

AUSTRALIA'S No 1 GUIDE TO GAME BOY, NES & SUPER NES

Nintendo®

MAGAZINE SYSTEM

ISSUE #9

DEC '93

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- ★ FLINTSTONES ★ DOUBLE DRAGON 3
- ★ ALIEN 3

XMAS GAMES GUIDE

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HO! HO! HUM!



Tis the season to be jolly and all that. It's that time when a year's worth of scheming and plotting is rewarded with an extremely full Christmas stocking... or not. When those glorious words "bountiful", "feast", and "pig out" are bandied about with gay abandon. When I can finally stop playing Nintendo and get stuck into the biggest nosh-up of the year.

So, before I loosen the ol' belt buckle and settle down to my favourite meal (roast hedgehog covered with shaved smoked reindeer), I thought I might just jot down my last column for 1993.

Let's face it, it's been a big year for Nintendo. Firstly, NMS was unleashed onto an unsuspecting public in April and immediately parked itself at the top of the heap as Australia's top-selling video-gaming mag.

It's also the year that welcomed a number of new game distributors to the fold, all of which released heaps of Super NES games and virtually no NES or Game Boy titles.

The year when Nintendo announced its 64 bit 3D console and video games became subject to classification by the censors. But, most importantly, 1993 was the year that I became a sex symbol!

Naturally, I'm not in this business for the fame - it's the freebies I'm really after - but, I have to say that being Australia's hardest video game player does have its advantages.

Blind adulation, frequent food parcels (though they could be bigger) and the forum to mouth off inanely whenever the mood arises - what more could a slightly plump boy ask for?

Well, quite a few things, actually. And if I'm lucky, 1994 may well bring them to me.

For starters, the setting up of Nintendo Australia (see box) should kick the industry along nicely.

With the possible advent of even more distributors,

the end result should be that we'll get more games in this country quicker - and that won't be half bad. Also expect to see more Nintendo promotions and a higher profile in general (I can hear the little hedgehog quivering already).

On top of that, look out for a rash of video gaming TV programmes. Nearly all the networks have shows planned and don't expect NMS to be shy when it comes to facing the cameras (Hi Andrew. Hi Rod).

All in all, next year looks pretty exciting. One thing's for sure: Fat Boy and NMS will be there beside you, bringing you all the best previews, reviews, news, contests, tips, tactics and then some. See you in '94...

NINTENDO SETS UP DOWN UNDER

The hottest industry news this month is the setting up of Nintendo Australia. As you all well know, Mattel has handled Nintendo products in this country for the past seven years, but while it will continue as selling agents, Nintendo Australia will now be responsible for the marketing, distribution and administration of Nintendo branded products from the beginning of the new year.

The new Joint Managing Directors of Nintendo are Graham Kerry and Susumu Tanaka - Mr Kerry was General Manager of Mattel and Mr Tanaka was with Nintendo in Japan for 17 years and, most recently, with Nintendo UK. Nintendo Australia aims to increase growth and presence in the Australian and New Zealand markets - it's the latest of six new companies formed by Nintendo over the last seven months (the others are in France, Spain, Holland, Belgium and the UK).

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Newsagent's Direct Distribution

Trielle Corporation acknowledges that some of its better ideas were conceived at Cafe de Pub. Hi to Katie, Carol, Camilla, Esa, Cliff, Bill and Clay (especially!)

Nintendo Magazine System

is published by Trielle Corporation, 363A Pitt Street, Sydney, NSW 2000, Australia.

ACN 003 330 392.

Ph: (02) 283 5809. Fax: (02) 283 5194.

Postal address:

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FATBOY'S 1993 TOP TEN

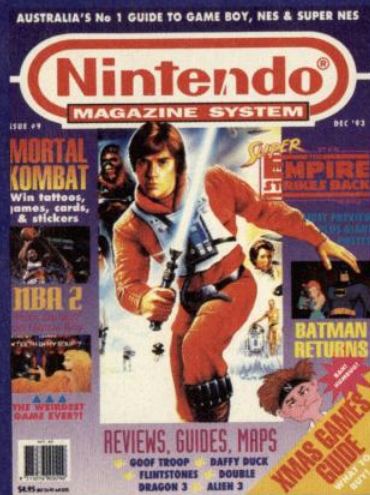
(in no particular order)

Super Bomberman
Super Star Wars
Starwing
Alien 3
Equinox
Shadowrun
Spindizzy Worlds
Tecmo NBA Basketball
Street Fighter II Turbo
Jurassic Park



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DECEMBER '93
Issue 9



COVER STORY

Super Empire Strikes Back is (almost) here - and what a superb looking game it is, too! So naturally it gets the full NMS preview treatment on p14.



SUPER NES REVIEWS

BATMAN RETURNS...p20

No Bat-droppings on this Bat-game of the Bat-film about Bat-love gone wrong. Sort of. NMS has gone slightly batty over this better-late-than-never movie tie-in, and so will you.



DAFFY DUCK...p28

Why do game designers insist on churning out ridiculously dull and stupid platform games and ruining potentially great licenses as they go. Word is that it's happened to Ren & Stimpy, too. Damn!



GOOF TROOP...p36

Younger players will get right into this adventure/puzzle game featuring Goofy and his nephew, Max, in pirate/treasure-hunting mode. Actually, so will older folk.



PARODIUS...p40

Just be thankful that the designers of this hot Gradius sequel didn't JUST SAY NO TO DRUGS. You will not believe what your eyes are seeing when you play this twisted shooter!!!

NES REVIEWS

THE FLINTSTONES.....p32

Yabba-dabbado! More platform tomfoolery on the NES with this harmless Hanna Barbera license as Fred attempts to rescue Hoppy and Dino from the evil clutches of... well, read the review for the full story.



DOUBLE DRAGON III.....p44

Ho hum...



ADVANCE SCREENING

SUPER JAMES POND (NES)...p13

Secret agent Double-O-Salmon quickly leaps from the Super NES (out this month) and swims downstream to the humble NES.

SUPER EMPIRE STRIKES BACK...p14

Yes! Yes! Yes! Oh! Oh! Oh! Woof! Woof! Woof! Happy! Happy! Happy! Joy! Joy! Joy! Gimme! Gimme! Gimme!

NBA ALL-STAR CHALLENGE 2...p24

More of a six-games-in-one cart than a full-blown basketball game. Still, if you get bored with one of the sub-games you can always play another one, right?



GAME BOY REVIEWS

DEPARTMENTS

THE FRONT PAGE...p3

Fat Boy looks forward to the traditional Christmas roast. And pudding. And presents. But especially the roast.

NINTENDO NEWS NETWORK...p6

Cor! More new games than you can shoplift on a warm summer's day are previewed and you can bet that we had fun doing it!

MAILBAG...p51

Ta-dah! The first bit of reader's art that we've liked enough to publish. As for the rest of you, YOU MUST DO BETTER.

Q&A...p52

We're still getting questions about colour Game Boys. Can you believe that?! The Skull can't. That's why he's now wearing a nice white coat.

TIPS AND TACTICS...p54

This month: advice for the love-lorn including 'How to Get That Girl' and 'Is it OK to Kiss on the First Date?'

MORTAL KOMBAT PLAYERS GUIDE... p59

You asked for it, you've got it! Here are all the finishing moves for all of the MK Krew as well as their speciality moves.

ELIMINATOR BOAT DUEL PLAYERS GUIDE...p60

This excellent NES racer comes under the NMS spotlight fresh from its appearance in our review pages last month.

ALIEN 3...p62

Brought to you by reader demand, here is the lowdown on how to wipe out the Queen Mother and all of her brethren in the brill Super NES version.

PULLOUT POSTER

If you like the pic on this month's cover then, boy, do we have a treat for you! May the Force be with you!

NINTENDO NEWS NETWORK

● NEW GAMES ● COMICS ● ACCESSORIES ● MOVIES

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



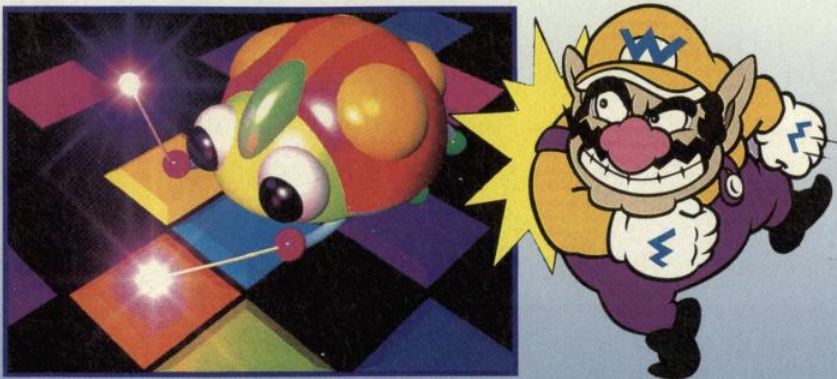
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THE MIGHTY NMS TOKYO COMPUTER GAMES SHOW REPORT Pt II

Yep, for the second issue in a row, NMS has all the latest about the games that may be reaching these fair shores sometime in the new year. Ha-rooo!

SONIC KA-BOOM!



Nintendo's most interesting game at the Tokyo show was The Sound Factory. At first glance this appears to be a sonic equivalent of Mario Paint, however there is much more of a game to The Sound Factory, as your character must follow the computer-generated tunes by bouncing around Q*Bert-style worlds. Sounds fun, but with these sort of games there is often a problem of lasting interest.

Nintendo had a few other surprises lined up another Tetris game, entitled Tetris Flash in which colours play an important part, and a role-playing game called Fire Emblem, which we'll tell you more about later.

On the Game Boy front we saw Super Wario Land, which obviously features the villain of Super Mario Land 2. SW has some absolutely HUGE characters bouncing 'round the screen, and features all the gameplay aspects of past Mario games that have made them so popular. Kirby's Pinball, starring Kirby as the ball, is also looking fantastic, but is it good enough to topple Revenge of the 'Gator?

It wasn't all games at the Nintendo booth, however. On show was its replacement for the Nintendo Entertainment System - another NES, only with a different casing! This seems all well and good, but what's the point when there are hardly any new NES games being released? It is doubtful whether the new NES console will turn up Down Under.

- NEW GAMES
- BY: NINTENDO

A RIGHT BASTARD!

- NEW GAMES
- BY: BANDAI

Bandai had several games at the show and, although most look destined never to leave Japan, no doubt they will attract a certain notoriety before too long. The most surprising game on show was called Bastard!! Yes, that's what it's called, no doubt named after some traditional Shinto god or, perhaps, a member of NMS' staff? You can expect a name change for non-Japanese markets.



What did you call me? You bastard!

NINTENDO NEWS NETWORK

THE OFFICIAL NMS CHARTS

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

Game Boy

- 1 MORTAL KOMBAT (1)
- 2 JURASSIC PARK (-)•
- 3 NBA ALL-STARS 2 (-)•
- 4 SUPER MARIO LAND (3)
- 5 F-15 STRIKE EAGLE (4)
- 6 AGRO SOAR (4)
- 7 LEMMINGS (-)•
- 8 BATTLETOADS (6)
- 9 FLINTSTONES (7)
- 10 RC PRO-AM (-)•

NES

- JURASSIC PARK (-)•
- SUPER MARIO BROS 3 (3)
- FLINTSTONES (9)
- TOM AND JERRY (7)
- CRASH DUMMIES (3)
- BART VS RADIOACTIVE MAN (-)•
- AUSSIE RULES FOOTIE (5)
- SUPER MARIO BROS 1 (6)
- TURRICAN (-)•
- ZELDA 2 (-)•

Super NES

- SFR II TURBO (-)•
- MARIO ALL-STARS (-)•
- NBA BASKETBALL (2)
- NIGEL MANSELL (-)•
- MORTAL KOMBAT (1)
- MARIO PAINT (4)
- BATTLETOADS (-)•
- VEGAS STAKES (-)•
- WING COMMANDER (-)•
- PEBBLE BEACH GOLF (3)

Compiled with the assistance of Capital Games Centre.

MORE TOKYO SHOW BUMPF!

- Most of Banpresto's games are RPGs, but their best game on show was the oddly titled Pooyu Pooyu: Mixing the addictive quality of Tetris with its own style of wild humour, this Super NES game has you and a friend battling each other and the computer to link up your Pooyus. Definitely one of the most fun games at the show.
- Indiana Jones gets up to all sorts of platform malarkey on the Super NES and Game Boy from Ubi Soft, although we're being a little sceptical till we see finished versions considering the crappiness of the Sega games.

MAKE MINE A SHANDY...

- NEW GAMES
- BY: VIRGIN

Never one to miss a licensing opportunity, Virgin has signed up the mascot of 7up Lemonade - Cool Spot. The rosy red spot goes through all the usual platform routines, but with considerable



slickness and cool graphics, as you can see from the screen shot.

Also on the cards is Young Merlin, which promises lots of sword 'n' sorcery shennagins.

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 Super SFII (-)•
- 2 Out Runners (1)
- 3 F1 Super Lap (-)•
- 4 Suzuka 8 Hours (2)
- 5 NBA JAM (4)
- 6 Virtual Racing (3)
- 7 Lethal Enforcer (5)
- 8 Wild Pilot (6)
- 9 Crime Patrol (8)
- 10 Mortal Kombat (4)

PINBALLS

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

CRUISE' FOR A BRUISIN'...

- NEW GAMES
- BY: TAITO



"Got 'im," cackles Super HQ Criminal Chaser as he blasts another innocent citizen into gazillions of pieces while in pursuit of a granny who failed to declare \$2.15 interest to the Tax Department.

Darius Force is Taito's follow-up to the rather sad Darius Twin, and hopefully it will be an improvement. The screen shots NMS saw weren't too impressive but, as the game wasn't completely finished, we'll reserve judgement. However, considering that it's going up against R-Type III, it had better be good if it is to have any chance. Meanwhile, arcade driving fans (hello Gerry, hello Rod) will be pleased to hear that Super HQ: Criminal Chaser is finally on the Super NES, and it doesn't look half bad, being quite swift and all that. You can expect a preview in the not too distant future but, in the meantime, cast your peepers over these luvly pics.



XMAS SHOPPER'S GUIDE

The only honest at-a-glance guide to which games are worth parting buckeroones for this Yuletide, and which are best left gathering dust. So sit back, relax, and let your fingers do the walking.

SUPER MARIO ALLSTARS

- Super NES
- By Nintendo
- Game Type: Platform
- Players: One

A massive four-in-one cart that brings together Super Mario Bros 1, 2, 3 (previously only available on NES) plus the Japanese SMB 2: The Lost Levels game. Naturally, all the games are tarted up with 16 bit graphics and sound and play just as brilliantly as they did on the NES. Guaranteed to challenge even the hardest players and a perfect starting point for new Super NES owners.



RATING **95**

STREET FIGHTER II TURBO

- Super NES
- By Capcom
- Game Type: Fighting
- Players: Two

The best is even better! With more moves, more characters and more speed, it's just as good as the arcade version - you'd be a fool to miss it if you're a Street Fighter fan. It's the only game we still play as much now as we did when we first got it! True!



RATING **98**

HOOK

- Super NES
- By Sony
- Game Type: Platform
- Players: One

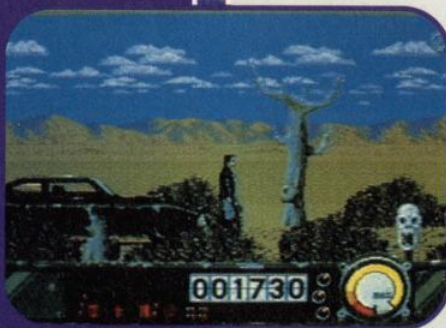
Lovely graphics and music mask an otherwise dull platform romp, featuring Peter Pan. It's fun to play for a while but it won't take long to finish.

RATING **72**

OUTLANDER

- Super NES
- By Mindscape
- Game Type: Driving/Action
- Players: One

Mad Max meets... err... a rather average game. There are some good ideas, but the driving section is ropey and the "run around shooting baddies and collect bonuses" part is repetitive. Could have been better. And for that matter, Outlander could have at least tried to come out in the same decade as the movies were released in!



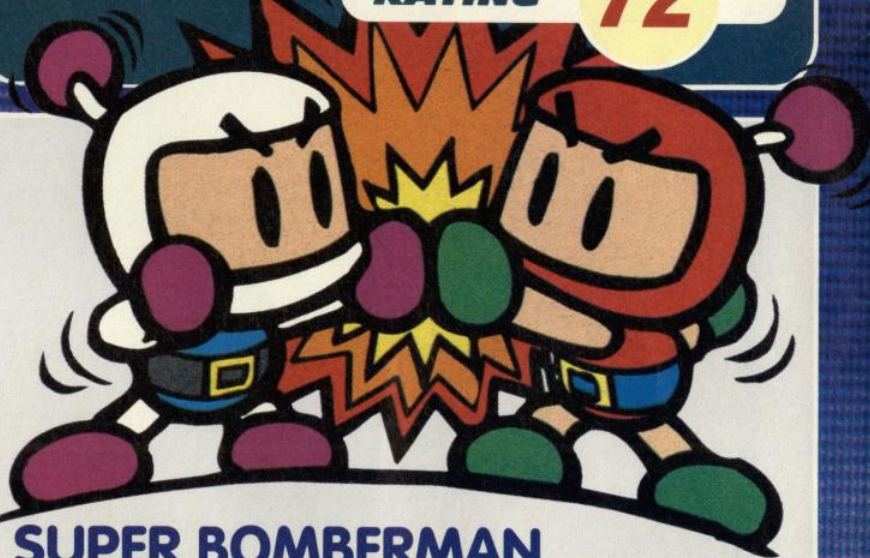
RATING **72**

SUPER BOMBERMAN

- Super NES
- By Hudson Soft
- Game Type: Maze/Action
- Players: Four

The first multi-player game also looks like it'll be the best for quite some time. Detailed, but dull, playing board-style graphics mask a puzzle game that combines the thrill of Super Mario Kart battle mode and the addictiveness of Tetris. Highly enjoyable and very challenging, Bomberman proves that four-player games are too much fun to be legal! You'll never prise your friends away from your Super NES!

RATING **93**



XMAS SHOPPER'S GUIDE

SUPER JAMES POND

- Super NES
- By Ocean
- Game Type: Platform
- Players: One

Bizarre graphics are the highlight of what could have been a great game, let down by dodgy collision detection and sad slow-down. Still, it's fairly challenging and the levels are huge, but try before you buy.

RATING

78

JURASSIC PARK

- Game Boy
- By Ocean
- Game Type: Adventure
- Players: One

An original Game Boy title - something hard to come by these days - that looks alright and is fun to play. Lots of variety helps you forget that it isn't terribly difficult. Worth a look.

RATING

88

JURASSIC PARK

- Super NES
- By Ocean
- Game Type: Adventure
- Players: One

The best of the Jurassic Park games. Massive playing area (we mean it), amazingly detailed graphics (the 3D scenes inside the buildings are brilliantly claustrophobic!), cool sound and utterly FAT according to anyone with a brain. Completely different to the crap Megadrive game.

RATING

91

MORTAL KOMBAT

- Game Boy
- By Acclaim
- Game Type: Fighting
- Players: One or two linked

The most hyped game of the year fails to deliver on Game Boy. Keeping control of your character is hard enough, but controlling him (or her) in combat is a hit and miss affair. You have been warned.

RATING

68

MORTAL KOMBAT

- Super NES
- By Acclaim
- Game Type: Fighting
- Players: Two

The arcade hit that has had millions of gamers screaming "FINISH HIM!" has made an almost perfect translation to the Super NES. Almost? Well, where's the blood?!? Still, it looks great even if it lacks the element of strategy that makes Street Fighter II Turbo so great.



RATING

91

KEVIN KEEGAN'S PLAYER MANAGER

- Super NES
- By Imagineer
- Game Type: Sport management
- Players: Two

Despite a ridiculously confusing icon-driven menu system, this is one of the better soccer sims on the market, mainly because you don't have to play soccer to win. Sound even more confusing? Let's just say that it helps to have a good knowledge of soccer before playing Player Manager.

RATING

82

RATING

82

SHADOWRUN

- Super NES
- By Laser Beam
- Game Type: RPG
- Players: One

One of the few role-playing games available, Shadowrun is set in the grim cyberpunk future. You awake on a mortician's slab in a seedy part of town and must rediscover who you are and what has happened to you. Incredibly atmospheric and a welcome change from the usual magical fantasy-style RPG. Combat is real-time action and the quest is long and based on the Shadowrun series of books and board games. Compulsive.



XMAS SHOPPER'S GUIDE

MARIO IS MISSING

- Super NES
- By Mindscape
- Game Type: Educational
- Players: One

Mario is Missing is not the next installment in the Mario saga that many people hoped it would be, but an educational game aimed at younger players. For what it is, it's very good. But older players, ie those over 12, will probably be disappointed.

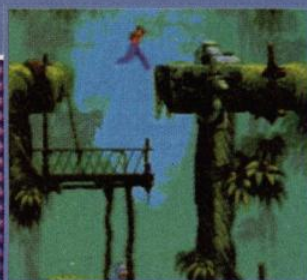
RATING

83

FLASHBACK

- Super NES
- By Sunsoft
- Game Type: Platform
- Players: One

The animation in this follow-up to the brilliant Another World is some of the most fluid you will ever see. And it plays as good as it looks, with comic book-style screens and loads of detail. Talk to over 20 different characters in an effort to find out what has happened to you. (Expect a full review in next month's NMS.)



BOXING LEGENDS OF THE RING

- Super NES
- By Electro Brain
- Game Type: Fighting
- Players: Two

The huge sprites are a main feature of this game, and control over them, although seemingly cumbersome at first, soon becomes second nature. A fun two-player game, but also good when played against the computer as a fair bit of strategy is required despite the limited moves available.

RATING

90

SUPER INTERNATIONAL CRICKET

- Super NES
- By Laser Beam
- Game Type: Sport

Developed right here in Australia, SIC is just what cricket fans have been waiting for. Lots of work has gone into this game, and it shows - right down to the detail of the seagulls!

EQUINOX

- Super NES
- By Sony
- Game Type: Adventure

Colourful graphics and huge monsters attract your attention, and an involving quest will keep you hooked to the very end. Equinox is the sequel to Solstice and is much better than the NES original. It is very easy to get into with an escalating level of difficulty as you progress through the game. The only beef is that some of the sub-levels are extremely repetitious. A fabulous adventure to rival Zelda 3!



WORLD SOCCER

- Super NES
- By Electro Brain
- Game Type: Sport

- Players: Two

A nifty game that will have all round ball fans clamouring for a copy. The first soccer game to make full use of the Super NES Mode 7 scaling and rotation, World Soccer brings you right into the thick of the action. The three-quarter perspective sees the field spin around every time possession changes so that the attacking team is always running up the screen. This can be quite nauseating for the weak of stomach, but otherwise is very effective. The sprites are quite large and brilliantly detailed for a soccer game and it's easy to get into and plays brilliantly.

RATING

84

LAST ACTION HERO

- Super NES
- By Sony
- Game Type: Action/Adventure

A shoot 'em up, beat 'em up, platform, driving game that is just like the movie, except there is no kid and Arnie doesn't hold any weapons. Well, apparently so, according to Sony. Unfortunately, that was all they could tell us as we went to press as the game is being developed in very hush-hush circumstances. Still, it should be out as you read this, so you'll be able to see for yourself.

TERMINATOR 2: THE ARCADE GAME

- Super NES
- By Acclaim
- Game Type: Super Scope

You are the T-800, and your orders are to protect the young John Connor. Help him through post-nuclear Los Angeles, and finally confront the terrifying T-1000 in a battle to the last bolt! One of very few new Super Scope games coming up, so SS owners should nab it while they can.

DRACULA

- Super NES
- By Sony
- Game Type: Platform

Oh, dear. A perfectly good film license has been wasted. Terrible animation and bland graphics go hand in hand with dull gameplay to create what can only be described as a mess. Avoid!





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

The Press Loves It!!

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

Rocky & Pocky



LICENSED BY
Nintendo

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

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

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

NATSUME

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

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



PAL VERSION

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NATSUME



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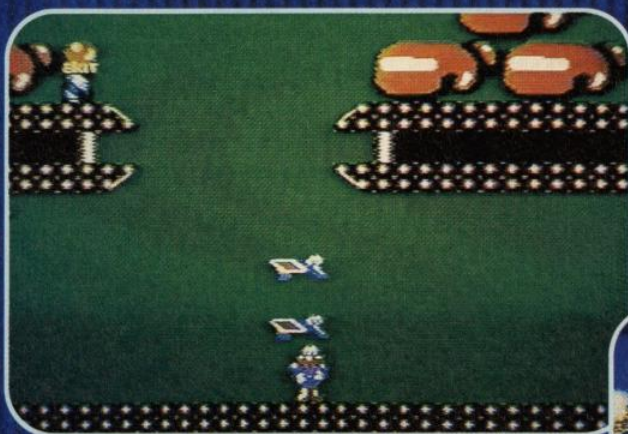
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Nintendo
ENTERTAINMENT
SYSTEM

SUPER JAMES POND

Disaster has struck the Western world. Santa Claus has been kidnapped just before Christmas! Someone has got to rescue Old Nick and save Christmas, and that someone is... a fish? Yes, we cod you not: Secret agent James Pond, codenamed Robocod, is on the case, with a plot line even Maxwell Smart would have trouble believing. To successfully complete his mission and save civilization, James has to find and defuse a number of exploding penguins! This may sound like a tall order for a fish, even a secret agent one, but James has had some rather interesting cybernetic body modifications. Unlike his aquatic bretheren, James can live out of water, and he can also stretch, and stretch all the way to the top of the room! How he does this is a mystery, but it sure makes it easier to survive in the sprawling platform stages that James calls home. Cute is the word in this game, with everything from headless snowmen to pink hippos to contend with on your travels, so bring a puke bucket with you on this adventure!



◀ James Pond uses his special fish satellite power to find his way to the nearest barber shop.



▲ It's a High Five!

▼ Teddy bear tomfoolery with Mr Pond.



▲ I'm Pond. James Pond. Agent double O salmon.



▶ Another sneakily hidden bonus area, but James is on to it!



PREVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Having seen the Death Star destroyed, the Empire has stepped up its attempts to eradicate the Rebel Alliance once and for all. Dispatching probe droids all over the universe, they eventually find the Rebel base on the ice world of Hoth. From this chilly planet begins JVC's sequel to the ace Super Star Wars. Using the same mixture of shoot 'em up and Mode 7 action that featured in Super Star Wars, Super Empire Strikes Back initially dumps you into the first of many platform-based shoot 'em up stages. Luke's task is to battle his way through waves of Hoth's deadly inhabitants while heading for his trusty Taun-Taun steed.

Upon reaching his Taun-Taun, Luke encounters the Empire's massive AT-AT Walkers before meeting with Yoda in the Degobah system. In between Luke's scenes, you're given control over both Han Solo and Chewbacca as they take Leia and the droids to the relative safety of Lando Calrissian's Bespin Sky City.

Super Empire Strikes Back is a very tasty-looking 12 Meg game that features all of the key action sequences from the film as well as all the familiar foes such as the probe droids, Snow Troopers and Boba Fett, the bounty hunter who encases Han Solo in carbonite.

The version we looked at was 90% complete with just the music to be finalised. The finished version should be hitting the stores in February, 1994, so you can expect the definitive NMS review real soon!

BY: JVC

SUPER EM STRIK



▲ My! You look famished! Here have a bite of my unfeasibly large ice-cream cone!



GUNNING FOR THE EMPIRE

As the rebels make their way across the game's many stages, numerous bonuses become available along the way. The most obvious are the heart icons, which replenish a character's lost health. You'll also find health sabres which extend the capacity of the character's energy bar - effectively extending their lifespan. Equally important, though, are blaster power-ups. These include homing shots and thermal detonators which act as smart bombs and clear enemies as they white out the screen.



▲ Luke deftly dodges one of the old scroungers outside his local Timezone.



▼ The force of the sneeze sent great globs of Wompa earwax flying at Luke.



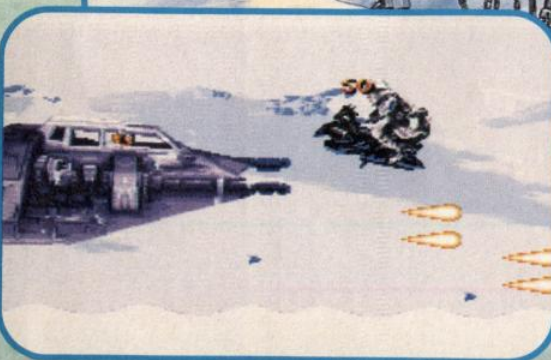
PRICE: TBA

MEG: 12

PREVIEW

THE PIRATES BACK

World Exclusive[®]



▲ Typical! You might have gone before we left, Luke!!

▲ Warning! This game contains scenes of Tauntaun projectile vomiting!

▲ Luke prepares to break in and steal Rad's bag. The thieving Jedi git. They're all like that.

PREVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SUPER

THE EMPIRE STRIKES BACK



▲ Luke mistakenly flies into a swirly house music video.

MEET THE GANG

Fans of the Star Wars trilogy are going to absolutely wet themselves as they spot all their faves in Super Empire's many levels. Here's a quick guide for all you star spotters:

LUKE SKYWALKER: The main hero of the game, and would-be Jedi Knight.

HAN SOLO: Doesn't get to snog Leia in this one, but gets to wander through Lando's Sky City before getting freeze-dried and whisked off to Jabba The Hut.

CHEWBACCA: Reduced to a cameo part. Chewie gets to chase after the encased Han who has been stashed in the hold of a bounty hunter's ship, namely...

BOBA FETT: Best-dressed bounty hunter in the galaxy, who also acts as one of the game's bosses - as does his stapler-shaped ship.

STORM TROOPERS: Sporting this year's trooper fashions - including the latest in snow-wear and a natty line in red numbers - these are basically cannon fodder.

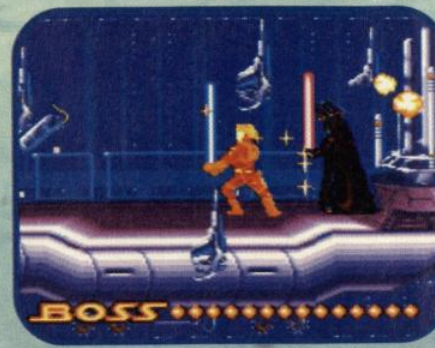
PRINCESS LEIA: Actually she's hardly in it, but gets rather lost in the maze-like rebel base, leaving Han to find her. Silly cow.

YODA: Luke's Jedi Master gets an even smaller role than Leia and only gets to appear when the 'Continue' option appears - which is just as well because he's absolute cack.

DARTH VADER: The game's final boss and a real tough cookie. Thankfully there's none of this 'I'm your Dad' mumbo-jumbo and he's perfectly happy dissecting Luke with his light sabre instead.



▲ Don't worry Chewbacca, it's perfectly natural.



PREVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



▲ Down-on-his-luck, Han Solo turns to welding for a living when "resting between films."



▲ What a tiny caption sp...



▲ What's that? A new Star Wars movie? Okay! I'll just finish these panels and I'll be right with you, Guv.



MAY THE FORCE BE WITH YOU

Super Empire arms our dippy-smiled hero with a new 'Force Points' panel. Accessed via the Select button and with the L and R buttons scrolling through the options. Here are full details of Luke's extra Jedi abilities.

MIND CONTROL: Allows you to deflect objects with the sheer power of thought. Cool!

SLOW DOWN: Unsurprisingly, this slows your enemy's actions, making them an easier target.

ELEVATION: Surrounds Luke in a spangly effect and allows him to fly across a short distance to avoid particularly tricky areas.

SABRE DEFLECT: Prevents Darth's sabre from sapping your energy as it allows yours to block his attack moves.

FREEZE: Temporarily stops any on-screen opposition in their tracks.

SABRE CONTROL: Sends his light sabre spanging around the screen, wiping out anything it hits.

HEAL: Obvious really. It replenishes Luke's health slightly.



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FROM A WHOLE NEW PERSPECTIVE!

**This is first-person,
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action like
you've never
experienced
before.**

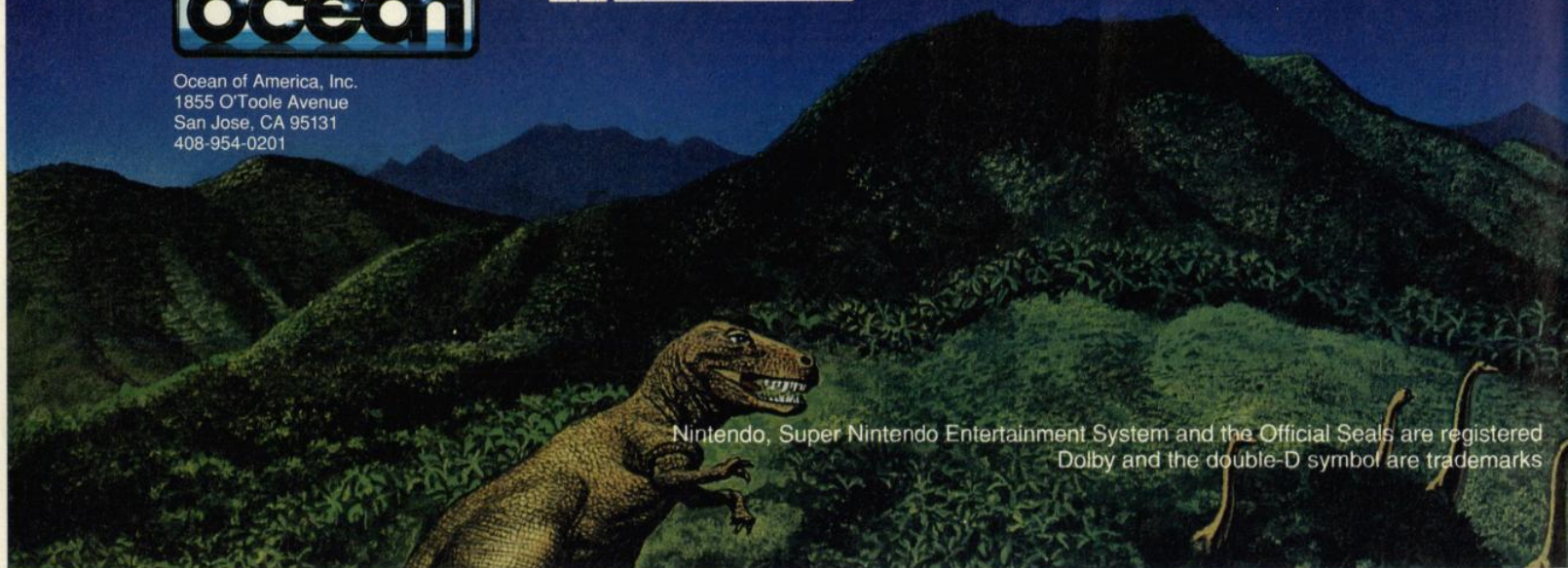
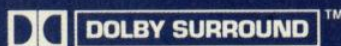


JP in 3-D.

**If the movie shook you, Jurassic Park
for the Super NES will rip you apart.**



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408-954-0201



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If you thought the movie was hot... Wait until the razor-sharp intensity of full-motion 3-D graphics gets a hold of you!



Hey Dr. Grant! Never underestimate your opponent... Especially when he's 20 feet tall and weighs over seven tons.



Meet your chefs... The Raptor slices and dices you, while the Spitter waits to baste you in his venomous marinade.



No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.



Triceratops is heading your way! Restore island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.

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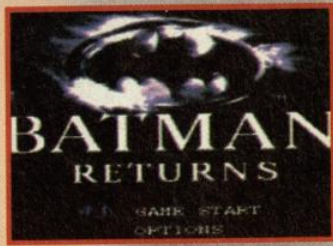
AND GAME BOY



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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: KONAMI
- RRP: \$99
- RELEASE: OUT NOW
- GAME TYPE: FHT
- CART SIZE: 8 MEG

GAME INFO

- **PLAYERS:**
One
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Easy
- **CONTINUES:**
Three
- **RESPONSIVENESS:**
Holy Fabulous
- **1ST DAY SCORE:**
Complete game on Easy/
Normal mode
- **GAME ORIGIN:**
The game of the film.
What more needs to be
said?

CONTROLS

- **HOW TO PLAY:**
Use you control pad skills
to manoeuvre Batman
through eight levels of
doom.

- A** Use items
- B** Jump
- X** Use test tube (in conjunction
with other controls)
- Y** Attack
- L/R** Defend
- S** START: Pauses
SELECT: Choose item

BATMAN

Batman Returns is a straight conversion of the film, missing out all the dull "character exploration" of the flick. Yes, Konami has converted Batman Returns into a horizontally-scrolling beat 'em up along the lines of Final Fight, but featuring Batters' battle against the Red Triangle Circus Gang and its leaders, The Penguin and Catwoman.

Along with twisted businessman, Max Schreck, the Penguin is campaigning for Mayorship of Gotham City. Despite the fact that The Penguin probably wouldn't be that bad at the job, Batman is out to scupper his chances. No doubt he has some secret bat-reason which we don't need to know about.

Sadly, though, a third character has entered the scene, just to make things a bit more difficult. She's not actually that dangerous, but she is a bit of a babe. Catwoman (for it is she) is a formerly mild-mannered secretary almost murdered by her boss (Max Schreck, oddly enough) who is out for revenge on everyone, including Batman - no doubt for some secret cat-reason we don't need to know about.

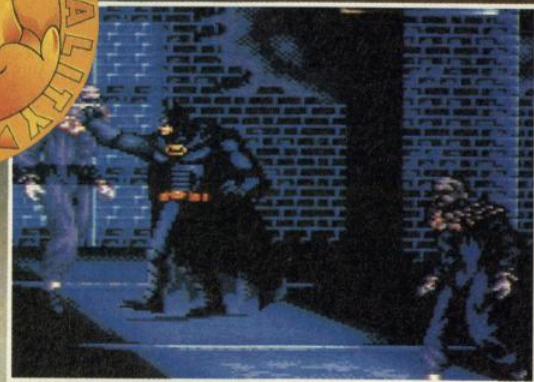
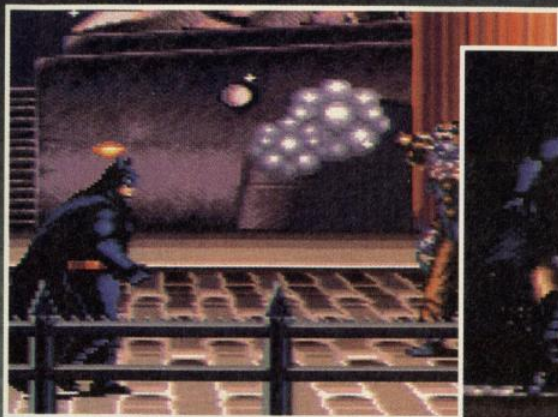
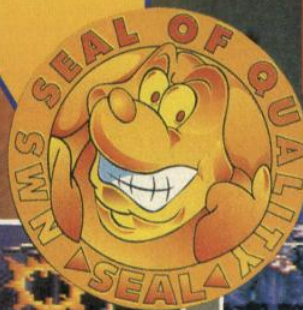


RETURNS

MAN

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



▲ "Urp...rumble...sorry about that gov, must have been summit I ate."



BAT, BAT, BAT, BATMOBILITY, THAT'S THE BEAUTY OF BATS

Of course, it would be unthinkable for Batman, alias stinking rich heir Loose Brayne, to travel around by public transport - so he has his own turbo-charged sportster with matching machine guns. And, hey, what would a Bat-game be without a spin in the Batmobile?

Yes, indeed, Batman Returns has its very own driving level, which sees Gotham's Finest speeding on his way to a trap set by The Penguin! However, just to make things that extra bit dangerous, hundreds of motorcycle-riding members of the Red Triangle Circus Gang are chasing Batto, firing their rocket launchers at him as they go! The gang members may either be shot with your Bat-guns or run over, although this last option damages the Batmobile as well. At the end of this level is a showdown with a fortified campaign van, armed to the teeth with high explosives and machine guns!

COMMENT



RAD

Right from the million-years-long animated story before the title screen (with digitised music from the film score), Batman screams "really very much polished". The sprites themselves are huge,

detailed and decked out in colours which represent the film's atmosphere without being too sombre and dull.

In fact, the graphics are fantastic with superb backgrounds and smart animation backing the sprites up. The sound is also excellent, with atmospheric tunes swelling behind the comic-like effects.

After this, you'd expect the gameplay to be really good, and for once it actually is.

The action is as fast and furious as Final Fight ever was, and there's a heap of variety added with all the Bataranging and driving needed. And being able to smash up the scenery using your enemies adds a great touch of the comic strip feel to the game.

There are a couple of downers, though. For starters you get pretty much exactly the same enemies all through the game, and on Easy mode, it really is very easy, indeed. However, put the setting up to Hard or Special and Batman Returns becomes a top notch beat 'em up which should prove challenging enough for most beat 'em up fans.

URNS

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



BAT-PUNCH



BAT-FLYING KICK



BAT-HEAD BUTT



BAT-REALLY NASTY THROW



BAT-NUT CRACKER



BATARANG



BAT-DEFEND



YES SIR, I BELIEVE I DID SPILL YOUR BLOOD

Every good comics' fan knows that Batman spends most of his life training in the martial arts, along with just about every other subject known to man. Anyway, he's a "bit tasty" as the saying goes, and knows how to look after himself. Konami has wasted no time in proving this point, so here's a complete rundown of the deadly techniques at his disposal:

Bat-Punch: Pressing the attack button alone makes Mr Bat lash out with his fists, finishing each volley of punches with a roundhouse kick.

Bat-Flying Kick: Press the jump button followed by the attack button and watch Batso's airborne offence.

Bat-Cape Fling: Press the jump and attack buttons simultaneously and Batter executes his special move, flinging his deadly cape. However, although this attack is very powerful, it causes our hero to lose energy every time it makes contact.

Bat-Grab: Batman grabs opponents by the throat by walking into them. From here, there are a number of other moves available to him. They are:
Bat-Headbutt: Press the attack button on its own to nut your helpless foe.

Bat-Throw: Press the attack button in conjunction with left or right to fling your enemy to the ground.

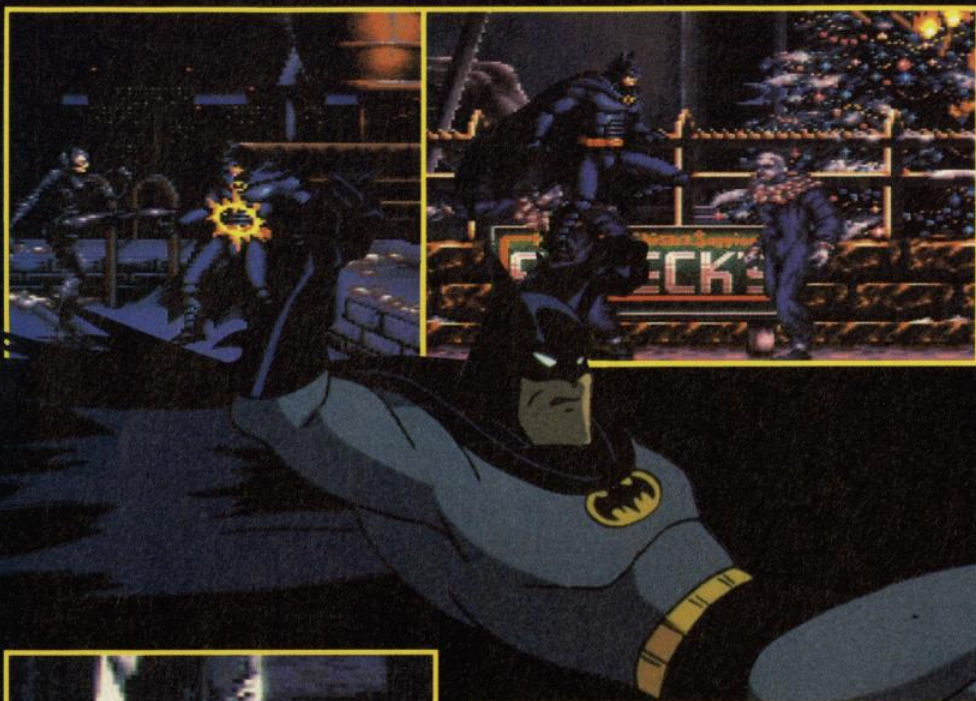
Bat-Really Nasty Throw: Press the attack button along with up on the D-pad to fling your rival into the scenery, smashing it up in the process!

Bat-Nut Cracker: If Batman is positioned correctly he grabs two people at once. From here, pressing the attack button causes the Caped Crusader to smash their heads together!

Batarang: Batman's Batarangs aren't quite the deadly offensive weapons of the films, but they are good for stunning most opponents for a short period of time, giving Batman a couple of seconds to close in for the kill.

Bat-Test Tube: Pressing and holding (deep breath) the L button, R button, down on the D-pad and then X is the way to unleash the power of the Test Tube (if he has any left). This is your basic smart-bomb and is actually better for clearing a screen full of regular nasties than against bosses (contrary to regular smart bomb philosophy).

Bat-Defend: Batman shields himself with his armoured arms with a single press of the L or R button. This limits damage done by enemy blows, but doesn't stop it completely.



BATARANG AIN'T MY ROPE TO SWING ON

Unlike a real bat, Batman has absolutely no powers of sonar-vision whatsoever, and neither can he fly. Instead the perhaps not-too-accurately named Batman has to rely upon more mechanical means to reach the rooftops, namely his Batarang grappling hook. This is an arm-mounted gadget which shoots a grappling Batarang up in the air, gripping securely on overhead objects. Certain levels require precision use of this piece of kit to get through. For example, one level sees Batarama escaping from a burning building, using his chandelier-swinging skill to dodge flaming rungs and burning rubble. Another level has Batman negotiating a building site, using repeated firing of the grappler to swing over long stretches of scaffolding. Groinks!

COMMENT



PAUL

Just like their Batman games on the NES, Konami's 16-bit product does old Bruce Wayne's alter-ego proud. Presenting the Dark Knight as a stylist, ninja kind of guy striking a dramatic, fighting pose, the game is presented so perfectly and the gameplay is so reliable that the whole product is as safe as a tank. However, when reliability means sacrificing originality, the game becomes less appealing. There's no doubt that this is an excellent cart and full of the kind of routines Konami has great difficulty resisting. It spruced up the Turtles licence with some extra-cool moves and the same kind of thing is in evidence here - grabbing a hold of two crooks, banging their heads together then smashing them into the background certainly adds to the excitement. However, this game barely hints at the kind of incredibility found in the other of this company's super NES titles. Due to the lack in variety of the enemy sprite, themselves also being few in number, the action never quite reaches the fever pitch level of the best beat 'em ups, nor the intrigue of greatest platform adventures. Played on Hard difficulty setting, or above, Batman has much on offer for the ardent fight fanatics looking for something to show off their machine - just don't expect anything truly mindblowing.

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

▲ Hordes of film sequences, intermissions, presentation screens and little touches that make it all so lovely looking. Comprehensive options.

96

GRAPHICS

▲ Large, detailed sprites. Good use of colour. Great backdrops and animation.
▼ Lack of variety in enemies.

94

SOUND

▲ Smart film score tunes and groovy comic-style effects.

91

PLAYABILITY

▲ Fast and furious. Very varied indeed, and there are loads of moves. Dead, dead responsive and enormous fun to play.
▼ Levels aren't that long. Not enough variety in enemies.

91

LASTABILITY

▲ Harder skill levels are fairly rock. Only three continues.
▼ Only eight medium-sized levels.

88

OVERALL 90

Probably the best presentation ever, and the game underneath is great, although it's not quite a Final Fight beater.

REVIEW

GAME BOY



CART SPEC

- BY: LJN
- RRP: \$59.95
- RELEASE: OUT NOW
- GAME TYPE: SPT
- CART SIZE: 2 MEG

GAME INFO

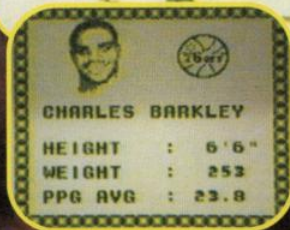
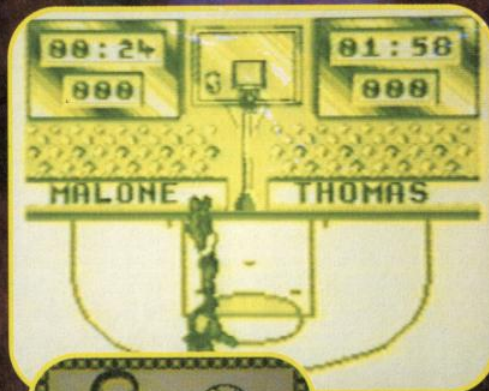
- **PLAYERS:**
Two
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Medium
- **CONTINUES:**
Unlimited
- **RESPONSIVENESS:**
Good
- **1ST DAY SCORE:**
Beat computer in one-on-one
- **GAME ORIGIN:**
Sequel to the popular NBA All-Star Challenge on Game Boy

CONTROLS

- **HOW TO PLAY:**
Select one of 27 NBA stars in one of six sub-games. Although each sub-game has its own rules, the idea is always to shoot the ball into the hoop and get points for it.

- A** JUMP
- B** SHOOT OR SLAM DUNK
- S** START: PAUSE THE GAME
- S** SELECT: PAUSE THE GAME

Basketball is one of those professional sports in which individuals with an excess of growth hormones get paid obscene amounts of money for being freaks of nature. Granted, a great degree of skill and strategy arises from years of practice and competition. But, for the rest of us pygmies, the only way to play the game (besides being lashed to the rack for years on end) is through the media of computers. It may not be the real thing, but the thrill of victory is still substantial.



NBA ALL-STAR CHALLENGE 2

WHAT A LOAD OF DRIBBLE

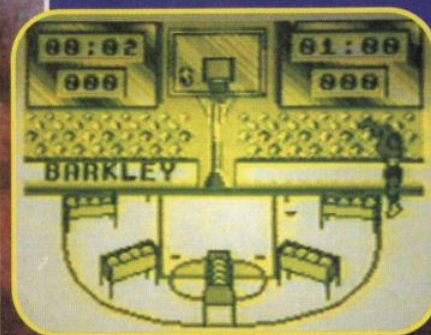
All-Star Challenge 2 hosts a variety of mini sub-games in which you choose one of 27 famous players to participate. Each player has his own advantages and limitations. To get a better idea of how each one plays, challenge the computer to a match.

As per usual, you can either play against the computer or against another player via a gamelink. Depending on which sub-game you are playing, you are given the option of changing the difficulty level, varying the time for each competition and having a warm-up session before you contend with a rival.

THREE POINT THRILL

In this shootout you are required to shoot from five different positions along the edge of the three-point semi-sphere. This is where most of the difficult shots are made from (that's why they're worth the extra point). Timing is essential to have any hope of hitting the ring as the actual competition requires each player to shoot 25 times per minute from each of the five locations. An ability to stay cool under pressure is a must.

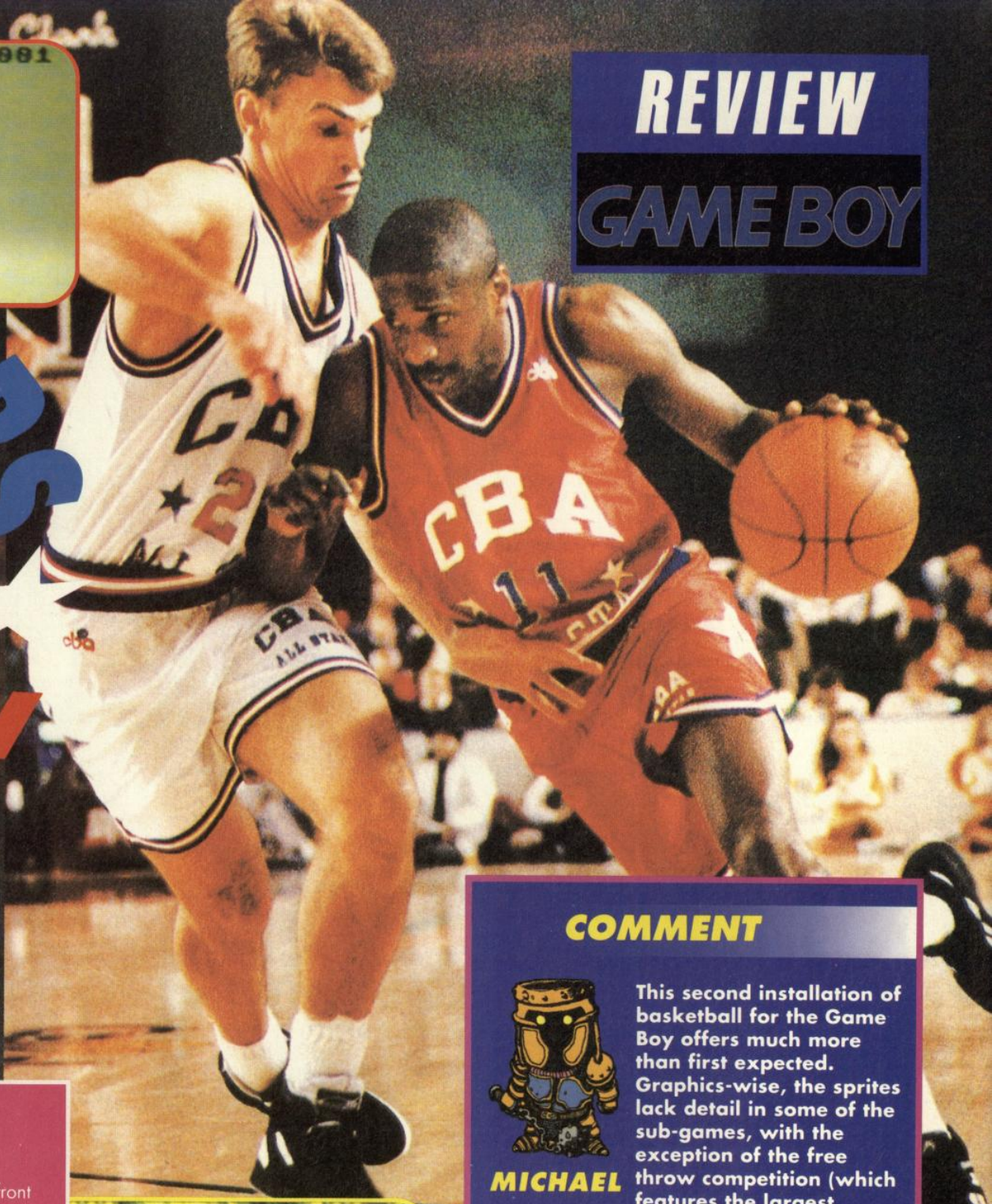
As they say, take your time, but don't take your time.



REVIEW

GAME BOY

STARTS ★ ENGINE



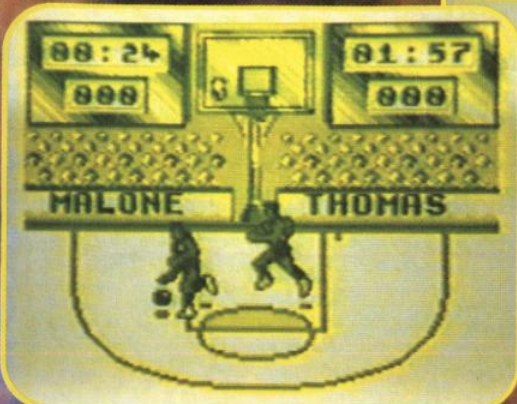
ONE-ON-ONE TOURNAMENT

The tournament is where you play in front of a packed house. Gamewise, it's similar to the one-on-one competition, but this time you play against the computer in a knock-out play-off until only two players remain. The final match is then held and the triumphant champion emerges.



ONE-ON-ONE 2

As the name implies, this mini sub-game pits one player against the computer or another player in a straight half-court skirmish. As in the actual game, you can be charged for any violation of the rules.



COMMENT



MICHAEL

This second installation of basketball for the Game Boy offers much more than first expected. Graphics-wise, the sprites lack detail in some of the sub-games, with the exception of the free throw competition (which features the largest

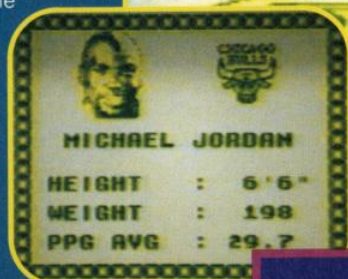
sprites in the game and simple but effective gameplay). There is not a lot to speak of in terms of music and sound. Apart from sneakers squeaking on the court and the rhythmic dribbling of the ball, there are no other background sounds to denote an exciting basketball match.

In its defence, however, there are six subgames you can choose from. If you get bored with playing one, go and select another. And the two-player option should liven up the action if you find the computer opponent unchallenging.

Although NBA All-Star Challenge 2 is not an overwhelmingly impressive cart, it should still provide you with enough excitement for the short run. If you loved the prequel, then I think you'll enjoy this.

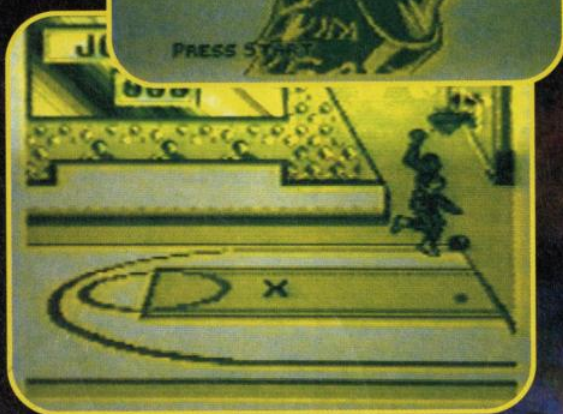
ACCURACY SHOOTOUT

This game allows you to shoot from any position in the half-court. It's a good way to practice your shots before challenging another player in any one of the other sub-games. You have no computer opponent, but you can still compete with another player. You also have a time limit in which to make all the shots. To start off, nominate ten positions you would like to shoot from. You can either select them yourself or have the computer pick them randomly. You then start shooting the ball from these positions to score as many points as you can until time runs out.



FREE THROW

This sub-game allows you to practice your shooting from behind the foul line. Apart from shooting in a stationary position, the shot has to rebound off the backboard to enter the hoop. This is done by aiming at a moving 'X' which marks the spot your ball is going to hit when thrown.



SLAM DUNK

We now get to where each player gets to show off his/her ability to wow the fans. Why shoot the ball from a distance when you can smash the ball into the hoop? Like the three point shootout, you are given the option of practising before you compete. There are various ways you can slam the ball into the ring. All of them are visually spectacular, but each has its own timing requirements.

COMMENT



NBA All-Star Challenge 2 doesn't try to cram ten players on to a small section of court, something I can't

ANDREW

imagine working on the Game Boy. Instead, it takes the more exciting elements of the game and makes each one into a game of its own thus becoming more of a side show of events than a basketball game. Perhaps having to compete in all the events to win would have added some interest — as it is, once I had beaten the computer opponent in a game, I found little inclination to play it again.

Winning seems to have more to do with luck than skill, and this can be most annoying at times, especially when the computer opponent thrashes you with a perfect score. Two-player games are naturally more fun, but there is still an element of uncertainty when controlling the ball. Music and effects are, well, lacking, to say the least, and the graphics are quite unspectacular. All-Star Challenge 2 is destined to be forgotten rather quickly, methinks.

RATINGS



BREAKDOWN

STRATEGY	■	■	■	■
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	■
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

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

PRESENTATION

▲ Players on the status screen are graphically well made.

79

GRAPHICS

▲ Sprites are relatively small in most subgames but large in others.

75

SOUND

▼ Music and sound effects are either non-existent or in very short supply.

64

PLAYABILITY

▲ Simple and effective gameplay helps the player get into the action.
▼ Limited playing options make it repetitive.

80

LASTABILITY

▲ Loads of sub-games and options to choose from.
▼ They're fairly short and soon get boring and monotonous.

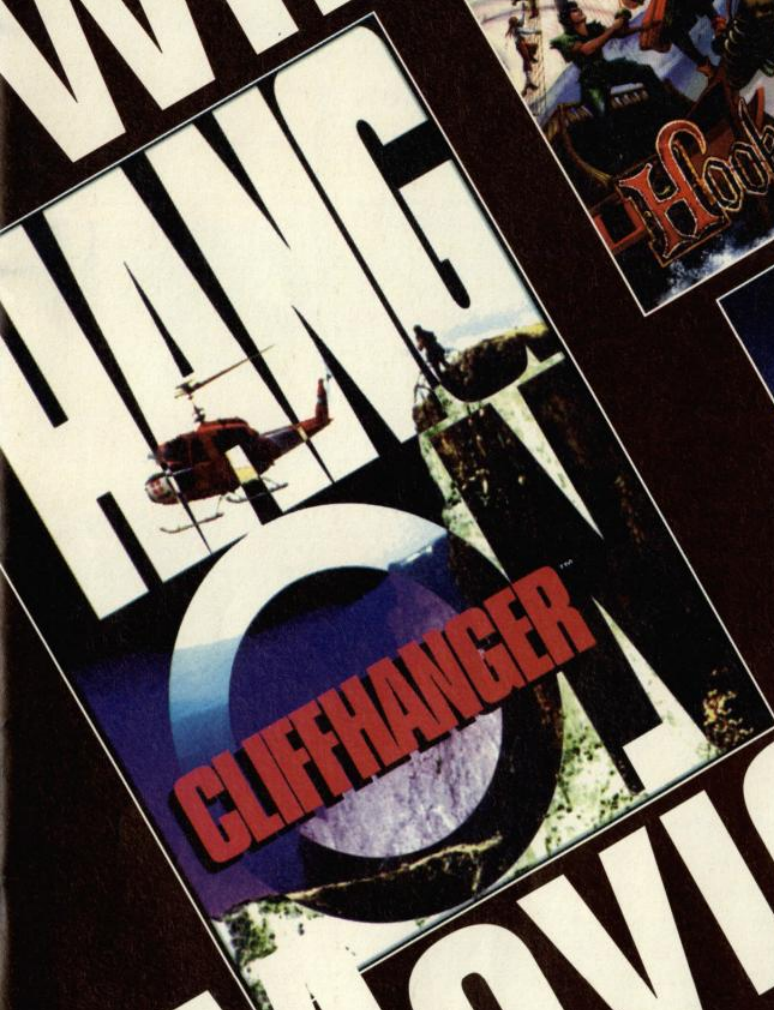
74

OVERALL

78

A satisfying sequel that features a variety of game options. Games are short, but will keep you fairly occupied in the short term.

Slammin' White-Knuckled



Movie Action

Selected
Formats
Available
From
November

LAST ACTION HERO ACTION/ADVENTURE Young Danny Madigan is blasted out of the real world and up onto the silver screen by means of a magical movie ticket, where he meets his greatest movie hero, Jack Slater. You are Slater, and gamers face the awesome task, across five action packed, multichallenging levels, of saving the world from evil movie villains including knife-wielding punks, snipers and martial arts masters. Megadrive, SNES, Game Gear, Game Boy. **CLIFFHANGER ACTION/ADVENTURE** Battle the bad guys and the elements in a race to save your friends from crazed terrorists! Based on the action adventure movie starring Sylvester Stallone. Cliffhanger challenges you to brave thundering avalanches, icy cliffs and the head spinning heights of the Rocky Mountains, while combating the terrorists who have taken people hostage. Megadrive, SNES, Master System, Game Gear, Game Boy. **HOOK ACTION/ADVENTURE** Inspired by the world famous best-selling children's classic Peter Pan, and based on Steven Spielberg's blockbuster film, Hook combines non-stop action and critically acclaimed game play with great sound and graphics, to recreate the adventure of the grown-up Peter Pan. Take on the role of Peter and embark on a quest to rescue your children from fiendish Captain Hook! An adventure for all the family. Master System, Game Gear. **BRAM STOKER'S DRACULA** Across seven terrifying levels, you're plunged deeper into the ultimate interactive movie. Complete with incredible graphics and sound, this game brings to life the cold dark dungeons of Castle Dracula, the brutal Transylvanian countryside, and eerie 19th century London. You must stop the Prince of Darkness. Megadrive, SNES, Master System, Game Gear, Game Boy.

For information about the latest video games
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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Daffy Duck

MARVIN
MISSIONS

CART SPEC

- BY: SUNSOFT
- RRP: \$99
- RELEASE: DECEMBER
- GAME TYPE: PLT/ACT
- CART SIZE: 8 MEG

GAME INFO

- **PLAYERS:**
One
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Medium
- **CONTINUES:**
Collect 5 crystals to get a continue
- **RESPONSIVENESS:**
Spacey
- **1ST DAY SCORE:**
Finish second level
- **GAME ORIGIN:**
An original Super NES title, and Sunsoft's third Warner Bros cartoon release

CONTROLS

● **HOW TO PLAY:**
You take on the role of Duck Dodgers and guide him through the alien landscapes by jumping from platform to platform.

- A** Nutty attack
- B** Jump
- X** Raised shield
- Y** Fire gun
- L/R** Cycle through guns
- S** **START:** Pause
SELECT: No function

Daffy Duck

★ THE MARVIN MISSION

It's Duck Dodgers in the twenty-first-and-a-half century! And his mission is to bring to justice the fiend responsible for causing havoc across the galaxy - Marvin! That little alien in the gladiator helmet is doing his best to disrupt normal life on several planets, and he's going around kidnapping people, too! If the courageous Duck Dodgers can't stop him, what will be the fate of the universe? Who is this masked man? And what is his dark secret? Does anybody care, or for that matter, is anybody still reading this?

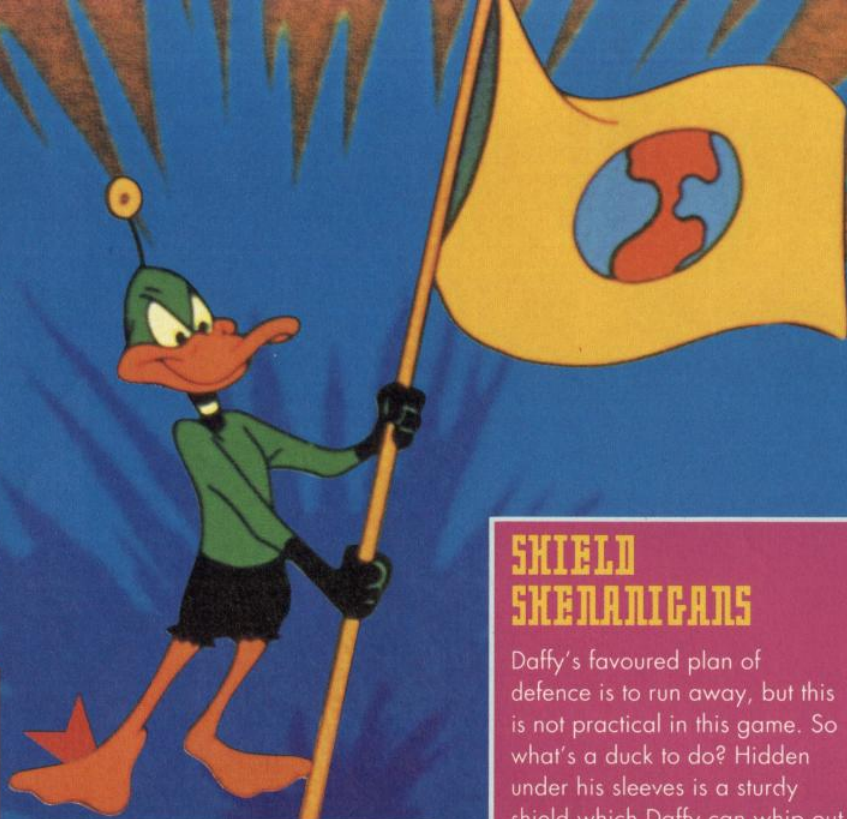


**I'LL
TRANSMOGRIFY
YOU WITH MY
CHEESE WIZZ!**

Being of the "Intergalactic Hero" type, Duck Dodgers is a bit of an Arnold Schwarzenhamandcheeseburger when it comes to personal artillery. Unfortunately, for all you Dirty Harrys out there, these weapons come at a price, so use them sparingly.

And, for all you fans of mass destruction, there is the Nutty Attack. This sends Mr Dodgers into a right old state, as he spins around the screen terrorising the baddies as only Daffy can!





SHIELD SKELETALS

Daffy's favoured plan of defence is to run away, but this is not practical in this game. So what's a duck to do? Hidden under his sleeves is a sturdy shield which Daffy can whip out



JET PACK GIBBERISK

Travelling from planet to planet can play havoc with a duck's sense of gravity, so Daffy carries a jet-pack on his back. You can use it to reach high places where hidden bonuses are found, and it is invaluable if you mistime a landing on a narrow ledge. Controlling your movement under the influence of jet propulsion is a tricky business, made even more difficult by the kick of your guns. But by jumping and shooting in the right direction at the right time, you can jiggle Daffy around in the air and help him reach obscure ledges, even when you are out of fuel!

at a moment's notice. It defends against all projectiles, including bouncing rocks. Unfortunately, baddies can walk right through it, so don't forget to shoot them!



COMMENT



SKULL

The Super NES is well catered for in the category of platform games and, after a while they all begin to look the same. Daffy Duck offers nothing new and, although there is nothing really bad about this game, it will probably get lost on the shelves among all the others like it.

At first, the control method seems downright frustrating, with Daffy slipping and sliding all over the place, but getting used to it is only a matter of time.

The bosses are tedious to fight, and often it's impossible not to get hit. But hey, it is fun to play for a while, especially if you are a fan of the cartoons, and Daffy's giggle is as silly as ever. However, despite the large size of the levels, there is often nothing to do other than wander around aimlessly looking for the way out. Ho-hum.

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

▲ Faithful to the cartoon style. Lots of humorous touches.

88

GRAPHICS

▲ Nice and colourful. Large, well animated sprites.
▼ Nothing really interesting to look at, and it's very repetitive.

84

SOUND

▲ Some interesting music — the underwater level sounds cool.
▼ The effects are average.

89

PLAYABILITY

▲ Fluid movement, Daffy moves quickly.
▼ Daffy is a bit difficult to control, and his defensive capabilities are awkward.

81

LASTABILITY

▲ The levels are big, with lots of room for exploring.
▼ Becomes tedious and boring after a little while, and there aren't many challenges during the early levels.

72

OVERALL

76

Not the best platform game, but far from being the worst. Duck Dodgers is decidedly average.

KEVIN KEEGAN'S **PLAYER** *Manager*

A DREAM COME TRUE!
HUGELY PLAYABLE
KICK OFF STYLE
ACTION AND SOCCER
MANAGEMENT ROLLED
INTO ONE!



"IT'S A GODSEND"
"PLAYER MANAGER CAN'T BE FAULTED"
"QUITE SIMPLY THE BEST ALL ROUND
FOOTY GAME ON THE MARKET"
"AN UTTERLY ENTHRALLING GAME"
"A BLINDER OF A GAME"

Nintendo

Magazine System
(UK)



SNES
FORCE



COMPUTER AND
GVG
VIDEO GAMES



ANCO



Imagineer

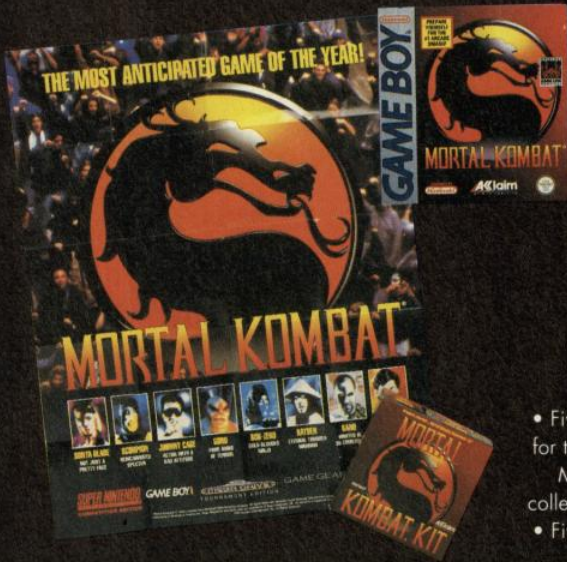
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NMS KOMPETITION KORNER

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**CALL 0055 65 499*
to win
Mortal Kombat prizes**

ESCAPE FROM THE FREAKY FAMILY!

So what can you win? I bet you're just dying to know!

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- Five runners-up will also get a t-shirt and double movie passes.

**CALL 0055 65 498*
to win Addams Family
prizes**

You're trapped in the basement of the Freaky Family's mansion, and you have to get out before they turn you into stew! Why? Well, firstly, no one wants to be turned into stew, and secondly, if you don't get out you won't be able to win one of our fabulous Addams Family prizes! For your chance to win, call 0055 65 498*, and get out of the house without falling into one of the many fiendish traps.



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

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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, 23 February, 1994. 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.

REVIEW

Nintendo
ENTERTAINMENT
SYSTEM



CART SPEC

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

GAME INFO

- PLAYERS: One
- CONTROL: Joypad
- GAME DIFFICULTY: Easy
- CONTINUES: Infinite
- RESPONSIVENESS: Not bad
- 1ST DAY SCORE: Collect two time machine parts
- GAME ORIGIN: Another of Taito's Hanna Barbera cartoon games

CONTROLS

● HOW TO PLAY: Guide Fred on his search for the missing time machine parts through a multi-directional scrolling platform adventure, and play basketball!

- A** JUMP, HANG FROM LEDGE
- B** SWING CLUB, B+UP TO USE SPECIAL ITEM
- S** START: PAUSE/ CALL GAZOO
- S** SELECT: CYCLE THROUGH SPECIAL ITEMS

Dinosaurs have long been extinct, but the urge to see them run amok once again is something the human race can't seem to get out of its system. Nowadays, there's talk of cloning dino DNA from fossilized mozzie blood, but it will be much more simple in the future. All you'll have to do to see a real live dino is jump into the family time machine and twist the dial to the prehistoric setting. Unfortunately, there'll be people who'll want to bring back a souvenir or two - and this is where the Flintstones enter the picture. Someone has popped in from the 30th century and nicked their much loved pets, Dino and Hoppy, and taken them forward in time to a futuristic zoo! There is only one person who can help: Fred's alien mate, Gazoo, but the dino thief has dismantled the little green man's time machine, so he is stranded with Fred! Well, the only thing to do is find the pieces and put them back together again; so Fred, with the help of friends and family, sets out to do just that. YABBADABBADOO!



SWING LIKE A GIBBON!

Despite his portly appearance, Fred's an agile little monkey. He can jump from ledge to ledge, swing on conveniently placed swinging things, and bounce on bouncy things. Should he mistime a leap, he can reach out and grab onto the ledge and then pull himself up. This is accomplished by keeping the A button pressed after jumping, and saves Fred on numerous occasions.



◀ A surreal staircase. All is not what it seems in Bedrock...

REVIEW

Nintendo
ENTERTAINMENT
SYSTEM



◀ Oooh, map screen. Mmmm... maps!

FLINTSTONES

Quest of Dino & Hoppy

HIT ME WITH YOUR GIBBON STICK!

Like all good cavemen, Fred carries his wooden club everywhere he goes and anything standing in his way receives a sound beating with it. The only drawback is the rather limited range of its sweep. Luckily, Fred is also skilled in the use of a few other damage-inflicting devices, although he has to find them before he can use them!

The first thing Fred finds is an axe, which he can lob at enemies above and in front of him. Later on, there are slingshots at his disposal, and these send deadly pellets across the screen. Less common are egg-shaped bombs which can have the unfortunate effect of killing Fred if he isn't quick!

Fred needs ammo for these special items, and this, oddly enough, comes in the form of coins which, along with the special items themselves, can be found under the numerous barrels left lying around, so smash all of them to find the goodies!



COMMENT



Surprise, surprise. Taito has taken the Flintstones and turned them into a platform game. But that's cool, 'cos, like the

ANDREW Jetsons before it, the Flintstones is fun and easy to play, and is a damn sight better than most NES platformers.

Sure, the graphics are average and the sound is abysmal, but try as I might, I can't think of anything in particular that bugs me about this game. Fred's antics will appeal especially to younger players, who will get the most enjoyment out of this game.

It's a shame that the NES's inferior capabilities exclude a two player option; after all, who is Fred Flintstone without Barney Rubble? And what happened to Barney's hair? I'm sure it used to be blond!

COMMENT



JANE

I don't know what it is about average platform games that is so annoying, apart from the fact that they are so average.

Average graphics, average sound, average gameplay... arrgggh!

Look, the Flintstones is OK, but I wouldn't exactly knock down any doors trying to get a hold of a copy. Pah! I've got to get that nasty 'average' taste out of my mouth.

GAZOO'S GIBBON GIFTS

Gazoo is just as anxious to fix his time machine as Fred is to rescue Dino and Hoppy, so he looks after any prizes Fred has won on the basketball court. There are Hoppasari that give Fred a tremendous boost in jumping ability, Icarus-type wings for flying, and flippers for when Fred feels like a dip in the deep blue watery thing.

▼ "I don't want anything so go away, get the point!"

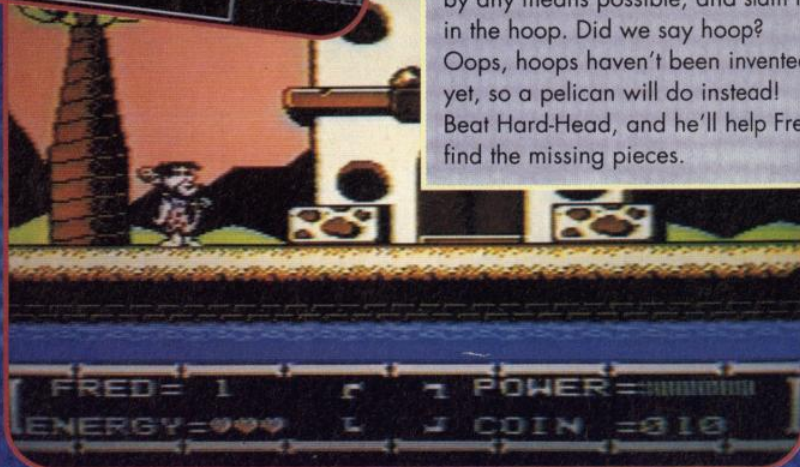


◀ He shoots...!



BOUNCE THE GIBBON!

All this searching for the pieces of Gazoo's time machine can get a bit boring, so Fred sometimes takes a trip to the local basketball courts for a spot of one-on-one with Hard-Head Harry, the Basketball Bully. There are no rules, just steal the ball by any means possible, and slam it in the hoop. Did we say hoop? Oops, hoops haven't been invented yet, so a pelican will do instead! Beat Hard-Head, and he'll help Fred find the missing pieces.



RATINGS



BREAKDOWN

STRATEGY	■	■	■	■
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	■
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

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

PRESENTATION

- ▲ All the cartoon characters are there, and the intro sets the scene.
- ▼ No options to twiddle with.

72

GRAPHICS

- ▲ The sprites are all easily identifiable, and the levels are varied and colourful. Rear-view race is a little bit flickery.
- ▼ The screen starts flickering when there are more than three sprites in line.

75

SOUND

- ▲ The Flintstones theme is there...
- ▼ ... but it sounds terrible.

58

PLAYABILITY

- ▲ Fred is fairly versatile, and is reasonably responsive.
- ▼ Sometimes he just can't get out of the way in time, and the collision detection is inconsistent.

79

LASTABILITY

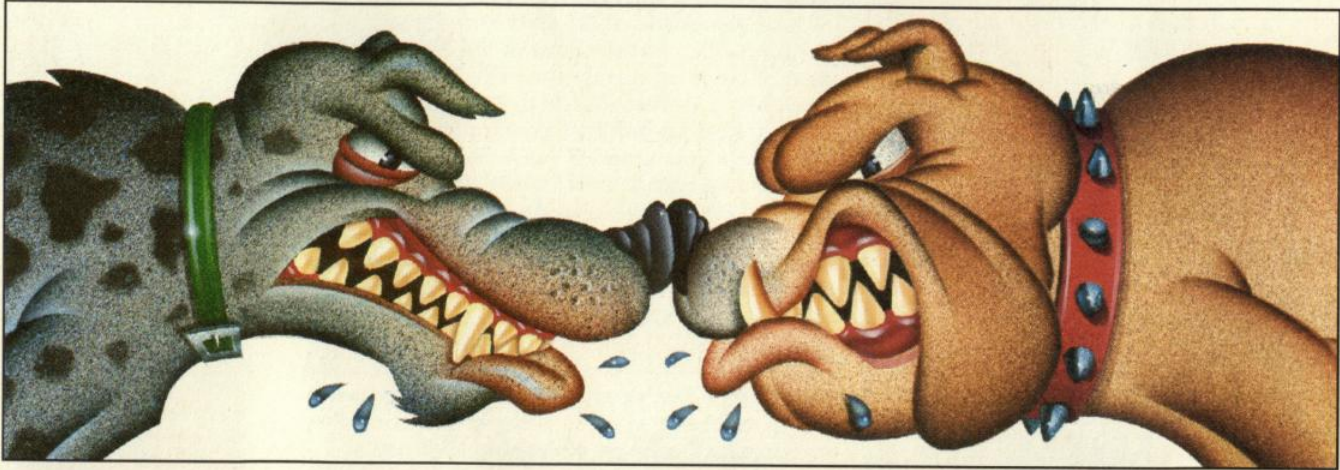
- ▲ The basketball game will keep your interest after the rest of the game becomes dull.
- ▼ It's pretty easy, and shouldn't take long to finish.

63

OVERALL 72

There is nothing to "Yabbadabbado" about, but there isn't anything to Yabbadabba-d'oh over either. You've seen it all before a thousand times.

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Now Experience Super Dogfighting!



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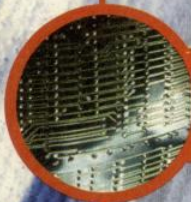
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: CAPCOM
- RRP: \$99
- RELEASE: NOVEMBER
- GAME TYPE: ADV
- CART SIZE: 4 MEG



GAME INFO

- PLAYERS: 2
- CONTROL: Joypad
- GAME DIFFICULTY: Medium
- CONTINUES: Collectible
- RESPONSIVENESS: Max Responsiveness
- 1ST DAY SCORE: Reach the fourth island
- GAME ORIGIN: Goof Troop is among the most recent of Disney's TV series, upon which this game is based.



CONTROLS

● HOW TO PLAY: Guide Goofy or Max around the island, solving puzzles in order to rescue their pals Pete and PJ. Power-ups make things easier.

- A** No function.
- B** Pick, throw or kick an item.
- X** No function.
- Y** Use an item.
- L/R** L: Has no function. R: Has no function.
- S** START: Pauses the game. SELECT: Pauses the game.

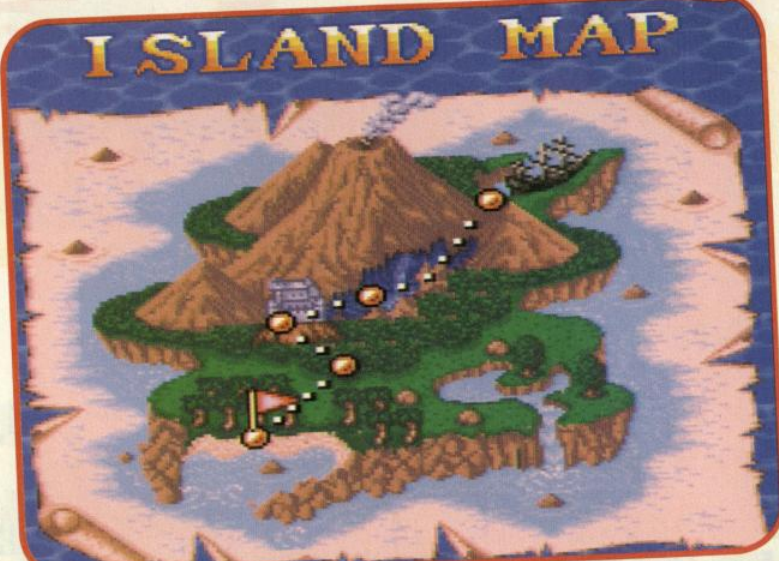
Ever remember the time wasters at school? Ever meet them again years later only to find that they possess an Honours Degree in Physics and a Phd in English Literature? Well something similar has happened to Goofy - Disney's gullible and stupid yet altogether loveable dolt of a dog-like dude. No longer is he subject to every practical joke known to Disney, instead he took a leaf from the books of Duck Tales and Talespin and developed himself into a new kind of hero!

The residents of Goofy's hometown, Spoonerville, have taken to the beaches for a spot of boating entertainment. For their particular line in fun, Goofy and his nephew Max get hooked on fishing. Rocking everyone's boats are Pete and PJ - two likeable rogues who are keeping their mischievous ideas to themselves these days. As Max and Goofy watch they witness, to their horror, the huge shadow of a Pirate Ship engulf the hapless Pete and PJ! Not only does the ship's wake capsize the entire population of Spoonerville but Pete and PJ are kidnapped by the pirates and escorted off to a nearby island! In deciding to take this particular problem on board the Goof Troop rush headlong into a rescue mission in the hope of freeing their pals.



'AVE A BANANA!

Fruit found lying about the island gives our heroic pair extra strength with cherries popping an extra heart onto their tally and bananas slipping them three. Cor!!

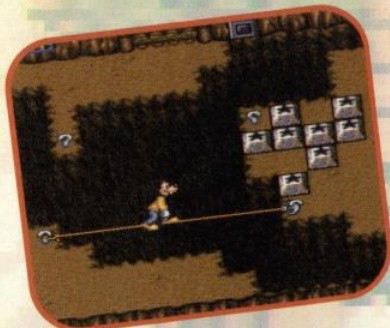


REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

▼ Caught by their Uncle Keith, Max and the frog's love tryst was prematurely ended.

GOOF TROOP



▲ Goofy and Max stop for a game of Jacks as two skullingtons put on a Body-Popping show above them.

COMMENT



PAUL

In my experience Goof Troop is something of a departure for Capcom. Other than 'Breath of Fire' (a well-presented RPG currently only available in Japan), the company usually play it safe and produce fast-action titles. This is a shame when Goof Troop is proof that they are capable of much more. In essence the gameplay mimics the dungeon exploration ingredients of Zelda III, only it's not so involved. Hence there is plenty of scope for the discovery of secret rooms and puzzlement over intriguing block formations. The use of a Disney licence adds to the game's appeal which, in itself, is already substantiated by fun and intriguing situations throughout. Goof Troop is bright and breezy, a little bit cheesy but challenging and rewarding all at the same time. You'd be Goofy to miss it.

BLOCK BOOT

The many blocks that litter the landscape can be kicked about for use as weapons. Some are even prone to explosion once disturbed! A block's only respite is being nudged into a purpose-built hole in order to open locked doors.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

DIAMOND LIFE

Extra lives and credits are represented by collectable red and green gems. Reds provide the lives and green the credits. The strange thing is that an impromptu brass-band strikes-up a brief recital whenever a gem is collected. Must be something to do with the heat!



▲ Dave, I'd much rather caption the pic below and right. I can write about the dangers of lighting farts. Cheers, S

▲ Look at those pots...



COMMENT



Goof Troop looks startlingly like Zelda 3 in terms of view-point and screen layout. Indeed,

GUS

you find yourself doing much the same thing: picking up objects, throwing pots at enemies and pushing blocks around. But the elements aren't as well condensed into an atmospheric adventure: in Goof Troop you feel like you're pottering about an island (as you are!) instead of delving into deep dungeons. However, the graphics are (almost) up to Capcom's high standard, and the game exerts a strong compulsion over you. Plus points for not tacking a Disney sprite into a standard platform format (a thing Capcom are far too classy to do), but Goof Troop is best received by younger players.





BY HOOK AND BY CROOK

Goofy and Max were entirely unprepared for big adventure as they embarked on their fishing expedition, so you could excuse them for being equipped solely with the will to survive. However fortune deals them a lucky hand. The pirates are an untidy bunch and leave their belongings strewn about the island, a handy malpractice indeed for the Goofers!

Hook Shot: The Hook-Shot is the most versatile item. Whilst it's primary function is to obtain items beyond Max or Goofy's reach, it's most impressive use is as a tight-rope. Make a point of stunning pirates and their associates with the Hook Shot, too.

Bell: One shake of the bell and the pirates come running to investigate, conveniently grouping them all into one place in preparation for whatever trap Goofy and Max have prepared.

Candle: Initially the lads have a limited field of vision in darkened rooms and so a candle is always useful for revealing more about their surroundings.

Plank of Wood: Progress is often restricted by holes in the ground, gaps in bridges or crumbled ledges. Collect this board and there is the exciting prospect of bridging all of these gaps with ease!

Shovel: Items are often hidden underground and require a shovel to unearth them. Luckily there's the occasional discarded spade-like article for Goofy and Max's use.

Barrels and Pots: Further items, such as fruit and gems, are hidden beneath the pots and barrels. Better news, though, is that these containers also double as projectiles!



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

- ▲ Bright and cheerful in style, all presentation screens are clearly laid out.
- ▼ A single introduction screen is all the attract sequence amounts to. Yawn.

76

GRAPHICS

- ▲ A huge variety of colourful, carefully designed sprites and backgrounds. Top quality animation.

81

SOUND

- ▲ Light-hearted tunes play along to the accompaniment of cheery sound effects.
- ▼ Some tunes become repetitive, sometimes annoyingly so.

78

PLAYABILITY

- ▲ The brain-teasers intensify with every level attained and the compulsion to figure them all out is strong.
- ▼ The style of gameplay is unchanging and some players might find this a slog.

82

LASTABILITY

- ▲ The Island is large and full of challenging situations.
- ▼ The passcode system ensures speedy completion for skilled players.

79

OVERALL

81

A fine puzzle-game from an unlikely source. The Goofy and Max troop Capcom's fine colours once again.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: KONAMI
- RRP: \$99
- RELEASE: OUT NOW
- GAME TYPE: SHT
- CART SIZE: 8 MEG

GAME INFO

- **PLAYERS:** One or two alternately
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Hard
- **CONTINUES:** Infinite
- **RESPONSIVENESS:** Excellent
- **1ST DAY SCORE:** 300,000 in Lollypop stage
- **GAME ORIGIN:** A cutesy parody of Konami's classic arcade shooter, *Gradius*.

CONTROLS

● **HOW TO PLAY:**
Fly your creature across a continuous side-scrolling screen and blast everything in sight!

- A** Bell power
- B** Shoot main weapon and missile
- X** Nothing
- Y** Power up
- L/R** Nothing
- S** START: Pause
SELECT: Nothing

PAR@

Parody *n.*, a humorous or satirical imitation of a serious piece of literature, art or music.

Parodius *n.*, a humorous, satirical imitation of a serious piece of blasting!

There have been lots of cute games filtering through from Japan, but the latest one to do so is the most ridiculous yet — it's *Gradius* on LSD! Instead of going into interstellar battle against hordes of alien spacecraft, you are attacked by flocks of penguins, flying piglets in nappies, a kitty that thinks it is a



pirate ship and dozens of other weird and bizarre creatures! Read on, if you dare!



◀ Cor! Will you look at those thighs?! This gal is obviously an escapee from *Mortal Kombat*.

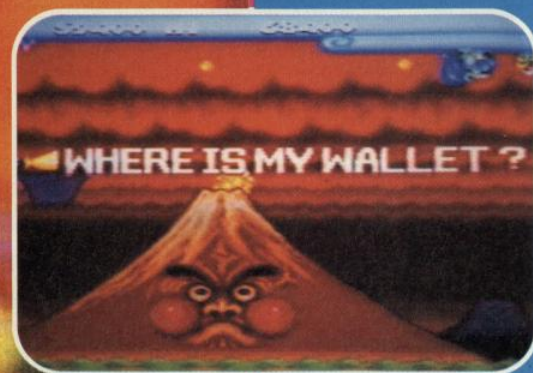


TOO MUCH POWER!

Power-ups are almost as prevalent as the baddies in this game, but you must use them wisely to sustain maximum destructive force.

When you collect a power-up icon, the name of the ship power-up lights up at the bottom of the screen. They are, in this order: **speed-up**, **missile**, **double**, **laser**, **option** and **shield**.

Each time you collect a power-up icon, the highlighted power-up advances to the right. When the power-up you desire is highlighted, press the **Y** button and it shall be yours. Simple, eh? No, really, it is once you get used to it. Fortunately, there is an automatic power-up select provided, and it's very useful while you're getting to grips with the game. Except when you get the roulette selection, but we won't go into that....



PARODIUS



WHAT COLOUR IS YOUR DING DONG?

Bells are sometimes left behind by destroyed enemies, and they come in a few colours, each of which gives you a different special weapon. Gold bells, however, only reward you with extra points. Shoot a bell a few times and it will change colour, then collect it and you can use its power by hitting the **A** button.

Weirdest of all of them is the silver bell. Collect one of these and a megaphone is strapped to the nose of your ship, and when you press "Fire" the strangest of messages spout out, and the letters destroy anything they touch! The messages range from "NO REVERSE GEAR" to "NO BIRTH CONTROL", with everything unimaginable in-between. If you can work them out, please tell us!

COMMENT



SKULL

Wow, this is one strange game! But I'm not complaining, I love it! Gradius has always been one of my favourite shooters, and despite the rather lavish paint job, Parodius is still Gradius.

Right from the title screen, which features an octopus wearing what looks like a pair of white panties on its head, Parodius knocks you out with some of the wildest drawings ever seen in a video game. Look startled as a kitten pirate ship sails on to screen, gaze in awe as a Vegas showgirl tries daintily to step on you, and be struck dumb by the psychological impact of being

attacked by a giant hair-washing octopus! But, whatever you do, don't take your eyes off the screen, or you'll end up as chicken feed from the sheer numbers of enemies which keep pouring on to the screen.

Parodius is tough, and you'll spend hours battling through the strange stages. I could rave on and on about the wonderful graphics, but you can see that for yourself in these pics!

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

- ▲ Enough options to keep an octopus occupied for eight months!
- ▼ Well, the date is wrong on the intro...

96

GRAPHICS

- ▲ Some very nice artwork, and the animation is wild!
- ▼ A bit of slow-down when the screen is brimming with baddies and bullets, but fortunately no flicker.

91

SOUND

- ▲ The music fits the game magnificently!

93

PLAYABILITY

- ▲ It's the slickest, most enjoyable blaster we've played since Starwing, and it's huge fun too! DIE KITTY!!!

94

LASTABILITY

- ▲ Seven difficulty levels, nine huge stages, plus the Lollypop skill level!
- ▼ You will eventually finish it, and by then the theme will have worn thin. Unlimited continues reduce the challenge.

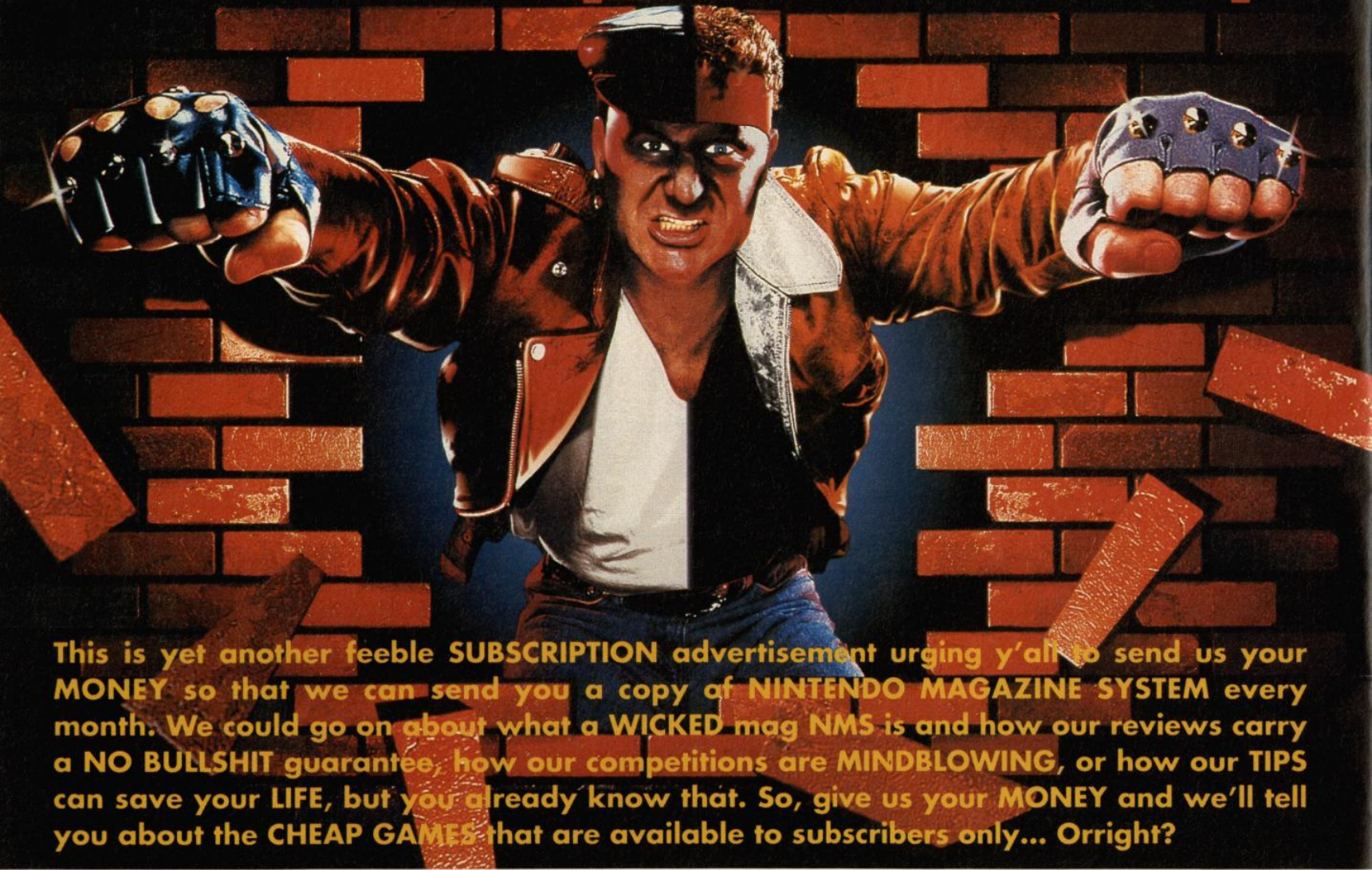
84

OVERALL

92

There is not really anything else quite like it. It may be just a shooter, but what a magnificently twisted one!

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REVIEW

Nintendo

ENTERTAINMENT SYSTEM



CART SPEC

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

GAME INFO

- **PLAYERS:** Two
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** One at level 4
- **RESPONSIVENESS:** OK
- **1ST DAY SCORE:** Complete level 3
- **GAME ORIGIN:** Based on the coin-op Double Dragon III - The Rosetta Stones, but with fewer options.

CONTROLS

● **HOW TO PLAY:** Very straightforward. Just bash, smash, flip, stab, etc, at all the enemies you encounter. Make full use of weapons and your special moves.

- A** Punch/use weapon
- B** Kick/change weapons/change character
- S** START: Pause the game
- S** SELECT: Change weapons

It's been a year since the Lee brothers defeated the Black Shadow Warriors and the Supreme Black Shadow Sensei, thus proclaiming themselves the unqualified masters of martial arts.

One afternoon, on returning to their dojo, they discover Brett, one of their top apprentices, mortally wounded by a bald thug. Worse, Marion, their kidnapper-prone fiancée, has disappeared! After swiftly dispatching the assailant, Brett weakly utters a clue regarding the identity of his attackers. Alas, the life oozes out of his body too soon and he never finishes his sentence.

Luckily, an old crone informs them that Marion's mysterious abductors demand the three Sacred Stones of Power (artefacts of some ancient, arcane origin) in exchange for her safety.

With their options severely limited, the boys decide to reluctantly comply and, with the guidance of the crone, Hiruko, head off to obtain the Sacred Stones.

DOUBLE D

The Sacred



THE CONTENDERS

Billy Lee & Jimmy Lee: Masters of kenpo karate, judo and aikido (and them some). Favoured weapon is the nunchaku and new special moves include the devastating cyclone kick and the mid-air somersault.

Chin Seimei: Blood brother of the late Black Shadow Sensei. Guardian of the first sacred stone. Special moves include the Double Kick and Diving Head Butt.

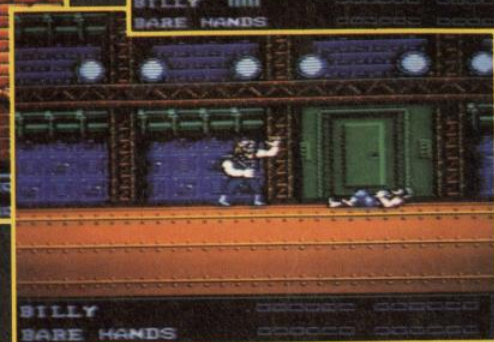
Yagyu Ranzou: A master ninja specialising in the forbidden art of Ninpou (a variant of Ninjitsu). Special moves include the Flying Sword Attack and the Lunging Knee Drop.

Hiruko: A soothsayer who guides the Double Dragons in their search for the three Sacred Stones. Due to a lack of calcium in her bones, she never goes the biff.



IF YOU CAN'T BEAT 'EM...

Chin and Yagyu have a grudge against the Double Dragons and, on first encounter, they will attack without hesitation. Defeat them in single combat and they will join your posse. Get acquainted and make full use of their special attacks and they will serve you well.





COMMENT



MICHAEL

There is a saying that you can only take a good thing so far. If that's true, then Double Dragon is on its last legs.

Even with the addition of two new characters and special moves, the novelty doesn't stick for long. For one thing, the action isn't fast and furious enough to thrill most gamers.

The basic moves perform well enough. However, the special moves are downright frustrating! The only way you can do them is by rapidly tapping both the control buttons and hope that it works. In essence, DD3 is an average beat 'em up. It should please hardened fans of the series but, compared to its predecessors, it doesn't quite live up to expectations.

COME FLY WITH ME, LET'S FLY, LET'S FLY AWAY...

In order to rescue Marion, you must first fetch the three Sacred Stones and that involves some heavy-duty travelling. The game is divided into five missions, each corresponding to a location on the global map. These are the important levels:

CHINA

The first Sacred Stone, as well as its guardian, resides here. Use your martial arts skills to defeat Chin's lackeys then use a combination of nunchakus and flying kicks to subdue him.

JAPAN

Home of the second Stone. Ninja warriors predominate this stage. Infiltrate the castle and leap over sharpened bamboo shoots which thrust out of the ground. At a secret room above, fight off more ninjas and thugs before facing Yagyu Ranzou. Bruise his face and ego.

EGYPT

The Big Finale. Negotiate the gaps in the platform stages, then make your way into the inner sanctum and discover the true purpose of the three Sacred Stones of Power. At the heart of the Pyramid, you will encounter undead mummies as well as Marion and her evil abductor, but can you tell either of them apart?

RATINGS



BREAKDOWN

STRATEGY	■	□	□	□	□
ACTION	■	■	□	□	□
CHALLENGE	■	□	□	□	□
REFLEXES	■	■	□	□	□
ORIGINALITY	□	□	□	□	□
	LOW	FAIR	GOOD	HIGH	

LONG-TERM INTEREST

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

PRESENTATION

▲ Beginning and in-between shots keep the storyline flowing smoothly. Two options for two-player mode increases level of challenge.

60

GRAPHICS

▼ Sprites flicker during certain scenes in two player mode.

55

SOUND

▼ Soundtrack is quite average with some atmospheric music.

57

PLAYABILITY

▲ Some good special moves, but very limited.
▼ Very difficult to access special maneuvers.

51

LASTABILITY

▼ Levels are very straightforward and enemy attacks are notoriously predictable.

62

OVERALL

56

Beat 'em up fans won't rave over this, but once special moves are mastered, levels of frustration decrease dramatically.

blast INTO Multi (4) play

November

SUPER BOMBERMAN
ARCADE/ACTION STRATEGY

Watch out, it's an intense battle of wits, otherwise you're bombed! Across 12 crazy

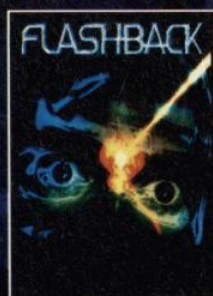


levels of action, all that stands between you and a fate worse than death is your supply of bombs, anything you can pick up on the way, and your wits! Drop bombs to blast a path through to the next level, but beware, a badly placed bomb could blow everything away!

blitz some alien nasties

FLASHBACK
ACTION/ADVENTURE

Good must triumph over evil! You are special agent Conrad B Hart in the year 2142, and have created an incredible machine, capable of analysing the molecular structure of all human beings. This leads to a startling discovery that certain top people in society are extra-terrestrials in disguise. When they uncover your discovery, you are kidnapped and awoken on the



December

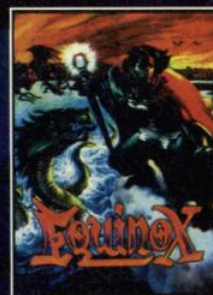
extra-terrestrial's home planet with no recollection of your identity. The quest begins to explore the new surroundings, and find clues to unravel your past. Fight off the aliens and find a way to foil the aliens' awesome plot to destroy planet Earth.

Rule in Jammmin' adventures

January

EQUINOX
FANTASY/ADVENTURE

A magical 3-D fantasy role-playing adventure, in which you are Glendaal and must undertake a



quest to free your father, the great wizard Shadax. You'll fight your way through a dizzying maze of battle zones, plot strategies, decipher rotating maps, unlock mind puzzles and explore over 450 secret chambers.

and Quest for the BEST

SKY BLAZER
ACTION/ADVENTURE

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January

other-worldly lands. Players face an awesome collection of diabolical enemy bosses that can only be defeated by tapping Sky Blazer's strength and resources. You'll battle on.

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Here's your chance to have your say about the world's greatest Nintendo magazine. Tell us what YOU think, tell us all about yourself and suggest ways we can improve the mag. Best of all, by filling out this questionnaire, you stand the chance of winning a few prizes! We'll be pulling twenty lucky winners out, and the lucky so-and-sos will walk off with the loot! So what are you waiting for? Grab that biro and prepare to give NMS a piece of your mind!

ABOUT YOU

1. Are you: Male/Female _____
2. How old are you? _____
3. What do you like to do in your spare time? _____
4. On average, how much time do you spend playing video games every week? _____
5. What is your favourite TV programme? _____
6. What is your favourite movie/video? _____
7. How often to you go to the cinema? _____
8. How often do you rent a video? _____
9. What is your favourite CD/tape? _____
10. How many CDs/tapes would you buy each year? _____
11. What is your favourite non-video games magazine/comic? _____
12. On average, how much money do you earn/get given each month? _____
13. Which of the following do you regularly buy? CDs
 Cassette tapes Videos Sweets
 Crisps Drinks Something else, namely: _____
14. What is your fave brand of clothes? _____
15. How much do you spend buying clothes each month? _____
16. Where do you normally buy your clothes? _____
17. What are your fave shoes/trainers? _____
18. What is your fave soft drink and how often do you buy it? _____

ABOUT VIDEO GAMES

19. Which video game consoles do you own or have access to (perhaps via a friend)? _____
20. _____
21. Which machine do you want to buy next? _____
22. How many games do you own? _____
23. On average, how many games do you buy or are given in a year? _____
24. How many different games do you play in a month? _____
25. How long have you been playing video games? _____
26. How much money do you spend on video games or accessories, on average, each month? _____
27. What are the most important things that help you decide which game to buy? (eg. reviews/previews, advertisements, recommendation by a friend) _____
28. Where do you normally buy your games and equipment? _____

THE NMS QUESTIONNAIRE

ABOUT US

29. How many other people apart from yourself see your copy of Nintendo Magazine System? _____
30. How often do you buy or see (perhaps a friend's copy) Nintendo Magazine System? _____
31. Would you ever buy a game without seeing a review in Nintendo Magazine System first? _____
32. How do you rate Nintendo Magazine System as a game mag? (10 = brilliant, 1 = crap) _____
33. What do you think of the different sections of Nintendo Magazine System? (10 = brilliant, 1 = crap)
- | | | | |
|----------------------------------|---------------------------------------|---|--|
| <input type="checkbox"/> Cover | <input type="checkbox"/> Cover gifts | <input type="checkbox"/> News | <input type="checkbox"/> Previews |
| <input type="checkbox"/> Reviews | <input type="checkbox"/> Competitions | <input type="checkbox"/> Cheats and hints | <input type="checkbox"/> Player's Guides |
34. What other mags do you normally buy or see and how would you rate them out of 10 (where 10 is brilliant and 1 is rubbish)? _____
35. How did you first find out about Nintendo Magazine System? _____
36. If you could change one thing about Nintendo Magazine System to make it better what would it be? _____
37. Any other comments about NMS? _____

OTHER STUFF

38. What sports do you play and how often do you play them? _____
39. What is your favourite spectator sport? _____
40. Have you ever video taped your game? _____
41. If you answered no to question 40, i) did you know that you could tape your game? And, ii) do you think that you would ever do this? _____
42. How many times per month would you rent games? _____
43. What is your favourite ice-cream/block and, when you buy an ice-cream, do you buy anything else? _____
44. What is your favourite chocolate bar/lolly and how often would you eat it? _____
45. i) What products would you buy, if any, to help clear or prevent pimples?
ii) What comes to mind when you think of Oxy?
iii) How does Oxy differ from other pimple products?
iv) Have you seen/heard any advertising for Oxy? If yes, what did you think of it? _____
46. i) How often would you buy batteries?
ii) What brand of batteries do you normally buy?
iii) Do you buy your own batteries, or does someone else buy them for you? _____
47. What brand of watch do you wear? _____
48. What brand of watch would you like to have? _____
49. If you had a choice of destination in the world, where would you go? _____

That's it! Thanks for your time and your views. We take account of every single questionnaire we get back, and with your help we can make NMS even better! Now that you've filled everything out, check that you've included your name and address, pull out this page and wang the whole thing off to: WHAT ABOUT US? Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000

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Name: _____

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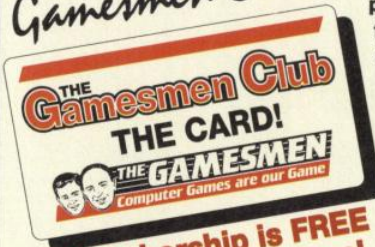
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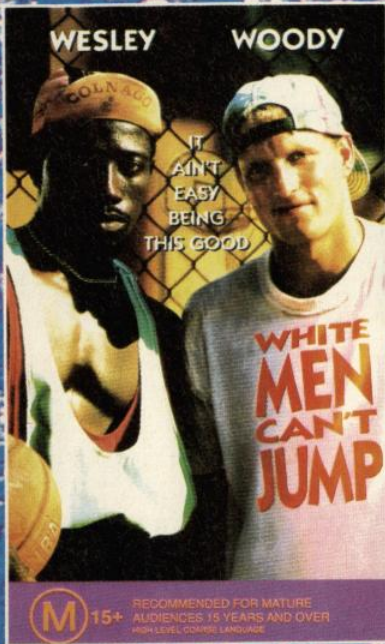
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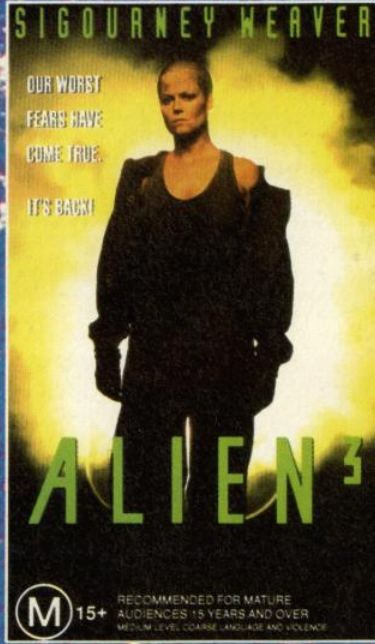
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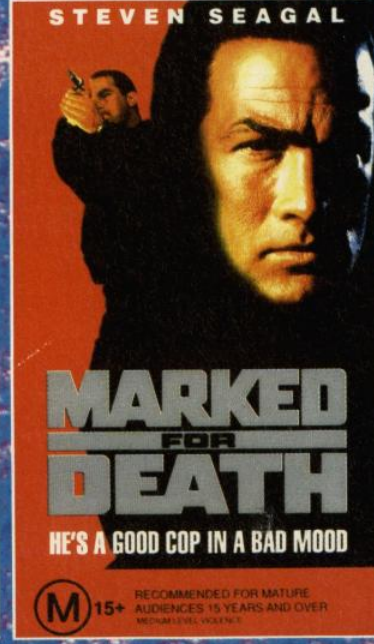
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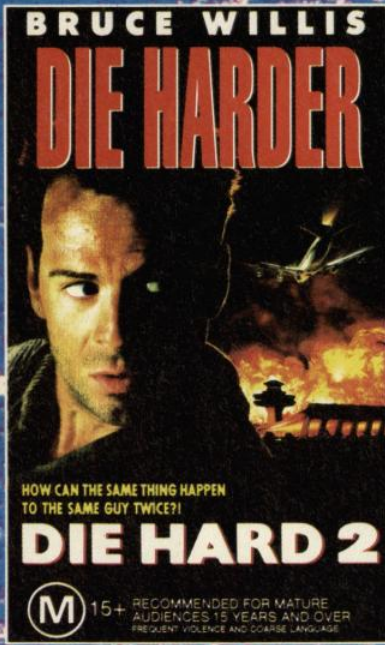
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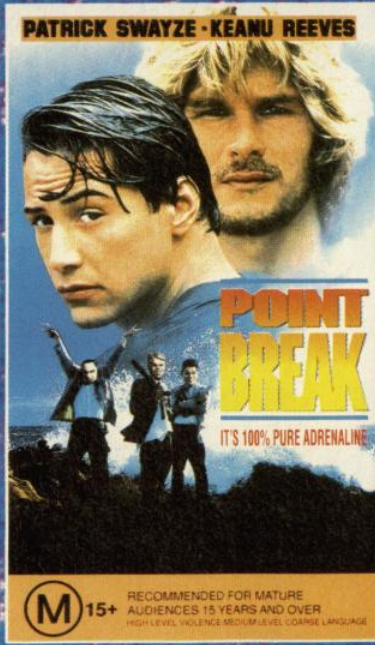
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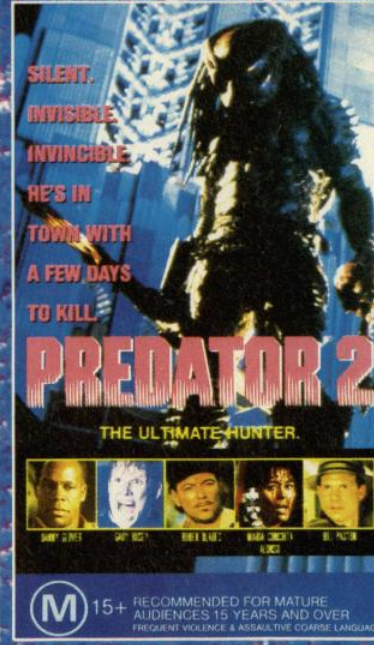
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Issues, issues, issues. This month's mailbag was absolutely chocka with issues. Like, why do birds sing? Which one of a cow's four stomachs is the one that causes farts? Why is NMS the only mag worth reading? If you have any pressing problems that need solving, Fat Boy can help you. Just write to **Mailbag, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.**

DEAR FAT BOY,

We all know that you're so chronically big and you can't stop eating, so you better do exactly what I say or else I'll start sending you food and, before you know it, you'll be so big, you won't have time to answer any more requests because you will be so busy going back and forth to Jenny Craig's.

Anyway, back to NMS: I've got a Super NES and they're not getting Prince of Persia at my local video shop, (not for another seven months), so can you please send it to me?

John Anthony
Moorooka, Qld.

No. And what's so bad about Jenny Craig's anyway? Some of my best friends go to Jenny Craig's.

DEAR FAT BOY,

Now that Sydney has won the Olympics, maybe we could all work towards getting video game playing enrolled as a demonstration sport for the 2000 Olympics. What do you think?

Janine Medhurst
Wetherill Park, NSW

A novel idea. After all, if a pussy sport like synchronised

swimming can be included, surely there's room for a legitimate test of skill. Naturally, one of the Mario games would be the chosen 'course.'

DEAR FAT BOY,

I find that as the weather is getting warmer, my hands are sweating a lot as I use my joypad, making it hard to maintain my normal high standard of gameplay. Also, I am getting tinea between my fingers because of this. Is there anything that I can do about this?

Arnie Schwartz
Bondi, NSW

Ho, ho... 'Arnie Schwartz'. Very amusing. Maybe you should do finger exercises. Like sticking 'em up your bum.

DEAR FAT BOY,

You're fat.
Sam Street
Clayfield, Qld
PS You're fat.
You're stupid.

DEAR FAT BOY,

I'd just like to say a few things about the games that you have reviewed so far in NMS. I think that you have done a pretty good job of reviewing a variety of game styles and, mostly, I agree with your reviews (at least, for the games that I know). However, there is another area where you don't seem to be quite as open to variety and that's the format of the games that NMS reviews. They are nearly all Super NES.

I know that there aren't all that many NES and Game Boy games released any more, and that you are trying to make up for that by doing 'classic' reviews and stuff, but it's still not enough. If there aren't any new games for NES and Game Boy released in Australia, what about reviewing the games that are available overseas and maybe whoever releases Nintendo games in Australia will get the hint and see that there still is a market for NES and Game Boy here. And anyway, if someone really wants a game, they can always buy it at an import shop, so it's not as if absolutely no new NES and Game Boy games arrive here.

I hope that you will be able to do something about this.

Jamie Stoddart
St Kilda, Vic.

So, let me get this right: All you want to do is read about games that you either can't get at all in Australia, or that are, at the very least, sodding hard to find and ridiculously expensive to boot? Strange. Still, there is a germ of an idea there. How about if you could buy selected import games (GB, NES and Super NES) exclusively through NMS and pay the same or less than Aussie prices? Sounds good to me: I'll check it out!

Meanwhile, NMS will continue to cover the pitiful amount of NES and Game Boy titles still being released in Australia, and even, as you pointed out, those that are already out.

DEAR FAT BOY,

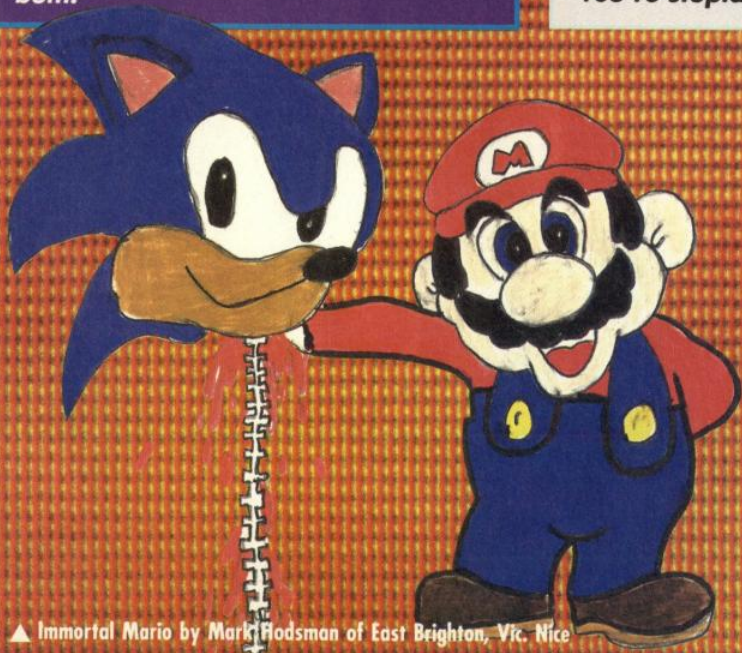
I'd just like to let you know that your last issue (NMS #8, November 1993) was the first one in ages without a photo of Vanessa in it. Speaking as a fan, I'd like you to make sure that you put more photos of Vanessa in the magazine. How about a poster?

Eric Tegan
Canberra, ACT

Keeeriist, man. Get a grip! The girl has body odour!



Vanessa's much better-looking sister! ▶



▲ Immortal Mario by Mark Rodsman of East Brighton, Vic. Nice

Q I own a Game Boy, NES and Super NES, and I think your mag is the best (blah, blah, blah...).

1. I've got all the issues of NMS except the first three, how can I get them without subscribing?
2. Are the cables that I use to hook up my NES compatible with my Super NES?
3. I can't seem to find Reptile on Mortal Kombat, and I've tried everything. I know that you guys have found him cos you're legends, so can you tell me how to find him?

Scott Ford
Dickey Beach, Qld

A 1. Back issues can be obtained by sending \$6 to the usual address (see above). But you had better subscribe, or Kerry will eat you!

2. Perfectly so.

3. Lots of you guys (especially a couple of zombies in Wahroonga) have been having trouble finding Reptile, but he will only appear to challenge you after you defeat an opponent with a double flawless victory.



▲ Ha, ha! We got to play as Reptile and you can't!

The Skull has returned from a brief interplanetary sojourn and, having disposed of aliens and various droids while saving the odd planet, has decided to take a course in Yoga. Now, thanks to his new-found ability to stare at his buttocks, he has the answers to all that is questionable in the universe. All you have to do is ask the right questions and send 'em to Q&A, NMS, PO Box A305, Sydney South, NSW 2000.

Q Greetings decapitated ox-head (or the Skull). A few questions.

1. The Nintendo 64 bit system is a long way off, so I am going to get the 3DO to tide me over. When will it be available?
2. Will Capcom release Breath of Fire outside Japan?
3. Are software companies other than Nintendo going to use the new security chip? I bloody hope not!
4. I think the companies that distribute games in Oz are slack. Few good games come here. What do you think?

Scott Nelson
Moranbah, Qld

A 1. The 32 bit 3DO could turn out to be the 3Doh! now that Nintendo and Atari are releasing 64 bit machines. (Yes, Atari has actually got its long-rumoured Jaguar on the way!) The 3DO should be out by Christmas, and there will be models available from Panasonic and Sanyo.

2. No news from Capcom on this, but as soon as we hear anything we'll let you know.

3. Sorry Scott, but this looks to be the case. Capcom's Goof Troop cuts out at the end of the level when played through a converter, with a message stating that the cart is designed for use on NTSC machines only.

4. I agree to an extent, but keep in mind that we usually get the best games from overseas, and there are a lot that we don't see which aren't worth seeing at all. Fortunately, there are more distributors operating now, so the number of games released will increase.

Q I'm getting a Super NES for my birthday, and:

1. My friend told me "16 meg" games are the best; is that true?
2. List all 16 meg Super NES games.
3. My friend has a Sega cap. He bought it from K-Mart. If I buy my Super NES from K-Mart will I get a free hat?

Craig Burns
Armidale, NSW

A 1. 16 meg refers to the memory size of the cartridge, not the quality. There are quite a few good 16 meg games, yet one of the best Super NES games, Super Mario World, is only 4 megs. Your friend is an eediot.

2. No, I don't have the time or the room here.

3. This proves that your friend is an eediot. So are you if you think that K-Mart will give you a free hat.

Q In Teenage Mutant Ninja Turtles on the NES, how do you get the Turtle Van out of stage three?

Andrew Skorsis
Ardeer, Vic

A You will need to go into the buildings to get rocket launchers for the van so you can get past the barricades. You should find an area surrounded by water with no way out. Abandon the van and go into the house, battle your way to the end and rescue Splinter and fight Mecha Turtle, then on to the next level.

Q Is Jurassic Park on the Super NES an overhead view game like the NES version or a side view like the Megadrive one? Please print this letter or I'll kill you!

L. Porritt
Victoria Point, Qld

A The Super NES version uses a combination of overhead and 3D view points, and promises to be far better than the dodgy MD one. Here, this pic should whet your appetite!



Q In NMS #5 (Tips & Tactics, August) you said it is possible to run a Super NES on a RGB monitor. I asked my uncle, who works with electronics, to make me a cable, but he said he needs to know which pins in the multi-out are which (red, green, etc). Can you tell me?

Alexander Cichowski,
Glengowie, S.A.

A I don't know what sort of input your monitor has, but if it's a SCART connection you should be able to get hold of a Super NES to SCART cable. If your monitor has a nine pin D input, try getting the SCART cable and connect it to your monitor via a female SCART to male 9 pin lead from an electronics store.

Q OK, lets get down to the nitty gritty. Why, in the name of Yoshi, is the price of Super Mario All Stars \$170? Hey, Mario may be good, but that price is practically theft!

Craig Nicol
Brisbane, Qld

A You're right, it's an obscene amount of money (more than three years' worth of NMS!) But it is a four-in-one cart, with four of the best games ever, and will keep your interest for a lifetime. So, compared with other games, it's not such a rip-off (I've heard of dodgy importers selling SFII Turbo for over \$200!). I think you'll find the price lower in most stores, and hopefully it will drop before Christmas.

Q Will Mortal Kombat be coming out on NES? I've played the Super NES game and it's great!

Luke McElroy
East Heathcote, NSW

A Hate to disappoint you, but it doesn't look like it will. Major bummer!

Q Hi you wicked people at NMS (note I used the word 'wicked').

1. What do you think of the Super Scope and its games?

2. Will we ever see Flashback on the Super NES?

3. Are there any juicy cheats for Mortal Kombat?

4. How about some Mortal Kombat stickers or a poster?

5. You said that there is a sequel to MK; what is it, please do tell? And please print my letter, I beg of you, you beautiful people. Pleeeeeeasse!

Thank you

Mathew

Patterson Lakes, Vic

A Who said flattery gets you nowhere?!

1. Not much, there still aren't any really good games for it, though Terminator 2: The Arcade game looks good.

2. Yes. It's due next month.

3. See our feature on the finishing moves for Mortal Kombat on p59.

4. Check out our competition on p43.

5. There's a good chance it will be called Mortal Kombat 2, but that's all we know at the moment. It won't be out in the arcades until next year anyway.

Q 1. Is there a converter for the Game Boy to turn it into colour and (Snip, that's enough - Skull)...

2. Is it true that there is a Game Boy game called Ren & Stimpy, and is it coming to Australia?

Dallas McGuinness
Bribie Island, Qld

A 1. This question relates to colour Game Boys, and is therefore in breach of the intergalactic treaty forbidding the asking of stupid questions. You will be taken to a re-education resort, where your rehabilitation will include being slapped about the head with a sardine for six hours a day, having your toes digested by a sea cucumber (while they are still attached to your feet), and watching only daytime television — yeech!

2. Yes. But, unfortunately, from what I've heard, it's a bit average. Still, if it makes it down here, we'll let you know all about it.



▲ The lemon merchant and the keeper of the cheese...

Q What is a good RPG besides Zelda?

Ben Lathowras
Cleveland, Qld

A Well, let's see: there's Shadowrun, and King Arthur's World, Another World,

Equinox, umm... ahh... Look, that's a jolly good question. I

get dozens of questions like this. There's more to the Super NES than fighting and platform games, so why don't we see more brain-stimulating material Down Under? Lets see some translations of the brilliant role playing games that Japanese gamers enjoy!



▲ Mmmmm... Japanese RPG. I wonder what's going on?

Every month I get hundreds of letters, and despite the low percentage of intelligent queries to answer, there are always many more I would like to include or insult. So, in this space, I shall reply to an assortment of short questions trimmed from an assortment of long letters. The names have been deleted to protect the innocent.

Q: How did you get your job? I would love to play Nintendo all day and get paid!

Skull: What do you mean all day? I take the afternoons off!

Q: How many of you guys at NMS think Vanessa is good looking?

Skull: We all adore her, and the only reason we come in to work is to bask in her infinite beauty!

Q: How the heck could SFII Turbo have 20 meg when the Super NES uses only 16 meg?

Skull: This you say is your tenth letter, and you wonder why none of the others have been printed?! You are a baboon. 16 meg is the memory size of the game, and the Super NES is 16 bit, not 16 meg! This refers to the processor.

Q: Can I buy Street Fighter anywhere?

Skull: No. I was shocked to find that it was not on sale at the bus stop down the road from my place. But don't worry, I lodged a complaint form immediately!

Q: Could you please print somewhere in your mag "MARIO RULES"?

Skull: OK, MARIO RULES!

Q: On August's "Next Month" page you said you were previewing SFII Turbo but you had pics of SFII Hyper Fighting. P.S. I hope you can read my writing, no one else can. Maybe I should be a doctor?

Skull: No, I don't think you should be a doctor. I think you should see a doctor.



TIPS & TACTICS

Now listen up people. It's one thing to send in codes pinched from foreign mags, but it's another matter when you send in tips that we have already printed in past issues! Wake up!

Enough grumbling, on with the show. Adam Gavan wrote a long, grovelling, sorrow-filled letter/confession relating to the joke he sent in with his Batman tips in the October issue (NMS#7). Don't feel bad, Adam. It got a chuckle out of the NMS lads, and we are eagerly awaiting more! (Perhaps some that we can share with our readers, too?) Oh, and Jason Turner won Tip Of The Month because his Alien 3 codes arrived before everyone else's. So there.

So if you want to be a winner, send in your **LEGIBLE** tips (especially Game Boy tips!) to: Nintendo Help System, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.

GAME BOY ▶▶▶

**THIS MONTH'S BEST TIP WINS
A GB ACTION REPLAY**



SOCCER MANIA

Now this is an interesting cheat, sent in by the same nameless soul who gave us the Revenge of the Gator cheat. On the title screen press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** and **Start**. And how exactly does this affect the game? Why, it makes your opponents invisible, of course!

KIRBY'S DREAMLAND

Push **Down, Select** and **B**, and you will be able to choose the number of lives and a sound test. That tip came from Curran Brown, of Lethbridge Vic.

HYPER LODGE RUNNER

Sam couldn't be bothered writing down all the passwords, so he sent in only one. Mind you, it is a good one.

QM - 0388 — All levels.

Tip of the Month

DYNABLASTER

Here are some passwords to play around with, also courtesy of Sam Keeling. They aren't particularly exciting, but Sam also sent in pages of other tips, and although we have printed some of them before, it was undoubtedly the best collection of Game Boy tips to arrive to date, so he gets the prize! Now here are his Dynablaster codes.

LLWRWCW — \$10,000

B?1RL1LW — \$50,000

B?1RL2XW — \$50,000

44PP4P4P — End sequence.

CASTLEVANIA 2

Here are some valuable codes, at least that's what Chris Johnston of Longueville, NSW says about them. With them you'll be able to choose which castles you want complete. **H** stands for **heart**, **B** for **ball**, **C** for **candle** and **S** for a **space**.

HCBB — Second area of the big castle.

CCHH — Starts the game with ten lives!

HHHH — Sound test.

HHBS — Only the Cloud castle remains.

HBSS — Only the Rock castle remains.

BHCH — This code takes you to Dracula himself.

REVENGE OF THE GATOR

Having trouble getting into the top tables? When the ball goes up the ramp to the top screen and then starts to roll back down, **pause** and then **unpause** the game, and you should find the ball waiting for you in the top table!

BUGS BUNNY 2

Sam Keeling's the man, and here are his passwords. Well, some of them, at least, 'cos we had to do some trimming.

Level 12: **ZOOM**

Level 15: **ZERO**

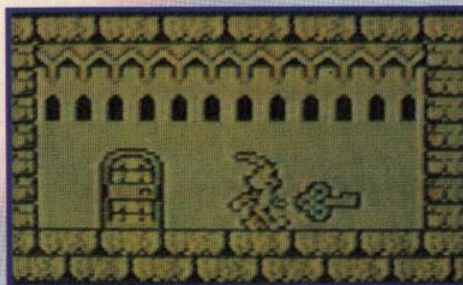
Level 18: **ROOT**

Level 21: **SONG**

Level 24: **NOTE**

Level 27: **KING**

Level 28: **GIFT**



ACTION REPLAY CODES

All these Game Boy Action Replay codes have been sent in by Steven Bale of Brushgrove, NSW.

TURRICAN

03XX ACFF — Replace XX with the level you desire.

0103 C3C5 — Infinite buzzsaw.

0104 DDC5 — Infinite lives.

DOUBLE DRAGON II

0203 AFC6 — Infinite Lives.

083C B7C6 — Infinite energy.

NES



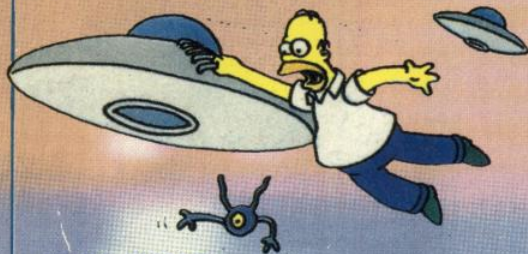
**THIS MONTH'S BEST TIP WINS
A COPY OF TROG!**

TOM AND JERRY

Dane Henny-Pooley, of Grant's Gully, SA says to press **Right, Right, Up, Left, Up, Right, Down, B, A, Select** then press **Start** twice on the title screen. Theese weell geeeve you 99 meeeces to peeeces to play weeeth!

BART VS THE SPACE MUTANTS

Near the start of level 2 you'll come to wet cement, and the only way across is by jumping across the candies thoughtfully suspended above. I don't know who put them there, but Michel Jacka, of Huntingdale Victoria, says to jump up and down three times on the second one. This will magically make it slide over the cement. Wooohooo! Look at that pavement fly!



MEGA MAN 3

Now this is the sort of cheat we like, nice and sneaky! If you don't want to use Rush for the jump, hold **Right** on controller two and push **A** on controller one. This will make you do a super jump! 'Twas sent in by Bret Clark, of Epping, Vic.

More mighty Mega Man 3 tips, ahoy! But you'll have to read carefully if you are going to be able to make sense of them, OK?

First you have to select the last character beaten, with whatever weapon and however many energy refill tanks Megaman has in his possession.

Second, follow these three rules:

Rule One: Dots represent the number of tanks.

Rule Two: Before the Super Robot codes are entered, input the Robot codes. Protoman will only join in when both of these codes are present.

Rule Three: Pairs of Robot codes go in before single Robot codes.

Now prepare to be dazzled by these amazing codes!

Energy Tanks: 0 = C5 Red; 1 = E6 Red; 2 = E4 Red; 3 = B4 Red; 4 = A5 Red; 5 = C1 Red; 6 = D2 Red; 7 = C3 Red; 8 = F2 Red; 9 = A6 Red.

Robot Pairs: Gemini + Hard = B5 Blue; Top + Snake = A3 Blue; Shadow + Spark = F4 blue; Magnet + Needle = D3 Blue.

Robot Singles: Gemini = B5 Red; Hard = C4 Red; Top = A3 Red; Snake = F6 Red; Shadow = D6 Red; Spark = F4 Red; Magnet = F5 Red; Needle = D3 Red.

Super Robot Pairs: Gemini + Needle = B2 Blue; Shadow + Spark = A1 Blue.

Super Robot Singles: Gemini = B6 Red; Needle = B2 Red; Shadow = A4 Red; Spark = A1 Red; Proto = E1 Red.

Even more mighty Mega Man 3 tips, ahoy!

Luke de Beus, of Mermaid Beach, Qld, has sent in the ultimate password for all the people stuck in this excellent game. Here it is.

A3, B5, D3, F4 (blue) and E6 or C5 (red). This code puts you in the game having defeated Hard Man, Magnet Man, Spark Man, Snake Man, Top Man, Needle Man, Shadow Man AND Gemini Man! Phew, if that wasn't enough, Luke also gave us what he describes as "The Mega Ultimate Code." Luke wouldn't tell us where it takes you, and we couldn't check because our copy of Mega Man 3 is missing, but it sounds interesting! Anyway, here it is.

A1, C5 (red), and A3, B5, D3, F4 (blue). Have fun!



BLADES OF STEEL

For a goalie-less game, hold **down** and **A** and **B** on both pads, then press **start** on control pad one. That should get some points on the board, for both players!

DUCK TALES

To play Launch Pad's cloud-hopping bonus game, simply wait until the last number in your score is a **7** before using the flying duck's service.

Tip of the Month

MANIAC MANSION

Looking for the Glowing Key? Searching for the Envelope? Your troubles are over, thanks to these six-step guides provided by Stephen Case, of Wagga Wagga, NSW. Yes, you fluked it!

The Glowing Key

1. Hunk up yourself on the hunk-o-matic.
2. Go outside the front door and pull the grating off the wall.
3. When you are under the house, go to the right and open the water valve.
4. Collect the silver key from the basement.
5. Go out the yellow door in the pantry.
6. Climb the ladder to the bottom of the pool and get the key!

The Envelope

1. Distract Ed and break open his piggy-bank to get a few dimes.
2. In the room with the typewriter, feed the plant with Pepsi and a glass of water (from the pool) to make it grow.
3. Go to the hatch above the plant to get the telescope.
4. Use the dimes to move the telecase to the right twice.
5. Use the telescope and you will get a code (write it down).
6. Use the code on the safe above Nurse Edna's room to get the envelope.

GAME GENIE CODES

This month's collection of codes were all sent in by Andrew Close of Templestone, Victoria.

ZELDA 2

ISTVIK - Walk into enemies on the map screen and see what happens!

EEPOZZ + UUGKII + VVYNNN - Keep on falling?!

NEW ZEALAND STORY

AEPGKI - Go to the second warp in world 1.2 and see where you end up!

SUPER MARIO BROS 3

AEPOZX + LUGKIS + TVYNP - Two player original game.

OXINZL - Mystery!

GGZXNN - Mystery!!

AOZXXL - Mystery!!!

SUPER NES ▶▶▶

**THIS MONTH'S BEST TIP WINS
A MORTAL KOMBAT T-SHIRT**

SUPER STRIKE EAGLE

Here are the passwords for every mission, from Lt. Bradley Hampson, Mulgildie, Qld.

Libya day: **066F87FH**

Libya night: **062H869D**

Gulf war day: **CGGG4724**

Gulf war night: **90B68G8C**

Korea day: **057F4902**

Korea night: **HF3H09H8**



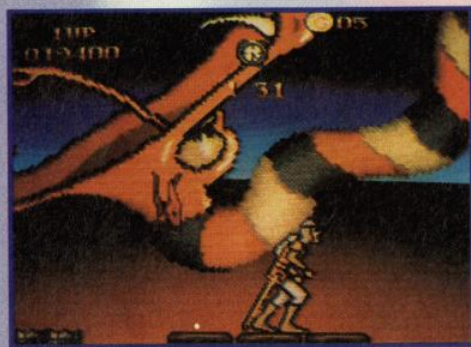
FINAL FIGHT

Here's a sneaky hidden options menu, provided by Kohei Matsuda, of Kenmore Qld.

On the title screen, hold **L** and **R** and press **Start**.

WAYNE'S WORLD

Phew, what a stinky game! If you want to see all the levels without trudging through the rest of the game, this tip is for you. On the spinning WW logo, hold down **X**, **Y**, **B**, **L**, **R** and **Down**, then press **Up** and a level select will appear at the bottom of the screen. Thank you Damien Looby of Yanco, NSW.



DRAGON'S LAIR

A nameless piece of paper fell into my lap, and it had these passwords on it. (2/D means platform 2, letter D.)

Level 2: **2/D, 4/C, 6/A, 8/B.**

Level 3: **1/B, 2/D, 7/A, 8/C.**

Level 4: **3/D, 4/B, 5/C, 6/A.**

Level 5: **1/A, 3/B, 5/C, 6/D.**

PUSHOVER

Nicholas Setyadiputra (I hope I spelt your name right!) of Marsfield, NSW gave us the complete list of passwords from level 1 to 100. Pretty cool? We think so, but we only have room to print some of them.

Level 10: **07680**

Level 60: **17410**

Level 20: **15564**

Level 70: **19071**

Level 30: **08718**

Level 80: **28927**

Level 40: **30734**

Level 90: **28671**

Level 50: **22046**

Level 100: **44543**

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

TINY TOONS ADVENTURE

Here are the pass pictures for this slightly wacky cartoon adventure, thoughtfully provided by The Ezy Ryder, somewhere in Vic.

Level 1: **Babs; Gogo; Max.**

Level 2: **Plucky; Worm; Elmyra.**

Level 3: **Max; Calamity; Shirley.**

Level 4: **Worm; Plucky; Babs.**

Level 5: **Gogo; Calamity; Lil' beeper.**

Level 6: **Max; Babs; Sweetie.**

ANOTHER WORLD

Also from The Ezy Ryder came these codes. And if you want to go to the password screen while playing a game, hold the **L** and **R** buttons and press **select**.

Level 1: **LDKD**

Level 8: **KLFB**

Level 2: **HDTC**

Level 9: **DDR**

Level 3: **CLLD**

Level 10: **HRTB**

Level 4: **LBKG**

Level 11: **BRTD**

Level 5: **XDDJ**

Level 12: **TFBB**

Level 6: **FXLC**

Level 13: **TXHF**

Level 7: **KRFK**

Level 14: **CKJL**

MORTAL KOMBAT

Here are some interesting tips from a most interesting person(?). Pat the Cat suggests this tactic with Sub-Zero. When your foe's energy is in the danger level, freeze them, and the FINISH HIM! message will appear. Now finish them with Sub-Zero's fatality and watch...

Also, if you are having trouble beating someone, try to get them into a corner and upper-cut them. While they are in the air rapidly press the punches and your

opponent will be trapped! A cheap move, but hey, the computer does it!

SUPER SOCCER

A couple of tips from Todd Morrison and Daniel Marriott, who both come from Lansdowne in NSW.

For player two to be the all-star Nintendo team press **Left**, **Start** and **B** simultaneously and the Nintendo team will appear.

On Shot Out mode, to curl the ball, press **L** and push **Right**. This also works in reverse.

SUPER OFF ROAD

For an unlimited amount of continues, writes Mathew Puris of Patterson Lakes, Vic., select a two player game and play as the red car. When the race ends you'll be third, and the blue car now has unlimited continues!

Tip of the Month

The much desired award goes to the collection of Action Replay tips and codes sent in by Chris Carragher and his mate Cameron Griffiths, who both hail from Sydney's northern suburbs.

ACTION REPLAY CODES

BATTLETOADS

These codes, and the rest following, are from Chris Carragher and Cameron Griffiths, from Willoughby and Artarmon NSW respectively. Good work, lads.

7E00 2803 — Infinite lives.

7E0E 5E10 — Infinite energy.

SIM CITY

7E0B 9E4E — Infinite money

ROYAL RUMBLE

7E06 423A — Infinite energy.

SUPER SMASH TV

7E05 3105 — Infinite lives.

7E1A BE05 — Infinite time.

7E0C D204 — Infinite fuel.

WRESTLEMANIA

7E06 EC30 — Gives your wrestler infinite energy. From Ben McDonnell, Vic.



They're big, they're bad and they're fast. But their special moves are difficult to learn and hard to execute. So, in response to your requests, here is the guide to all the special and finishing moves for the Super NES and Game Boy versions. Before you write in to tell us that you can't do a move, keep in mind that some moves, such as Scorpion's Decoy and Rayden's Teleport won't work in some situations, like in the corners. Now go forth and FINISH HIM!

JOHNNY CAGE

Super NES

Shadow Kick: Away, Towards, Low Kick.

Fire: Away, Towards, Low Punch.

Split Punch: Block + Low Punch.

Finishing Move: Towards, Towards, Towards, High Punch.

Game Boy

Poor Johnny didn't make it on to the Game Boy!



SONYA BLADE

Super NES

Leg Grab: Down + Low punch + Low kick + Block.

Sonic Rings:

Low punch, Away, Low Punch.

Air Punch:

Towards, Away, High Punch.

Finishing

Move: Towards, Towards, Away, Away, Block.



SUB-ZERO

Super NES

Freeze: Down, Towards, Low Punch.

Slide: Away + Block + Low Punch + Low Kick.

Finishing Move: Towards, Down, Towards, High Punch.

Game Boy

Freeze: Away, Towards, Kick.

Slide: Towards, Down, Punch

Finishing Move: Towards, Down, Towards, Punch.

Game Boy

Leg Grab: Down + (Standing) Block.

Sonic Rings: Away, Away, Punch.

Air Punch: Towards, Away, Away, Towards.

Finishing Move: Away, Away, Towards, Block.

RAYDEN

Super NES

Torpedo: Away, Away, Towards.

Lightning: Roll Down, Towards, Low punch.

Teleport: Down, Up.

Finishing Move: Towards, Away, Away, Away, High Punch.

Game Boy

Torpedo: Away, Away, Towards.

Lightning: Towards, Towards, Punch.

Teleport: Down, Towards.

Finishing Move: Away, Towards, Down, (Standing) Block.

LUI KANG

Super NES

Flying Kick: Towards, Towards, High Kick.

Fireball: Towards, Towards, High Punch.

Finishing Move:

Roll Towards, Down, Away, Up, Towards.

Game Boy

Flying Kick: Towards, Towards, Towards, Kick.

Fireball: Away, Away, Punch.

Finishing

Move: Towards, Towards, Away, Punch.



Super NES

Harpoon: Away, Away, Low Punch.

Decoy: Roll Down, Away, High Punch.

Finishing Move: Hold Block, Up, Up.

Game Boy

Harpoon: Away, Away, Punch.

Decoy: Towards, Down, Punch.

Finishing

Move: Towards, Towards, Towards, Block.



KANO

Super NES

Cannonball: Hold block and roll 360 Towards opponent.

Knife Throw: Hold Block, Away, Towards.

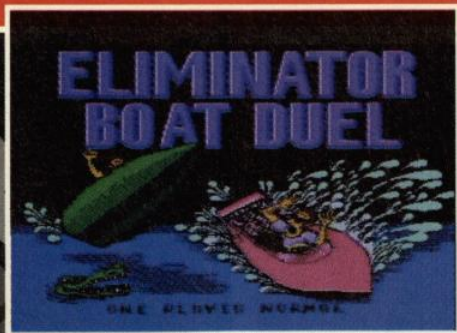
Finishing Move: Roll Down, Towards, Low Punch.

Game Boy

Cannonball: Hold block, Towards, Down, Away.

Knife Throw: Away, Towards, Punch.

Finishing Move: Down, Towards, Towards, Kick.



Eliminator Boat Duel is one of the best new releases for the NES in ages, and anyone who has played it on Expert level knows how challenging it gets. However, the real taxation starts in two-player mode when you battle against an equally cunning human opponent. So, to help you beat both the computer and your friends, may we present the NMS Eliminator Boat Duel players' guide. Oh go on, may we...

GETTING A GOOD START



Getting a good start is pretty important. Not only does victory in the side-view department give you a comfortable lead, but it may also reap financial recompense. To be sure you triumph every time simply wait until the starting girl bends her knees. Now, as soon as she begins to straighten her legs, hit your accelerator button. Don't wait for the flag to start waving or you'll be completely left behind.

SMASHING UP SOME BOATS



One of the first things to remember concerns the vulnerability of the boats. After a few knocks your craft loses speed and manoeuvrability. Equally important to remember is that the same applies to your opponent -



so make sure they incur as much damage as possible. The easiest way to do this is to use all the ramps and jumps to launch yourself onto your rival, thus damaging their boat. Similarly, the turbo-boosting effects of nitro can be used to achieve the same



results. Don't use crabs, crocodiles or similar dangerous wildlife to propel your jump, however, as this does as much harm to your boat as to your foe's.

HOW TO USE NITRO



Nitros are terribly handy things, but always keep an eye on how many you're carrying. Extra ones are easy to come by in the overhead section, so don't be afraid



to use a few to get the lead. However, try not to drop below six, just in case of a nitro shortage or similar emergency. Don't use a nitro just before hitting a corner either, or this will send your boat wide and cost you valuable seconds.

SHOP PROCEDURE



Common spending policy in the shop usually has the player buying whatever he or she can afford, and trying to improve all the boat's categories evenly. This is, of course, pish. The best thing to do is improve your acceleration by one point, so you can claim all the speed-start prizes. Having done so, concentrate on building your engine up to maximum potential. Next, put acceleration up to full, and finally improve your steering. Only now is hull upgrading a sensible option. However, no matter what, make sure you always repair any damage done to your boat before purchasing any power-ups.





ELIMINATOR AT DUEL



GOOD CORNERING

The wide tracks and frequent bends in the courses of Eliminator tend to make cornering a somewhat trickier thing than usual. Still, one advantage

courses become narrower and narrower, with less space between buoys and more twists and turns. Don't panic though, as it's no problem just to race most of the way outside of the marked track, neatly avoiding all the has-



of this is that it's possible to skip bends by cutting straight across them. This only really works in the open sea courses which have red posts marking out the way, as collision with one of these bumps your boat over the corner. Another way to save your thumbs concerns split straights. This is when a clump of trees or a building or similar splits a long straight in half. Don't put yourself out to avoid the obstacle, as your boat leaps over the hindrance should it collide. This has the added advantage of, should you get it right, catapulting you on top of your rival, smashing their boat up. Huzzah!!

sle. When the end of the race nears, simply use a nitro or two to put you in the lead and bump you back between the lines and presto - the game is yours.



GOOD FINISHING TECHNIQUE

The behind-the-boat sections which generally finish each race are probably the hardest bits of the game. As you progress, the



ALIEN 3

GAME OPTIONS
CONTINUE
START GAME

Alien 3 is definitely one of the best Super NES games released in a while. There is, however, one tiny problem - it's ultra-blinking rocko dead hard, by Jimminy. One of the most hard-making aspects of the game is the fact that every time you want to check out where you are, or where you're supposed to go, you have to traipse halfway around the level to get to the nearest terminal. So, for the benefit of people without the patience to spend half their lives mapping the game (ie. most people), may we present our fine and upstanding guide to Alien 3, with handy hints and tips on each level alongside the necessary cartography. Plus there's a handy know-your-enemy index to all the evil xenomorphs you'll encounter along the way.

DOES HE BITE?

There are loads of different aliens in the game, and it's important to know just how threatening each one is to young Ripley. One thing to remember is that there are three colours of alien. The first is the normal kind of sludgy greeny-brown colour and these are the least threatening. Next up are the red ones which take a lot more damage to kill. Finally there's the black aliens which are incredibly rock-hard and take about a million shots before they finally kick the bucket. Below is a list of all the different extra terrestrials Ripley should expect to encounter and the damage they can inflict on her energy bar.

FACE HUGGERS These spritely chaps inflict a mere 4% of damage on our brave heroine. However, should they get hold of her face, a subsequent extra 4% is the order of the day.

BABY ALIENS Like the little thing that bursts out of John Hurt in the original. Tiny and very hard to shoot, plus they pack a mean 5% damaging bite.

DOG ALIENS Having gestated in canines these chaps assume a rather best-friend-like appearance. They also bite away 6% of energy, and spit acid which does 4% damage.

REGULAR ALIENS Good old aliens like we used to have in the old days. Spit 4% damage acid and bite to the tune of a whacking 8%.

MOTHER ALIENS Not quite as big as the Queen Alien, but rather huge nonetheless. Their floating acid mist which homes in on Ripley is good for a massive 15% of damage, but her bite is even more ferocious, sapping 25% of Ripley's energy bar! Grelps!

OTHER DANGEROUS STUFF

ACID DRIPS Dripping acid from ceilings collects in pools on the floor. This stuff is a bit nasty and does 6% worth of damage.

LAVA Oooh, this is very horrible, draining 30% of Ripley's energy and leaving nasty scorch marks on her dungarees.

PODS Whilst not actually harming Ripley themselves, these pods release loads of face huggers when they open, which, coincidentally, is also the only time they're vulnerable.



ACID DRIPS



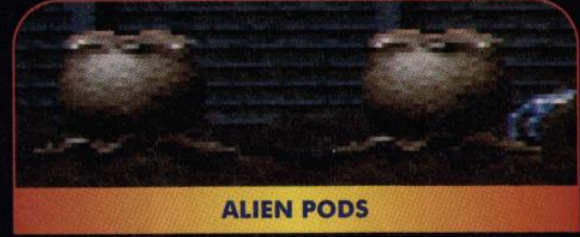
LAVA



FACE HUGGERS



BABY ALIENS



ALIEN PODS



REGULAR ALIENS

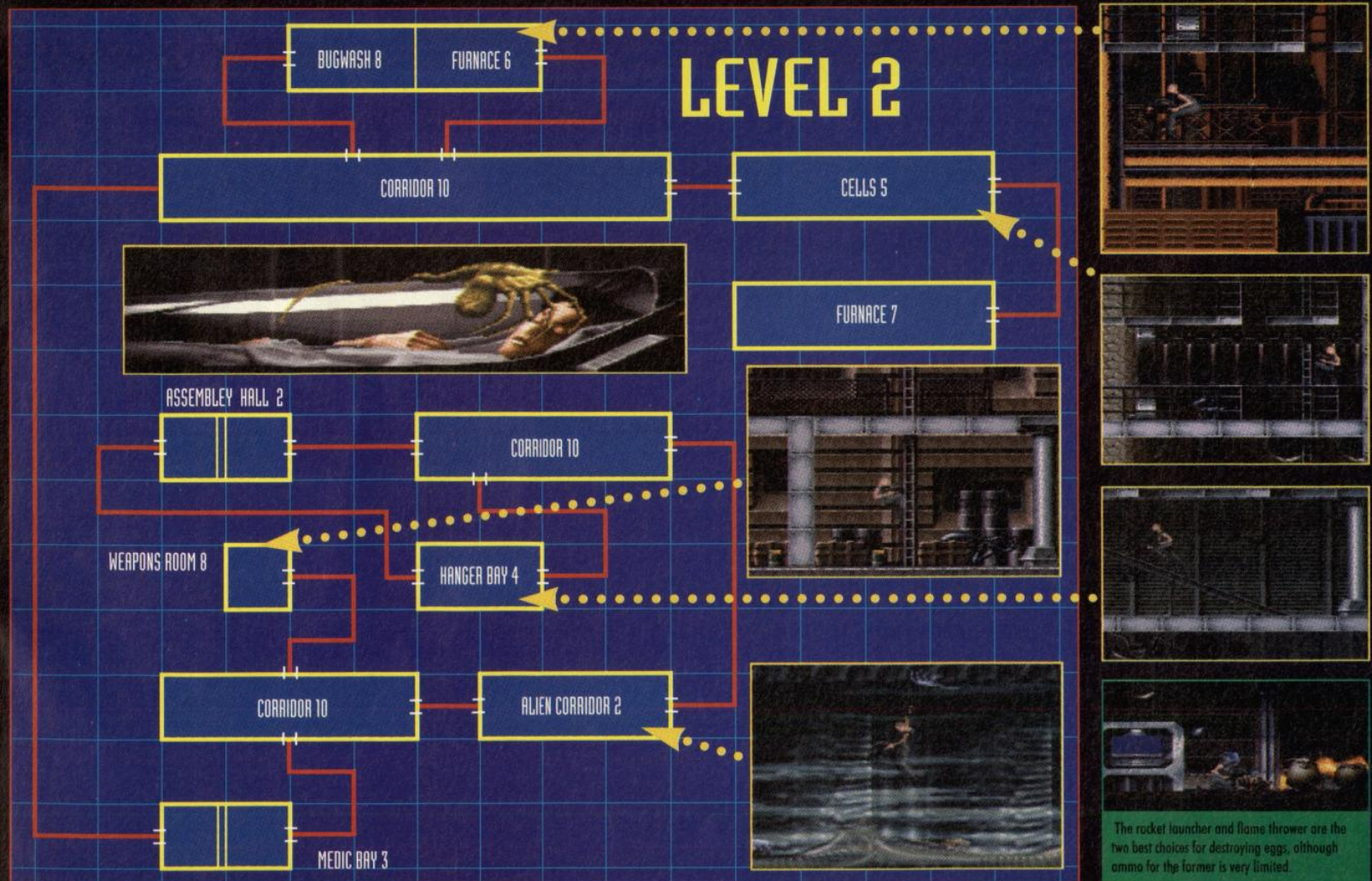
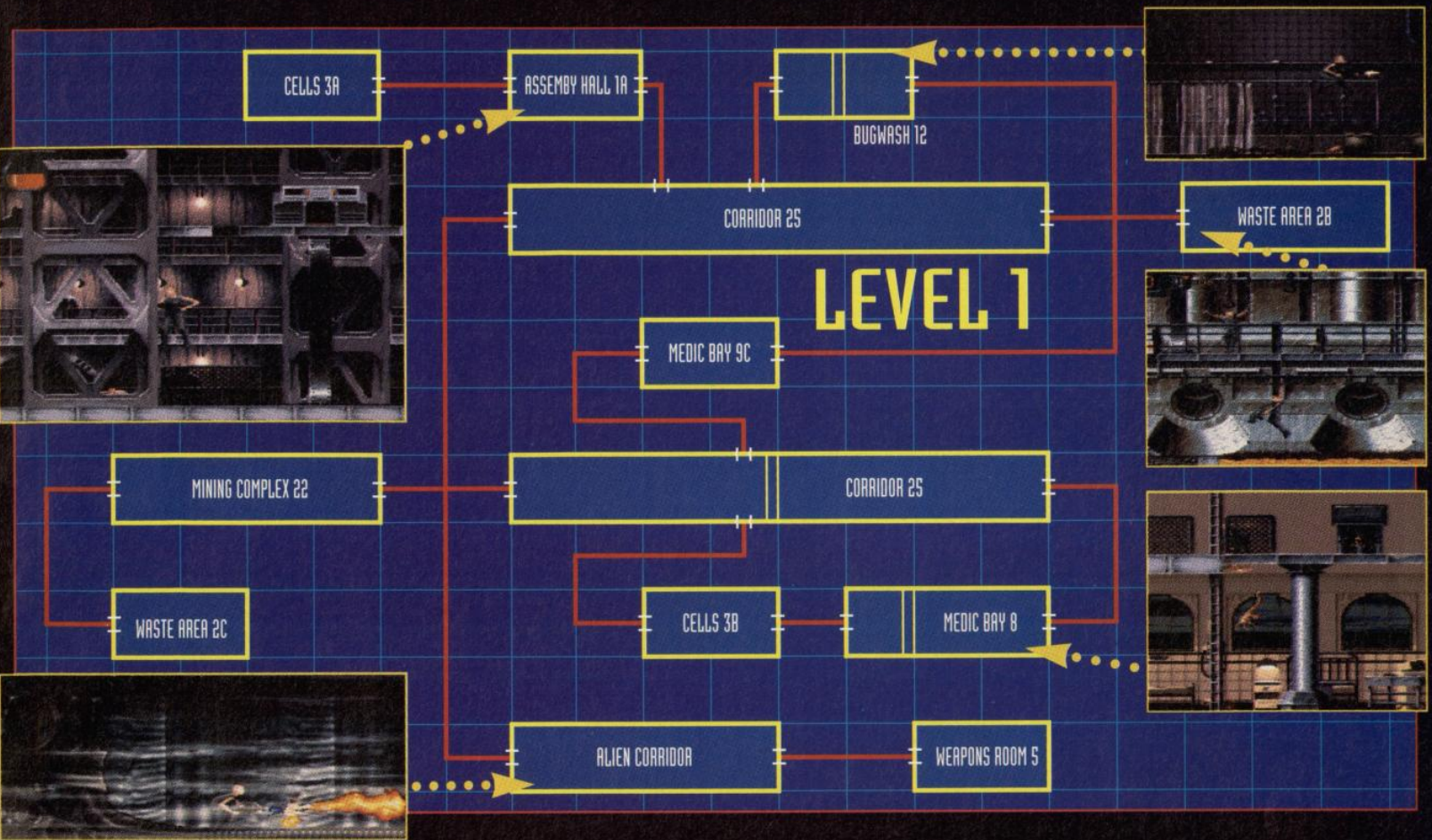


DOG ALIENS

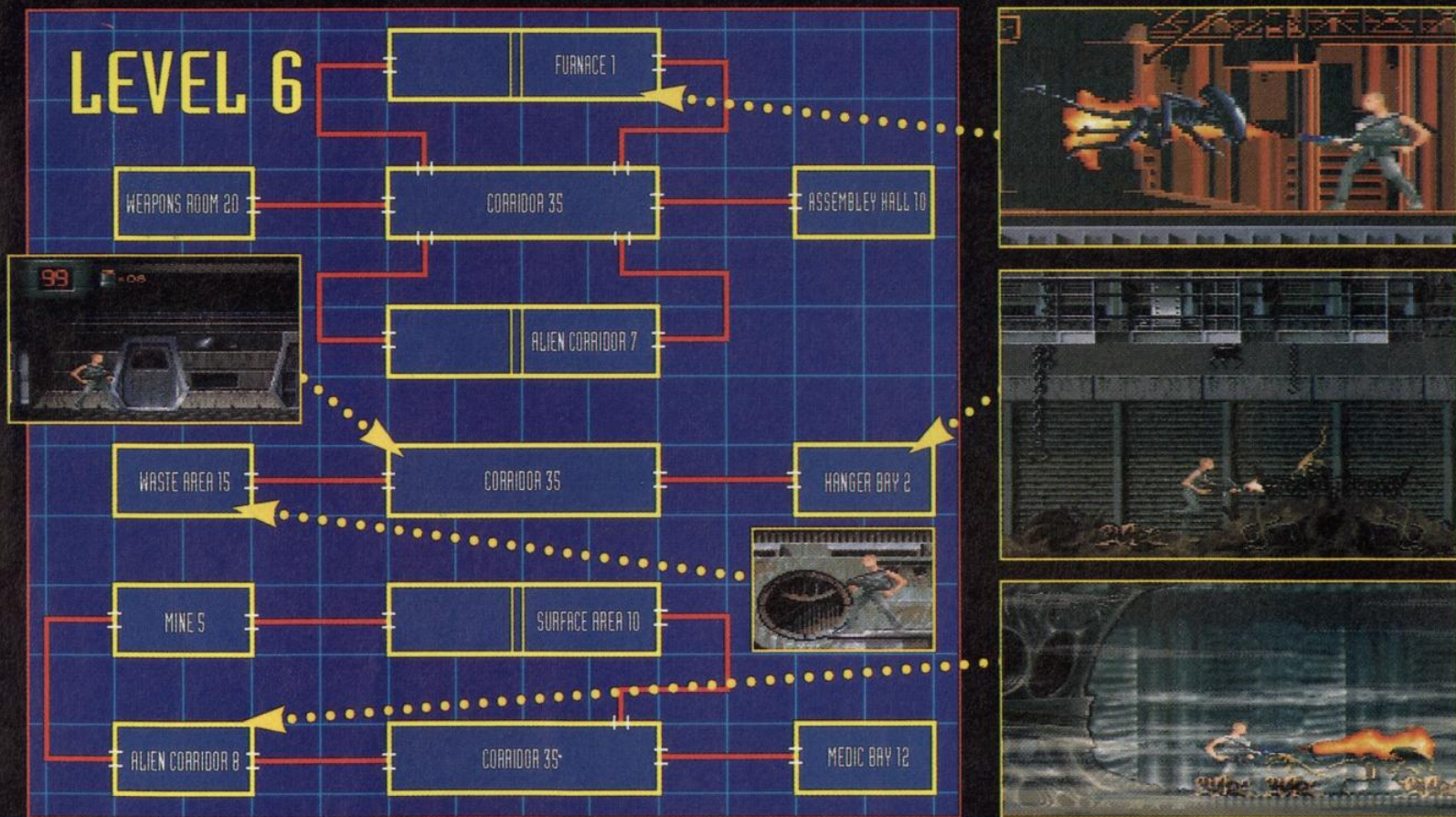
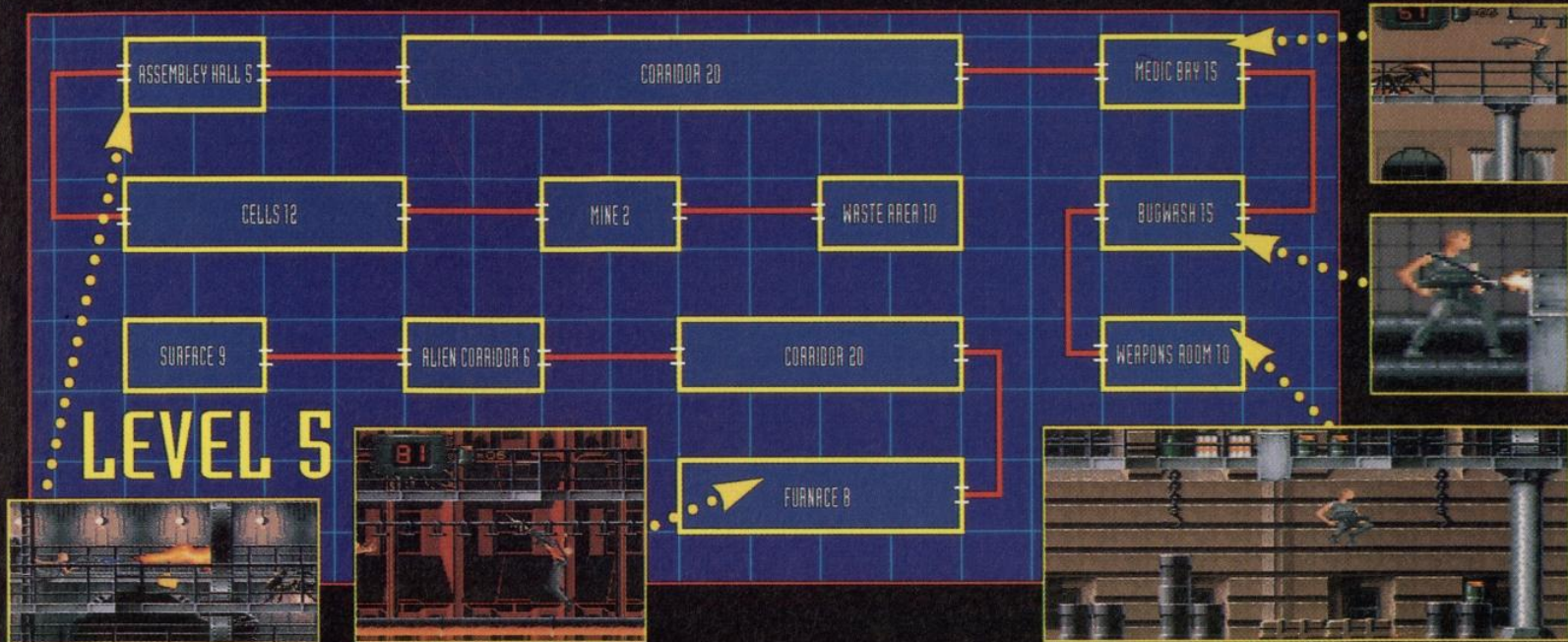


MOTHER ALIENS

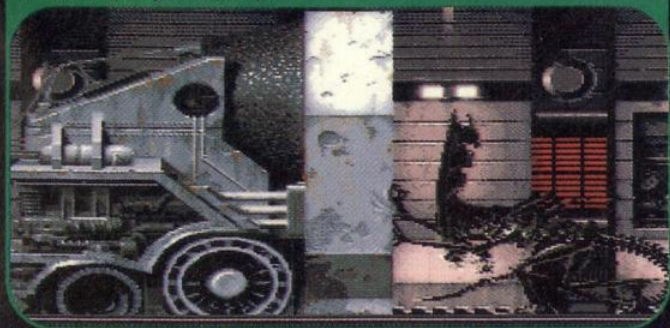
Well, armed with this tome of indispensable information, the quest against the Alien Queen Mother, or whatever, should be a whole lot easier. Mind you, judging by the end sequence, it's all a bit pointless from Ripley's point of view, isn't it?



The rocket launcher and flame thrower are the two best choices for destroying eggs, although ammo for the former is very limited.



Complete the game and this is the spectacle which awaits you. First of all, the Queen Mother Alien is pushed to her fiery doom by a large bit of machinery.



Then Ripley makes her final, heart-rending journal entry. Just how will she stop the company getting the xenomorph egg?

THE QUEEN ALIEN IS FINISHED.
THERE'S ONLY ONE ALIEN LEFT
AND IT'S GROWING INSIDE ME.
I'LL NEVER LET THE COMPANY
GET THEIR HANDS ON IT...
NEVER!

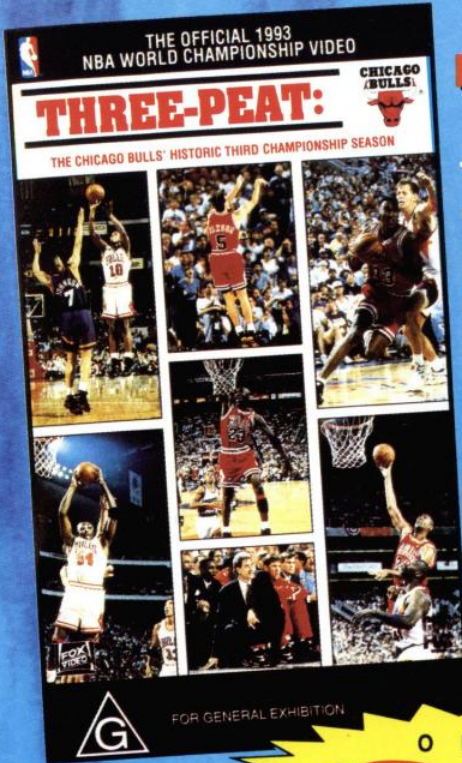


Yes, to save the human race, Ripley tops herself, with her new-born baby alien just showing his little face.



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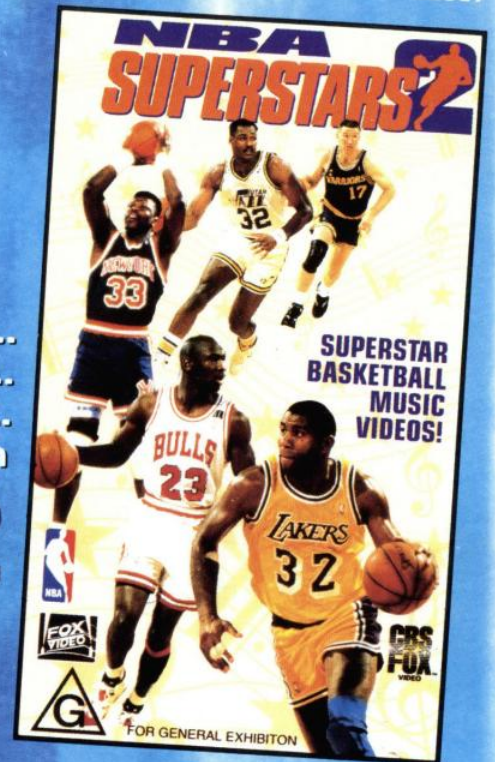
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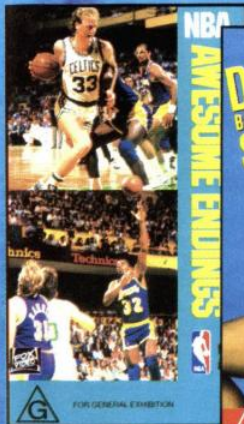
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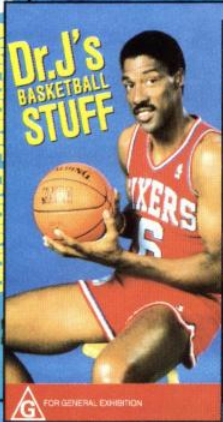


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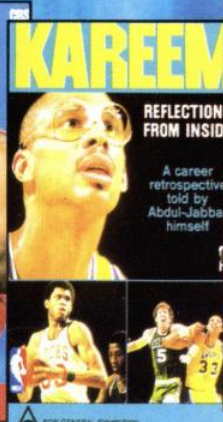
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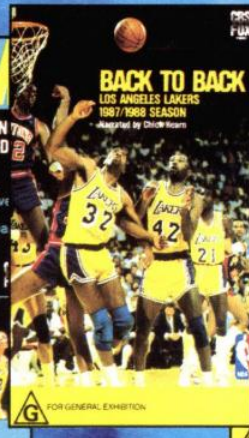
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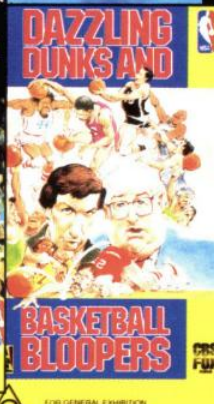
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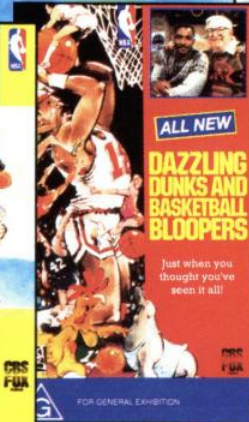
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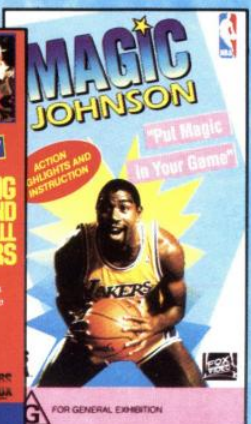
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