Wow!



CALL 0055 65403* TO PLAY THE LETHAL ENFORCER INTERACTIVE SHOOT 'EM UP COMPUTER GAME AND WIN LETHAL WEAPON AND ALIEN 3 GAMES!



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

THE ULTIMATE JURASSIC PARK GIVEAWAY!

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

THE GREATEST INTERACTIVE COMPUTER ADVENTURE GAME EVER!

Phew! The response to our original competition (way back in NMS' September issue) was so awesome that we've decided to run it again.

As you've probably noticed, when it comes to gameplay, there is nothing that comes close to the terrifying Prehistoric Park telephone computer game so what are you waiting for. Get those fingers dialling and win some prizes!

CALL 0055 65656* TO WIN



PLAY TO WIN JURASSIC PARK GAMES!

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

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

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

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

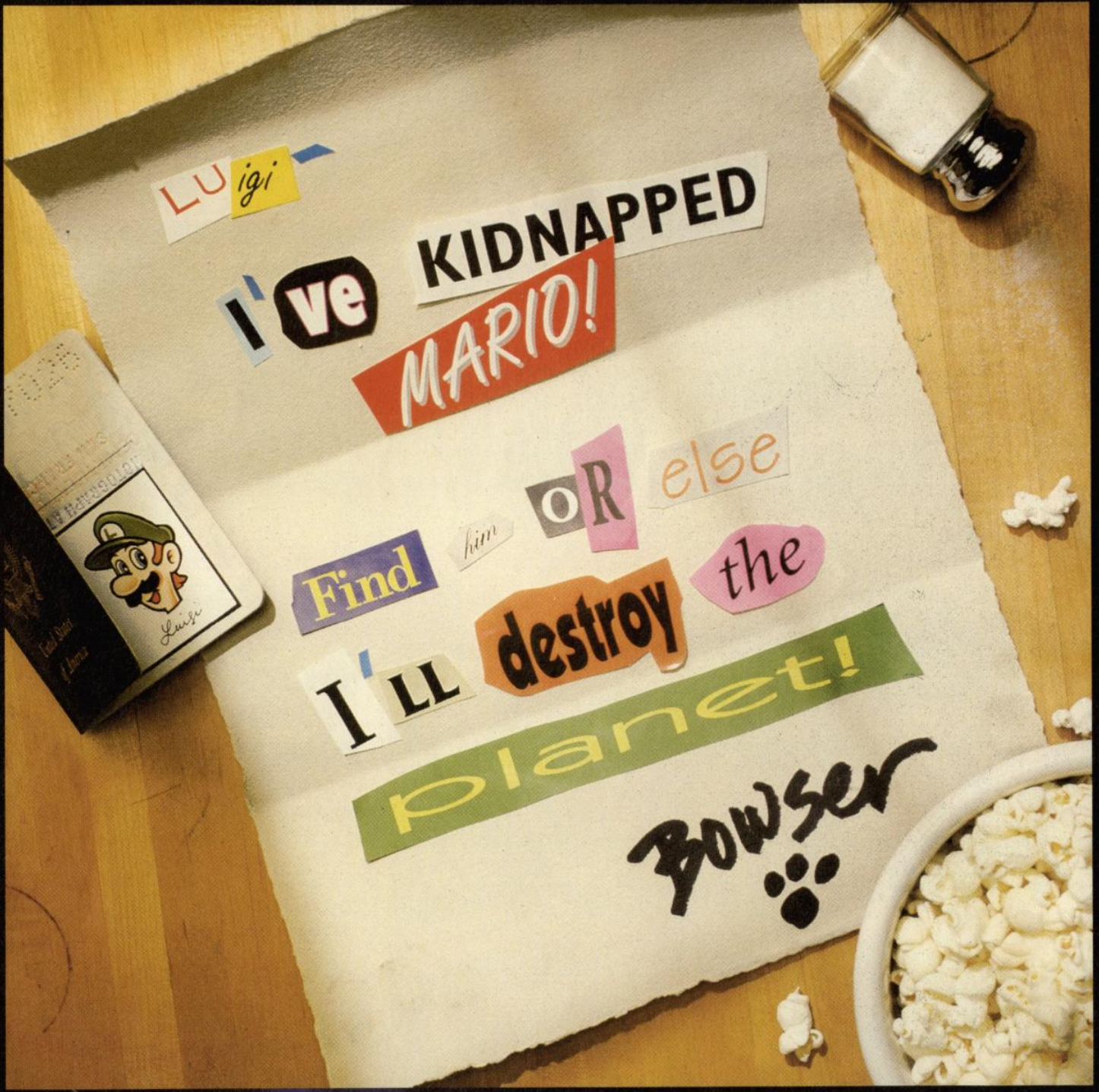


*Legion Telecall Premium Rate 25 cents buys 21.4 seconds. Please ask your parents permission before calling.

CONDITIONS OF ENTRY

The promoter is Trielle Corporation, 363A Pitt Street, Sydney, NSW, 2000 (ACN 003 550 392). Entry is open to all residents of Australia with the following exceptions. Officers or employees and the immediate families of the promoters, their advertising, sales promotion agency and printers are not eligible to enter. Entries close by the end of the working day Wednesday, 29 December, 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.



IMAGINE A WORLD WITHOUT MARIO

MARIO'S NEWEST ADVENTURE IS COMING SOON ON SUPER NES[®]

LICENSED BY
Nintendo



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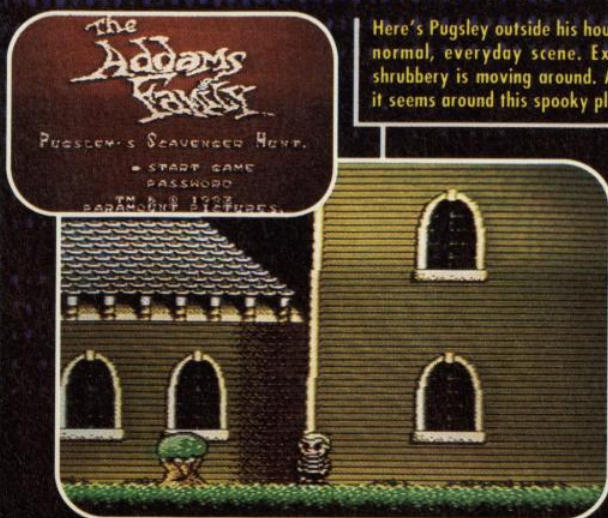
That crazy family of fruitcakes, the Addams clan, are back with more platform pandemonium. After two Super NES games, Gomez, Morticia and the rest of the nutty bunch are finally appearing on the NES in a game that combines elements of both of its Super NES predecessors.

Pugsley is the star of this adventure, and it is his job to rescue his relatives from the nasty bosses lurking at the end of the levels. Along the way Pugsley makes use of every platform game hero's favourite weapon — the bottom bounce!

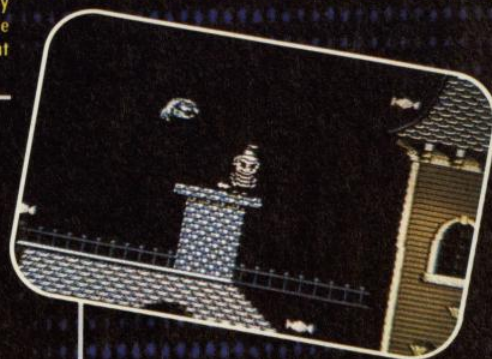
Behind every door in the Addams family mansion is a level. They can be done in almost any order, although the final levels require Pugsley to have rescued the right number of family members before he can enter. After saving one of the mad mob, Pugsley is given a password, which is just as well, considering the size of each stage — they're huge!

Continuing the standard set by its 16 bit predecessors, Addams Family on the NES is chock-a-block full of secret rooms and passageways, just waiting to be discovered.

The graphics, while unable to touch those on the Super NES, are faithful in their reproduction of the cartoon style. The sound follows suit, with the Addams Family theme song instantly recognisable. Pugsley can dash around at a fair pace, and his movements are all animated fluidly. He even whips out his sandwich for a quick nibble if you leave him standing still for too long!



Here's Pugsley outside his house. A perfectly normal, everyday scene. Except that the shrubbery is moving around. All is not what it seems around this spooky place...



Pugsley the chimney sweep. There are lots of goodies in this game, but you have to look for them.

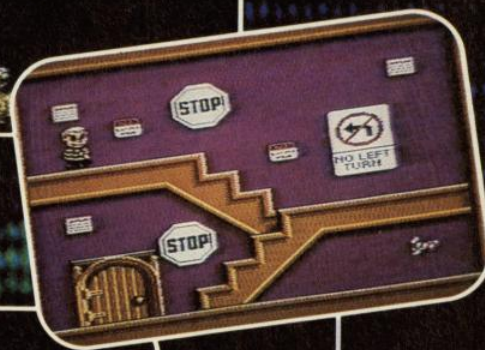
THE ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT



Pugsley licks his lips in anticipation of scoffing down all these yummy treats!

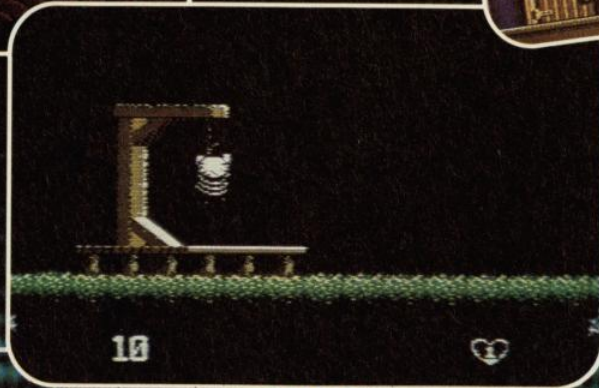


Ahhh... I see the problem. You got hair balls stuck in your throat!



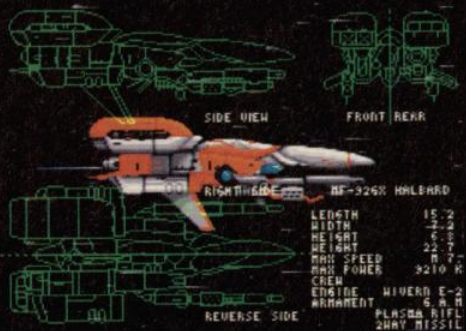
How will Pugsley get the 1up without getting a traffic ticket?

Oh the Lord loves a hangin', that's why he gave us necks!



Currently available in Japan and due for a early 1994 release in Australia is a sideways-scrolling blaster from Athena. Its name is Bio Metal and it is packed with features the likes of which we've all seen a thousand or more times before. However, from what we've seen, the screen is constantly busy and so the lack of originality here is made up for by the apparently quite tough difficulty level.

Exactly how good the game is remains undecided at present, though it promises some cool effects for the enemy bosses by means of the Super NES' Mode 7 capabilities. The soundtracks are pretty tasty, too, but you'll all have to wait until we review Bio Metal to discover whether or not this is as explosive as it looks.



BIO METAL



▲ The good Doctor Harrod took this grab from level three whilst only using one arm and drinking a stink shake with the other. He's that hard. Arrooogaahhh!

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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!

MATTEL

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

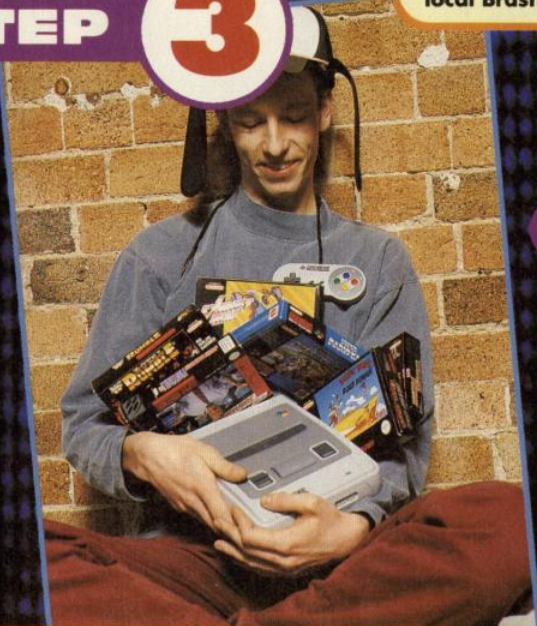
2



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

STEP

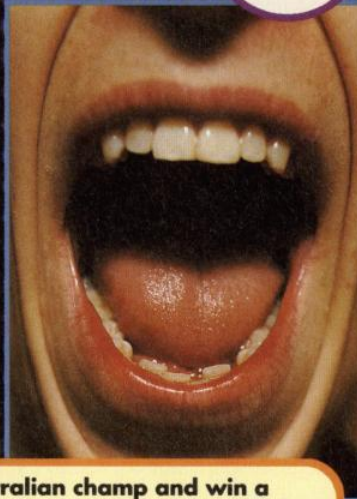
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Leap about like a fool at the news that you have won the State Championship!

STEP

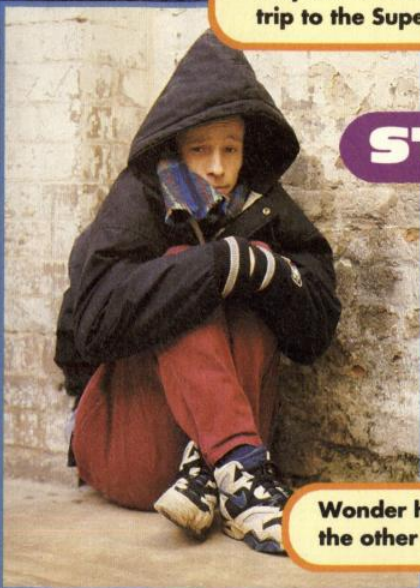
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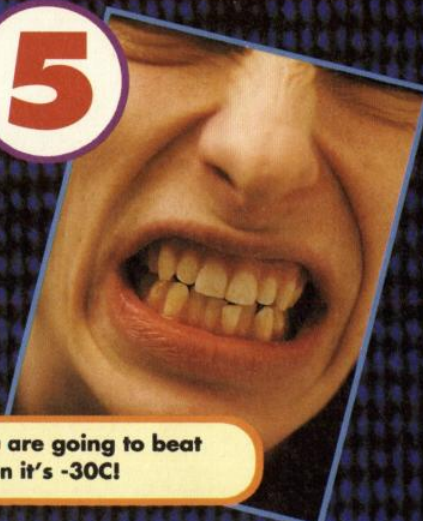
Play like a demon, become the Australian champ and win a trip to the Super Nintendo International Challenge in the UK!

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

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.

Brashs

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Brashs

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.

SUPER NINTENDO CHALLENGE

Store#
 Date
 Points
 Gold coins
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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 Brash 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 Brash supervisor.

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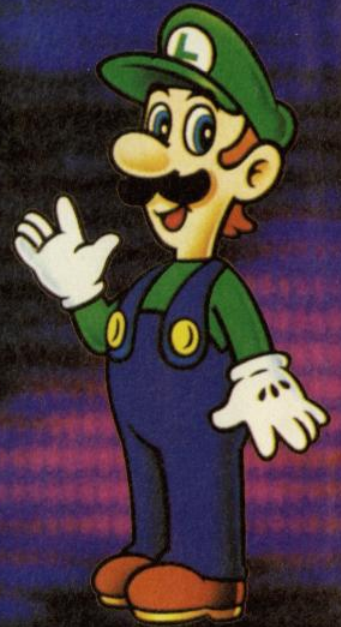
Do not write on this side of the coupon. To be valid, this part must be filled in, signed and stamped by a Brash supervisor.

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 Brash's 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 Brash's 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 Brash's 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, Markettown 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

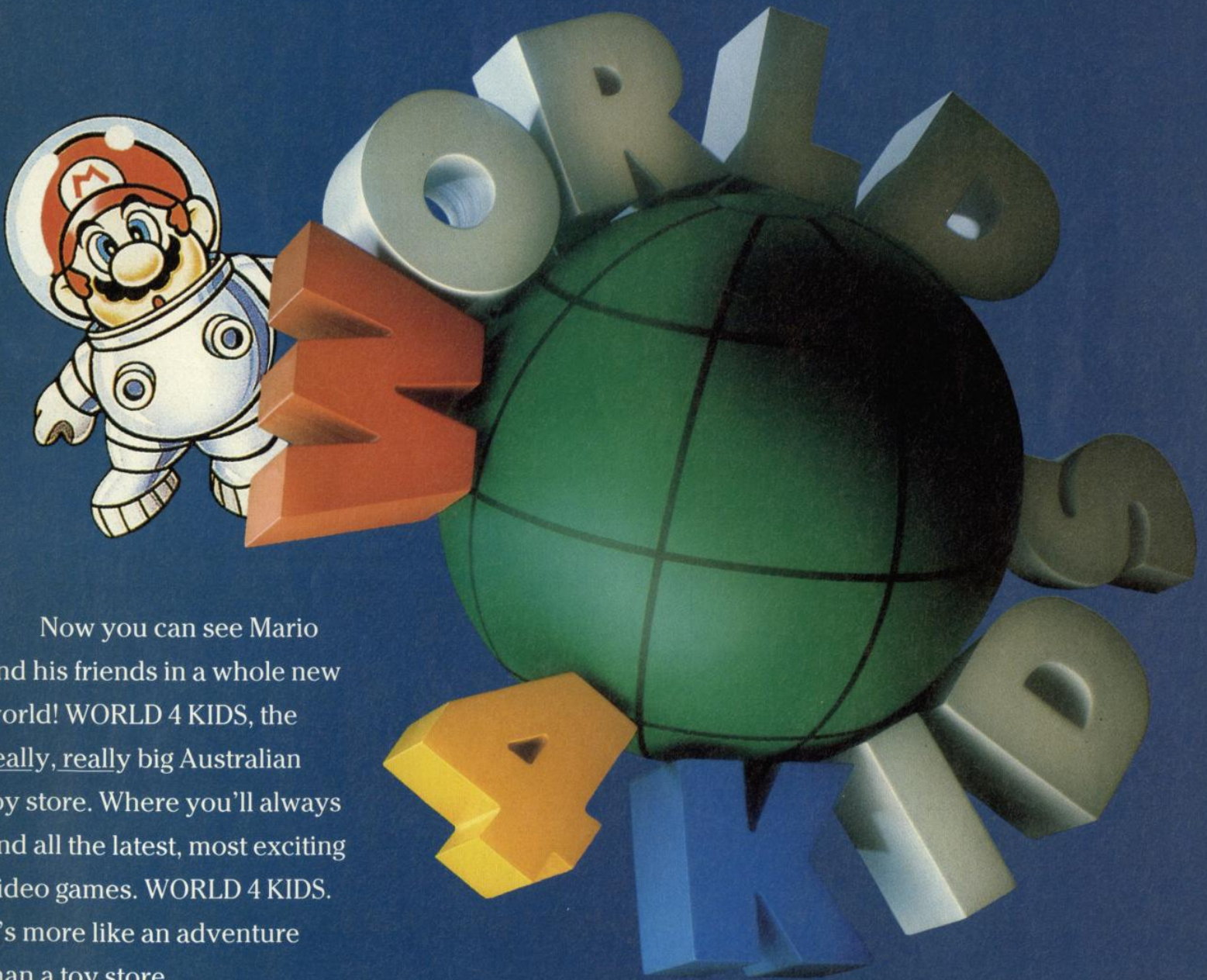
VICTORIA
Chadstone: Chadstone Shopping Centre, Dandenong Rd
Cheltenham: Southland Shopping Centre, 1239 Nepean Hwy
East Preston: Northland Shopping Centre, Murray Rd
Geelong: 123-129 The Mall, Market Square Shopping Centre
Maribrynong: Highpoint Shopping Centre, Rosamond Rd
Ringwood: Eastland Shopping Centre, Maroondah Hwy

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
Mitcheltown: Shop 73, Brookside Shopping Centre
Southport: Australia Fair Shopping Centre, Scarborough St
Toowoomba: Shop 7, Village Fair Shopping Centre, Margaret St

WESTERN AUSTRALIA
Hillarys: 8-10 Whitford Shopping Centre, Cnr Marmion & Whitford Ave
Perth: 618 Hay Street

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SEE MARIO IN A WHOLE NEW WORLD.

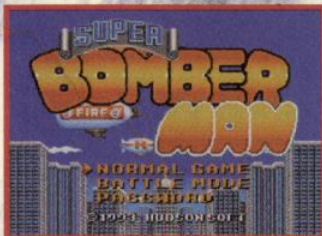


Now you can see Mario and his friends in a whole new world! **WORLD 4 KIDS**, the really, really big Australian toy store. Where you'll always find all the latest, most exciting video games. **WORLD 4 KIDS**. It's more like an adventure than a toy store.

NSW Bankstown Bankstown Square Shopping Centre. **Blacktown** Westpoint Shopping Centre. **Chatswood** Chatswood Chase Shopping Centre. **Hornsby** Westfield Shoppingtown. **Penrith** 521 High St. **VIC Clayton** 1389 Centre Rd. **Southland** Westfield Shoppingtown. **QLD Aspley** Home Base Centre. **Southport** 59 Nerang St.

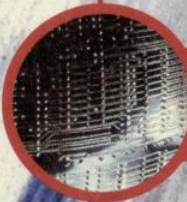
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: MINDSCAPE
- RRP: \$119.95
- RELEASE: OUT NOW
- GAME TYPE: EDU
- CART SIZE: 8 MEG



GAME INFO

- PLAYERS: **FOUR**
- CONTROL: **JOYPAD**
- GAME DIFFICULTY: **AVERAGE/HARD**
- CONTINUES: **3**
- RESPONSIVENESS: **EXCELLENT**
- 1ST DAY SCORE: **BEAT FIRST BOSS**
- GAME ORIGIN: *Super Bomberman is an enhanced version of the Game Boy title.*



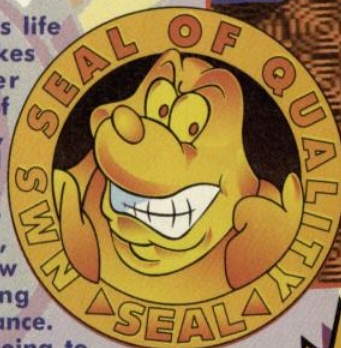
CONTROLS

● **HOW TO PLAY:**
Guide Bomberman through a series of maze-like stages, blowing up nasties and collecting assorted power-ups along the way. Be careful not to be caught in the ensuing blast, though.

- A** Drop Bomb
- B** Detonate Timer Bomb
- X** Not used
- Y** Not used
- L/R** NO FUNCTION
- S** START: PAUSES GAME
SELECT: NO FUNCTION

If you think about it, there are some really crap jobs in this weird and wacky world of ours. Just think about the poor so-and-so who has to put labels on big boxes of Duplo bricks all day. Or somebody who puts the sticks in toffee apples - or even the poor people who test worming tablets. A similarly unenviable task is performed by Hudsonsoft's Bomberman. Whilst the Duplo stickers and worms get to go home after a hard day's sticking and itching with very little danger of injury, Bomberman's daily chores involve using explosives to clear his way through a series of alien-filled mazes.

Yes, indeed, a Bomberman's life is not a happy one. As he makes his way through maze after maze, destroying all manner of creatures as he goes, Bomberman is subjected to all manner of dangers. Luckily, though, he's been doing it since his first Game Boy incarnation, and has also learnt some new moves along the way - booting bombs out of the way, for instance. This time, though, things are going to be harder, as there are more power-ups to master - oh yes, and the nasties are potential MENSA members in the intelligence department, too. Uh-oh...

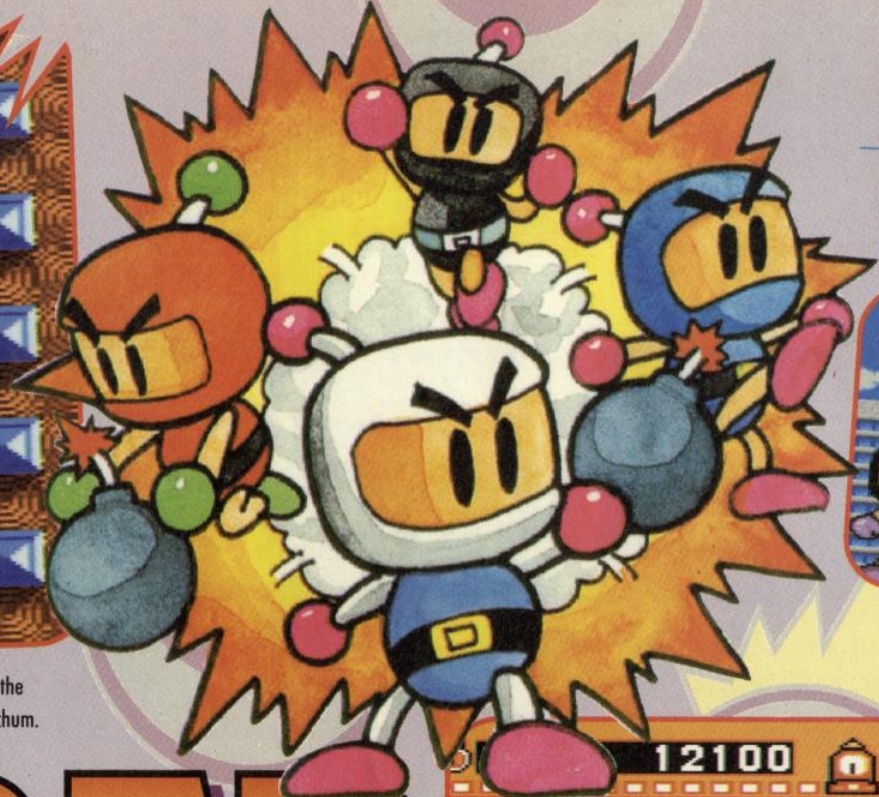


BOMBERMAN





▲ Crowds came from miles away to hear the soothing harmonies of Waldo and his tiny chum.



▲ 'And when the music stops' - the player is invited to play musical statues. Or something.

BOMBERMAN '93



1 MORE MONSTERS, TOO

With Bomberman suitably tooled up, it's only fair that his numerous enemies are similarly improved. As well as the bog-standard meanies who moon about aimlessly, Super Bomberman now stars intelligent bombs which follow our hero around, waiting for the chance to detonate themselves next to him, and large trundling tanks which shoot fire in every direction - even through walls. In addition, these new foes also boast more strength and intelligence and can quite easily withstand several hits from bombs as they harangue Bomberman into a corner. In addition, larger bosses also appear every now and then, and require loads of hits before they kick the bucket.

▲ 'Hmmm, well as you can see, this Lionskin-effect rug is fine for these corridors, but to carpet the whole place will cost a bomb...'



COMMENT



ANDY I love Bomberman! Forget the need for fancy graphics and over-the-top presentation, Super Bomberman's gameplay raises it head and shoulders above its graphically-stunning competitors. With loads of mazes, a good amount of variety in its levels and smart bosses, Super Bomberman offers plenty of challenge and its immediate playability means that it's one of the easiest games to get into I have ever encountered. Basically, although there are a few examples of dodgy sprite detection, I cannot fault this game. In four-player mode it's incredible fun and blowing up your mates is excellent fun - although fights and mass bruises always seem to follow directly after. A brilliant game, and one to add to your collection.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

2

BRING YOUR MATES

Bomberman is best played in a group, and Hudsonsoft have conveniently released a rather smart adaptor which allows up to four players to join in the explosive action. The Super Multitap plugs into the second joypad port and, via a rather bulky grey box, adds a further four ports to the Super NES. A price has yet to be set for the unit, but we've had one in the NMS office for a few weeks now, and no amount of money could persuade us to part with it and our copy of the game.

COMMENT



Remember the days when games were fun and didn't rely on fancy graphics to win you over?

STEVE

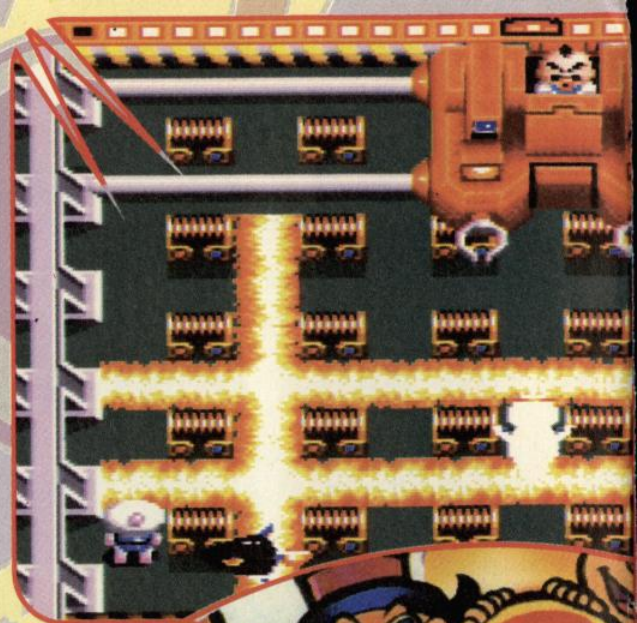
Hudsonsoft do, and Super Bomberman is quite simply the most addictive game I have played in absolutely ages. In four-player mode, Super Bomberman is a real hoot and running around the game's many mazes as we try to blow each other up kept us engrossed for ages. In addition, the variety in the mazes is second to none, with tunnels, evil Bombermen, and conveyor belts adding to the fun. I really cannot fault the game - it's everything a good Super NES blast should be. It's good to look at - although the graphics are hardly the most sophisticated to grace the machine - but the playability is top-notch and earns Super Bomberman its just place as most-played game in the NMS office this month outside the Turbo coin-op. A classic.



▲ Tee-hee, thought Black Bomberman as he escaped, little knowing that his partner had an insurance claim to make...



▲ Ok, who did that? Right, you all stay behind until somebody owns up...



3 DETONATE THAN NEVER

Blasting certain creatures or blocks often reveals special icons which prove particularly useful to our bomb-happy hero. As well as such old favourites as larger bomb radius and speed power-ups, new ideas such as bonus-sapping death heads and a larger capacity for dropping several bombs has been added. By far the most interesting addition, though, is Bomberman's ability to kick planted bombs out of the way - or towards the oncoming nasties. It also proves especially useful when a devious second player drops a bomb directly in your path!

4 BETTER MAZES

Running around the mazes sounds as if it could soon get a little dull, but Hudsonsoft have added a variety of features to ensure the player's interest is kept up. These include tunnels which are used to roll a bomb into and consequently surprise your opponents, conveyor belts which are used to send a bomb elsewhere around the screen, and Chameleon-like creatures who turn into evil Bomberman replicas - meaning you have to think twice in case you accidentally blow up your mate.



▲ Mistaking the 'Blew Up' byline, Bomberman heads for Hollywood and Rick Moranis.

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 game options, and an absolutely stunning four-player mode.

87

GRAPHICS

▲ Simple but uncluttered graphics, which are suitably bright and jolly. The variety is excellent, too.

84

SOUND

▲ Minimal ditties, but good explosions combine to create a jolly but pulse-racing effect.

79

PLAYABILITY

▲ Instantly playable, and this playability doubles with every player that joins in.

95

LASTABILITY

▲ The addition of tunnels, conveyor belts and the many new icons ensure you'll keep returning for more bomb-related japes time after time.

94

OVERALL

93

A nothing short of brilliant game. It plays well, looks mighty fine, and is basically a 'must-have' cart.

REVIEW



CART SPEC

- BY: ELECTRO BRAIN
- RRP: \$109.95
- RELEASE: OUT NOW
- GAME TYPE: SPT
- CART SIZE: 8 MEG

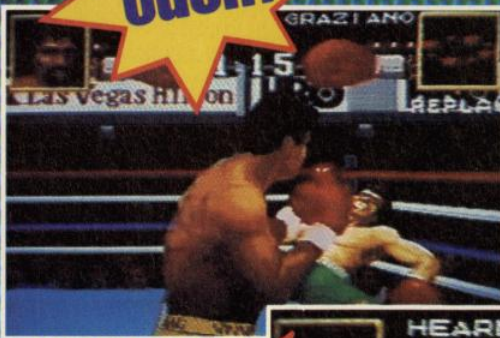
GAME INFO

- **PLAYERS:** Two
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Battery back-up
- **RESPONSIVENESS:** Good
- **1ST DAY SCORE:** Rank eight in Career Mode
- **GAME ORIGIN:** Original title featuring all-time middleweight boxing greats.

CONTROLS

• **HOW TO PLAY:** Use a combination of punches and blocks to either defeat or KO your opponents and rise to the top of the boxing division.

- A** PUNCH WITH RIGHT ARM
- B** NOTHING
- X** VIEW PUNCH IN CREATE BOXER MODE
- Y** JAB; PUNCH WITH LEFT ARM; BREAK CLINCH
- L/R** CLINCH
- S** START: PAUSE GAME
SELECT: SUPER PUNCH



Your stomach is knotted with tension as you await your calling. So far you've had a brilliant career in the bush league, now you're playing with the big boys. Your bare skin glistens with a thin film of sweat. Surrounded by a group of supporters, you walk through a darkly-lit hallway towards the arena.

This is it, the point of no return. The swinging pair of doors that lead to the ring barely conceal the cries and shouts of an expectant crowd. You realise that this is what you've struggled so hard to achieve. You've got an audience to please. They want a bloodbath—guess you'll have to give them one....

WE HAVE THE TECHNOLOGY

To become a contender in the Career mode, you first have to create your own boxer before working your way up from the bottom of the ladder.

First of all, you must select one of the three backgrounds available: Street, Military or Olympic. Each has its own inherent strengths and weaknesses. You are then given a certain amount of 'strength beads' to allocate to your boxer's basic abilities such as punching power and stamina. You then assign points to your ability to do damage with the different punches. Finally, to top it off, you can then select your appearance. The world is now

ready for your debut.

WHICH SERIES?

There are several modes of competition available in the game. Initially, it is advisable to hone your skills in the Exhibition mode by choosing one of the more experienced boxers to start with. You can then create your own boxer and start your tedious climb to the top of the boxing field in Career Mode. This is where you really strut your stuff.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

COMMENT



This game is, quite literally, a knockout. It definitely gives justice to that old saying that big is beautiful. You really feel part of the action. The sprites are larger than life and the

MICHAEL

punches appear to come right out of your screen.

During the fight, the background noises and sounds add a great deal to the slummy atmosphere of the boxing arena. With a little bit of imagination, you can just smell the cigars and chant along with the blood-hungry crowd. I also find the inclusion of the instant replay function to be an added bonus, especially in helping me re-enact the last few moments of victory.

It doesn't matter if you don't enjoy or understand boxing, this cart can give you an excellent introduction to this fascinating sport. I heartily recommend it to anyone who enjoys a good punch-up now and again.

LETHAL WEAPONS

Half of the boxer's skills rely on the effective use of his fists. They don't put gloves over them just because they look dandy, y'kno. If you're not sure which punch to deliver, remember this advice from Aussie World Middle Weight champ Jeff Harding, "When in doubt, jab out!"

WHAT'S IN A FACE?

Instead of a health meter, you are shown a face of your boxer. As you start getting pummelled, bruises and cuts appear on your visage. This symbolises the amount of injury you are receiving from your foe. When the background starts flashing, look out, because this means that you are dazed and a couple of good punches, or a Super punch, will see you hit the deck.

In addition, there is also a stamina meter which looks like a big red boxing glove. This allots you a certain amount of energy for your punches. Each punch requires a certain degree of effort to be expended. Both health and stamina can be regenerated during the fight by not straining yourself.



STAMINA HEALTH

LIGHTS OUT!

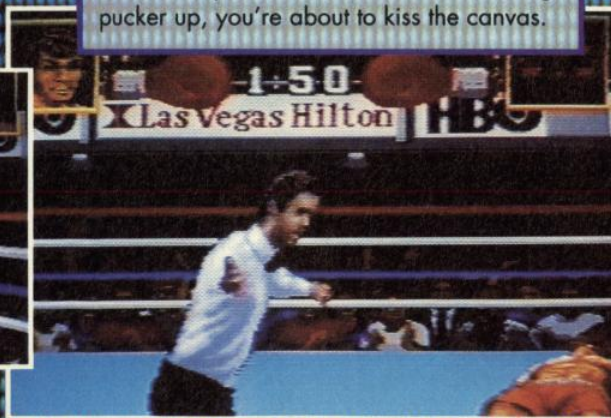
Once you start taking too many blows, your environment starts to grow dim and the background sounds diminish as well. Once everything turns black and your health meter starts flashing, pucker up, you're about to kiss the canvas.



Don't think you won a good one, you're in a bit of a jam!



Oh yeah? Watch on this, mamee 'ol!



Take that, you jenny blythe!

THE CONTENDERS

'Marvellous' Marvin Hagler

'Marvellous' has great power in both hands and is very accurate. Works a balanced attack to the head and body. An aggressive fighter who stalks his opponents. Good stamina and chin.

Thomas Duran

A master strategist in the ring, 'Hands of Stone' is able to slip punches and counter effectively. Fights inside and possesses a lethal right hand.

Sugar Ray Robinson

The original Sugar Ray combines a blend of speed, power, and style in the ring. He can absorb enormous punishment as well as dish it out.

Jake La Motta

'The Raging Bull' has a great chin. A slugger that ignores defence, he lacks power, but overwhelms opponents with sheer volume of punches. Concentrates on the body attack.

James Toney

'Lights Out' is a legend in the making. He has a solid chin and good power. Tends to fight in spurts, moving and blocking for a while before launching a barrage of punches from all angles.

Rocky Graziano

'The Rock' is a dangerous brawler who abandons conventional boxing style. His power and chin make him ominous. His lack of defence makes for an exciting slugfest.

Sugar Ray Leonard

The second coming of Sugar Ray, Leonard is a flashy and explosive fighter. Excellent killer instincts and the ability to win a round with a flurry in the final 30 seconds.

Thomas Hearns

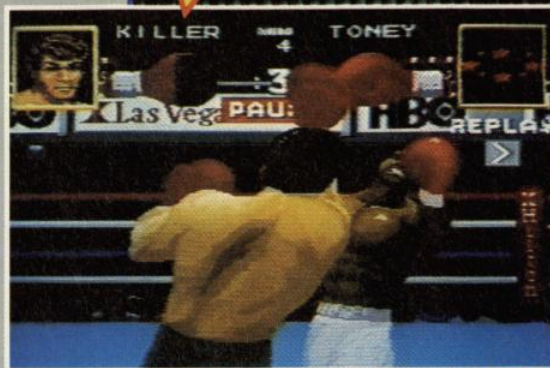
The 'Hit Man' has tremendous power and great boxing skills. He is a superior offensive fighter with numerous weapons. Likes to finish fights early.

THE BATTLE OF THE LEGENDS

This is basically the stage where the creme-de-la-creme of the boxing world gather to prove their worth. If you were skillful enough to batter the contenders in Career mode, this is where you'll end up to face the finest. You only get one chance at this so don't blow it.

The eight available boxers are paired off to fight their respective opponents. The victors of these bouts are then matched off with the other winners until one man remains standing. This lucky individual will then have proven his worth and thus be crowned King of the Boxing World. That is, of course, until the next hopeful comes along and takes it away from him.

Ouch!



COMMENT



KERRY

Gawd, my thumbs are so sore I can hardly type this review! This game is tough work on the digits. Yes siree, Legends of

the Ring is a knockout. And the best boxing game I've played so far. Graphically, it's a joy; the sprites are all superb - and, more importantly, you really feel like it's you who's throwing that realistic-looking left-hook, right-cross, uppercut combination (or on the receiving end of same). The lack of variety in the screens, however, is disappointing and more work could have been done there.

While the temptation is to jump in and let flail with a non-stop barrage of punches, it's more beneficial to play more tactically. If you pace yourself, you can actually begin to understand the "science" of boxing.

On the other hand, there is no opportunity for dirty fighting a la WWF games, which is a bummer as the long term appeal of Legends of the Ring is compromised by its fairly rigid gameplay. But enough of these quibbles. Lace your gloves and yell after me, "Yo ass is mine!"

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 innovative perspective gives the game a realistic edge.

91

GRAPHICS

▲ Large, detailed sprites that almost dominate half of the screen do credit to this cart.

90

SOUND

▲ The cacophony emanating from the crowd as well as background speech greatly enhances the fight.

89

PLAYABILITY

▲ The control configuration option allows you to customise your own controls.

88

LASTABILITY

▲ The varied difficulty settings should provide challenge for weeks and months to come.

▼ This can be tedious in the long run.

85

OVERALL

90

A totally smashing boxing sim that has to be seen and heard to be believed.



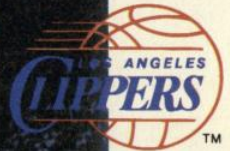
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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: MINDSCAPE
- RRP: \$119.95
- RELEASE: OUT NOW
- GAME TYPE: EDU
- CART SIZE: 8 MEG

GAME INFO

- PLAYERS: 1
- CONTROL: Joypad
- GAME DIFFICULTY: Easy
- CONTINUES: N/A
- RESPONSIVENESS: Good
- 1ST DAY SCORE: 15 stages cleared
- GAME ORIGIN: All the Mario family in for some edutainment japes.

CONTROLS

- HOW TO PLAY: Guide Mario across the world, replacing missing attractions as he goes.

A CONVERSATION

B JUMP

X NOTHING

Y RUN FASTER

L: NO FUNCTION
R: DISPLAYS MINI MAP

S START: OPTION SCREEN
SELECT: NO FUNCTION

Yowers! Cripes! Whoop! Yipes! **MARIO IS MISSING!** The portly moustachioed plumbing gent has been kidnapped by Bowser and hidden in some discreet region of the globe. So for once the spotlight falls on his partner Luigi, who is left with the task of searching city after city for his hapless chum.

The challenge takes on a further dimension when it comes to light that Koopas trundling around the city streets have stolen valuable artifacts from various landmarks. Three have been purloined, and once Luigi has recovered any one of them he has to take it to the appropriate tourist office. If he wants to give it back and get a photo of one of the cities great sites, he has to answer a couple of questions. The only way Luigi can answer these questions is by gathering information from the tourist office and asking passers by. Once Luigi is aware of what city he is in he can call on reliable ole' Yoshi to help him out. When all of the stolen artifacts are returned he can disappear back down the portal from whence he came and search a new city for his plumbing pal. Simple, eh?

The observant among you have no doubt realised that Mario Is Missing is what is commonly known as 'edutainment', combining Mario-style action with some educational bits about people, buildings, cities and cultures. Because of its teaching elements it is aimed at kids between the ages of 7 and 11, and with games of this kind it is always important to remember that they aren't really 'games' at all. Or something.



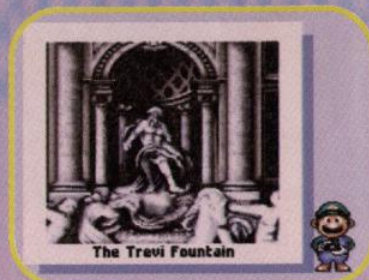
▲ Hello, we're census takers, I'm afraid. Do you have a few minutes of your time to spare?



STEVE

In the past, educational software has meant a blocky, supposedly cute and humorous sprite leading the user through a series of puzzles. No wonder they never caught on. In Mario Is Missing, though, Mindscape have found the perfect compromise between playability and learning. The Mario sprite is known to loads of younger users, and there's a modicum of leaping and jumping to be done so this should ensure that the learning process continues to be fun. In addition, the challenge is a large one, with loads of cities to visit and relics to replace. Although dozens of Mario fans will probably be disappointed that this isn't the latest instalment in the Mario World series, this is an excellent example of the 'edutainment' idea and is recommended to anyone who feels their geography could do with a polish - well, except A-level students...

MARIO IS MISSING



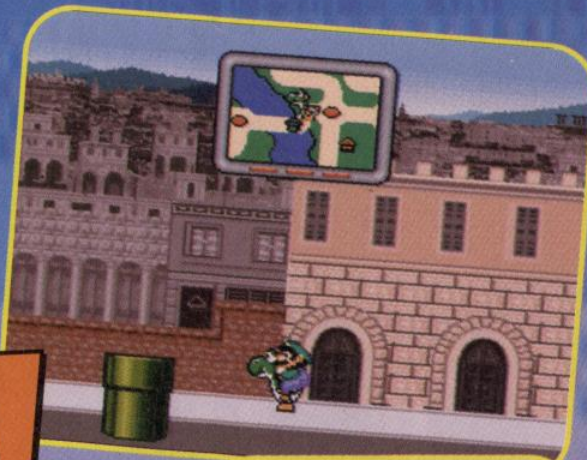
▲ There's nothing as boring as looking at someone's holiday snaps - so sod off, Luigi, you boring little get!



YOSHI'S WORLD

As soon as Luigi realises which city he is in he has the chance to call on the valuable services of Yoshi. The player guides the diminutive dino to the city in question by picking the 'globulator' option. The advantages of using Yoshi include the ability to move about quicker (which is useful considering there is a time bonus) and in getting back through the portal once a city is secured.

MARIO MISSING!



Buenos Aires, Argentina
South America



WALK THE DINOSAUR

There are five doors for Luigi to enter, each taking him to a city anywhere in the world. Once he has secured a city (that is discovered the stolen artifacts, returned them and taken snapshots) he returns through the door and moves on to the next. When all five cities are secured Luigi has to contend with Bowser before moving on to pastures new. A useful thing to know is that Luigi can only get back through the portal if he has Yoshi with him, so it is important to recognise the city and pack the cuddly dinosaur off in the right direction using the Globulator.



STREET TALK

The only way Luigi is likely to figure out where he is and where the artifacts he acquires come from is by asking people in the street. They don't offer a direct answer but give a clue to either the place or the object. He stands a better chance of discovering more when he goes to one of the three information bureaux. There he is given a pamphlet with information about one of the cities treasured monuments, buildings or museums, and can start to work out what artifact belongs in which place. Should Luigi try to return an artifact to the wrong office he is told as much. Should he return it to the right office he is asked a couple of questions which, if he answers correctly, means he can return the artifact and get a snapshot of the location it comes from.



COMMENT

ROB

As soon as the word 'edutainment' is mentioned anywhere near a console, most people tend to run for cover and not without reason. 'Edutainment' carts always have the habit of being hardly 'edu' and certainly not 'tainment'. That's why Mario's Missing is especially surprising because it manages to succeed in living up to its title. The older among you (11 upwards) should find this well below your heads - at least I hope so, but for people younger than this (essentially the age group it's aimed at), it is well suited. Most of it is based around geography and culture which can get a bit samey, but I don't mind admitting that I learnt a few new facts during my global tour, even if some of them aren't the most useful things to know. For instance, did you know that each window pane in the Empire State building is only cleaned once every month? Well anyway, as cynical as most are likely to be, this is nevertheless (if I can head straight into the great cliché legends book) both fun and informative.

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 much-needed password system is included

86

GRAPHICS

▲ Faithful reproduction of Mario characters

▼ The streets backdrops are a bit lack-lustre.

82

SOUND

▲ A cutesy Mario tune so fluffy that throwing up is inevitable.

▼ It could have done with a few more sound effects.

80

PLAYABILITY

▲ The controls are easy to get used to.

▼ The options screens could do be a bit faster.

84

LASTABILITY

▲ Loads of cities to explore, things to read and objects to discover.

▼ The whole process can get a bit samey.

82

OVERALL

83

An 'edutainment' game that actually succeeds in both departments. Because of the nature of it, it is only suitable for certain ages.

REVIEW

Nintendo
ENTERTAINMENT
SYSTEM



CART SPEC

- BY: STORM
- RRP: \$79.95
- RELEASE: OUT NOW
- GAME TYPE: DRV
- CART SIZE: 2 MEG

GAME INFO

- **PLAYERS:**
Two
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Easy
- **CONTINUES:**
One
- **RESPONSIVENESS:**
Really dead smart ace
- **1ST DAY SCORE:**
Complete game
- **GAME ORIGIN:**
A totally original game based on the exploits of a group of speedboat racers.

CONTROLS

- **HOW TO PLAY:**
Collecting whatever goodies line the route, the basic aim of the game is to beat the second player or the computer controlled character across the torturous courses.

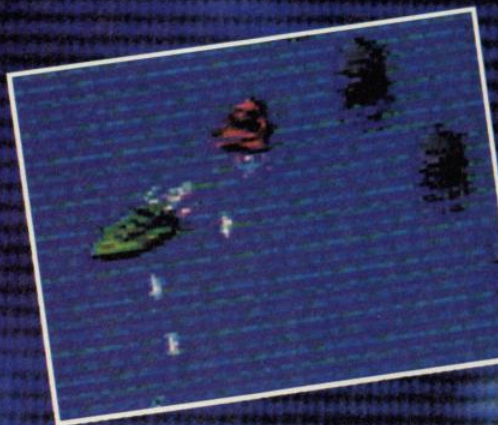
- A** ACCELERATE
- B** NITRO
- S** START: PAUSE THE GAME
- S** SELECT: NOTHING



ELIMINATOR

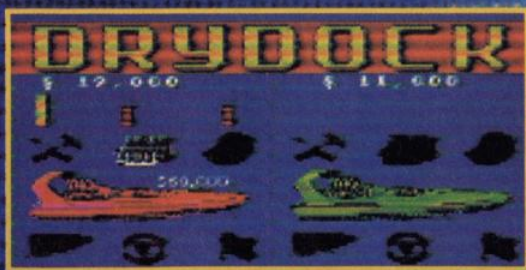
When the weather is fine, then you know it's the time, to go messing about on the river - as the song goes. There are all kinds of boats which will keep you afloat if you're messing about on the water. There are long boats and sail... yes, well anyway, the point is that the weather is indeed fine in NES land, and so a young man's fancy turns to aquatic pursuits. Pursuits being the operative word, because in the rock-hard world of Nintendo there are no beer-can regatta or Amazon-type raft pranks - it's pedal-down speedboat race action all the way.

The story concerns a group of "wacky" Californ-i-aynian speedboat racers, each of whom rules his own stretch of water. Your challenge is to travel to each of these kooky cats' home turf and beat each one over three races. Once you defeat the water-bound boy-racers, their turf, and all the lovely prize money offered by the Inane Watersports Fanclub, is yours. The races are played out, for the most part, in fine and traditional top-down-vertically-scrolling-o-vision, just like real boat racing.



Rear View Racing

Just as the start of the game is made different, the excitement of the ending is also heightened by changing the viewpoint of the action once again. As your boat nears the end of the line, the action switches to an Outrun-style behind-the-boat view. Each boat now has to manoeuvre its way through a twin line of flags marking out the course, dodging the obstacles and trying to grab the lead spot. As the game progresses, the flags get closer and closer, the tough sections get longer and longer and start appearing two or even three times per course!



REVIEW

Nintendo
ENTERTAINMENT
SYSTEM

OR BOAT DUEL

Laughing Gas Larks

Between races, your racer legs it into the nearest shop to spend his prize money. The shop is a passport to further riches, selling a number of upgrades to aid in your quest for greater glory. Here, any damage may be repaired for a nominal fee - a good idea since damage impairs the speed and control of the boat. Your boat may be modified in a number of ways. The cheapest is to improve your steering, then upgrade your acceleration. Boosting your top speed is one of the more expensive luxuries, while strengthening the hull of your craft costs a fortune! Five levels of upgrade are possible, and the price is stable for each level.

COMMENT



RAD

It's happened with platform games and now it's happening with bouncy Super Sprint-style arcade racers. There's RC Pro-Am, Pro-Am 2, Cobra Triangle and now Eliminator Boat

Duel. However, the saving grace is that all of these games are of a high quality, and Eliminator Boat Duel adds more original ideas to the genre than most. The switching of viewpoints means there's more techniques to master, from learning the optimum start times for each starter to learning how to nitro through opponents to wreck their boat.

The courses are well designed so there's plenty of action, plus loads of shortcuts to learn, bonuses to grab and hazards to avoid. Each of the computer-controlled opponents has their own personality and racing style, and the between race intermissions are actually quite funny. As a one-player game, Eliminator Boat Duel is certainly a lot of fun, although it is a tiny bit easy once you get used to running your boat. However, as a two-player title, Eliminator is outstanding. Although not the greatest game of its type on the NES, Eliminator is close and is most certainly an extremely worthwhile purchase.



COMMENT



GUS

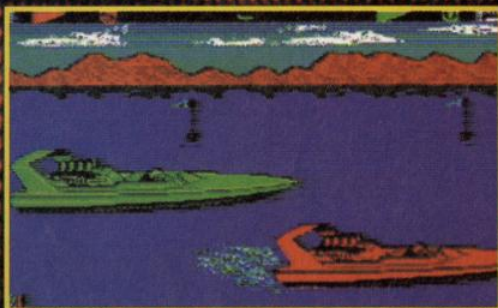
Eliminator is yet another member of the over-head racer club, and a fine one at that. It tries to improve on the likes of RC Pro-

Am by including a 3D section which cuts in for periods every so often. I actually found this section, and the side-on start view, pretty superfluous. The main fun to be had is the fast upwards scrolling courses and boat customisation sections. For the most part the graphics are adequate, if a little ragged, especially the 3D, but the courses change enough to make the game varied in later sections. It's also challenging without being frustrating, and the close finishes spur you on for just one more attempt. Eliminator would be a wise choice for anyone into this game type, despite elements that don't quite fit.

Speedboats 'R' Us

Everyone knows what happens if you add nitrous oxide to the fuel supply of a standard speedboat - absolutely nothing, except maybe a loud bang and a bit of an explosion. However, the boats in Eliminator are special boats with nitro-compatible jet engines. This means that with the flick of a switch your driver releases an injection of nitro into the fuel line, thus rapidly increasing the acceleration and top speed of your vessel.

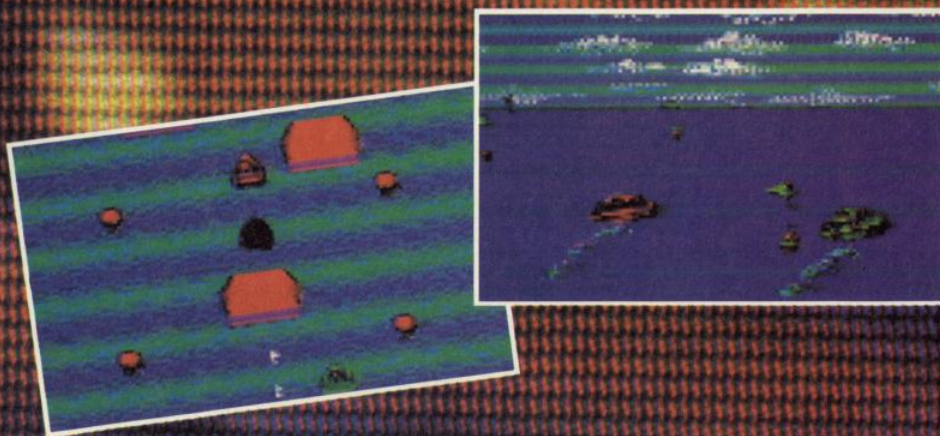
However, this potentially race-winning gear is only available in limited supplies found in canisters containing two nitro power-ups floating down the river towards you. Sadly, due to the explosive nature of this stuff, only nine shots may be safely stored in your boat at any one time.



In the race to give the '70s girl the Milk Tray first, the red boat applies his nitro boosters.

Don't Shoot Prematurely

Getting a good lead on the first straight of each course is important, so it's no wonder special attention has been paid to this thrill-packed acceleration bean-feast. Instead of the usual overhead viewpoint, the start of each race sees both boats, in huge sprite form, from the side. The starter stands on a platform and as soon as she raises the flag your boat is clear to zoom off at top whack. Any false starts result in a \$2000 fine. The view stays the same until one boat claims the advantage through a quicker-off-the-mark start or faster acceleration, or until the equally-matched racers hit the first bend in the course, whereupon things switch to overhead. Getting a lead right at the start isn't essential, although it certainly helps unless the course is entirely straight. If so, your reflexes and the acceleration of your boat could mean victory or defeat...



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"/>
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YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Really great intermissions, shop sequence, replays of light finishes etc, smart title screen.
▼ No options. Boo.

91

GRAPHICS

▲ Large-sprite start, intermissions and main game graphics are colourful and detailed. The backgrounds are similarly varied.
▼ Rear-view race is a little bit flickery.

82

SOUND

▲ Well thought-out tunes and effects accompany the action.
▼ However, the tunes could be a bit less bland.

78

PLAYABILITY

▲ Very fast indeed, plus absolute reams of variety. And hey! - it's great fun to play, too.
▼ Does take a while to get into.

92

LASTABILITY

▲ Loads of levels and the two-player option should keep you going forever.
▼ The single-player mode is a bit easy.

89

OVERALL 91

A splendid piece of software. Original, varied and very playable indeed. It's the most, daddy-oh.

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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: DELPHINE SOFTWARE
- RRP: \$109.95
- RELEASE: OUT NOW
- GAME TYPE: PLT
- CART SIZE: 8 MEG

GAME INFO

- **PLAYERS:** One
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Hard
- **CONTINUOUS:** Infinite - Password access
- **RESPONSIVENESS:** Reasonable
- **1ST DAY SCORE:** Reach Stage 2
- **GAME ORIGIN:** Also known as *Out of this World*

CONTROLS

● **HOW TO PLAY:** Guide Lester through the alien city and surrounding areas. Use your gun to kill alien guards and destroy obstructions

A Nothing

B Jump

X Nothing

Y Fire gun, keep pressed to charge it up. Hold while moving left or right to run

L/R Nothing

S **START:** Pause
SELECT: Nothing

ANOTHER

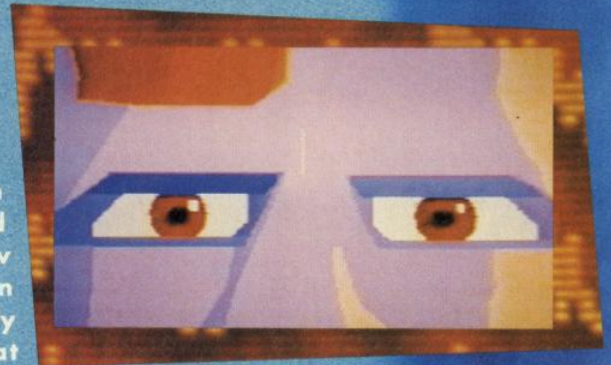
From the diary of Lester Knight Chaykin...

I am taking advantage of this short period of rest to record some useful information in my notebook about my recent adventures. I am now separated from my alien companion without whose help I would still be trapped. I hope I manage to find him. I owe him my life.

Right now I am trapped in a maze of underground corridors. I cannot tell how long I have been wandering. And I constantly encounter streams that threaten to flood these corridors at any time.

Luckily I have found a weapon that is very powerful. It has saved my life countless times.

There are so many guards roaming these corridors. I must be moving before I...



GOTTA GETTA GUN!

Without the gun, your journey will be at its end before you know it. It is found at the start of the second stage. After you escape the hanging cage and squash the guard, look on the ground



immediately ahead of you. To pick it up, simply stand over it and crouch down.

Using the gun takes a little practice. But, once learnt, you can do almost anything with it. One tap releases a single laser blast, enough to kill an unprotected guard.

Hold the fire button down for a few seconds and a ball of energy gathers at the muzzle. Release the trigger now to place an energy barrier before you.

If you continue to keep the button pressed, the energy ball grows and becomes a powerful glowing sphere which, when released, sends a blast strong enough to disintegrate almost anything in its path. This includes your own shields, so take care not to leave yourself unprotected. To shoot past a shield without destroying it, slowly edge forward until your gun hand is on the enemy's side of the barrier, and shoot.

ANOTHER WORLD

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

DON'T LOOK BACK!



"Raising one's left hand is considered most impolite in the alien's culture, as Lester soon discovered."



Three alien lasses enjoying a spot of nude bathing.



The first area is easy compared to the rest of the game. However, many people will have trouble when they first start playing the game. To make your life a little easier, here are a few hints.

When you appear in the pool of water, press up immediately or the tendrils of something nasty will drag you to your doom. When you emerge, head right and you will come upon a couple of black leech-like things on the ground. If you are feeling brave you can clear them with a running jump, but it may be a wise idea to kill them by crouching in front of them and kicking them (Y button).

Continue right, past more leeches, and you will suddenly be faced by a huge beast, intent on devouring you. Run left, past the pool, until you reach the end of the cliff, and jump out into space. Don't worry, you'll catch hold of a hanging vine out of the beasts reach.

The vine will snap and swing you back to the right, past the beast. From here, just keep running back to where you first encountered the beast, and two hooded aliens will appear and kill the beast. They will then stun you and take you into custody...

COMMENT



ANDREW

Another World has been out for PCs since '91, but it still kicks the pants off most of its competition on the Super NES. Everyone who sees it is blown away by the

presentation and graphics which, despite being fairly plain, convey the atmosphere of a stark alien world perfectly. The music is also very different to that used in most games — no jolly tunes here, thank you, just a moody background theme which changes to fit the action.

As for the action, well, there's never a lot going on at once, and much time is spent running across empty screens. However, this adds to the suspense of the unfolding drama. What action there is, is varied and interesting, from intense gun battles with heavily armed guards, to crashing into a public swimming pool, complete with bathing aliens!

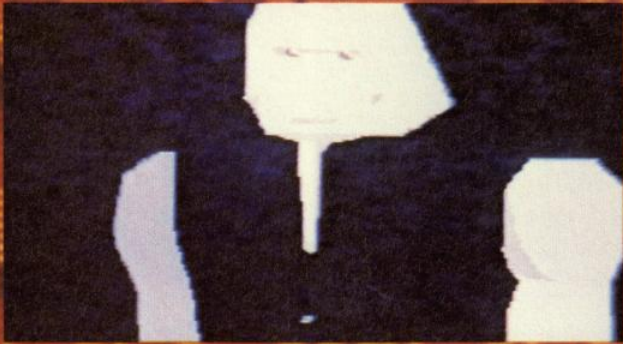
I have a couple of quibbles, but neither is particularly dire. The game moves one screen at a time, so you are never sure what awaits around the corner, although this does make things interesting. The other fault is the collision detection, which at times is downright frustrating. Sometimes you think you have cleared an obstacle, such as a leech, when in fact you have stepped one pixel too close, and are killed, thus forcing you to repeat the level.

Another World looks like a comic, sounds amazing and plays like a science fiction novel! The only Super NES game in the same class is Prince of Persia, so, if you enjoyed that, you'll most definitely want to take a look at Another World - it's out of this world! (Sorry, it had to be done!)

BROTHER FROM ANOTHER WORLD

After being captured, the first thing you see when you wake up is a strange face staring back at you. It belongs to an alien who has apparently committed a crime, hence his incarceration. Your escape frees him as well and, for this favour, he is indebted to you. Stick with him and he will help you through many difficult areas,

such as opening security doors. Naturally this partnership cuts both ways, and you will find yourself saving his grey hide just as often as he saves yours (even if it isn't grey).



COMMENT



MICHAEL

After plugging this cart into my console, I was drawn in like iron filings to a magnet. The presentation, particularly the graphic introduction, is just simply breathtaking. Once I picked my jaw up from the floor and actually started playing the game, I was a man possessed. And by the time I finished playing, it was almost dawn! It's that addictive!

The graphics are chunky and lack detail but the animation rivals that of Prince of Persia. The soundtrack is worth mentioning as it is so atmospheric that it's guaranteed to make your veins pop with excitement. Of course, being such an involving game, Another World... has a password system which, believe me, you are going to need! This is one game that will take a while to think through and finish.

The game not only tests your digital reflexes (that means your fingers!) but also strains your grey matter (that means your brain!). All in all, Another World is an intensely challenging game that is highly recommended - but video wimps beware, this is not for the faint-hearted!

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"/>
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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"/>
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YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

PRESENTATION

- ▲ Amazing introduction and intermission sequences, you won't believe it's a game!
- ▼ No options, but in this game they aren't needed.

96

GRAPHICS

- ▲ The animation of most new Super NES games is very smooth, and this is no exception.
- ▼ They look rather plain, but that's just the style — like some comics.

90

SOUND

- ▲ Very good music; it adds loads to the atmosphere of the game.

98

PLAYABILITY

- ▼ Collision detection is a bit rough — no margin for error when jumping.

87

LASTABILITY

- ▲ A game that will challenge you and take quite some time to crack. Lots of tricky situations to extricate Lester from.
- ▼ At times very frustrating, and the high difficulty may put some players off.

92

OVERALL

92

A tough game, but one that is satisfying. A stunning and pleasant change from the average platform game and sure to win heaps of new fans.

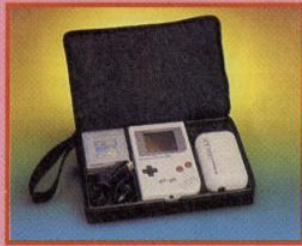
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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: DTM C
- RRP: \$119.95
- RELEASE: OUT NOW
- GAME TYPE: SPT
- CART SIZE: 8 MEG

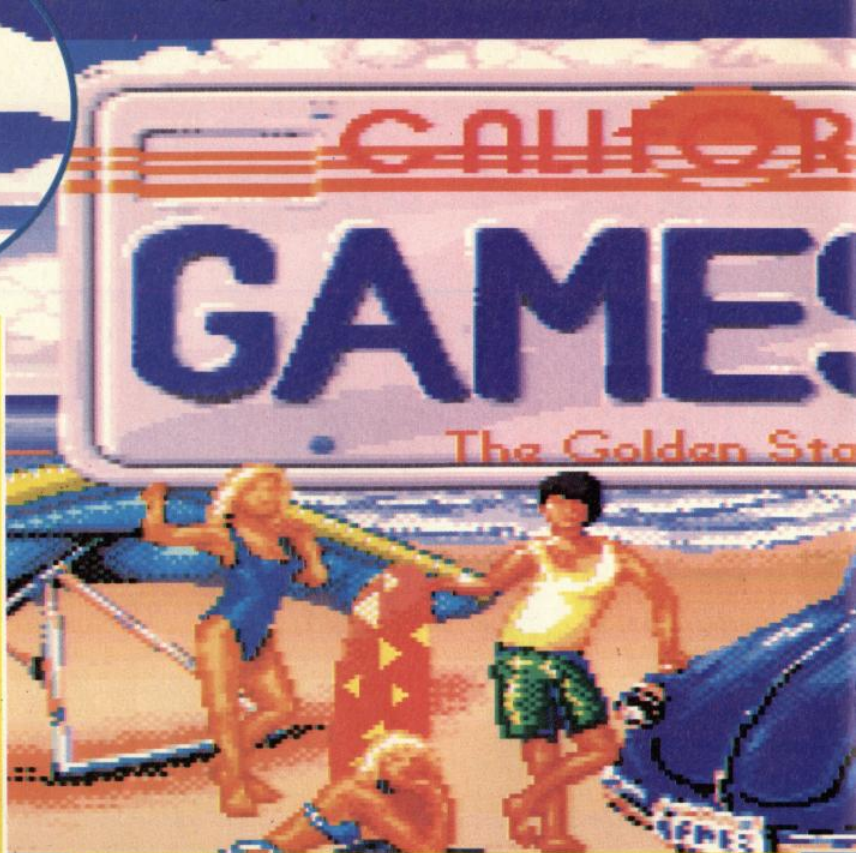
GAME INFO

- **PLAYERS:**
8
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Easy/Average
- **CONTINUES:**
N/A
- **RESPONSIVENESS:**
Fair
- **1ST DAY SCORE:**
Play for more than ten minutes
- **GAME ORIGIN:**
Converted from Epyx's PC original

CONTROLS

• **HOW TO PLAY:**
California Games II is a five-stage beach-fest which invites the player to compete against a series of events.

- A** VARIES BETWEEN EVENTS
- B** VARIES BETWEEN EVENTS
- X** VARIES BETWEEN EVENTS
- Y** VARIES BETWEEN EVENTS
- L/R** VARIES BETWEEN EVENTS
- S** START: PAUSE
SELECT: NOTHING



VERY EVENTFUL

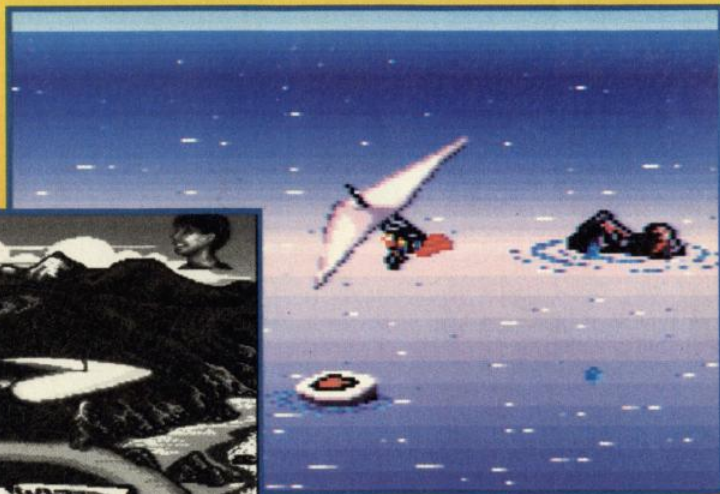
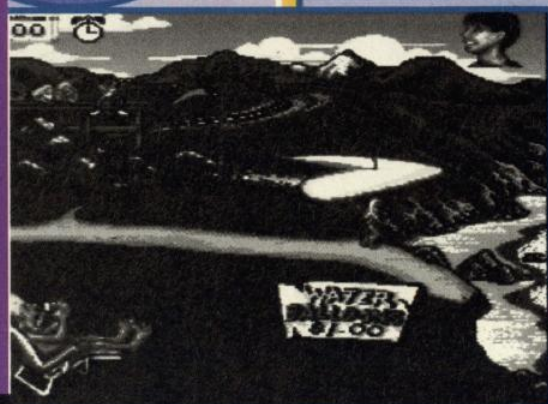
▲ Yes, erm, chilling with the er, homepers-
sons, er dude. I think.

California Games II comprises five events, each of which offer bundles of points for especially skillful beach bums. Here's a guide as to what's what:

Hang Gliding:

Standing precariously on the edge of a cliff, a windsock indicates the strengths of the updraughts and whether it is safe for the player to start their flight. Using the pad to climb and dive using the wind currents, further points are accumulated by performing stalls, swoops and other stunts. In addition, in the expanse of water below there are a num-

ber of marker buoys and hitting these with one of the water bombs the sprite has also managed to keep hold of also guarantees more points - but be careful not to hit the friendly dolphins by mistake! Once you have performed what you feel is a sufficiently impressive series of moves, returning to the cliff ledge ensures maximum points.

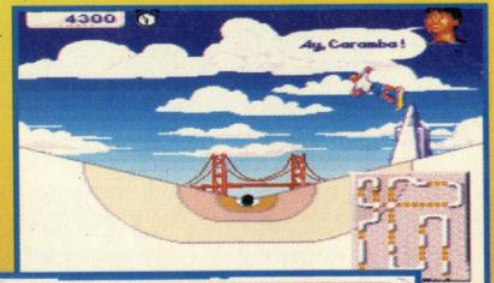


▲ My word! A giant liquorice allsort!

THE GAMES THAT PEOPLE PLAY

Created by Epyx way back in 1982, the 'Games' series was launched in the UK by Quicksilver in the form of C64 Summer Games. The main difference between Summer Games and other such joystick-wrecking competitors was that real skill was needed to succeed as opposed to forearmers like Popeye's. Six months passed, and Epyx duly turned their attentions to winter sports with Winter Games. From here, Epyx were on a roll, and the titles that followed were Summer Games II, World Games and California Games. From here, though, and with the advent of the Amiga and ST, it soon became apparent that ideas were getting scarce, and the following titles in the series - The Games: Summer Edition and Winter Edition - both bombed

because the events were seen as dull leftovers from the older titles or simple reshapes. Whether any more in the series will make an appearance remains to be seen, but is also extremely doubtful.



Jet Surfing:

Using Mode 7 to update the 3D track, Jet Surfing is basically an aquatic version of F-Zero, with loads of fancy moves thrown in for good measure. A series of checkpoints stand between the player and the end of the course, as do jumps and pieces of litter - both of which are worth extra points to the skillful - and tidy - jet-surfer.

▲ The ill-effects of too much curry demonstrated.



Snowboarding:



▲ Snowboard like the wind, you spawn of the Devil's trumpet, you!

Snowboarding: Mount Shasta is the largest mountain in the fictional Cally Games' range - and you, like the pillock you are, are about to stand on a tea tray and slide down it at full pelt. Using a slalom motion, the event starts with the player avoiding dry patches, jutting logs and rocks before eventually reaching a Skate Or Die-style Snowbowl within which they are invited to perform a number of stunts before progressing to a grass-covered slope.

I can't believe it. Some nine months after Wayne's World and it's assorted 'hilarious' phrases have been and gone, along come DTMC with a game which fair reveals in such 'hip-speak'. Thus, in an attempt to make us dull Aussies appallingly fashionable, we are all cordially invited to attempt a range of the Sunshine State's most favoured sports. Yes indeed,



er, dudes. California Games II offers a lifeline to anyone seemingly doomed to wimphood for the rest of their life.

From the safety of an armchair, the dangers of skateboarding available (I hope it catches on here), the possibilities for a third in the series are endless. I can see it now: 'California Games III-featuring crab baiting, skin peeling, and farting about with a beach ball.' I can hardly wait,...



69 NINTENDO



Body Surfing:



▲ "If it's good enough for that bloke in The Sun who fancied pavements..."

Sticking with the trusty old tea tray, it's time to take to the water for a variant of the surfing theme. Riding the large breaker immediately behind the boarder, this eventually gives way to an obstacle course where the player is swept through a fast-moving cluster of King Canutes, rocks, and other watery death traps.

COMMENT



STEVE

The 'Games' series from Epyx ranks among my all-time favourite titles, and hopes for a Super NES conversion using Mode 7 were very high indeed. Ooops, a bit of misplaced optimism there, methinks. Make no mistake, California Games II ranks alongside Crackout and Road Fighter as one of

the worst games to grace any Nintendo console - ever. For a start, one of the best things about the old C64 games was that the events required genuine skill and the player was duly rewarded by saving their all-time bests to disk. Cally Games II, however, features events which Helen Keller would sail through and there's not even a battery back-up save device to prompt a few minutes' more play. It's a rather uneven game, too. For instance, the jet-ski event uses Mode 7 to update its track and this is worthy of attention, but the only other 3D section in the game - the skateboarding - reverts to bitmapped updating, and the result is one of the most unconvincing 3D sequences since Time Tunnel was taken off the telly. I really cannot sum up how much I detest this game. Everything about it - from the limited gameplay to the false trendy phrases (a definite case for a 'hip' replacement) - is abhorrent, and California Games II is best avoided like the proverbial plague. It's a real pity to see such a great series end like this, but no amount of nostalgia is going to disguise that Cally Games II is complete crap and probably THE worst sports game ever.

Skateboarding



▲ Handplants are difficult at the best of times - especially when you haven't got any fingers!

If you think an Ollie is half of Laurel And Hardy, you're obviously not one of the skateboarding fraternity. Well, prepared to be initiated as DTMC stand your on-screen screen alter ego on a board and give him a gentle push down a 3D scrolling sewer network - I knew there was some reason this game stinks so much. Using the banked walls to build up speed, it's possible to perform 360 loops within the pipes or handstands on the edge of the sewer walls. It's not all plain sailing, though, and hitting a wall head-on tends to ensure that the contestant doesn't get up again.

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"/>
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LONG-TERM INTEREST

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YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▼ Minimal options which allow the player to practice the events or jump in feet first.

34

GRAPHICS

▲ The Mode 7 during the jet-ski event is a nice touch...
▼ Sadly, everything else in the game takes us back to the early days of computing.

45

SOUND

▼ A complete waste of potential. Where are the Beach Boys hits? Where are the jaunty tunes? Not here, that's for sure.

39

PLAYABILITY

▼ Oh, sorry, was there supposed to be any?

21

LASTABILITY

▼ Although there are five events, none offer any real challenge, and it's doubtful that there's enough to keep you coming back to beat your high score. And as there's no high score save, what's the point?

13

OVERALL

20

Abysmal. There's no other word for it. Well, apart from dire, travesty, dreadful, hateful, crap, trash...

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: IMAGINEER
- RRP: \$119
- RELEASE: NOVEMBER
- GAME TYPE: SPT
- CART SIZE: 4 MEG

GAME INFO

- **PLAYERS:** Two
- **CONTROL:** Joypad/Mouse (optional)
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Battery back-up
- **RESPONSIVENESS:** Good
- **1ST DAY SCORE:** Just practice
- **GAME ORIGIN:** An updated version of the Amiga game that includes Kick Off 2.

CONTROLS

● **HOW TO PLAY:** Run all aspects of team planning and preparation as you try to work your way to the top of the ladder.

- A** Sliding tackle; chip ball; goal kick option
- B** Select icon; head ball; shoot; trap ball; throw in
- X** Chip ball; overhead kick; change tactics
- Y** Chip ball; overhead kick; change tactics
- L/R** Auto pass; curve ball after kicking
- S** **START:** Quit menu; pause game
SELECT: Music on/off; rest game mode

You've just been hired as the Manager of an English League soccer team for a phenomenal amount of lolly. You are now so rich, you can contemplate buying that little island in the Bahamas. But, what's this? The damned blighters actually want you to EARN your salary! Cheeky buggers!

Before you start whipping your pathetic excuse of a team into League-winning superstars, you have to battle the Board for 1) a bigger office, 2) a bigger budget, and 3) a bigger car. Once you've got that out of the way, it's time to use your natural cunning and managerial nous to defend yourself from attempts to stab you in the back and get you sacked. This is when you discover that it's all very well earning mega-bucks and being in the papers every day but what good is that when you never have time to spend any of that lovely loot? All this and the team is expected to win every match as well! Who'd be a manager, I ask you?!

KEVIN KEEGAN'S PLAYER MANAGER

WHO THE HELL IS KEVIN KEEGAN?



Look very closely at this screen shot. Virtually everything you see is actually an icon that, when selected, moves you into a different game mode. Try and figure THAT out without reading the instruction book!

Surprisingly, Kevin Keegan is one of those manager geezers who, in real life, oversees a team called Newcastle United in sunny old England. After starring as a player for Liverpool, Hamburg and England - during which time he won almost every trophy, including European Player of the Year - Keegan gave the game away completely for many years. He recently returned to Tyneside (where he'd ended his career) as boss of a struggling team and promptly got Newcastle promoted to the Premier League (you know, like first grade footie here); so, it seems that he knows what he's doing. The question is, do you?



KICKING OFF



This is the first full soccer management game that has made it to Australia, and what a beauty! You have full control over all of the decisions normally made by the computer, including whether or not you want to actually play the football matches or simply watch it from the sidelines or read about it in the newspapers. The sad thing about the newspapers, though, is that you could soon be reading about your sacking!

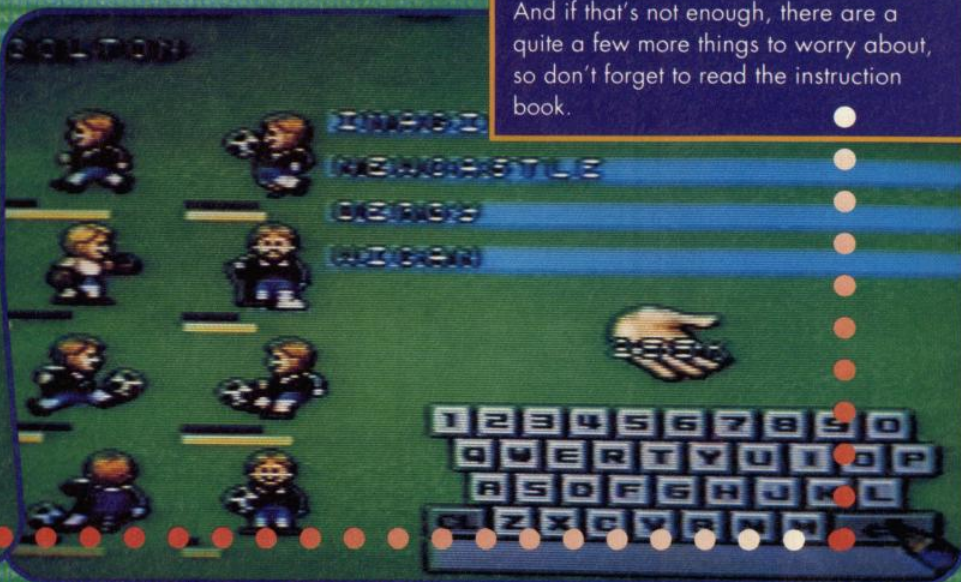
If you do decide to kick the ball around the paddock as well handling the tactical side of things, you enter Kick Off 2 arcade mode, which is actually better than the Super NES Kick Off cart.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CAREER OPPORTUNITIES

Progressing up the championship ladder may mean more than simply buying the best players and winning matches - sometimes you may have to swap clubs in order to escape the pressures of a whinging committee. And don't worry about taking somebody else's job, 'cos they'd do it to you if they had half a chance!



MANAGER'S HANDBOOK

There are three management skill levels and 26 different settings that each give all 48 teams a different composition, so the options you take can make all difference between success or otherwise. And if that's not enough, there are a quite a few more things to worry about, so don't forget to read the instruction book.

THE PLAYERS

Each player in the league has a unique combination of five attributes and four skill levels. Players can also become better or worse depending on ten algorithms based on things like match experience, success, the division they play in and such like. Just like real life, really.

Also like real life, players can be flogged off if the club starts losing money or needs some cash to buy a star player, so keep a close eye on who is performing and who isn't.



ROB

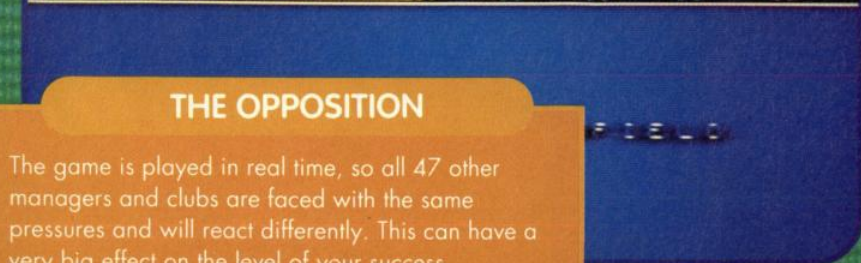
COMMENT

After a bad run of soccer games on the NES and Super NES (they were all complete crap), my hopes weren't all that high for *Player Manager*, but I'm pleased to say that this cart had me glued to my joystick for many an hour. The big plus from my point of view is that you don't actually have to play a single game to make it to the top. Just keep an eye on the team stats and injuries after each game, make a few changes when necessary, and bingo, you've made it to the next round. OK, it's not quite that easy, but *Player Manager* allows you to concentrate on the overall strategy rather than get bogged down with playing match after match, which adds a much needed dimension to the existing crop of soccer games.

The icon-driven option select system is initially confusing (just like all the Imagineer sports games) and makes it absolutely essential that you keep the instruction booklet by your side until you become familiar with the game. From then on, though, it's all fun, fun, fun as you wheel and deal and face the fear of failure.

THE OPPOSITION

The game is played in real time, so all 47 other managers and clubs are faced with the same pressures and will react differently. This can have a very big effect on the level of your success.



COMMENT



TONY

The first, and most discouraging, thing about **Player Manager** is that it is not very user-friendly. When you first start the game up you are confronted with the dreaded Imagineer icon option select system which is a complete nightmare. You can find yourself going in ever-decreasing circles and still not get anywhere at all, so heed my warning - **DO NOT LET THE INSTRUCTION BOOK OUT OF YOUR SIGHT!**

This is serious, folks.

On the positive side, once you do get into the game, it is totally addictive. OK, the graphics and the sound aren't crash-hot (actually, the sound sucks badly!) but the nature of the game is hot. The gameplay is humungous! There is so much to do that it will keep you at it for at least the same amount of time as a good chess session - you know, forever.

The battery back-up makes **Player Manager** an essential purchase for any soccer fan because now, at last, you can brood over your own league for the entire season. Brilliant, even for non-soccer fans!

HE'S BEEN DOING IT ALL DAY!

One excellent feature of the actual match gameplay is that you can lure the opposition players into a heavy tackle and, hopefully, see them draw a yellow or red card. Four yellow cards will see a player suspended for two weeks, while a single red card will have the same result as well as having the player being sent off immediately. Practice this one for use against the opposition's star players.



INJURY TIME

There is no sight quite as sorry as injured players taking to the field. What's more, all those wheelchairs play havoc with the turf! As you progress through the league, injuries are inevitable and, as with everything else, it is your responsibility to ensure that players are in top shape for their games. Failing to keep a close eye on injuries could well see your champion team suddenly turn on a losing streak that would do the Sydney Swans proud.



THE FINANCES

The buckeroones are strictly controlled and essential to you keeping your job. Blow out the budget and you'll soon be shown the door. This means that when you are buying and selling players on the transfer market, you have to keep a close eye on the books to make sure that they balance.

However, buying and selling players is not enough to make the money you will need to keep the club afloat. It's ticket sales (bums on seats), sponsorship and match payments for televised games that really bring in the dough. Naturally, this is easier to make for the clubs that are in the Premier League, so don't waste your time faffing about in amateursville. When your balance sheet looks like this, your days as a Manager are numbered.

GRV RECEIPTS	31K	FINES	8K
TV RECEIPTS		CONTRACTS	
SPONSORSHIP		PURCHASES	27K
SALES		BURSES	
MISCELLANEOUS		MISCELLANEOUS	
NETT		- 250K	
LAST BALANCE		372K	
CURRENT BALANCE		122K	

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"/>
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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

- ▲ Heaps of fab features and options galore making this the best sport/management sim to date.
- ▼ The icon system makes it a bit complicated.

79

GRAPHICS

- ▲ Great sub-screen making for easy viewing.
- ▼ Some sprites could be larger.

75

SOUND

- ▲ You can switch it off.
- ▼ Annoying, irritating, and absolute crap.

55

PLAYABILITY

- ▲ Once you get past the icons, it is the best thing that has happened in soccer sims yet!
- ▼ It takes a while to become familiar with the icon system.

80

LASTABILITY

- ▲ Heaps of options allowing maximum creativity in managing your team means there is lots to do and new combinations to be tried.

87

OVERALL 82

Lace up your boots for the only Super NES soccer game so far that is actually worth forking out bucks for.



- "So real it Hurts!" - *Nintendo Power*
- "Some of the best graphics ever seen in a sports game." - *Game Pro*
- "...a blast to play." - *Game Players Nintendo-Sega*
- "...as close to the ring as I want to get." - *Game Informer*
- "...sets new highs for realism and audiovisual effects. From now on all other boxing games are obsolete!" - *Arnie Katz, Editor, Electronic Games*

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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: NATSUME
- PRICE: \$99.95
- RELEASE: OUT NOW
- GAME TYPE: ACTION
- CART SIZE: 8 MEG

GAME INFO

- PLAYERS Two
- CONTROL Joypad
- GAME DIFFICULTY Hard
- CONTINUES Three lives, unlimited continues
- RESPONSIVENESS Quick
- 1ST DAY SCORE 10,000, reach second level
- GAME ORIGIN Pocky and Rocky hail from Japan, where the game is known as Kiki and Kaikai.

CONTROLS

• HOW TO PLAY

- A** Single shot.
- B** Swish Attack. Keep pressed to unleash magic defence.
- X** Slide.
- Y** Fires weapon. Keep pressed to shoot continuously.
- L/R** L/R Detonates bomb.
- S** Start Pauses game. Select Nothing.

POCKY & ROCKY



The plot for this game is pretty pathetic, so we won't bore you with it here. (If you're interested, read the game instructions.) Instead, I'll tell you about the game itself.

The playfield is view from above, and scrolls around in all directions. There are six stages, most of which are split into two parts. At the end of each stage, and half way through the larger ones, are bosses. Not the most fearsome bosses you'll see in a video game, but, nonetheless, big ones that take ages to defeat. In terms of gameplay, Pocky & Rocky is a lot like Smash TV, but with a lot more variety and interest.

Two people can take part in the game simultaneously and interact with each other, although Pocky and Rocky is still good fun to play on your own. Banzai!

WEAPONS

Pocky throws magic cards and Rocky attacks with magic leaves, both of which are equal in strength and act in the same way. Along the way, Pocky and Rocky can increase their firepower by collecting purple or orange orbs. Both weapons can be powered-up three times, but when Pocky and Rocky lose energy or select a different coloured orb, their weapons are downgraded.

Purple Orbs - Wide Shot



When the Wide Shot is at its maximum charge it covers a fair area and destroys most foes easily. However, it takes ages to destroy things at low strength.



▲ Rocky lets loose his new and improved vindaloo fireball.

Orange Orbs - Fire Shot

When fully charged, the Fire Shot sends out thick blasts which kill enemies almost instantly. However, its single line of fire doesn't do you any favours when masses of enemies are approaching from all angles.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

▼ Pocky sends the goblin's nuts straight back at him.



DEFEND BY ATTACKING!

In most games there isn't much you can do if something shoots at you, other than sidestep the attack. But Pocky and Rocky are a smart pair, and they have two ways of protecting themselves.

Sliding Attack

If you find yourself being hemmed in by advancing attackers, you are able to escape being squashed and squished with a quick slide to safety. Rocky's slide covers more distance than Pocky's, but Pocky can slide more quickly.

Sliding can also be used to set off a bizarre form of uncontrollable attack in which one player slides into the other and sends them ricocheting around the screen. If both players slide into each other simultaneously, they both go bouncing 'round. While in this attack mode, you are invulnerable to damage from enemies.



▲ The strain of fighting animated grass finally gets to Rocky.

Swish Attack

The Swish Attack can be used to hit enemies at close range and to repel projectiles fired at you by nasties. Anything you flick away becomes a weapon and can damage whoever threw it at you in the first place. Pocky uses a

magic stick, and Rocky has his own bushy tail (which is also magic, naturally).

Spin Attack - Pocky

Hold down the B button and Pocky gathers her powers to unleash a brief, but deadly spinning attack.

Stone Statue - Rocky

Instead of spinning around, the racoon becomes a stone statue! Although totally invulnerable, Rocky can't move or do anything, so choose carefully where you use this power.

Green Orb - Bomb

If the swarms of enemies become too much to handle, you can detonate a bomb to clear them away. Pocky's bomb is concentrated and highly destructive within its range, and Rocky's bomb covers the whole screen, but only destroys the smaller enemies.



▲ KAABOOM!

COMMENT



JANE

What is all this crap about Japanese art being so cool? I mean, what is so cool about being cute-

looking? Personally, it makes me want to puke; and that's very nearly what I did when I first slotted Pocky & Rocky into the trusty console.

"Eeerk," I yelled. "It's one of those poxy cute games with tiny sprites that I hate so much!"

Well, I'm eating my words.

Pocky & Rocky is a groovy two-player game that has thrills and challenge a-plenty once you get into it (which takes about 30 seconds). I especially liked the defence/attack combinations and, of those, the combined sliding attack has to be one of the most imaginative weapons I've 'used' in a long time. Full marks to the designers!

The unlimited continues is a bit of a downer, robbing the game of a lot of its challenge, but, with the tough later levels, there should still be enough long term thrills to keep me coming back for more.

OTHER GOODIES

MAD DOG! MAD DOG!

There are mad dogs in this game, but don't worry, they won't give you rabies. Instead, they help you! If you uncover and touch the Mad Dog icon, you become invincible and ride around on its back for a short period of time. Try to destroy as many enemies as you can, but mind you don't fall off a cliff!



▲ Rocky goes a ridin' in the rain.

THE MYSTIC MAN - NOT HIMSELF!

Hidden somewhere in each level is a Mystic Man (or madam!), but if you want to find him, don't look for him. Instead, look out for odd animals, like a fat frog, sitting unobtrusively to the side of the path. Shoot them and the

Mystic Man will reveal himself and shower you with bonuses such as shields and power-ups. More goodies can be found after defeating some bosses. If they leave something behind, give it a flick with your swish weapon and watch the bonuses appear before your very eyes!



▲ Oooh, give me lots of goodies!

▼ "Oooh yes, lets go out and be mean and nasty!" plotted the Nopino Goblins.



Magic Drink: Restores one energy heart.

IT'S MAGIC!

Magic Ticket: It won't take you on a journey, but it will give you a shield that protects you. The shield loses power, and eventually vanishes, after a few hits.

Magic Cookies: Everything's magic in this game! These cookies give you full energy.

Red Orb: This rewards you with an extra life, but there aren't many to be found.



COMMENT



ANDREW

I like Japanese anime art, but good games featuring the style are hard to come by. Pocky and Rocky come to the rescue by combining nice graphics with good

old fast-paced blasting action.

There is a big variety of enemies, with new ones cropping up each level, and they all have a different attack method which will keep you on your toes.

Pocky and Rocky also have a varied array of attacks, and I especially like the way you can defend yourself. This is a very useful move which must be used throughout the game, and introduces a new aspect of play, something missing from most games. I can't really fault the graphics or sound. Despite their cloying cuteness, they both add a lot to the feel of the game, and I like the Japanese anime-style the game has to it.

Fans of Smash TV will enjoy the almost continuous carnage on offer in Pocky and Rocky, as both games are a similar style. The two-player mode is an excellent inclusion, and at \$99.95 it is good value compared to many games on offer. (When are we going to see more lower priced games?) Try to limit yourself with the continues, and you'll have a game that lasts for ages.



▲ Now children, don't spit over the side



▲ Meow, meow!



RATINGS



BREAKDOWN

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ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

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YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Has a Japanese cartoon feel. Enough options to keep most people happy. Hidden stage select cheat

90

GRAPHICS

▲ Big, colourful sprites, little slow-down.
▼ Not many special effects used. Characters may be a little too cute for some.

88

SOUND

▲ The music does a good job of conveying the atmosphere of each level.
▼ Like the graphics, it's too sweet.

82

PLAYABILITY

▲ Pocky and Rocky are easy to control and respond quickly.

93

LASTABILITY

▲ Long, tough levels. Enemies attack in different ways.
▼ Unlimited continues (and stage select cheat) let you finish the game too soon.

86

OVERALL 91

A fun, challenging two-player game, with good graphics and sound. What more do you want?!

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NMS MAIL BAG

READER SYSTEM

The anarchist around the corner has threatened to firebomb your house; your mother has turned into a cyberpunk and all of a sudden you understand what she's saying; the fate of the entire planet rests in your puny hands and you don't know what to do about it - who you gonna call? LARD-BUSTERS! When the chips are soggy, Fat Boy is the answer, so write or telepath to *Mailbag, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.*

DEAR FAT BOY,

After reading your editorial in the August issue of NMS (*Beat 'Em Up Beat Up*, The Front Page), I decided that it might not be such a good idea to give my dad a go on my Nintendo. His last comment on *Street Fighter II* was, "You mean you can actually control the guy on the screen by pressing the buttons?"

Other ways of confronting the issue of regulation and adult ignorance of video gaming must be found. Could NMS approach a TV show like *Real Life* and give our side of the story? If the worst came to worst, Nintendo owners around Australia can approach the censorship board and have a mass debate. Think about it!

Darvin Hansen
Smithton, Tas

Your comment about your father demonstrates exactly the point I was trying to make - if your parents are kept in the dark about the reality of video gaming, they can easily be misled by politicians on a cynical vote-grabbing exercise. Make a stand - educate the adults!

The problem with going to shows like *Real Life* is that they pander to the prejudices of adults and aren't interested in our point of view when their ratings depend on rustling up a 'scandal'.

On the other hand, your last suggestion is exactly what should have been done, but it's too late now. By the time you read this, the Film & Literature Classification Board inquiry into classifying video games will have tabled their recommendations. However, I'm pleased to say that I sent in an official submission on behalf of NMS and N-heads throughout Australia which told the FLCB to pull their heads out and smell the roses. More on this in my rave on p.3.

DEAR FAT BOY,

I don't know whether you've noticed or not, but there seems to be a lot more Super NES games coming out these days. I mean, earlier this year I almost chucked my Super NES because there weren't enough new games. OK, most of the games that were out were pretty good, but I like to buy a couple of new games every month so I was getting a bit pissed off.

Luckily, I didn't chuck the Super NES because there are now so many new games coming out that I can't keep up - and I don't mean over-priced imports either! So, what gives?

Edward Lewis
Gosford, NSW

You noticed that as well, eh? I think the situation can basically be summed up as follows: GREED! Distributors have recognised that Super NES games sell like hot cakes and are now bringing in as many as possible so that they can make loadsa money and retire in six month's time.

But who's complaining? That's the very principle that underpins society as we know it - and the end result is lotsa really fat games.

Just for your information, GREED is one of the seven deadly sins; the others are LUST, SLOTH, VANITY, ENVY, ANGER and GLUTTONY, all of which are held in high regard in the NMS office.

DEAR FAT BOY,

Instead of making fun of Beverly Hills, 90210 all the time, I think you should spread your attention around. Why not get stuck into *Baywatch* and *Home & Away* as well? They're at least as revolting as *No Frills*, \$1.95, but with even uglier actors who are even worse at acting.

Ahmed Mohomed
Marrickville, NSW

What, you mean even uglier than *Tori 'Face Like a Horse' Spelling*?

DEAR FAT BOY,

About *Mortal Kombat*, don't you think that Nintendo went a bit far by taking the blood 'n' guts out of *Mortal Kombat*? If they are worried about what the public thinks, why don't they make two carts - one with blood and one without. That way the public could choose the one that they want and everybody is happy.

E.J. Davis
Moruya, NSW
Dream on.

DEAR FAT BOY,

I want an explanation! Why in the hell can't Lemmings come out on NES when it's already out on Super NES and Game Boy?

I also agree with Richard Garner (*Mailbag*, NMS August) - you should print pictures of Mario ripping Sonic's head off.

I love your mag and I feel much better getting that off my shoulders.

Jamie Richards
Victor Harbour, SA

Lemmings is out on NES but it's only available as an import. It's pretty old now, though, so you might have a tough time finding it. By the way, I quite like your "Sonic Massacre" drawing... but not enough to print it!



DEAR FAT BOY,

There is a serious problem here, so let's cut through the crap and get on with it. The problem is YOU, the dear readers of this mag, who write into *Mailbag*. What total utter bull dung!

Fat Boy, I can't believe that you print this stuff. I'm

talking about dongalesse clowns like Richard Garner (*Mailbag*, NMS June) and Annabelle Ellison (*Mailbag*, NMS July) who pollute NMS with comments like "Great mag!", "Top mag!" and "Super mag!", which is all true but how the hell are we supposed to slag off at that?! Also, people like the Happy Herbalist and Mr Toilet Duck, who obviously knocked off a carton of Toohey's Blue before putting pen to paper and writing total dribble, are impossible to slag off at.

C'mon people. Where is the controversy? Where are the opinions? Most of all, where's the bull? Slag off at anything, be it Sega owners, the Pommy cricket team (or Poms in general), the economy, your parents - I don't care. Put pen to paper and KICK SOME ARSE!

By the way, to all those bloody idiots who think that Chun Li is the best thing since chopsticks, get your puny heads out of the sand. B.O.B. has more sex appeal than her! Ogre

Highgate, WA

Firstly, nobody can drink a carton of Tooheys Blue without having an almighty chunder 'cos that stuff is just plain disgusting! Secondly, Sonya in *Mortal Kombat* is the sexiest babe in Nintendo. Thirdly, don't you think that Sega owners are penalised enough without poking more fun at them? Naaaah, me neither!

NMS Q&A

AND

READER SYSTEM

Stuck on the final stage of a particularly difficult game? Can't figure out why your Super NES cart won't go into your Game Boy? Teary-eyed at the loss of your loved one to a pus-faced geek who has more Nintendo games than you? Thrill to the good-humoured words of wisdom offered below by The Skull. And remember, if a problem is troubling you, simply send your questions to Q&A, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.

Q 1. When will the Hornby Superdeck be available in Australia?

2. I own Super Mario World and I have heard that you can get to Soda Lake by the Cheese Bridge Area. I've tried, but can't do it. Where is it, and how do I get to it?

— Tim Biggins
Naracoorte, SA

A The Hornby Superdeck, which allows you to play NES games on your Super NES, has not been released in Australia yet because no distributor has picked up the rights.

2. The secret exit leading to Soda Lake is only a short distance further on from the usual exit posts. However, to reach it, you must have a cape. Fly under the first posts and, when past them, pull up to ground level, and they will be right in front of you.



Over the hills and under the bridge, to a land far, far away.

Q Here are a couple of mind bogglingers for you. (No they're not! — Skull)

1. Is the Super CD going to be a Super Cash Deduction from your wallet?

2. Why is SFII Turbo coming out instead of Tuff-E-Nuff, as SFII is

starting to become boring?

3. With all the talk of a colour Game Boy, when is the black 'n' white Super NES coming out?

4. Is Fat Boy really Arthur McCarthur from Hey Dad!?

5. When are you going to review Frogger on the Vic 20?

Cheers — Ogre
Highgate, WA

A 1. As you would be aware from last month's Nintendo News Network, the rumoured Nintendo CD has become a 64 bit 3-D weapon of mass destruction. The US target price is \$250, but who knows what it will end up costing down here.

2. Believe me, you'll be sick of Tuff-E-Nuff a lot sooner than Street Fighter II Turbo!

3. It's already out! If you want one, send \$5000 cash (plus \$9000 postage and packing) to Fat Boy, and wait six to ninety years for delivery.

4. No.

5. You'd only ask such a question if you owned a Vic 20, in which case you'd be a sad, sad individual.

Q 1. I heard that Super Tennis is no longer being released. Is this true?

2. Any chance of a review of Super International Cricket?

3. Is Starwing really as good as you say it is, or do you just want me to spend \$139 on a sad game?



No room to dodge, just shoot shoot shoot!

4. Please help! I can't get the cheat for Super Star Wars (Tips & Tactics, August 1993) to work.

5. Please help me again! I am also having trouble getting through the Trench Battle in Star Wars, I can't even get half way.

— Dwane Hurst
Toowoomba, Qld

A 1. Although the distributor Mattel has no stock left, there should be plenty of copies

floating around the shops. If you can't get it in your area, try one of the mail order stores advertised in our hallowed pages.

2. S.I.C. is almost finished as I write this! At this stage it looks like it won't be out until early next year and, of course, we'll have the first review.

3. Starwing is still an office fave here at NMS, but if you think that price is too much, shop around. I've seen it for less in some shops.

4. I just tried it out and it worked fine, but it is a tricky cheat to enter, so keep on trying. Anyway, here it is again. On the title screen press: A A A A X B B B B Y X X X A Y Y Y Y B

5. The Tie fighters can't hurt you, so aim for the laser balls instead. When the counter reaches zero, fire your photon torpedoes.

Q Could you please tell me what the 'E' stands for in E. Honda's name on SFII, and also the 'M' in M. Bison's name.

— David McCormick
Auckland, NZ

A Honda's first name is apparently Edmund, and Bison's is Mike. In Japan, M. Bison is the boxer, as his name bears resemblance to a famous former American heavyweight champ. Capcom changed the name for English language versions of the game to avoid any possible legal action against them.

Q I am the proud owner of a Super NES, and I am writing to you out of concern about something that happened to me recently. I hired a Japanese copy of Street Fighter II Turbo, and played it on my Super NES through a Pro Action Replay. When I got to about the sixth fight, the screen suddenly went black and the sound cut out. I had to reset the game to start playing it again, but the same thing happened. I find this very weird, as I own a Japanese copy of the original Street Fighter II, and I have had no such troubles with it. Can you explain?

— Faithful reader, Tom
Somewhere, Australia

A Hmm... Strange problem. I tried playing a Japanese SFII Turbo through a Pro Action Replay, and the exact same thing happened. It appears to be due to a security chip in the game, but why it would let you play half the game is a mystery. Anyway, there is a new Action Replay out which manages to get around this problem and also accepts carts with extra pin-outs, a la Starwing, so try that or get an official copy of SF2 Turbo.

Q Why are all the good games like *Mortal Kombat* and *NBA Jam* coming out on the Super NES and Game Boy, and not on the NES?

— Josh Toomey
Niagara Park, NSW

A Basically, games on the Super NES look and sound better than they ever can on the 8-bit NES, because the NES is old technology. The Game Boy, despite its limitations, gets lots of new titles because it doesn't compete with the Super NES market. As you can see below, the Super NES version of Pugsley's Scavenger Hunt looks much better than the NES game, so it's not surprising that many game companies and consumers prefer the Super NES and are ignoring the poor old NES.



You can see the difference, but are better graphics worth the price difference?



Q Why does it take so long for Super NES games to be released in Australia, and is this process going to speed up in the near future?

If you don't print this letter there will be punishment in store for you, and I am not just talking a sound beating. It will involve thumb screws, episodes of *Paradise Beach*, and worst of all, season tickets to Sydney Swans' games!

— Scott Goodman
Howrah, Tasmania

A OK, OK. It's printed already! Just back off man! So severe are your last two threats, I dare not take you lightly for fear they may eventuate!

Now, for your question. Australia is in the backwaters of international trading, and as such we are largely ignored in favour of larger markets (UK, USA, etc). Before a distributor can sell a game *Down Under*, the producer of the game must get the rights from Nintendo to sell it here. Then the distributor gets samples of the game so as to decide whether or not it is appropriate to release it here, as there are minimum numbers which must be ordered. A recent example is *Tuff-E-Nuff*. Mattel decided that it would not be wise to release two fighting games at the same time, the other being *Street Fighter II Turbo*.

There is light at the end of the tunnel, however. A number of new distributors have popped up in the last few months, so expect to see an influx of new titles hitting the shelves, especially in these months leading up to Christmas.

Q I am writing in regards to a 36-in-1 Game Boy cartridge I have. When I turn it on, dots appear above the Nintendo logo. Is this a malfunction of my Game Boy, or a problem with the cartridge?

— Michael Liu
Dernancourt, SA

A The 36-in-1 cartridge you have is obviously an illegal pirate game, so it could well be causing the dots. However, dirty pin contacts can also cause similar problems with any game on any system. Fortunately, there are cleaning kits available, and they do help. If you don't have or can't get such a kit, you can clean the pins on the game with a cotton bud dipped lightly in a mild alcohol solution. You must allow the contacts to dry before testing it out, though!

Q I would like the couples on Beverly Hills 90210 to be like this: Brenda and Dylan, Kelly and Brandon, Donna and David, and Andrea and Steve. Will they ever be like that? And is it true that *Tori Spelling* lives in a house so big it needs a telephone operator for each floor?

— J.P.
Brunswick, WA

A What the?!?! Aaarghh!! Alright, who's been putting Beverly Hills 90210 letters in my mail bag!! Let me guess. Fat Boy? Why you little...!!!

Q Last year I was flying overseas on a Boeing 747. I was enjoying a game on my Game Boy when a stewardess asked me to turn it off. She said it was interfering with the aeroplane's operation. Is this true, or was it just another attempt by an adult to foil a kid's fun?

— Ben Mastwyk
Thornbury, Vic.

A There have been a number of incidents in which an aeroplane's navigation system has malfunctioned for no apparent reason. The only possible explanations are that passengers' electronic devices, such as portable CD and tape players, mobile phones and maybe even Game Boys have interfered with onboard radar equipment. More likely, it's from oscillating motors and small electromagnets, but in any case, do what your pilot instructs. It could be a matter of life or death.



Art Of Fighting on the Japanese Super Famicom. Don't hold your breath waiting for it to appear *Down Under*.

- Q**
1. Everyone loves *Street Fighter II* and *Mortal Kombat*, so why don't Nintendo make *Mortal Kombat vs Street Fighter II*? You could have Ken vs Sub Zero, for example.
 2. Can Blanka throw opponents? If so, how?
 3. Will *Jurassic Park* be made into a video game?
 4. Will the *Mario Bros* movie become a video game?

— Matthew Mayne
East Keilor, Vic.

A

1. An interesting idea, although somehow I don't think Acclaim and Capcom would be in it. Besides, they'd never agree on who the final boss would be. Bison or Shang Tsung?
2. No, he can only bite necks.
3. Where have you been?
4. What, a game based on the movie based on the game? Not a likely proposition.

TIPS TACTICS

Egads! The mailbag is swollen with tips for NHS! Could it be the offer of rewards for decent tips that has inspired you all to put pen to paper? I THINK SO! After all, we are the **ME GENERATION**, are we not?

So feast your eyes on the juicy tips and cheats below, and feel free to send NMS any tips that you may discover whilst battling mutant rodents in the void of Cyberspace, and you, too, could be the recipient of NMS' largess! Oh, and if you want us to send you a prize, make sure you include your full address!

Write to *Nintendo Help System, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.*

GAME BOY ▶▶▶

THIS MONTH'S BEST TIP WINS A COPY OF BATTLELOADS!!!

ADVENTURE ISLAND

If you're stuck on a particular stage, or just want to play a particular one without going through the rest of the game, enter this cheat on the title screen to bring up a world select mode. **Right, Left, Right, Left, A, B, A, B.**

Oops, we nearly forgot to give credit to the sender! It's from Benjamin Goodyear, of Somerton Park in good old SA.



OPERATION C

Hey ho! Another stage select cheat, this time for Konami's top blaster. And it was sent in by Simon Sackville, of Glen Iris, Victoria.

Here we go! **Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, Select, Start.** Now you can talk to cheese in any language! No, that's not it, we mean you'll be able to select which of the four stages you want to start on, but you can only use this cheat once per game.

THE ADDAMS FAMILY

Andrew White from Melbourne, Victoria, has this tip to offer readers. At the start of

the **Toy Box** you can jump into the wall to the **left**. When you are standing in the wall press **up** and you will come to a bonus level.

A BOY AND HIS BLOB

Yum yum yum, jellybeans! They come in all the colours of the rainbow (except on the Game Boy), and this is how they affect your Blob!

Licorice: Turns Blob into a ladder! Use it to reach low platforms, and Blob can follow you up.

Strawberry: The Blob becomes a bridge, and can be used to plug gaps.

Coconut: Blob becomes a... coconut! Use this in room 2G to trigger the lever.

Cola: Saves you from falls, and enables you to breath underwater!

Banana: Of all things, this jellybean turns Blob into a monkey wrench! You'll need it in room 3G.

Apple: Turns Blob into a jack, which is used to open the door in room 4G.

Vanilla: This bean transforms Blob into an umbrella, which can be used to slow your descent.

Tangerine: Changes Blob into a trampoline.

Root Beer: Now this is ridiculous, Blob becomes a rocket!

Honey: Turns Blob into a hummingbird, so he can get to high places.

Ketchup: That's tomato sauce to you and me. To Blob, it allows him to teleport next to you, should he be forgotten.

Punch: Allows Blob to pack one! He can break through walls with it.

Lime: Changes Blob into a key, so you can open doors.

Mint: Freezes Blob so he can be thrown into things.

Here's some help for anyone stuck at the end of this bizarre adventure. When you get to the Hot Chocolate use a mint jellybean to freeze it. Now use the tangerine trampoline bean to bounce over to the ledge at the left of the cage. Call Blob with a ketchup bean, and feed him honey to turn him into a bird. The rest will be self evident as the ending of the game unfolds.

Tip of the Month

PRINCE OF PERSIA

Passwords, passwords, passwords! That's what John Calvert from Chisley in the ACT sent in for this Middle Eastern platform romp. He takes home (actually, we send it directly to him) a copy of the brill Battleloads!

Level 2: **06769075**

Level 3: **24613065**

Level 4: **99116015**

Level 5: **53004005**

Level 6: **46308135**

Level 7: Continues on from level 6

Level 8: **43961795**

Level 9: **77865785**

Level 10: **12463454**

Level 11: **36717444**

Level 12: **20610574**

Battle with Jaffar: **98119464**

The End: **89012414**

GAME GENIE CODE

SUPER MARIO LAND 2

001-A9C-449 — This code makes Mario invincible.

NES



THIS MONTH'S BEST TIP WINS
A COPY OF ELITE!!!

NEW ZEALAND STORY

After his definitive guide to the first three levels of New Zealand story published in last month's NMS, Part Two of M. Ahkram Subroto's guide to Kiwi Tiki's adventures in New Zealand Story not only gives you the warp locations in the final two levels, but also tells you how to defeat the end of level bosses! Yipeedangdoodlysquut!

Level 4.1

After you've been through the water, use the balloon to go up. On the top left-hand corner there is an extra life to grab. Below the extra life, there are four parallel platforms. You can go to the warp on the top of the fourth platform from the left. It will bring you to a room containing an extra life and some apples. The exit will bring you to the end of this level. Alternatively, you can go to the warp on the top of the first platform from left. It will bring you to the middle of level 4.2.

Level 5.1

Go to the right and get onto the platform, continue to the left-top corner, go down to the small ledge where there is a fire shooting from top. Face right and fire while you are jumping to reveal the warp. Jump into it for some apples and three extra lives.

DEFEATING THE GUARDIANS

The Whale (Level 1.4)

You can avoid the Whale by simply taking the warp as mentioned earlier (the easiest way to do it). Otherwise, get into his stomach and keep shooting until he dies, but avoid the deadly drips from above.

The Octopus (Level 2.4)

You can also avoid the octopus by simply taking the warp as mentioned earlier. If you are brave enough, you can face him up by shooting at him and, at the same time, avoiding the bats. The best place for you to stand is on the third ledge. Drop down if the bats are getting closer to you, but quickly return to the third ledge when all is clear.

The Mummy (Level 3.4)

This time no cheating. You have to face him to get through to the next level. The best weapons are the bombs, and the best place for you to stand is on the ledge at the entrance. Keep firing rapidly at him as he passes. To avoid his bullets, simply jump over them.

Level 4.4

Although there is no big guardian here, this level is tougher than the previous ones. This level will test your ability to jump. In this

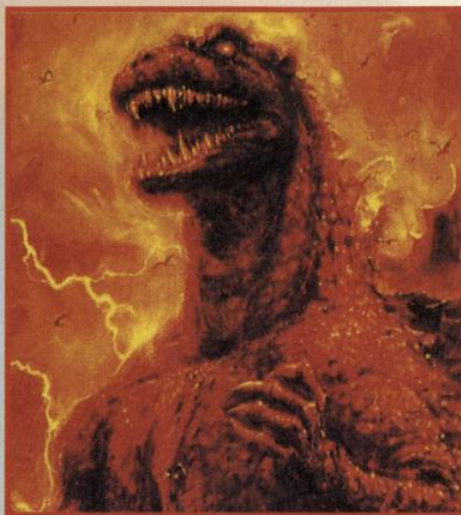
level you must find your way to the entrance of the ship where one of your friends is being held prisoner. The best weapon is the Laser Gun (it fires through walls). And always try to get a magic joystick to make your way easier and a magic staff to make you unbeatable.

Willy Walrus (Level 5.4)

This level will test (again) your ability to jump in your final mission to free your girlfriend, Phee-Phee. The way to get to Willy Walrus is clear and obvious. To defeat him is quite easy. Just shoot at his balloon rapidly and avoid his deadly bubbles.

Tip of the Month

GODZILLA



Godzilla continues his rampage across the NMS pages

More codes for this game, but this time you won't need a Game Genie!

Earth: **HR6AMU6696UCUGXK**

Mars: **XE5NYP2RL3NNWGUJ9LT6RR**

Jupiter: **X0KQWPT6THNQJ59D 97T 63 7E**

Saturn: **7JRNOO4NNU9WLJT3**

Uranus: **L4HM2FSEVED7846ASSP4WX**

FCK

Neptune: **H46NAPSCX268HK3H**

Pluto: **WR65MWHPPGRWCGXOJ**

Planet X: **LL6RJY4ENDUKOBISHQGGKY4 4TCTXSA**

Here are a few special passwords. Try them out to see what they do!

DESTROY ALL MONSTERS

MONSTER O START TO END SOUND

All these passwords were sent in by Luke van den Bovenkamp, so if any of them don't work blame him! Mind you, he has put in a fair bit of work this month, so for his efforts he wins a copy of the hit NES game, Elite! (We gave it 90% in last month's NMS!)

INTERNATIONAL CRICKET

Luke de Beus has been busy with his NES, and here's another tip from him!

Position all your fielders close to the pitch (but not in illegal positions), and bowl a long ball. The batsman will hit it straight to the fielders (unless it goes over their heads). Simply throw the ball at the stumps, as the batsmen will already have started to run (the fools!).

KICKLE CUBICLE

Add these to your collection.

XMeWbJCE — Kick where no cubicle has kicked before!

FbgJIYA — Yummo! A special version of the game.

GAME GENIE CODES

BUGS BUNNY BIRTHDAY BLOWOUT

SZVIGKVK - Infinite lives.

LAOANZTE - Huge jump.

AEOXPZGE - Two hearts on pick up.

PEOXPZGA - Less energy on pick up.

ATNZALAL - Stay stunned for longer.

IPNZALAL - Stunned for less time.

AASAKOTL - You can use the hammer when stunned.

ROAD FIGHTER

AOKNOOAE - Extra fuel on pick up.

GEKNOOAA - Less fuel on pick up.

EGVSLPGV - Start with more fuel.

LGVSLPGV - Start with less fuel.

GASSGIPA + GAVIGIPA - Super acceleration.

STAR WARS

IAXAGAZA - 6 lives.

AAXAGAZE - 9 lives.

SZEAYXVK - Infinite lives.

GZLNLS - Immune to spikes.

SLVUYNZO - Immune to most bullets.

SLKLYVSO - Immune to most collisions.

SUPER NES



THIS MONTH'S BEST TIP WINS
A COPY OF KICK OFF!!!

STREET FIGHTER II TURBO

We printed this cheat last month, but if we don't print it again we'll just get thousands of letters from people who missed out on last month's fabulous issue (heathens!) and blind, brain-dead troglodites who probably haven't yet noticed that everyone else walks on two legs. And if you can't get it to work and don't believe us, take a look at the title shot on page 58. See? Ten stars. Anyway, here's how to do it. You must use the **player two control pad**. As soon as the TURBO logo flashes past, press **down**, **R button**, **up**, **L button**, **Y** then **B** (and **X** then **A** for the Japanese version).

And if you think you are a bit good at this game, try entering the above code with control pad one during the Capcom logo for a nasty surprise!

B.O.B.

Dominic Tonkin, from Padstow, NSW, has given us passwords for one of Rod's fave platformers, B.O.B. These are from the US version, so they may or may not work on Aussie versions. Try them and see.

Stage 3: **171058**

Stage 9: **472149**

Stage 12: **672451**

Stage 15: **272578**

Stage 18: **652074**

HOOK

Here you go, a way to build up the number of Peter Pans you have to play around with in this pretty platform romp. Mind you, you have to get up to level five to do this cheat. Bummer.

At the start of this level, fall down the first chasm to the right. At the bottom of this pit you'll find Tinkerbell, walk to the right and you'll see a 3-up and a leaf. Go under the rocks to reach them, and after you've got them, die. Repeat this process until you can't be bothered to do it anymore, and, surprise surprise, you'll have lots of lives. This tip was sent in by Trent Bertina, of Canning Vale.



POCKY AND ROCKY

Not only do you get a brilliant review of this superb game this month, but we are also going to furnish you with a red-hot cheat for it! This stage select cheat lets you, well, select a stage! (How curious.) On the **select player** screen (before you confirm your choice) hold down both the **X** and **Y** buttons and, while keeping them pressed, press **A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B**. Now press start and you'll be confronted by the screen shown above.

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

CASTLEVANIA IV

Dracula is not an easy foe to beat, but fortunately Antony Pryde of Mentone, Vic sent us directions for finding a bunch of hidden goodies! Anthony, tell 'em how it is! When you start Dracula's level, jump as far to the **left** as you can, and hopefully you'll



land on an invisible platform. Keep pressing **down** and moving **left** a bit, and you should start going down some **invisible stairs**. When you are as far to the **left** as possible, look above to find goodies galore! Be careful not to fall on the way back up.

ACTION REPLAY CODES

Tip of the Month

SUPER MARIO WORLD

Becoming a little tired of this game after searching fruitlessly for the 96th world? (Yes, there are 96 worlds, so keep looking!) Lachlan McWilliam, of Highton, Vic has come up with a veritable bucket-load of Action Replay codes for you to amuse yourself with. And he wins a copy of Kick Off to boot!

7E0D BEXX — Lots of lives. Replace **XX** with any letter/number from 00 to FF to get between 1 and 99 lives

7E0D B480 — Makes Mario toddle around the map screen with a halo floating above his head. Die once, and it's game over.

7E00 19XX — Replace **XX** with any number/letter (as above) to make small Mario invincible, different coloured, and do strange things. Getting a feather or 1-up may scramble the game, requiring it to be reset.

7E00 199F — A derivative of the above code, this one gives you invincibility, a multi-coloured Mario and it makes the fat plumber dance! (Well, almost.)

7E0D C201 — Infinite mushrooms.

7E0D C202 — Infinite fireballs.

7E0D C203 — Infinite stars.

7E0D C204 — Infinite capes.

7E0D C205 — Infinite 1-ups.

7E0D C206 — Infinite beanstalks.

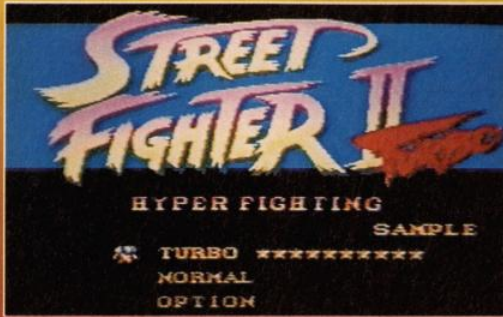
7E0D C207 — Infinite fireworks.

7E0D C210 — Infinite flying blocks.

7E0D C2C2 — Infinite Yoshis in all levels, including castles, ghost houses and fortresses.

BUBSY

7E02 0D08 or **7E0F 2E08** — These codes, sent in by Eddie McDowell of Brisbane, will give you infinite lives.



THE BOSSES GUIDE

Our disputed SFII whiz, 'Acieeed' Andrew Iredale locked himself into his bathroom with his portable telly and his copy of SFII Turbo, and spent 48 hours combining two of the most pleasurable experiences known to man. This is the result - the Karaoke Guide To the SFII Bosses!

BALROG

Balrog may be one of the slowest and most awkward of the Street Fighters, but, with the right tactics you can use his incredible strength to flatten opponents before they know what's going on.



Balrog can't do much against a good defence, but you can draw your opponent into showing his weakness. Fighters like Ryu and Guile who stand back lobbing fireballs can be lured into attacking if you keep jumping their projectiles. Make sure your timing is spot-on as Balrog's jumping skills leave a lot to be desired.

Dashing Punch: *Hold back, then forward and any punch.*

Good counter-move for when an opponent is moving away from you or landing from a backwards jump.

Dashing Uppercut: *Hold back, then forward and any kick.*

Use to defend against someone jumping towards you.

Headbutt: *Move towards enemy and when close press heavy punch.*

Balrog can't throw, but this headbutt makes up for it. It lasts for ages,

and does heaps of damage!

Turning Punch: *Hold all three punch or kick buttons, then release.*

An excellent follow up to the headbutt, but watch out for low kicks.

Bonus Rounds: There's not really much to destroying the bonus' other than to keep punching. Use medium punches on the car after the roof's off.



VEGA

Vega spends more time looking in the mirror than even Rod! However, his speed and skills in the air are matched by none.

Like Chun Li, Vega can bounce off the sides of the screen, and this tactic helps him avoid becoming trapped in a corner.

Barcelona Attack and Izna Drop: *Hold down, then press up and kick. Press punch just as Vega swoops down on his enemy.*

A long range attack which enemies often have trouble blocking. If they are in the air when you reach them, they are grabbed and slammed head first into the ground!

Rolling Crystal Attack: *Hold back, then press forward and punch. The punch strength determines the range of the attack.*

This is the most dangerous multi-hit move in the game, and causes massive damage if it isn't blocked. A good time to use it is after knocking your opponent down with a sliding kick.

Air Throw: *Heavy or medium punch while pushing left or right when you meet someone in mid-air.*

Vega is quick to jump, and can snatch an opponent out of the air before they know what's hit them.

Bonus Rounds: Keep on punching the bricks and the car, and try jumping straight up and down to kick the barrels as soon as they start falling.



SAGAT



Old Sagat is a bigger, meaner version of his nemesis, Ryu. But his strength comes at a price, as he is very slow and isn't much better at jumping than Balrog.

Sagat's fireballs are very fast, and

mixing high and low fireballs of varying speed causes foes much anguish. Many tactics used with Ken and Ryu work well with Sagat.

Tiger Uppercut: Forward, down, down/forward and punch.

The Tiger Uppercut is one of the most damaging single hit moves of the game, but Sagat is highly vulnerable on the way down if he misses.

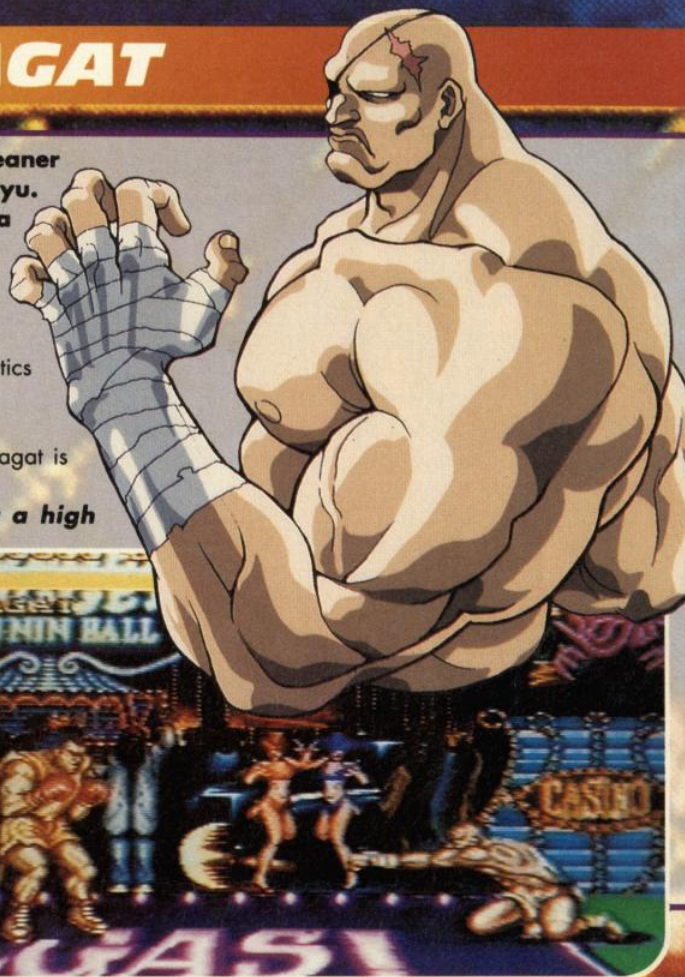
Tiger Fireballs: Down, down/forward, then forward and punch for a high fireball, or forward and kick for a low one.

The Tiger Fireballs are Sagat's most lethal weapon, and two quick successive hits can cause dizziness.

Tiger Knee: Down, down/forward, forward, forward/up + kick.

A difficult move to master, but one well worth learning, as it inflicts heaps of damage when it connects twice. You can get over fireballs with it, but timing is crucial.

Bonus Rounds: Sagat's heavy kick and Tiger Knee both connect twice, and are therefore very useful for smashing the bricks and the car. Break the falling barrels with the low Tiger Uppercut or heavy kick.



M. BISON



The final boss, M. Bison knows all the tricks and combines power and speed to create ruthless scenes of destruction...

Bison has a fast, long-reaching jump, and this allows you to attack and retreat before your enemy can counterattack.

Psycho Crusher: Hold back, then press forward and punch.

Bison's most deadly attack causes great damage, even when blocked. Launch the Psycho Crusher when your foe is in the air, and there'll be little they can do to avoid being toasted as they fall.

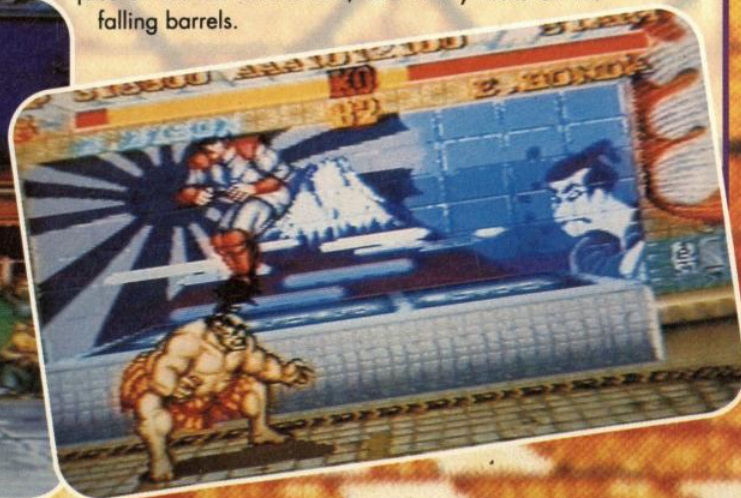
Scissor Kick: Hold back, then press forward and kick.

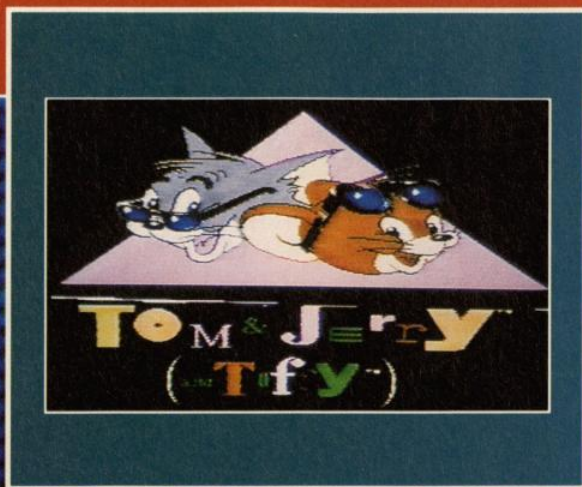
This move is so quick, it's hard to predict and block. If you follow it up with a kick or slide, you'll probably make your opponent see stars.

Head Stomp: Hold down, then press up and kick.

This leaping attack can cover the entire width of the stage and, after stomping on your foe's head, you can drop onto them and score another hit by pressing a punch button.

Bonus Rounds: M. Bison loses out in the bonus rounds because he has no double hit moves and his heavy punches and kicks have a long recoil time. Use the faster medium jabs on the car and bricks, and heavy kicks on the falling barrels.





After battling your way through the first three stages of this cat and mouse game with last issue's guide, the mercurial Michael Lee now completes the NMS guide to Tom and Jerry! The last two stages are now spread before you, so nothing can stop you from saving Tuffy from the evil paws of Tom!

STAGE

4.1

THE LIVING ROOM



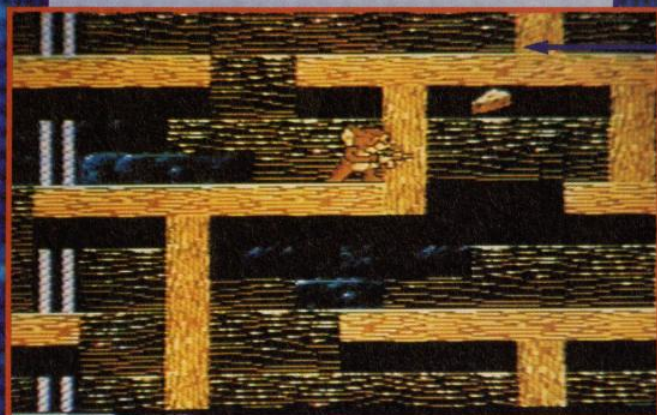
From here until the end, the levels become progressively harder. Watch out for the purple balls that bounce around constantly - avoid them rather than risk losing a life by attacking them head-on. To get to the tabletop in the middle of the level, use the bubblegum provided to float. You will locate the exit in the lower right-hand corner. Press the joystick up to enter the mousehole.

STAGE

4.2

BEHIND THE WALL

Start off this level by collecting the drill. You can safely pass the electric sparks that travel along the bare wires by observing their pattern. Try drilling through all the walls to check for any shortcuts through difficult bits. If you find yourself stuck at some point, and unable to drill your way out, climb up using the bare wires.



STAGE

4.3

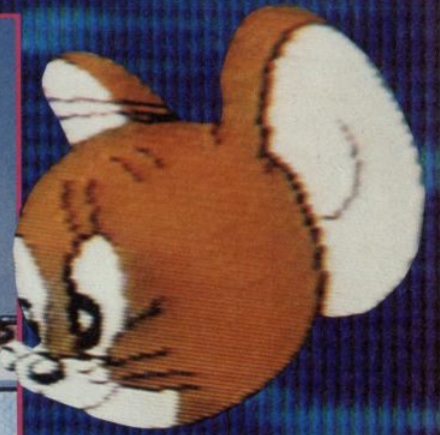
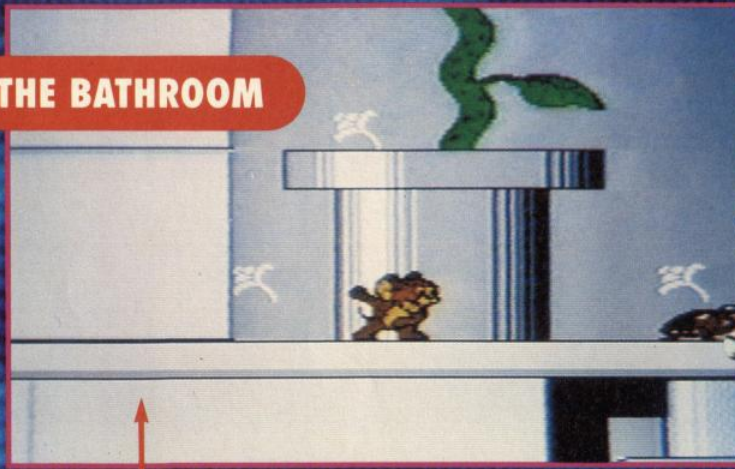
CURIOSITY KILLS THE CAT 1

Tom releases explosive bolts which bounce towards you. For best results, move in between the top and middle platforms to give you room to leap out of harm's way. In between the bolts, Tom pokes his head in one of the three levels to the right of the screen. Take advantage of this moment of vulnerability by flinging a couple of marbles at him. Hit him about fifteen times and he'll soon be seeing stars.

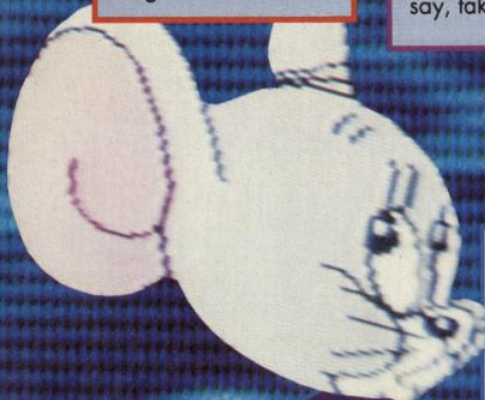
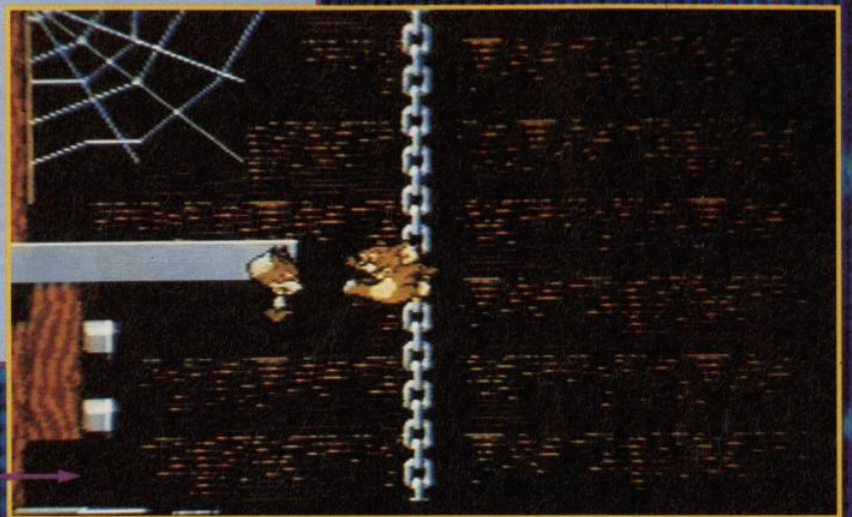


STAGE**5.1****THE BATHROOM**

Now you're getting closer. The primary difficulty in this level is its geography. To get through the initial dead-end, climb to the top of the shower head and leap far right, over the edge. Hopefully, you will land on a platform with a plant pot. If you're low on energy, jump on the blinds nearby for some cheese. Make your way down from here, taking care not to fall. The exit lies on the lower right hand corner of this stage.

**STAGE****5.2****THE ATTIC**

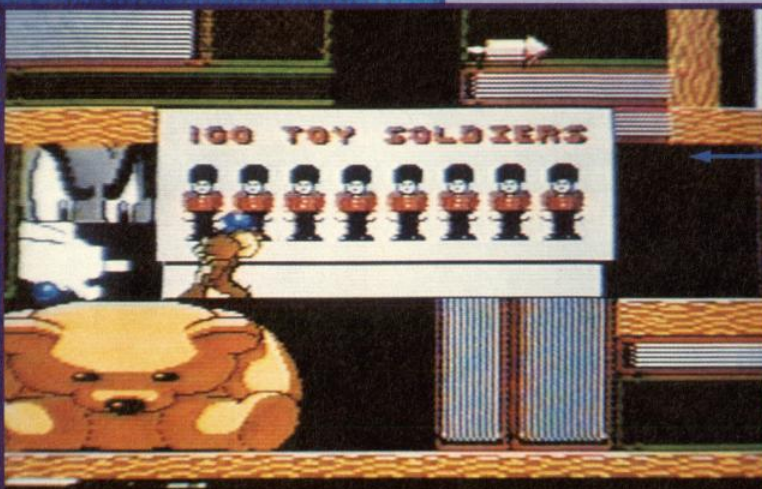
This is the most difficult level in the game. To be able to exit, you have to first find the key, then make your way out. The key is located on a platform in the upper left-hand side. The exit lies opposite this to the extreme upper right. You will note that the creatures get replaced regularly, so you'd better move quickly. Collect the brown marble to improve your chances of getting through and, needless to say, take extreme caution.

**STAGE****5.3****CURIOSITY KILLS THE CAT 2**

The grand finale. Tom launches rockets at you from one of four vantage points. Be careful, the rockets will zip across the screen twice. On its first pass, the rocket travels along a straight path at the height at which it was originally launched. It then vanishes off the screen momentarily to reverse direction and skim along ground level. Your main target will be Tom's ugly mug which will appear occasionally in one of the three middle and upper gaps. Pitch your marbles at his face as he emerges.

He'll take a few dozen hits before he goes down, but once he's down, he's down for good. Phew!

Hooray! You're finished the game. All that remains is for you to sit back and savour the sweet taste of victory.

**HOORAY!!!**

THE FIFTH MISSION MACBETH

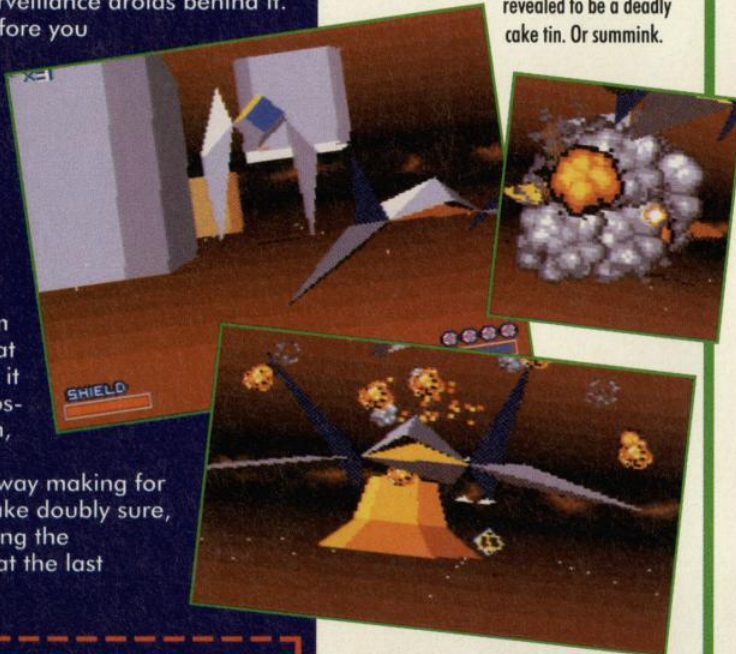
As long as Fox is methodical in his approach on Macbeth he has little worry.

Beth blaster: Fox finds the Twin-Blast icon on Macbeth behind the second, squat block after the rock formations; the one with one of Andross' surveillance droids behind it. Use your retro's before you clear the block then bank sharply to collect this essential armament.

Eruption: A much needed shield lies beyond the piles of rocks being chucked from the first volcano that Fox meets. Though it seems like an impossible place to reach, Fox is able to blast the lava out of his way making for a safe passage. Make doubly sure, however, by thrusting the ARWING to safety at the last moment.

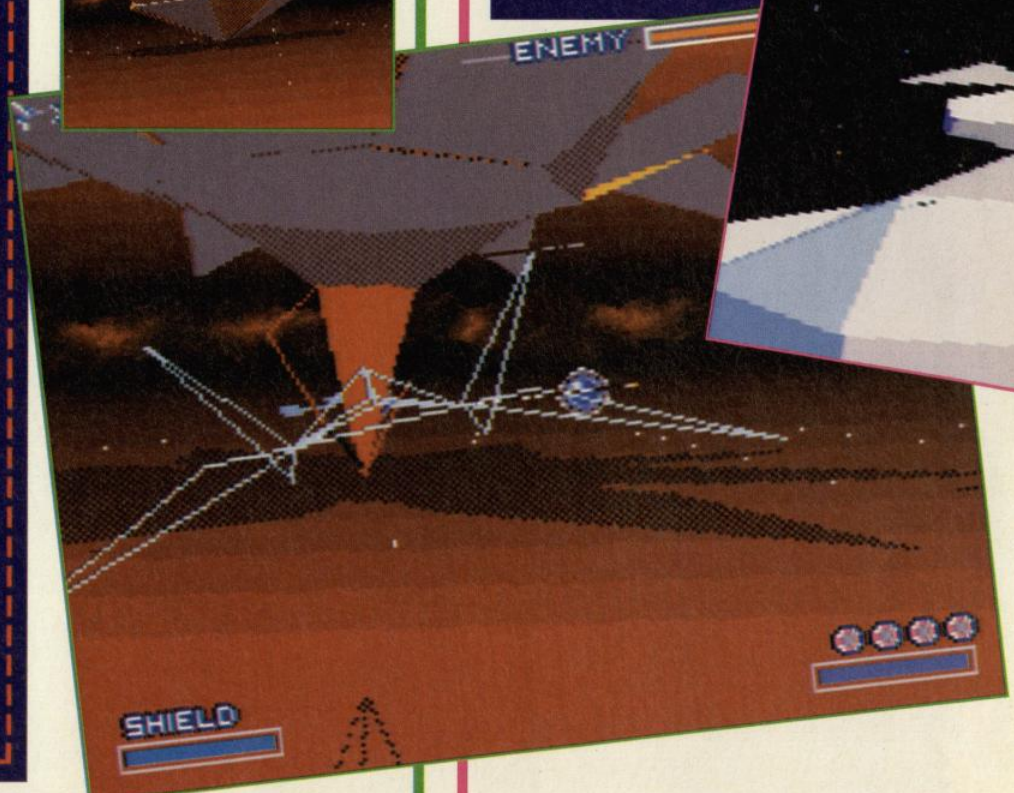
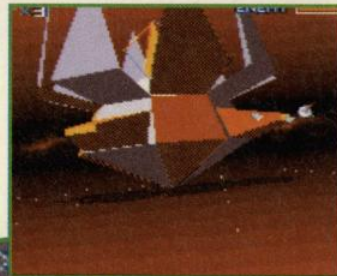


▲ At last, the evil tyrant at the centre of the evil goings-on is revealed to be a deadly cake tin. Or sumink.



WARNING! BOSS 5 APPROACHING SPINNING CORE

There's little else that needs explaining on this stage because the answers are very straightforward. There are no surprises after the volcanoes have done their bit. Whatever the Spinning Core's purpose in life, it churns up a lot of dirt doing it! Have Fox shoot this away in exactly the same way as he does the volcanic ash to reveal the Spinning Core in all its filthy glory. The Core's first attack takes the form of cannon-fire from its many turrets. The next target lies beneath its bulk, at the top of the spike on which it's spinning. Evading the sphere's that orbit the Spinning Core's base is virtually impossible, so a healthy shield and good targeting is necessary.



THE FINAL MISSION VENOM

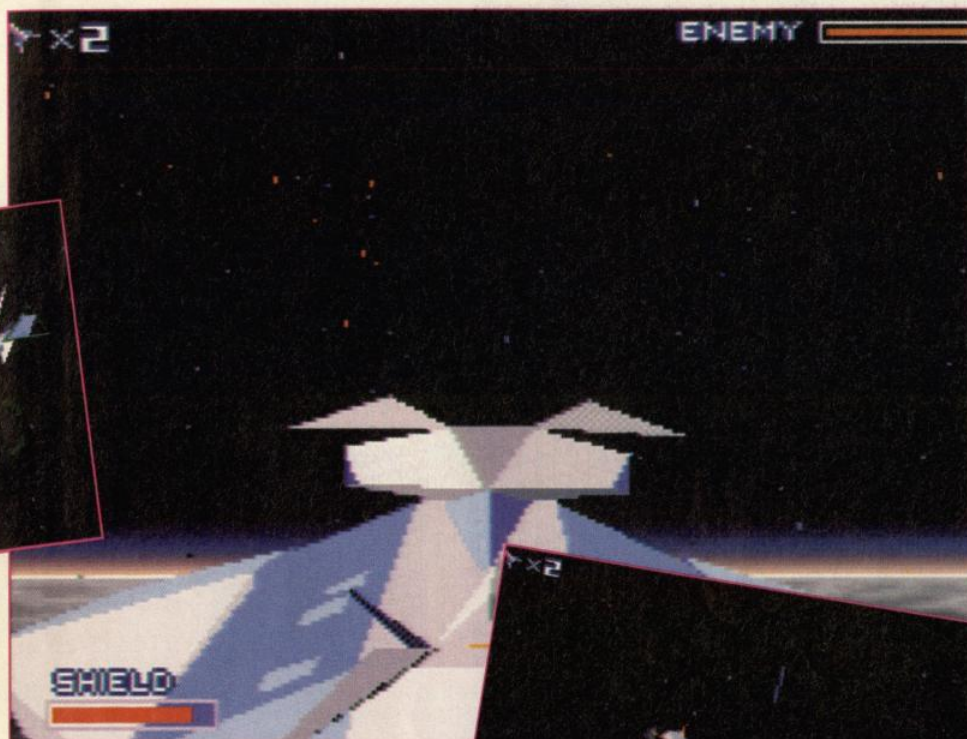
In this level Fox is pitted against Imperial ships with cloaking devices, missiles that divide into groups of four (as encountered in Level Two) and Surface-to-Air Missiles from the planet's surface. Here's what to watch out for amidst all the confusion:

Surround-pound:

This marker comprises of a Nova-Bomb icon, surrounded by a group of several armed satellites. Use a Nova-Bomb to clear them away and have Fox fly directly through the centre of the blast, picking up the spare as he does so. By holding this course Fox encounters shield and Twin-Blast icons for the ARWING's protection!

Boid: Remember the whale in Sector Y? Well something similar lives in Venom's atmosphere. What is best described as a giant bird flies into view for Fox's benefit and drops shield-rings when shot. The conditions for the bird's appearance, however, are not as certain as those for the whale. Just keep Fox's paws crossed!

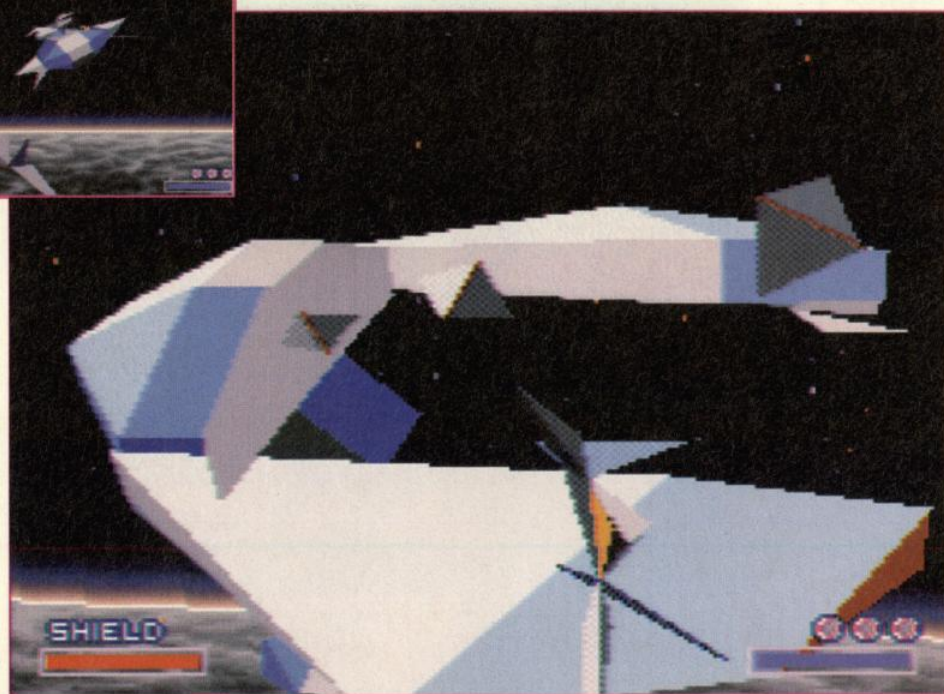




▼ Yay! Let's play Battlestar Galactica. Whee!



▼ Somewhere in this picture is the Great Commander. Can you find him, children?



WARNING!

BOSS 6 APPROACHING GREAT COMMANDER

The three items mentioned above hold Fox in good stead for his confrontation with the Great Commander. Piecing itself together before Fox as some kind of intimidation tactic, Fox avoids the mines that the Great Commander blows out from one of its sections. Fox's first opportunity of attack comes when the commander makes its first fly-past. Despite its size, the Commander's weak points are two sets of three exhaust ports situated on either side of its flanks. The task of blowing each one away is made harder by their tendency to lower themselves from view, therefore becoming invulnerable! It takes all of Fox's nerve to survive the many approaches of the Commander and turn all of the ports into space dust. The Commander gets panicky after three ports are destroyed. So, once again Fox is required to barrel-roll his way out of trouble. This routine goes on for absolutely ages unless Fox has a couple of spare Nova-Bombs at his disposal.



THE FINAL MISSION VENOM-2

Nervous yet?: Level Three's route for this sneak attack on Andross' base is laden with surprises. The first thing that Fox needs to look out for is the shield icon that is sheltering beneath rows of falling blocks. This is reached by flying the ARWING on its wing keeping one eye on the gaps in the blocks in order to judge the safest path. By doing this the blocks fall to either side of the ARWING instead of crashing on Fox's head.

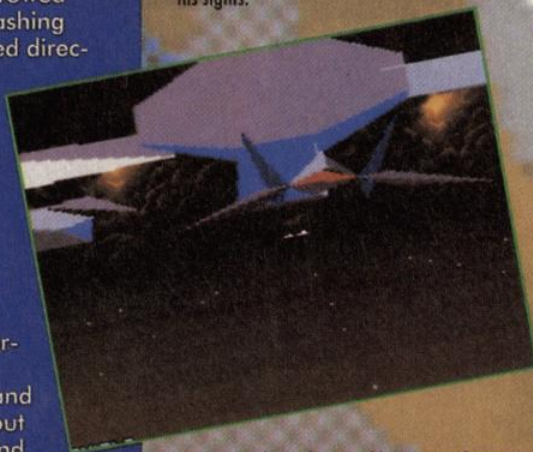
Flashin', rashin', sashin'....!: An annoying number of the sliding, arrowed blocks found in this level feature flashing blue/white arrows that have no fixed direction. Fox is required to shoot them in order to secure the arrows' directions but this often gives Fox short time to steer his ARWING out of harm's way! Spot these flashing-arrowed blocks from a distance or Fox is doomed!

Gimme! Gimme! Gimme!:

The penultimate blaster icon is placed between two of the more forgiving, sliding blocks. Both these blocks' arrows are facing inwards and so it's up to Fox to switch them about so that he may fly between them and snatch this power-up.



▲ 'That's strange,' thought Foxy as the last, surviving member of the Chevron race flew into his sights.



▲ Having been distracted by a wave of enemy fighters, Fox was more than a little surprised to see he was about to fly up a rather large seagull's jacksy. Or something.



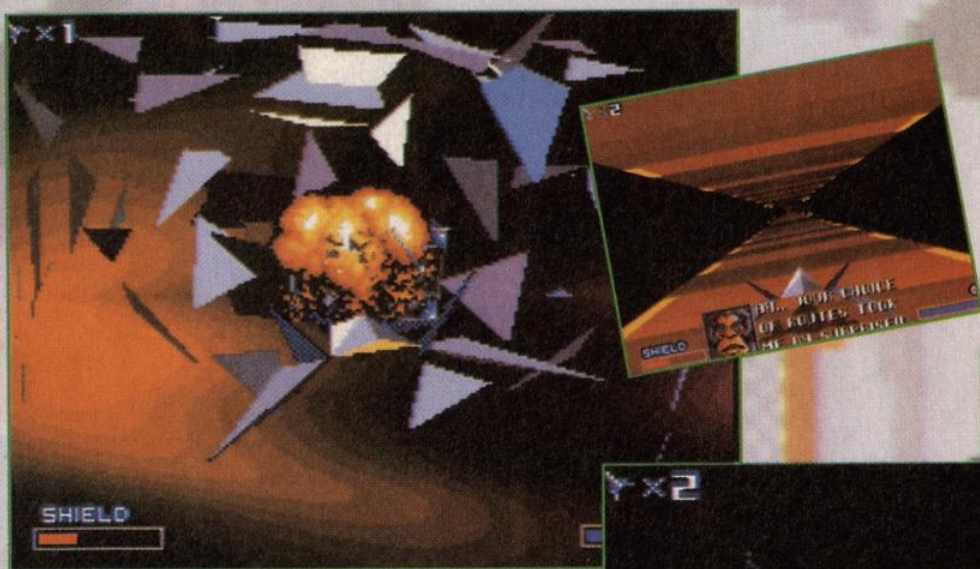
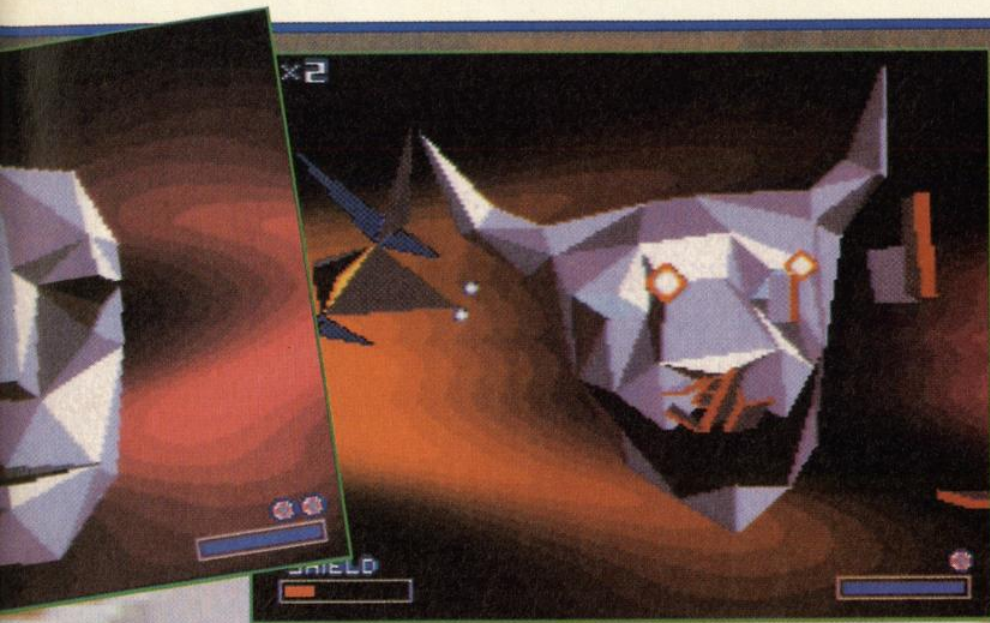
WARNING! BOSS 6 RETURNING! GREAT COMMANDER

Almost finally the Great Commander returns for another go. There now follows a sequel to the Rubik's cube demonstration seen above Venom, then the Commander turns its missiles on Fox. Repeatedly blast the missile port and make sure that as much damage as possible is inflicted here! This urgency is due to the Commander's next method of attack - its enormous balls! Yes indeed, the Great Commander's top section spins at an alarming rate, acting as a sling-shot for an infinite supply of giant ball-bearings! These balls are virtually unescapable. At times the game's collision detection gives Fox the benefit of the doubt but it is the pilot's skill that wins through in the end. Survive this onslaught for long enough and the Commander feigns defeat but any claims to an early victory are lost as the Commander now transforms into its final configuration. The bridge section flies in wide arcs around its main structure, attempting to ram Fox off the face of the planet and dropping miniature battle-ships that also attempt to crush the ARWING. Keep low and let the Commander pass through Fox's fire. Fox has made it this far, he is unlikely to fail now!



WARNING! THE FINAL BOSS ANDROSS

The Great Commander is dead, but there's no time for celebrations because Andross is waiting! Once again Andross makes his threats and, once again, Fox shrugs them off. He's dealt with Andross before, right? Wrong! Andross goes through exactly the same motions as before and, for a while, it seems that the end of the game is in reach. The face splits and the cube is revealed only to reform into some kind of monster! Double Aieee! This horned head fires plasma bolts from its eyes and fills the screen with as many hazardous shapes as the FX chip can handle! Needless to say that Fox goes into a barrel-roll frenzy if he is to survive. Once more the eyes are the only weak spots. Blast these and Andross' doom is well and truly sealed!



▲ Eeek! A collection of triangles in defensive formation.

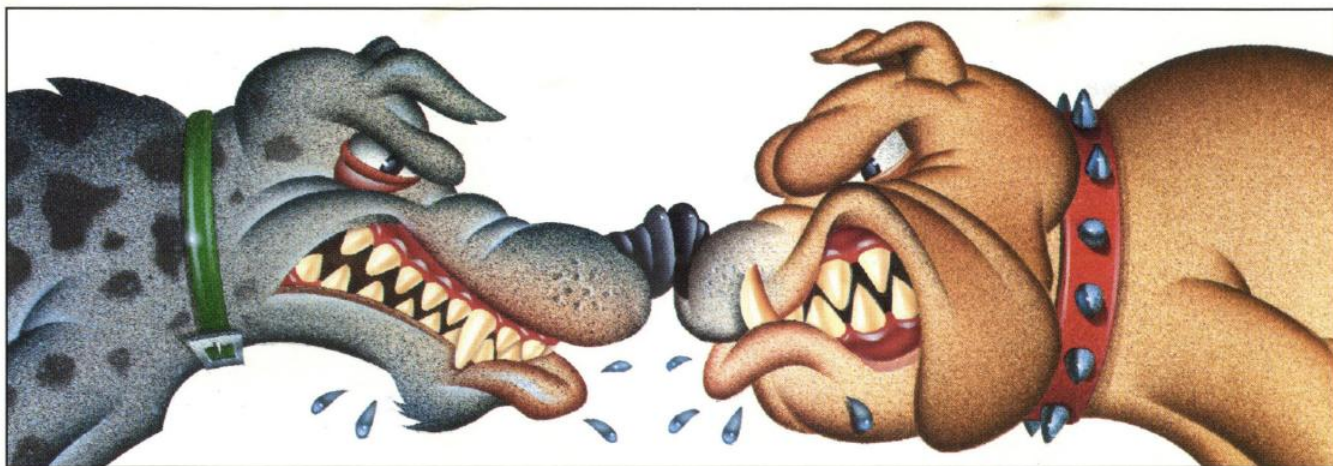


▲ The dangers of eating too many of those horrible pink wafers you get in tins of biscuits are revealed as Andross barfs his lunch towards young Foxy. I love these captions, don't you? Answers on a postcard to... oh goody, that's that space filled now!



THE END

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