

MORE GAME BOY, NES & SUPER NES NEWS THAN YOU CAN POKE A STICK AT

Nintendo®

MAGAZINE ITEM

Issue #16

JULY '94

WARIO
LAND ON
GAME BOY

DESERT
FIGHTER

Shigeru
Miyamoto

The Man
Behind
Mario, Yoshi
& Zelda

WIN
STUNT
RACE FX

CHAOS
ENGINE

PLUS

- JUNGLE BOOK
- CLAYMATES
- TURN & BURN
- BATTLETOADS
- ANIME ART

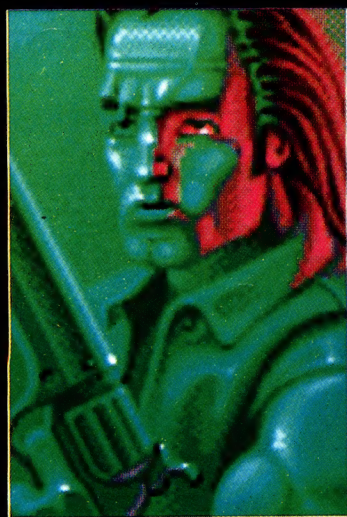
WOULD YOU LOOK AT THAT! IT'S A

PROJECT REALITY SPECIAL



THE CHAOS ENGINE

A COMPLETE BLAST - ONE OF THE BEST GAMES EVER - 91% MEGA TECH.



Distributed by



MICRO PROSE

A C T I O N

THE CHAOS ENGINE



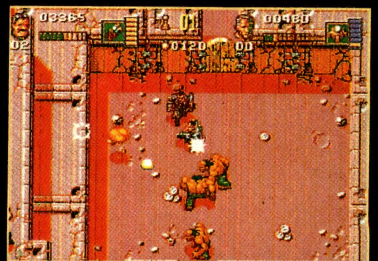
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JULY '94

Issue 16



COVER STORY

Yoshi, the coolest green dinosaur around finally graces the cover of NMS to celebrate the fact that we have an exclusive interview with Shigeru Miyamoto, the man behind Mario, Wario, Zelda and more.



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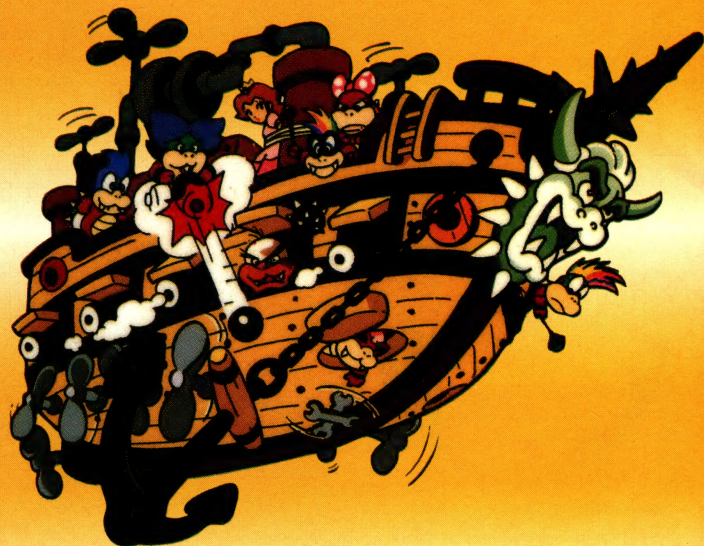
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CHAIRMAN OF THE BORED

So what exactly has been more annoying this month?

Apart from the minor annoyances, there have been three major disasters for those of us that inhabit the penthouse offices at NMS.

First and foremost, the local chew and spew has declined to make me any more pavlova sandwiches, claiming that it's just a waste of time because I always throw the bread away. Don't they realise that *nobody* eats the outside of sandwiches anymore?

Secondly, I'm currently tossing up which group of cretins will win my inaugural Bean Sprout Of the Year award for chronic losers. The hot contenders so far are a very sad lot, indeed. Who to pick - allegedly "credible" journalists, or a government full of geriatric tossers who seem determined to stamp out anything they don't understand - namely VIDEO GAMES!!!! (And yes, hand-held calculators, VCRs and anything else that uses that new-fangled electricity stuff won't be too far behind!)

Yes folks, there's been all kinds of hysterics going on in various parliaments around the country as one pompous prat after another thunders on about how video games are ruining our lives, blah, blah, blah...

Naturally, all the news(ha!)papers get on the case, sounding off about the horrors of games such as Custer's Last Stand - that's right, games that DON'T EVEN EXIST!!!!

Whatever happened to research?!!

When was the last time they asked a dedicated Nintendo player when he or she last knocked off

someone's head with one swift kick? Never. Ever.

Nup, they're all listening the to the rantings of a bunch of technologically illiterate old wankers who probably can't stick a piece of bread in the toaster without a technical support team.

Now that I've got that off my somewhat ample chest, here's my final gripe - and it has to do with some of you out there.

Yes, YOU!

NMS does not, let me repeat that, DOES NOT, have time to answer your pathetic telephone calls and faxes personally. I am simply too busy Hoovering my way through the contents of my executive fridge; Mary's on the phone encouraging distributors to release the latest Godzilla games; Andrew's busy catching up on last weekend's missed sleep; Skull refuses to talk to anyone with an IQ less than 180, and Rod is in Hawaii rigorously testing the heat absorption capabilities of his Game Boy (well, he's dreaming about it anyway).

The bottom line is, if you can't finish the game you're playing, call the Nintendo Hotline, or write us a nice letter. If you call NMS, I will be forced to eat you.

FAT BOY SEZ: MMMMM... MEGA MEAT-EATERS' PIZZA.



Illustration by Derek The Drop-Bear

NINTENDO PEOPLE SYSTEM

FINAL BOSS

Michael 'I'm Quite Good At PGA Tour Golf' Mohi

PERSON WHO THINKS HE'S THE FINAL BOSS

Rod 'Friend Of All Creatures Great And Small' de Martin

THIS MAGAZINE WAS

CASUALLY THROWN TOGETHER BY

Mary 'What Do You Mean It's Deadline Again?' Gillespie

PATHETICALLY GRATEFUL JUST TO BE HERE

Andrew 'Snivelling Little Sidekick' Iredale

YORRICK

Skull

PEOPLE WHO BLUDGE CARTS PRETENDING

THEY'RE GOING TO REVIEW THEM

Jane Wilde, Paul 'Slightly Stressed' Davies, Michael Lee, Amos Wong, Tim Boone, Andy McVittie, Ben Smith, Michael Mundy, Aaron Rudgley

SPACE CADETS - ART CLASS A

Kuen 'Kinko The Clown' Kam

Gary 'We'll Think Of A Nickname For You Soon' Fletcher

OTHER SPACE CADETS

Geoff Shaw, Derek The Drop-Bear

YOSHI WRANGLER

Brad Lonergan

BOSS IN CONTROL OF THE BUCKS

Kerry 'Who's Made All This Mess?' Wyatt

OFFICIAL NMS SEX GODDESS

Julie 'Steamy' Wall

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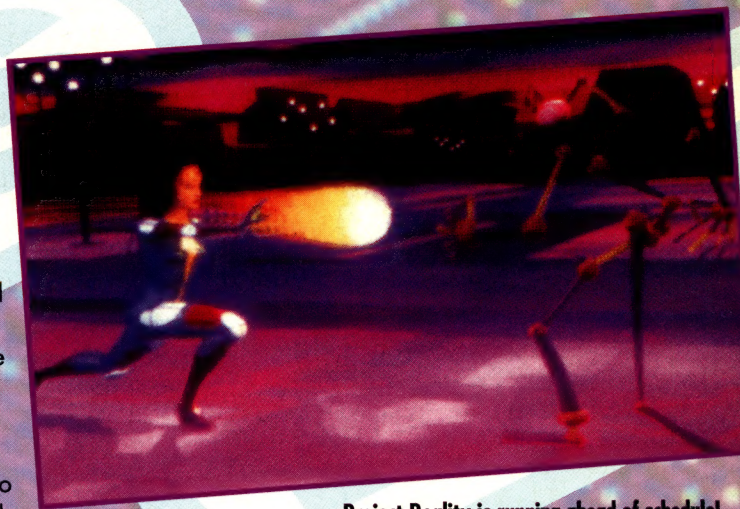
MMN

NINTENDO NEWS NETWORK

NEW NINTENDO 32 BIT CONSOLE!!!

In a surprise move, Nintendo has announced that it will release a new 32 bit portable console as prelude to the Project Reality development. Due to be released simultaneously around the world early in 1995, the as-yet untitled machine will feature a built in screen and is designed to handle virtual reality games without the need for a headset. The console will probably have a rechargeable battery pack built in, similar to lap top computers. Nintendo are continuing with their commitment to cartridge-based software, which this new system will use, opening the possibility of future compatibility with the Project Reality development. Nintendo are expecting to sell the console for approximately \$200 in US hard currency, with comparable pricing in all other world markets.

On the Project Reality front, Nintendo has told us that development of the 64 bit console is running ahead of schedule and will still be released in the second half of '95 following its arcade appearance later this year. With these announcements it would appear that Nintendo have their sights firmly fixed on the future, and indeed they do. However, they refuse to abandon the 8-Bit NES, sighting the one million plus sales of the console in the US last year. Nintendo Australia have said they will release several new NES titles each year and they are talking to other Australian distributors with the view to encouraging more software support for the restyled NES.



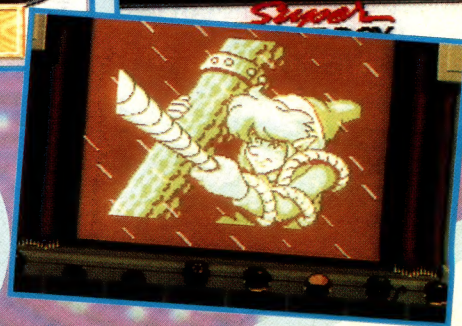
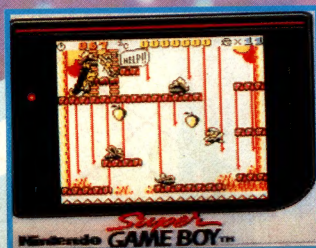
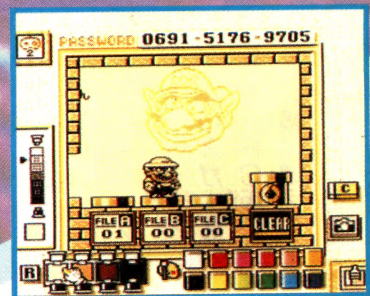
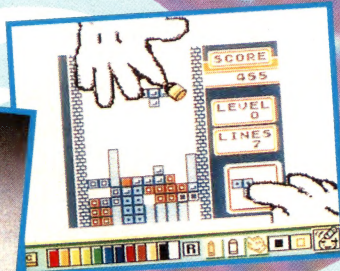
Project Reality is running ahead of schedule!

SUPER GAME BOY

It's official - Nintendo's Super Game Boy will be released in Australia this July for a retail price of \$129. The Super Game Boy adaptor allows any Game Boy cart to be played on your television set via a Super NES. It also allows you to add colour to your favourite Game Boy games, the usual four shades of grey can be replaced with a choice of any four colours from a palette of 256. But that's not all! You also get a free set of steak knives! Well, perhaps not, but there is a new generation of Game Boy games on the way, specially designed to run through the SGB and appear on-screen in a full 256 colours, just like Super NES games. However, when played on your Game Boy they'll still only come up in four shades of grey.

Due to the low resolution of Game Boy games, the size of the playing screen has been shrunk so that the games don't look too blocky. To compensate for this you can draw your own screen borders (with the Nintendo mouse), or choose from a selection of the pre-drawn borders provided. These include things like trippy patterns to distract you from your game, or scenes such as a cinema or forest setting.

The first SGB games include Tetris Flash and an all-new Donkey Kong adventure, to be released later this year.



RISE OF THE ROBOTS

Street Fighter II clones come and go, each claiming to be better than all others, but one up-coming development is shaping up as a possible SFII beater. Instinct's Rise Of The Robots is being developed for just about every system available, and the programmers are using all manner of technical trickery, in particular ray tracing, to make it stand above everything else. Unfortunately, the best-looking versions will only be available on high-end machines such as CD ROM and the 3DO, as the 16-bit versions will be too limited in colour to allow them to run at the proper speed. However, while the Super NES version is restricted to sixteen colours for the robots and 128 for the backgrounds, the gameplay is where Rise Of The Robots looks most promising. The computer opponents have levels of artificial intelligence apparently higher than in any other game. The enemy robots all have different fighting styles and most will observe your fighting technique and then attack you when and where you're most vulnerable, so players who depend on 'cheapie' combos will be in for a nasty surprise!



NEWS



BUBSY 2

Bubsy the Hyeecat is back! Well, you didn't think Accolade would stop at one Bubsy game, did you? The plot, not that it really matters, puts Bubsy in an amusement park created by (cue cliché) ... an Evil Scientific Genius! This ESG is one Virgil Reality and he's in cahoots with the nefarious Oinker P. Spamm. Their 'amusement' park - The Amazatorium - is so amazing that its guests are able to experience the marvels of the world through simulated reality. Unfortunately, being evil, Spamm and Dr Reality have included in their Amazatorium a way of stealing reality! This is an intergalactic no-no, so Bubsy, and his new mate Arnold Dillo (an armadillo), set off across fifteen levels of platformingness to put a stop to the evil deeds being committed. Along the way there are three different mini games to keep you amused: Bobcat Bungee, in which Bubsy tries to make his eyeballs pop out; Armadillo Pachinko, which, presumably, features Bubsy's new friend; and Frogapult, a sick derivative of Beavis and Butthead's favourite game - Frog Baseball, but with moving platforms and catapults thrown in for good measure. Best of all, on the playability front, is that Bubsy can now absorb three hits instead of only one as in the previous game.



THEME PARK

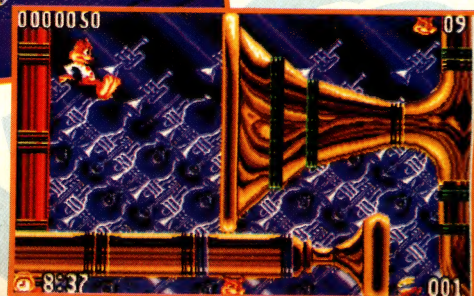
With the deluge of platform and beat 'em up games currently colonising consoles everywhere, it's nice to hear that a truly original game is on the way. Entitled Theme Park, this new game from developers Bullfrog is sort of a cross between Sim City and, er, Disneyland, with a hefty dose of your own imagination bringing everything together. The idea is to build your ultimate theme park, but every detail is included, from the layout of the rides you design right down to the price of hot dogs in the park's fast food outlets! Bullfrog is developing the game for most popular formats and the Super NES version, while lacking the graphical presentation of the CD-based games, is being programmed on its own rather than being a compromised copy of another version.

The PC CD-ROM version will be out first, but Super NES owners will have to wait until either the end of this year or early next year before the catch a glimpse of Theme Park for their system.



Bubsy, in all his reincarnated glory.

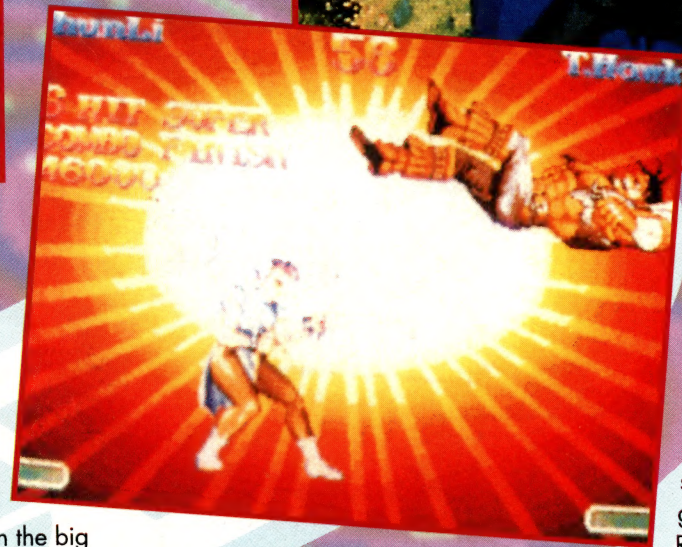
Blow me! Phrrrt!



SUPER SFII

It's one of the most anticipated releases this year, but Super Street Fighter II nearly didn't get an Australian release! Fortunately, Nintendo Australia have come to the rescue and are picking up the rights to what is possibly the best fighting game ever. It should be out sometime later this month or soon afterwards. Better yet, the 32 Mbit cartridge will hopefully retail at a very competitive price.,.

Rumours are flying as to whether or not Super SFII will include the additional moves found in Super SFII Turbo from the arcades, but at 32 Mbits, the game has twice the memory as SFII Turbo. Capcom have promised that it will include features not seen in the arcade version, and no doubt some of these will be hidden in the cart as cheats.



OCEAN AHoy!

Ocean have quite a nice stash of games for the Super NES on the way, not the least of which is Jurassic Park 2. No, you didn't miss anything, there isn't a sequel on the big screen yes, it's just that Ocean were so pleased with their first effort that they decided to make another! However, those who were drawn to the first game by its innovative game style may be disappointed, Jurassic Park 2 is shaping up to be a platform game. Still, the graphics look very detailed and the T Rex we've seen looks very realistic indeed!

Another cinema related sequel on the way from Ocean is Addams Family Values. You play as Uncle Fester and must track down the evil nanny in an overhead-viewed adventure that looks not unlike Zelda. Whether it will have the same depth of gameplay remains to be seen, but NMS is looking forward to finding out.



CODEX COMP

Codex Entertainment, run by the fine outstanding citizens who provide the winners of NHS Tip of the Month with their prizes, have decided to throw a competition that will net the winners a stash of as yet unreleased games. Want to win games like Mortal Kombat II, Super SFII, Stunt Race FX, among others? Course ya do! Then send in your pictures and ideas for the ultimate street

fighter, the sort of bloke (or blokette) that would have Goro and M. Bison curl up and need new undies. Please keep your entries to one page and send them to **Codex Creature Comp, NMS, PO Box A305, Sydney South, NSW 2000**. Winners will be announced in a future issue of NMS.

CODEX

SOCCER SHOOT-OUT

NEWS



What with the Soccer World Cup happening at the moment in the US of A, it isn't at all surprising that the number of new soccer games on the Super NES has multiplied faster than a pair of bunnies in a jacuzzi. First out is Kick Off 3 and FIFA International, both reviewed in the Out Now pages. Other soccer games on the way include World Cup USA '94 by US Gold, World Cup Striker by Elite (also coming to the Game Boy) and Empire Soccer '94 by Empire.

World Cup USA '94 arrived too late for us to get a proper look at in, but from what we've seen it'll be giving KO3 and FIFA a run for their money. Taking the conventional top-down viewpoint, WC USA gives players a wide view of the pitch while still showing maximum action. As to be expected of all sports games these days, WC USA has stacks of options and you can customise your team to run set plays at any time thanks to a handy seven save positions. The gameplay has been designed for minimal confusion as you can get going with only one button or use three to improve your skills with aftertouch. Look out for a review next month, although the game is out now for \$119 from Metro Games.

Elite's **World Cup Striker** has a number of important changes over their previous SNES soccer game Striker. For starters it has twice the memory at 8 Mbits, due mostly to highly detailed sprites and increased frames of animation. Players are offered 32 different set-piece formations for more options in play tactics and the Mode 7 scrolling of the pitch during play has been sharpened for more realism. The Game Boy version is almost an exact duplicate of its Super NES big brother, although the play area on screen is smaller to compensate for the relatively larger sprites and there isn't any fancy scrolling. Still, if the programmers get things right, this will undoubtedly be the soccer game to go for on Game Boy.

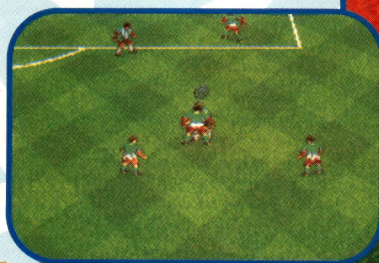
Meanwhile in the Empire camp, their self-titled **Empire Soccer '94** features huge sprites and special power moves to give it an arcade feel. Six special power moves per team allow you to get up to all manner of unethical soccer conduct such as knocking the opposition flat for up to ten seconds and power shots that knock all in the way asunder!



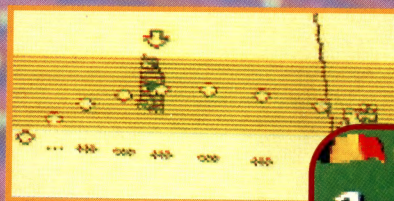
World Cup USA '94



World Cup Striker



Game Boy WC Striker



Empire Soccer '94



Here come ze Belgium team!



THE OFFICIAL NMS CHARTS

SNES

1. Flintstones
2. Rock 'n' Roll Racing
3. Clayfighter
4. Space Ace
5. TMNT Tournament Fighters
6. Empire Strikes Back
7. Young Merlin
8. Madden '94
9. Equinox
10. NHL '94

NES

1. Parodius
2. Star Wars
3. Talespin
4. Aussie Rules
5. Sidepocket
6. Zelda
7. Flintstones
8. Jetsons
9. Crack Out
10. North And South

GAME BOY

1. Chuck Rock
2. Road Rash
3. Cliffhanger
4. Mortal Kombat
5. T2 Arcade
6. Bart And The Beanstalk
7. Metroid II
8. Tennis
9. Nemesis
10. Aerostar

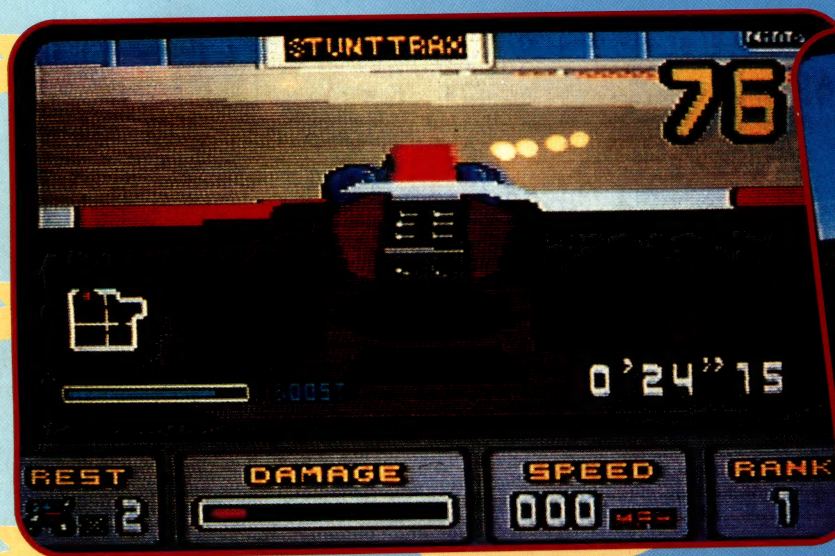
STUNT RACE FX

Be one of the first people in the country to have a copy!!!

It started out as FX Trax, changed its name to Stunt Race FX and is almost here. As you'll have read in the previous pages, Stunt Race FX is shaping up to be a mighty cool game. Developed by Argonaut Software (the guys behind Starwing) in tandem with Sigeru Miyamoto (the legend behind Mario), it's the latest Super FX title to be released.

After some serious wheeling, dealing and arm-twisting, we've managed to persuade Nintendo to part with ten special advance copies of Stunt Race FX for our readers. Yep folks, ten lucky NMS devotees will be the very first people in Australia to have their very own copy of Stunt Race FX!

Just call 0055 05405* to win!



CONDITIONS OF ENTRY

The promoter is Trielle Corporation, 363A Pitt Street, Sydney NSW 200 (A.C.N. 003 550 392). Entry is open to all residents of Australia with the following exceptions. Officers, employees and their immediate families of the promoter, its advertising, sales promotion agency and printers are not eligible to enter. The winner will be selected after the competition finishes at midnight, August 3, 1994. The winners' names will be published in a future issue of Nintendo Magazine System. Prizes are not transferable, nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is game of skill, not chance, and as such, all entries will be judged on merit. Nintendo Co., Ltd. All rights reserved.

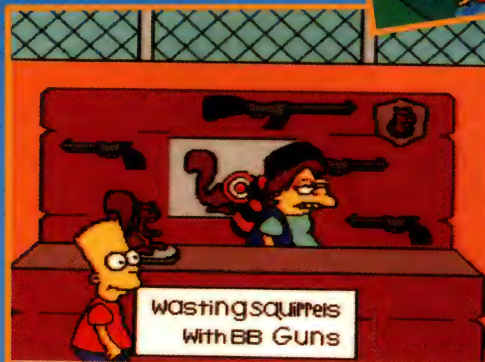
* Legion Telecall. Premium Rate 25 cents buys 21.4 seconds. Please ask your parents permission before calling.

VIRTUAL BART

The new Simpsons' games we've been dribbling on about for the past few months are finally nearing completion.

Virtual Bart, for the Super NES, sees Bart as the hero in the virtual world he has created for his school science project. Like Bart's Nightmare, Virtual Bart is a mish mash of game styles with the action going from Mode 7 bash 'n' crash racing to 3D third person perspective water slide rides! The pics you see on this page are from an unfinished version of the game, but the finished version should be much more detailed.

▶ Oh no! Blubber boy Homer blocks the water slide!



▶ Brat plays Road Rash in the radioactive wasteland that was once Springfield.

▶ This screen randomly selects which sub game you'll be playing.



▶ Bartosarus Rex!



ITCHY & SCRATCHY

Also for the

Super NES is an all new game based on the most popular segment of The Krusty The Clown Show, Itchy And Scratchy. Itchy, the mouse, and Scratchy go up against each other in a side-scrolling slaughter-fest that's guaranteed to split your sides with slapstick Simpson's humour!

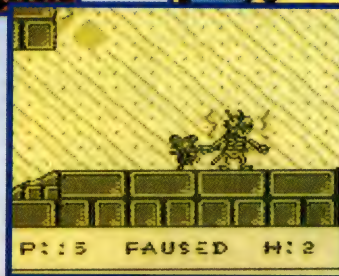
Itchy and Scratchy will also be causing havoc on the Game Boy, when they bring mirth and mutilation in the form of Mini Golf Massacre! There's no news as to whether this game will be a Super Game Boy, though at this stage it's unlikely. Sadly, NES owners seem left out in the cold, with no new Simpsons games planned for the future.

Virtual Bart will be released in September and both Itchy and Scratchy games are due to hit our shores in November, courtesy of Metro Games.



▶ Chase you death! Ten level

▶ The Game Boy just makes the game, real



PREVIEW

SUPER NINTENDO

BY: MICROPROSE

At last! After literally years of waiting, we've finally got some decent new screen shots of the Star Trek: The Next Generation game from Microprose. As you can see, it looks mighty fine, with all the stars making an appearance, including Data. So, what sort of game is then? Read on, Trekkers, read on!

Your role is as a trainee captain and the crew of the Enterprise are all on hand to help you solve the tests and puzzles set for you by the Arbitrator. The game is faithful to the series in just about every respect, the ship computer is there to give you information on anything and everything you're likely to encounter, including the Borg! Yes, even the Borg are in this game, and it's only a matter of time until you run into them...

The game scenario is an adventure called Futures Past and the plot revolves around the quest to find the legendary Derandomiser.



STAR TREK THE NEXT GENERATION



You are sent to the Neutral Zone, where Romulan activity has been reported and the mysterious alien fleet of the Chodak are on the move. Your mission is guided by Starfleet, which sends sub-space transmissions to the

Enterprise telling you where to head next. Be careful, though, as you may be attacked enroute. Will you talk, or blast your way out of an encounter with hostile aliens? It's up to you, just keep in mind that your actions may have repercussions later in the game.

Star Trek TNG will hopefully be released towards the end of July, so expect a review very soon.



Where No One Has Gone Before...

rookie of the year

Not very good at sport? In fact, downright clumsy? Well Rookie Of The Year is the film for you. Out now on video, Henry Rowengarter's dream comes true when the cast is removed from his arm. The clumsy Little League Baseballer has discovered that his arm has become a hundred mile an hour thunderbolt and he's quickly drafted into the Chicago Cubs as their new star pitcher.

Thanks to Fox Video we have three special Rookie Of The Year packs - each containing a copy of the video, a Rookie Of The Year T shirt and baseball cap - to give away to the most amusing answers out of the barrel. (This month's barrel person is the very fetching Julie Wall).

Just tell us in 25 words or less why you are hopeless at sport and send it to the I Couldn't Catch A Ball If My Life Depended On It Competition, NMS, PO Box A305, Sydney South, NSW 2000.

Answer on the back of an envelope to us by Wednesday, July 27, 1994.

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Satisfied customer reaction No.48.

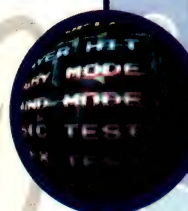
REVIEW

GAME BOY



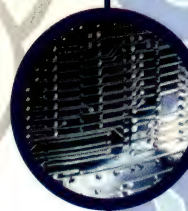
CART SPEC

- BY: NINTENDO
- RRP: \$59.95
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 4 MBIT



FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: 3 Positions
- CONTINUES: Infinite
- OPTIONS: Not many



GAME INFO

- GAME ORIGIN: Warioland is the follow-up to Mario Lands 1 and 2.
- GAME DIFFICULTY: Medium
- 1ST DAY SCORE: Defeated the guardian of SS Teapot.
- ALTERNATIVES: MarioLands 1 and 2, Alfred Chicken.



CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Good

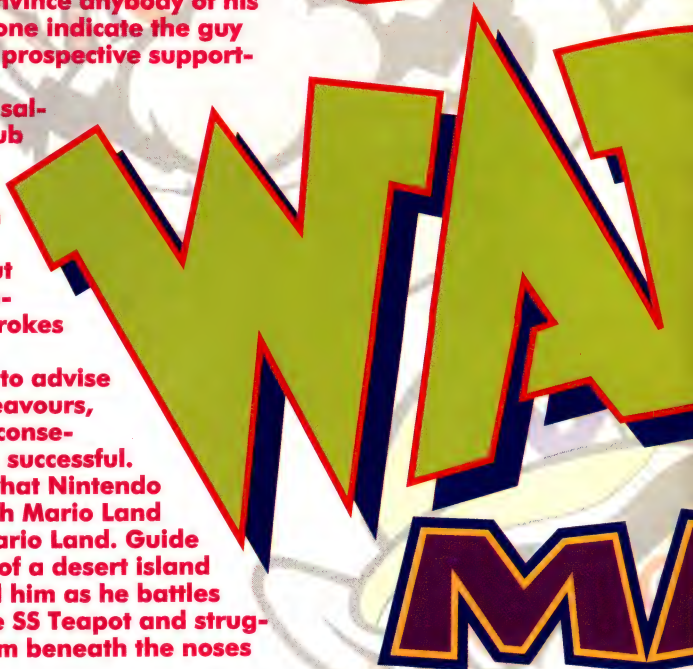
- A** Jump/swim.
- B** Employ Wario's current special power.
- S** START: Start and freeze.
- S** SELECT: No function.

Worse things happen at sea, or so the saying goes - and it probably has something to do with a character named Wario. At one time in the history of the world pirates were just about the most unsavoury characters you could wish to meet. Yet Mario's arch enemy Wario is so menacing he can even wipe the smile off a Jolly Roger!

Ousted from his unlawful position in Mario's mansion last year, Wario is determined to establish himself as president of Mario Land. However, without the impact of Mario's enviable property, Wario's finding it increasingly difficult to make any kind of impact whatsoever - a small shack by the beach isn't enough to convince anybody of his influential powers, let alone indicate the guy has anything to offer his prospective supporters!

In desperation Wario salvages the biggest bath tub he can find and takes to the high seas in search of a treasure island, with fortunes beyond his wildest imaginings (about forty quid) just a few hundred thousand paddle strokes away...

Now far be it from us to advise Wario in his greedy endeavours, especially in view of the consequences should he prove successful. However this is exactly what Nintendo are asking of players with Mario Land III, ominously entitled Wario Land. Guide Wario in his exploration of a desert island packed with mystery. Aid him as he battles against the pirates of the SS Teapot and struggles to steal treasure from beneath the noses of irate island natives!



HARD-HEADED WORKMAN

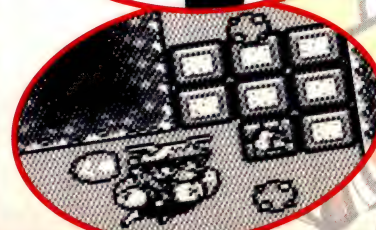
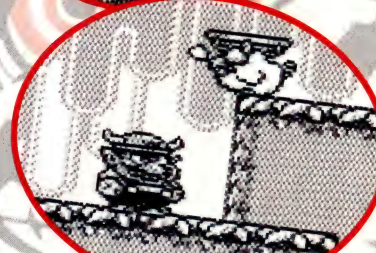
Rather than go through the drudge of exchanging costumes each time he wants to employ a new technique, Wario prefers to simply exchange hats. He has a choice of four which he finds throughout the course of his expedition, and the decision is left to the person controlling Wario as to which hat is best 'fitted' to any given worrisome Wario situation.

Hard: No matter what the occasion, Wario always refers to his head-gear as his 'hard hat' because he is, in fact, quite hard. Wario's actual Hard Hat is best put to upsetting island dwellers from below, also providing him with enough power to break through most walls.

Horny: As a basic decoration to his Hard Hat, Wario discovers that the extra weight lent by horns enables him to slam the ground, causing every native in sight to lose their balance and keel over! Horns also enhance the effectiveness of Wario's shoulder barge.

Hot: Wario looks ridiculous in Mickey Mouse ears and worse with a Donald Duck cap. Put a Dragon Helmet on his head, however, and it's hard to picture him wearing anything else. Its hot chilli breath reduces pretty much anything to ashes.

Super-Fly: Just by looking at the man it's obvious Wario is to aerodynamics what Andrew McVittie is to musical taste. So it requires a miniature jet-pack to transport him over big gaps - none of this 'airy-fairy' bunny-ears nonsense for this geezer!



REVIEW GAME BOY

WARIO LAND

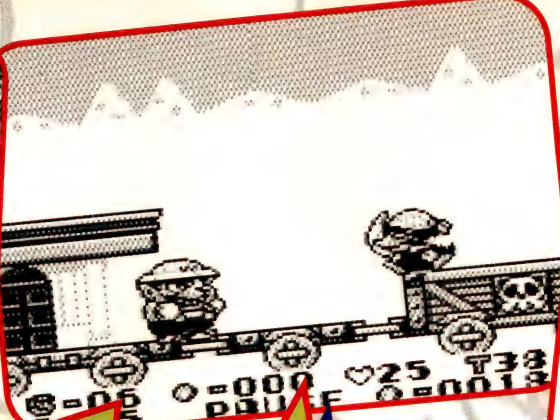
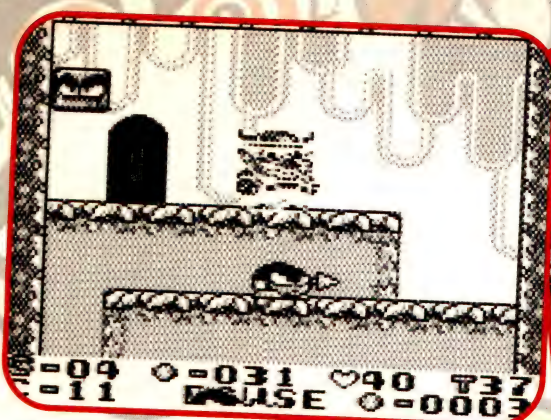
MARIO LAND 3

COMMENT

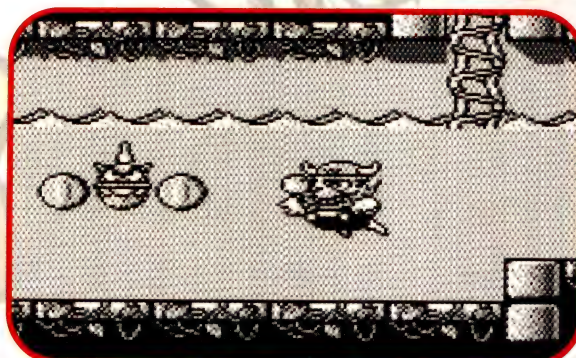


PAUL

Nobody is about to argue with Wario as he attempts to make a big noise about himself; especially since his debut adventure overshadows everything Mario has ever achieved on the Game Boy! Mario Lands I and II are quality titles, but Wario Land is just so much better! Wario is met by more exciting, fun-filled challenges and presented with a wider range of puzzles to fathom out. In every situation the rewards for success are far more deserved and, as a result, are also greater appreciated than in the Mario adventures. For such a large character Wario is surprisingly agile too. He looks cumbersome but the powers of his head-dress collection provide the opportunity for a great deal of skillful exploration. Wario Land is still no match for Super Mario World on the Super NES. This, it seems, is a luxury Game Boy owners are never to have. However what this game does offer in large amounts is fun gameplay. The big bloke is always kept busy with something - be it trying to figure a way to attain a certain level or simply aiming bombs at hapless islanders in one of the two entertaining sub-games. Certainly praise for Wario Land goes beyond those expected of it. Yes it's another platform game stretching the Mario Land theme yet further, but Wario Land's steadfast quality is undeniable.



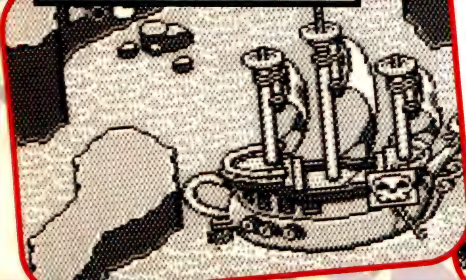
(ABOVE) A duck in a crow's nest! The crew of the SS Teapot flee the dreaded Wario!



(ABOVE) Where's that frassin' rassin' plumber when I need him?! Bloop.



Nintendo®
MAGAZINE SYSTEM



REVIEW

GAME BOY

ANYTHING YOU CAN DO...

Wario may despise Mario and all he represents but there are certainly similarities between the two that go way beyond moustaches and personalised factory hats. However, in all fairness to the villain, he makes use of some original talents too. Let's take a look, why don't we?

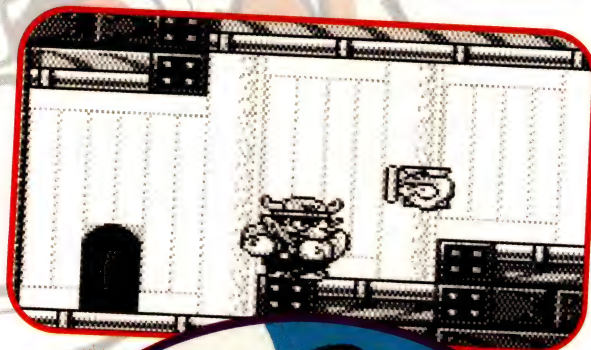
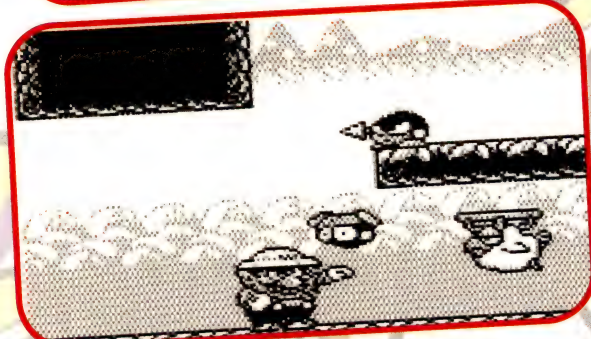
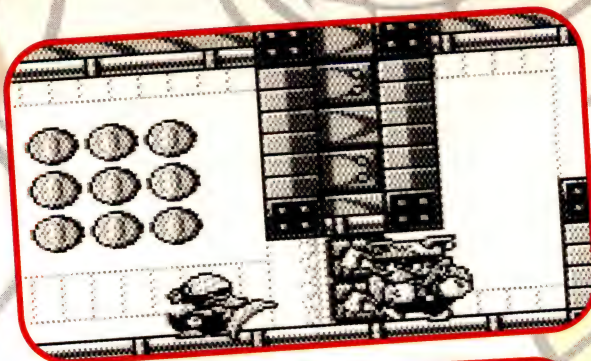
Foot Stomp: Mario patented this form of attack way back in 1985 when he first encountered Bowser and his Koopas. Now Wario, somewhat flatteringly, is adapting this technique to his suit own needs.

Block Buster: Items in Mario Land are easily dislodged from their places inside fragile blocks by means of Mario's fist. However, where Wario is going objects are rather more robust. Luckily the man has the use of a hard hat to crack his way to rewards...

Shoulder Barge: Wario is used to forcing his way into places where he isn't wanted. Brick walls are considered as nothing more than a minor obstacle, which Wario charges through by ramming against them with his shoulder.

Dash: Without something to absorb the force of his shoulder-barging antics, Wario is naturally sent careering at speed across most forms of terrain. All except the type with ruddy great holes in it!

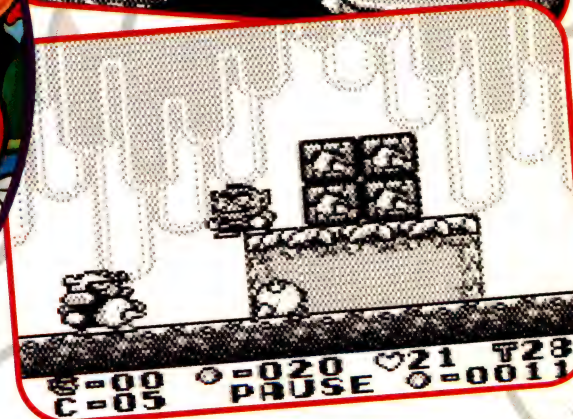
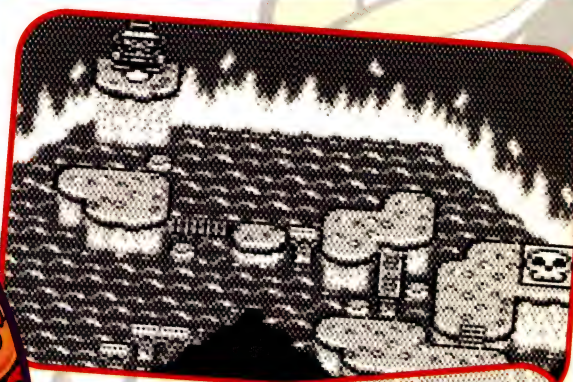
Pick 'n' Flick: Wario isn't shy when it comes to man handling his enemies. Once they're left flailing on the ground he thinks nothing of picking one up and flicking it into another.



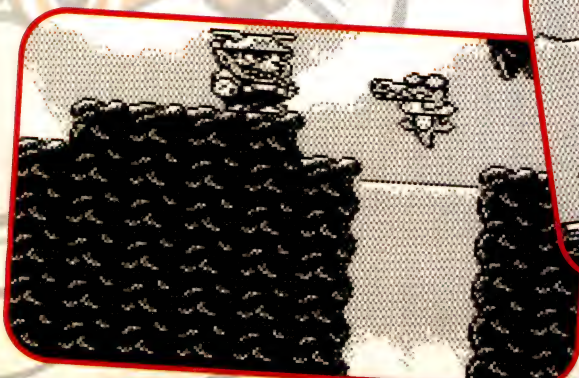
Sho-dap boid! The boss of Mt Teapot is this 'orrible ornithological ork-like beast. His stomach is the weak spot and Wario is seen preparing for his first dash attack.



Open wide! This ugly gargyle uses its tongue to peck away the floor tiles. It has rotten bad breath too! Wario is pressed to defeating the boss before it leaves him with nothing to stand on whatsoever!



(ABOVE) Here's Wario in his most small, defenseless state. It explains why those bad guys are stood around, waiting for him to make a wrong move!



(ABOVE) Oh dear! What an ugly mug! This is what happens to Wario when you mess up!

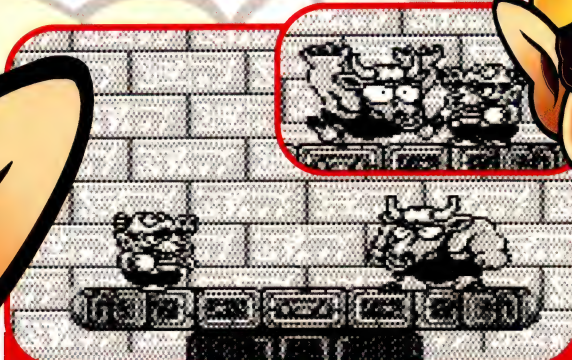


BIGGER 'N' BADDER

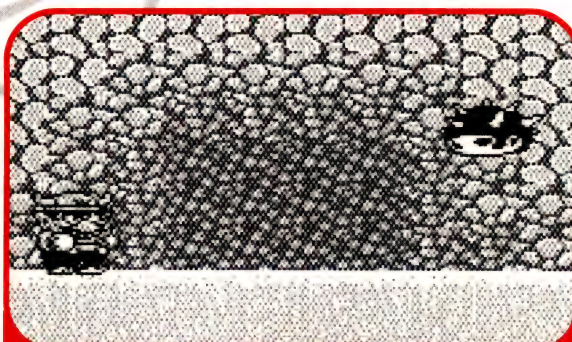
Wario relishes the idea of being the biggest, baddest son of a greasy spoon alive. Unfortunately, as he soon finds out, he is not. Whilst the majority of the islanders are much smaller than he there are a worrying number of those who are very much larger - not to mention much harder!



Before Wario can claim that huge coin, he's got that flippin' enormous ghost to deal with first. But how does a feller kill what's already dead...? Not to worry, there's always something useful at Wario's disposal!



As Wario squares up to battle the minotaur, the horned one thinks of a way to scare Wario from his perch. Erm... think again bozo, because Wario is about to tan your hide! What's frying tonight? You are, buddy!

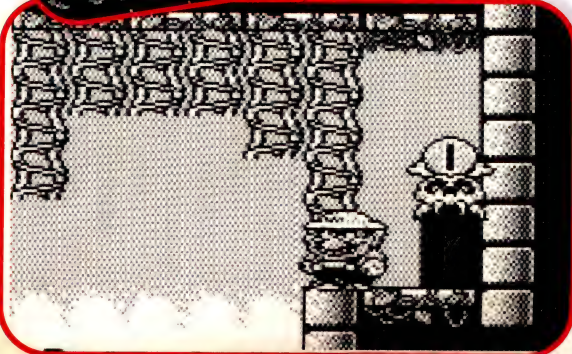
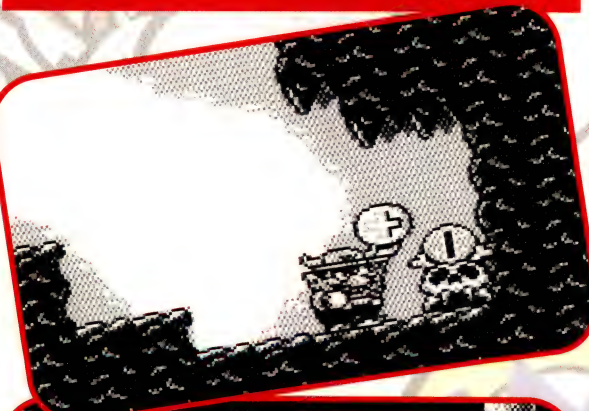
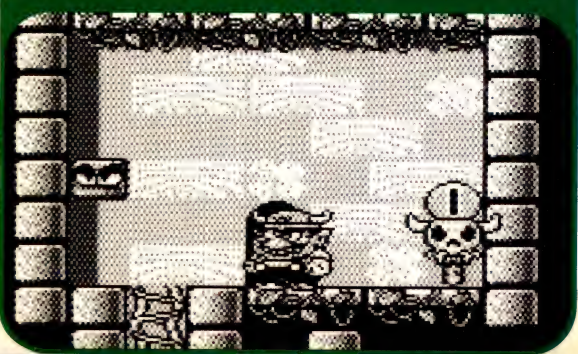


He doesn't look too impressive here, but this Koopa lookalike is cool! A bit easy for Wario - but cool nonetheless! In this state, the rascal is impervious to damage, so Wario waits patiently for its ugly head to appear.



ENTRANCE FEES

Most of the treasure hunt finds Wario fighting a losing battle. No matter how much petty cash he collects he loses it just as fast by paying his way across the island! All doors have coin-slots built into them, as do beacons which function as restart points should Wario lose his way.



REVIEW

GAME BOY

COMMENT

Whaaat? Wario? Get out of here? Who wants to play Mario's alter-ego when Marios 1

TIM

and 2 were so good. Er me, actually - because WarioLand is the best of the lot! After the thoroughly superb MarioLand 1 and slightly disappointing 2, we were never sure where Nintendo were going to go with the series - or whether they were going to take it any further at all. Happily the Nintendo conveyor belt of quality as knocked out another sterling platformer which even knocks the spots off many 16-bit platform games! Rest assured that this game is not easy. And rest assured that it isn't too tough. The playability's just about right, and the more puzzling nature of the gameplay makes it even more addictive because you're left with the feeling that you must be the first person who ever worked it out! WarioLand teases you along with the promise of rich rewards, and it'll be a while before you crack this one - even if you are a 24-hour-per-day-must-play saddo. For me the only drawback is the graphics - Wario is so completely 'orrible you almost feel ashamed playing him. Come to think of it, that's a good thing. Sound effects could have been better, but this is only a minor quibble. Look, this is one of the best platformers on the Game Boy - dammit, it's probably the best. A double thumbs up and no mistake. Go get it.

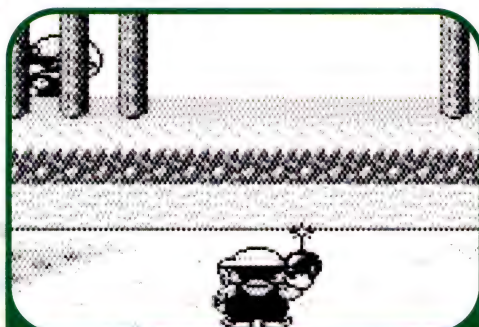
REVIEW GAME BOY

LIGHT ENTERTAINMENT - HEAVY CONSEQUENCES!

Once the end of a location is reached Wario finds himself presented with the choice of two bonus games: one where he may earn extra cash and another to earn himself an extra chance at his treasure hunt:



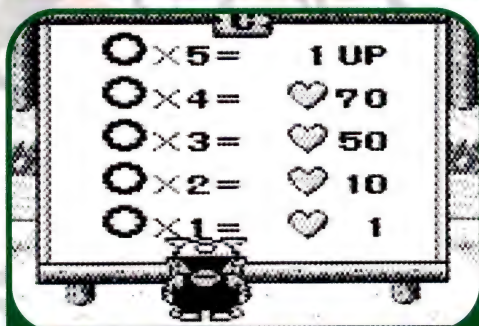
Here' Wario loiters by the entrance to the buckets bonus game. The chubby fellow runs rings around the ree trunks until the player tells him where to stop. Stop!



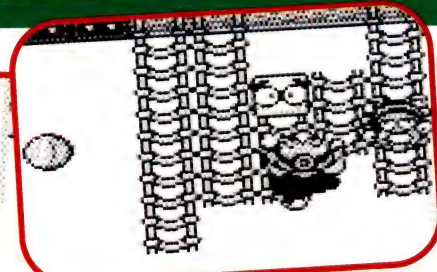
Come out! Come out - wherever you are! Wario is all set to pop the next pirate with his bomb in the Bonus Hearts game. Perfect timing is abso-rockin-lutely essential here!



Creak... 'oh please let me win some money! Please, please, please, please, please!' The buckets contain either bags of cash or ton weights. Oh, we can't watch...!



Finally Wario checks to see what he's won. He is rewarded with an extra chance for a hundred hearts - but every one counts!



(ABOVE) No wonder the block is scared! Wario can use the rope ladders to jostle it from below!

SKELETON KEY

Secreted in many places on the island are valuable treasures. However, not only is it hard earned but so terribly easy to lose again! Hidden wealth is only rewarded to those who locate the correct keys to the various strongholds and allowing Wario to all foul of the island's obstacles too many times results in all treasure being recalled to its original resting place! So, you see, retrieving every last piece of Wario's prospective fortune is not quite so simple as it first seems!



RATINGS



BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ An amusing intro sequence is backed by perfect in-game presentation. There are three places reserved for saved games.

91

GRAPHICS

▲ Large, clear characters move well against varied backdrops. The characters in Wario Land are wild!

92

SOUND

▲ The music successfully conveys Wario's comic persona with brilliant humour.
▼ The sound effects aren't especially outrageous or noticeably brilliant for a game that excels in every other area.

89

PLAYABILITY

▲ Wario Land retains all the classic game-play elements of the Mario adventures and introduces a few of its own.
▼ Do we really need another Mario-style platform game? (Er, of course).

93

LASTABILITY

▲ Wario is met with a big adventure.
▼ The save-game facility ensures that most players have Wario Land thoroughly explored in quite a short time.

84

OVERALL

91

A superb addition to the Mario Land catalogue. Wario Land is definitely the best of the bunch.

GAME BOY



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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: SYSTEM 3
- RRP: \$119
- RELEASE: JULY
- GAME TYPE: FLIGHT
- CART SIZE: 8 MBIT

FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: N/A
- OPTIONS: Button configuration

GAME INFO

- GAME ORIGIN: Not based on the war which didn't happen in the Gulf.
- GAME DIFFICULTY: Intermediate
- 1ST DAY SCORE: Completed three missions
- ALTERNATIVES: Desert Strike, Super Strike Eagle.

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Good



Flares



L: Slow down
R: Speed up



Missiles



Start: pauses/
map
Select: Nil



After burners



Cannon

DESERT FIGHTER

NEWS

FLASH, 16/1/90: overnight the forces of Zarak launched their first assault against neighbouring nations in their attempt to reclaim oil-rich territory which their leader asserts is the property of Zarak. The attack was repelled at 0300 hours this morning by the Allied Forces of Operation Desert Corrado. In the counter-attack the allies launched a wing of F-15 Eagles and A-10 Thunderbolts which effectively destroyed Zarak's radar listening posts along the borders, significantly weakening their intelligence capabilities.

The effectiveness of the operation is expected to be hampered by the sudden Air Force pilots' strike which was called earlier this morning. The leader of the allied forces this morning stated that from now on he was putting Super NES players in control of the offensive. Earlier on this program he said "This Desert Fighter game will let them fight the conflict from the comfort of their armchairs and, God-willing, win it for us."



PLANE SAILING

Desert Fighter lets you pilot six different aircraft in your missions of destruction. In actual fact there are only two, but with three different weapon set-ups to suit different missions. The more advanced equipment becomes available later on.

F-15 STRIKE EAGLE: Supersonic strike aircraft which can carry Maverick air-to-ground missiles or Sidewinder air-to-air missiles. Its superior speed and air-to-air weapons' capabilities make this plane well-suited for advance strikes, clearing an area of patrolling MiG 29s. Afterburners provide an extra burst of speed at the expense of increased fuel consumption.

A-10 THUNDERBOLT: A slower aircraft designed for ground strikes. Carries a heavy tank-busting cannon and its low cruising speed makes bombing runs easier than in an F-15. The A-10 has no afterburner or air-to-air capabilities, but its superior manoeuvrability and flare dispensers make it possible to avoid most attacks.





SONS OF THE DESERT

Zaraki forces are all over the desert but you can't just go zooming in there and start shooting at everything. At the start of each mission the CO of Operation Desert Corrado tells you which targets you have to hit next and in which of the designated desert zones to find them. Your job is then to pick the right plane for the mission (not too hard as most of them are ground attack missions for which the A-10 is perfectly suited) and get the hell out there to kick some butt!

The desert is laid out in isometric 3D fashion, and somewhere out there are your targets - radar installations, airfields, mobile SCUD missile launchers, oil pumping stations, that sort of stuff - and they're all guarded by roving T-80 tanks and SAM launchers and MiG 29s which are looking out for you.

Knocking these out is a simple case of lining up your bomb/missile sight on them and firing. Missiles and bombs are in short supply though, so it's best to use your cannon on soft targets such as tanks and soldiers.

COMMENT



When I first started playing Desert Fighter, I got bogged down in the pre-mission screens and thought "What's this crap! I want to play the game!" Luckily, I'm a patient man and, after a few nanoseconds, I discovered that Desert Fighter is actually quite good. There's just the right balance between blasting and strategy, but I think that some missions are a little too similar and, apart from more ground defence, later missions didn't require me to alter my attack patterns. The battery back-up is good, as what you destroy in early missions is remembered later, but I would have liked more missions. As it stands most of you will be able to complete it within a week. *Genetic Infantryman

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

- ▲ Long intro sequences and military-style info screens.
- ▼ Perhaps too much fluffing around before the hostilities commence. Why only one position to save games in?

80

GRAPHICS

- ▲ The planes and targets are all highly detailed and move around convincingly. The control panel in between missions looks good and uses hi-res mode on the commentators.

89

SOUND

- ▲ Decent, though typically Japanese, music plays throughout the missions, changing in pace to match the action.
- ▼ Some of the effects sound a bit muffled.

82

PLAYABILITY

- ▲ Once you get the hang of it, it's a great blast with just enough strategy thrown in. Unfortunately, getting the hang of it is rather confusing at first and the game seems more complicated than it actually is.

92

LASTABILITY

- ▲ Plenty of missions of increasing difficulty and performance in earlier missions affects later ones. Battery back-up records progress. More missions required!

89

OVERALL

91

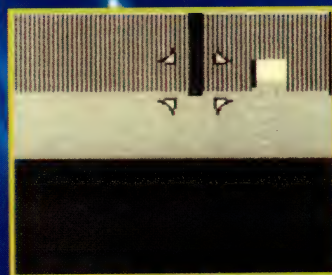
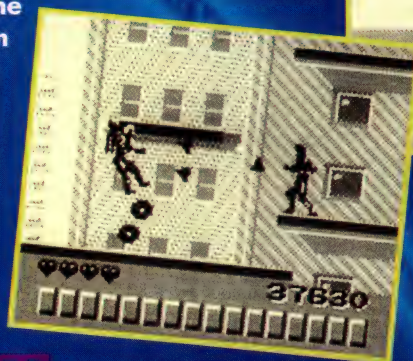
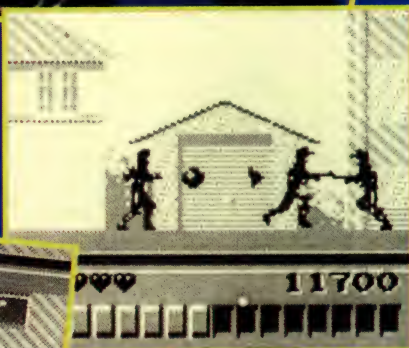
A highly enjoyable blast with enough strategy to hold your interest to the end of the game.

REVIEW

GAME BOY

THE LAWNMOWER MAN

If memory serves, the original Stephen King story had some butt-naked crazed loon covered in grass cuttings running around mowing lawns! Didn't quite make it onto the screen, eh? Instead there were trigger-happy monkeys, virtual reality and rather fetching spandex glow in the dark bodysuits - oooer! Job, a mentally challenged chap has entered cyberspace, and with the limitless power VR has granted him, is trashing the place! As Dr Angelo, you must blast through, uhhh, platform bits infested with guards and monkeys to get to the VR portals where you'd eventually find Job, slap him on the wrist and send him back home!



THE NEXT LEVEL

The VR portals are located, typically, on higher platforms. To get there, you have to increase your jump-level (on the bottom of the screen) to let you scale the heights required. And yes ... you have to collect coin-things left by vanquished enemies to up your jump-level. Blast flashing windows to get powerups like wide angle projectiles.

FINAL FRONTIER

Upon entering a VR portal you're subjected to a flying sequence with walls to fly through, boundaries to stay in, and objects to avoid. They take you to the next platform bit, where you have to blast through more guards and find the next portal ... and so on. Have fun.



CART SPEC

- BY: SCI
- RRP: \$69.95
- RELEASE: JULY
- GAME TYPE: SHOOT
- CART SIZE: 2 MBIT

RATINGS



PRESENTATION

- ▲ Mug shot of Job
- ▼ Mug shot of Job

65

GRAPHICS

- ▲ Flying bits are cute ... for a while!
- ▼ Human sprites look positively anorexic! Low detail on everything! Bland!

66

SOUND

- ▼ Typical Game Boy beeps, blips and generic Muzak

69

PLAYABILITY

- ▼ Horrid scrolling and collision detection. Sitting duck syndrome whilst crouching - you can't move or change direction!

61

LASTABILITY

- ▼ Unforgiving gameplay due to bad design and no continues - for masochists only!

50

OVERALL

Wearing a glow in the dark spandex bodysuit would be a much more enjoyable experience.

60

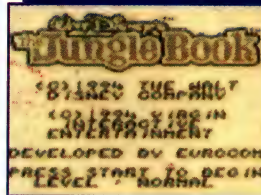
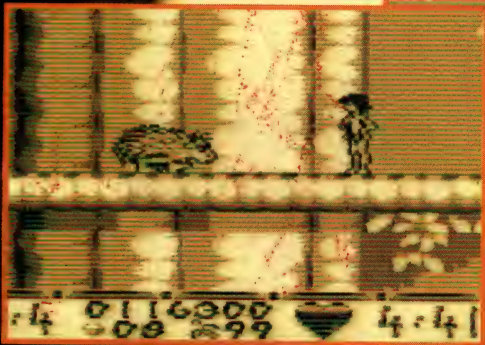
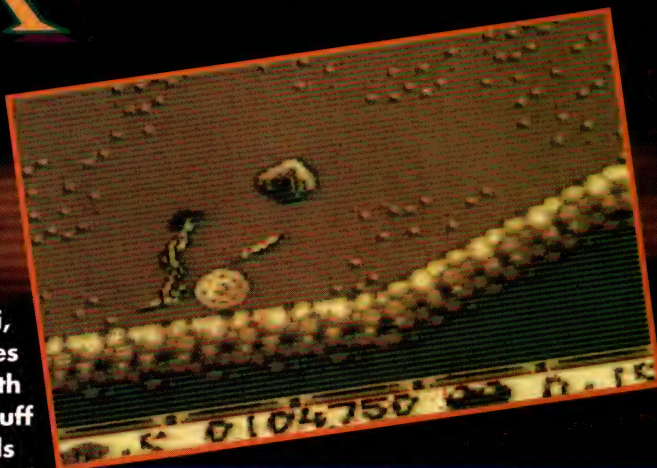
THE JUNGLE BOOK

REVIEW

GAME BOY

Only NMS can promise you twice The Jungle Book of any other magazine. Not only do you find the classic cartoon on the Super NES this issue, but it's revived on the Game Boy as well.

The primitive fun lover, Mowgli, finds himself subject to the laws of the jungle as he makes his way through six levels, doing away with enemies with the help of a banana or two. This is standard platform stuff involving action up trees, plenty of swinging, bonus levels and a variety of pick-ups. Mowgli's mission is to find diamonds. Until he's found all of them he can't move off the level. To make things a little more frantic, Mowgli is also racing against the clock.



CART SPEC

- BY: VIRGIN
- RRP: \$59.95
- RELEASE: OUT NOW
- GAME TYPE: PLT
- CART SIZE: 2 MBIT

RATINGS



PRESENTATION

- ▲ A difficulty setting is appreciated. Mug
- ▼ Other options are largely non-existent.

80

GRAPHICS

- ▲ A nice animation and there's plenty of variety in the backdrops.

86

SOUND

- ▲ All the groovin' tunes are there: Bear Necessities, I Wanna Be Like You.

85

PLAYABILITY

- ▲ Again these are of the highest standard.

85

LASTABILITY

- ▲ Use those difficulty settings.
- ▼ Lasting appeal is quite limited.

82

OVERALL

A good adaption of the cartoon that pulls no punches but is entertaining nonetheless.

84

BANANARAMA

There are some special pick-ups to look out for that Mowgli can get at when he disposes of the local wildlife. Should he come across a spade, he can have a go at a bonus stage, providing he collects all of the diamonds to complete the level. Boomerangs occasionally make themselves available as weapons, and it's essential he gets his hand on some invincibility pick-ups when it comes to taking on a boss.

The Game Boy version is more fun than its Super NES counterpart, being smoother and more forgiving. There aren't any particularly adventurous ideas but there's plenty of action to keep you busy and the race against the clock amplifies the excitement. The Jungle Book is a bit samey and redundant once you're familiar with the territory, but fortunately the inclusion of difficulty settings renews the sense of challenge. If you're looking for satisfactory platform title, The Jungle Book is a pretty safe bet.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

WALT DISNEY'S CLASSIC
The Jungle Book

START GAME
OPTIONS

CART SPEC

- BY: VIRGIN
- RRP: \$119
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 16 MBIT

FEATURES

- PLAYERS: 1
- HEAD TO HEAD: N/A
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: The usual

GAME INFO

- GAME ORIGIN: Based on Disney's 'toon based on Rudyard Kipling's age-old tale.
- GAME DIFFICULTY: Not very
- 1ST DAY SCORE: Reached level 6 before keeling over in boredom
- ALTERNATIVES: Aladdin, Super Metroid, Super ESB.

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Good

A Nothing!

L/R L: Nothing
R: Nothing

B Jump

S Start: Cancels game in pause mode!

X Super banana attack!

Select: Pauses game

Y Throw banana

THE JUNGLE BOOK

THE BARE NECESS

Living in the jungle ain't my idea of fun. Just crossing a shallow stream could cost you your feet, what with all those frisky piranhas swimming around. And what about all those slimy sluggy things that slither into your sleeping bag at night, eh? But Mowgli doesn't care ... after all, he was raised in the jungle, romps through it without a care and thinks of himself as one of the animals. Which probably explains why he couldn't care less

about, well, anything really! So what exactly does a jungle romp consist of? And more importantly, is there a babe involved?

Well, plug in this cart and find out for yourself! (No Amos, you're going to review it! — SKULL)



FRUIT BASKET

Who would have thought that this seemingly innocent fruit can be an instrument of death? Must be due to all that radioactive fallout drifting around these days: a few hits from these causes most enemies to burst into a cloud of smoke! This is your standard weapon. Collect clumps of bananas found around the place for wasting a whole screen of enemies. Just don't eat them, okay!

NOT MORE DIAMONDS?!?

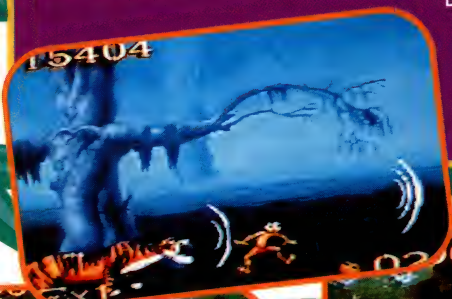
Due to a freak of nature, plenty o' diamonds hang suspended in thin air around here! Instead of pawning his finds to get megabucks, Mowgli is happy receiving extra points for picking these up. How decidedly un-capitalist! Also scattered about are various pieces of fruit, some of which also help in the points department. Others can be saved to lob bomb-like at jungle nasties you may meet.



UP, UP & AWAY

Some areas may seem a tad high or too far away to reach. Well, by pushing a boulder to the right position or onto a springboard as a counterweight will help you scale those gargantuan distances!

Levitating leaves, vines to climb and swing, or the back of a friendly bird also help to get you there, so have a good look around!



HOISTING THE FLAG

Hmmm. I think all that chemical dumping has got to the elephants, as they seem quite happy standing around all day waving flags! Upon sighting, give these spaced-out behemoths a nudge, and watch them stick dem flags in the ground. And what does that achieve, you may ask? A restart point in case you die at a guess.



COMMENT



AMOS

The programmers must be devout Buddhists, as this game could easily be the reincarnation of any other platformer around! Yes folks, you've played this many times before in a different form. Okay, the graphics look great - animation is groovy with good touches, (Mowgli balances bananas when bumming around), the music is dandy and the sprites capture the cartoony feel very well, but there's just something missing - namely originality! (If I have to collect one more diamond in a game...) The detail in each stage is rather good, but sadly there's not much variation from start to finish, and the boss confrontations with Kaa the snake and even big bad Shere Khan, the tiger, are hardly intense, in fact, they seem rather sedated. Some tricky areas beef up the challenge, but experienced players could probably finish this in no time. The lack of speech samples for little Mowgli are confusing as well; he gives virtually the same yelp whether he picks up goodies or bumps into enemies! Overall, I would only recommend this to younger players, but even so, there's more out there that does the job better. For Jungle Book fans only!

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Groovy trance inducing wobbly arrow cursor thingy on title screen. Baloo the bear breaks out of Virgin logo... whoa!
▼ More options would be nice.

GRAPHICS

▲ It's like watching a cartoon! Detailed backgrounds, too! Good climbing action!
▼ Stages get a tad tedious with little variation. Later levels get progressively duller in look.

SOUND

▲ The Disney soundtrack is faithfully reproduced.
▼ No change in music during boss confrontations to get your blood pumping.

PLAYABILITY

▲ Easy to get into and play.
▼ The thrill factor is severely lacking.

LASTABILITY

▲ Kinda sorta fun, for a while.
▼ That while won't be for long.

OVERALL

If you really, really like Mowgli and his pals, then take a look. Otherwise, there's plenty more bananas in the trees!

75

84

82

86

59

78

REVIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM



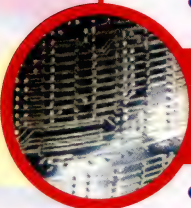
CART SPEC

- BY: MICROPROSE
- RRP: \$119
- RELEASE: JULY
- GAME TYPE: SHOOT 'EM UP
- CART SIZE: 12 MEG



FEATURES

- PLAYERS: 1-2
- HEAD TO HEAD: Team play
- BATTERY BACKUP: No
- CONTINUES: Level codes
- OPTIONS: Single/Dual play



GAME INFO

- GAME ORIGIN: Chaos Engine was originally released on the Amiga and was programmed by Bitmap Brothers. In the USA it is known as Soldiers Of Fortune.
- GAME DIFFICULTY: Tough
- 1ST DAY SCORE: 3,500
- ALTERNATIVES: Smash TV, Pocky And Rocky, Zombies.



CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Reasonable



Select special



L: Rotate 45° anti-clockwise
R: Rotate 45° clockwise



Fire



Start: Starts/pauses
Select: Swap special weapon



Select specials



Use specials

CHAOS ENGINE

PICK A WINNER

The mercenaries at your disposal are in it for the money just as much as for the glory. Along the way you'll find various riches which come in handy when it comes to buying new weapons and improving your skills at The Wayside Gym And Armoury which appears every two levels.

The mercs start the game somewhat underpowered and even the first couple of levels (which are relatively simple) are heavy going, so if you want to survive the second stage of the game you need to be a wise shopper. Investments in extra stamina and speed will help keep you alive, but buying extra skill boosts your maximum stamina and speed, as well as allowing you to use more special abilities. And if you've got a computer controlled partner, don't forget to give him an injection of extra intelligence every couple of levels to make sure he keeps your back covered.



WATCH YOUR BACK

If you're playing in single player mode, you still have to pick two mercenaries because the computer takes control of the second and uses him as your back-up man, picking off enemies you miss. This is where the intelligence rating comes in, as a clever computer player is more likely to get blasting when and where you need him.

While there's not much difference in the power of each character's weapon, later in the game you find that they do power-up in different ways, providing different types of shot. They also have different special weapons, such as molotov cocktails which induce wide scale destruction, and they have special abilities, including being able to use first aid kits to regain their energy and maps to display a clear view of the whole level.



Megalomaniacs. They're always causing trouble, especially in video games. This game's resident nutter is one Baron Fortescue. His Take-Over-The-World-Machine, the Chaos Engine, has become too smart for its own good and has put its creator in the dungeon so that no one can switch it off.

Starting in the swamp surrounding the Baron's fortress, you must guide a team of two well 'ard mercenaries through the masses of mutants and monsters created by the Chaos Engine. Your goal is to blast your way through the four stages to the heart of the Chaos Engine itself. And then to destroy it.



ROUND UP THE POSSE

Of the many mercenaries who applied for the job of storming Forty's mansion, only six passed the interview - and of those six, only two get to go on the mission. Before the start of each game you get to pick your favoured pair of dangermen, using statistics on their individual stamina, speed, skill and intelligence levels to guide you. There are effectively three pairs of characters: one are slow-moving but tough meatheads; the second are fast and clever, but soft; and the third are somewhere in between. So in two player mode, both players can pick characters of equal abilities.

COMMENT



ANDREW

The Chaos Engine is one of the toughest games I've played in ages. Similar to Pocky And Rocky, but with more weaponry options, The Chaos Engine simply oozes style and drips challenge no matter what format it's on. However, getting anywhere in the game takes fingers of steel and a lot of persistence, as the low level of energy you get makes it an up hill battle from the start, and this will put a lot of players off. But once you get to grips with it, you'll find there's lots of satisfying blasting to be had. The two player option makes the going easier and to get anywhere you'll have to co-operate with your partner. If you think most games are too easy, try this and prepare to die!

RATINGS



BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

- ▲ Nice scene-setting introduction and between-level screens.
- ▼ No options and a variable difficulty setting is desperately needed.

70

GRAPHICS

- ▲ Very polished feel and nice detail on the sprites and backgrounds.
- ▼ Scrolling and movement is sometimes jerky.

85

SOUND

- ▲ Good action-inspiring beats.
- ▼ All those big guns, yet such weedy effects?!

71

PLAYABILITY

- ▲ Some nice ideas in the game design.
- ▼ Very hard to get into and even harder to carry on.

74

LASTABILITY

- ▲ You certainly won't finish it in a day.
- ▼ But well 'ard game freaks may want more than four levels.

70

OVERALL

72

Overall a nicely produced game, but the high level of difficulty will deter a lot of players.

sounds Like





tastes Like

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: TRADEWEST
- RRP: \$89.95
- RELEASE: AUGUST
- GAME TYPE: EDUTAINMENT!?
- CART SIZE: 8 MBIT

FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: N/A
- OPTIONS: Eh?

GAME INFO

- GAME ORIGIN: An original title from Tradewest
- GAME DIFFICULTY: N/A
- 1ST DAY SCORE: N/A
- ALTERNATIVES: Mario Paint

CONTROLS

- CONTROL: Good luck
- RESPONSIVENESS: What?

A Something **L/R** L: Nothing
R: Nothing

B Everything

X Nothing

Y Nothing

S Start: Start
game
Select: Icon
info

WORK. REST AND PLAY!

If you should tire of being artistically creative, enter the games screen and you'll be amazed to find not one, but two arcade style games to play.

Mouse Maze is a copy of the ancient Coleco Vision game Mouse Trap, itself a rip-off of Pac Man. However, the levels are small, the cats incredibly stupid and the control of your mouse is somewhat inaccurate.

Space Lazer is not, as we fooled Rod into thinking, anything like Starwing II, other than that it's set in space and you have to shoot bad aliens. Like Mouse Maze, it's fun only for about five minutes, as the gameplay is incredibly shallow and the challenge nonexistent.

NO MIDI SYNC!

Part of the fun of the title of this game includes a music department. Here you can compose a tune

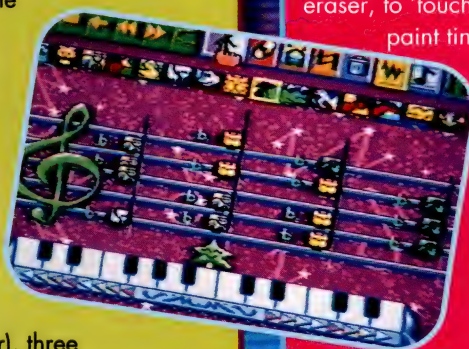
befitting of your artwork and play it over and over again till your ears drop off. You can choose from a selection of backing beats (which all sound suspiciously similar), three tempos, flat, sharp or natural sound and there is a huge variety of simulated instruments and weird sounds at your disposal. Cuebase it ain't! Like the painting, there are pre-arranged tunes to listen to, mostly familiar nursery rhymes and the like.



MONKEYSEE, MONKEY DO

The main part of Fun 'n' Games, at least the bit which you'll play most, is the painting section. Here, budding Picassos and designers alike have the chance to astound the world with their pixelated masterpieces. Your main tools are pencils and brushes, which come in varying thicknesses and there is, of course, an eraser, to 'touch-up' your work with. The paint tin is the next most useful tool as it allows you to colour a continuous segment in the same shade. You can also copy a design you've drawn and place clones of it all around the page so you only have to draw it once.

Feeling a bit lazy? Rather than stuffing around trying to draw your own design, you can select one of the pre-drawn scenes on offer. All (bad) tastes are catered to here, with everything from spacemen to mermaids to racing cars available, all you have to do is colour them in and take all the credit!





ART CRITIC

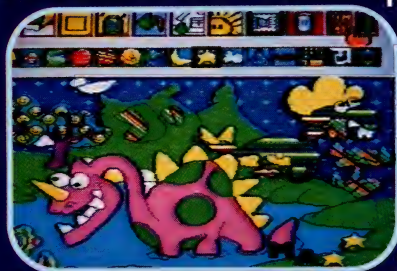


SKULL



Hmmm... What a sad bunch of wannabe artists the NMS staff turned out to be. Andrew's picture, above, reveals his deep-seated

resentment towards Nintendo for taking the blood out of Mortal Kombat. The



picture above is of Mary's imaginary friends. At least she'd like us to think she had friends, imaginary or otherwise. Below, we have Julie's rendition of a

spaced out goat on rainbow mountain and the people in the balloon have just come from



the moon. At least that's what Julie sees in it, no one else gave it a second glance, preferring instead to flock to see NMS' esteemed

art director's brutal portrait of Robo Z Vs Killer Chook.



Obviously it is Kuen's ambition to be a giant chicken and go around killing innocent, yet glamorous, bystanders. Finally we come to Rod's sad attempt. He sat down

for four hours of creative overload and came up with what you see here! However,



his final comment is rather telling of this game. "This game sux!" Thanks, Rod.

THREADS AND DREDS

Sick of drawing? Sick of making music? If you feel the need for some short-term silliness, look no further than the Style section of this game. In it you'll find two games, Mix 'n' Match and Stylin' Stuff. Mix 'n' Match is based on an age old concept where you draw a character and divide it into three parts - the head, torso and legs. Tradewest have done all the drawing, leaving you to well ... mix and match. Stylin' Stuff is similar, you get a compliant model and must dress her. Select her shoes, pants, jacket, hair style, hat and accessories, then wonder why her wardrobe is full of such bad clothes.

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

- ▲ Generally good, with lots of neat touches like different sound effects for each icon.
- ▼ Many of the icons bear no resemblance to what they do.

GRAPHICS

- ▲ Lots of pre-drawn figures to play around with.
- ▼ No enough basic colours to choose from. Sad animation.

SOUND

- ▲ You can create your own music and there are loads of cool noises.
- ▼ Not enough fine control over arrangement. Too many repetitious sounds.

PLAYABILITY

- ▼ Controlling your brush is nigh on impossible, with absolutely NO fine control! Eergh!

LASTABILITY

- ▲ Young (and we do mean YOUNG) kids will have fun and will probably be kept occupied indefinitely.
- ▼ Although the only limit to this game is your imagination, your imagination will soon get sick to death of this game.

OVERALL

Fun 'n' Games loses out big time mainly due to the control.

75


68

63

42

59

58



After the anime festivals at various cinemas around the country, you lot are probably foaming at the mouth for more. If so, count yourselves lucky, as the first round of releases from the Manga Video label are about to be unleashed for those sick of drifting into a coma watching wussy characters burst into some crap song every few minutes! Here's Amos, with a look at what you'll be watching real soon...

3x3 EYES PART 1 (M \$24.95)

It's the age-old story: Boy meets girl, girl has a third eye and mystical powers, boy is killed by girl's pet monster, (accidentally!), and girl turns boy into a zombie!

Yakumo, a happy-go-lucky biker who cross-dresses for his bar job, meets Pai, a cute girl who happens to be the last of the Triclop race with a wish to become human. Yakumo, after an unfortunate accident of the fatal kind, is revived with a catch: he is immortal and cannot become human again until Pai becomes human as well. Living forever and having magical powers aren't exactly bad things in my

books... But when Yakumo gets killed in increasingly violent (and hysterical) ways by nasty demons or sheer bad luck, he is seen as a freak by his school friends and you can see why he wants to be normal again!

If you like supernatural battles, bizarre humour and cute girls with three eyes, check this out!

CRYING FREEMAN CHAPTER 1: PORTRAIT OF A KILLER (M \$19.95)

This follows the popular manga by Kazuo Koike and Ryoichi Ikegami virtually scene by scene. Essentially, it's a love story between Yoh Hinomura, a deadly assassin for the Chinese gangsters known as the 101 Dragons, and Emu Hino, a beautiful Japanese artist, and the plot is laced with police corruption, gang violence and sex.

I'm a big fan of the manga, but I found the voice acting rather flat and the overall 'look' not as atmospheric as the brilliant work of artist Ryoichi Ikegami in the manga. Here's hoping that further instalments improve.

DOMINION TANK POLICE ACTS 1 & 2 (PG \$29.95)

A wacky sci-fi farce set in 2010 AD, where breathing the air is a health hazard, and tanks are used to fight crime! Mass property damage, a police chief on the verge of a breakdown, hilarious police torture - sorry - interrogation methods and a fiendish plot to steal urine samples from the State Hospital make this a very Japanesey comedy that some may find a bit too odd and unevenly paced. But hey, I love this stuff! On the plus side, Dominion features two trigger-happy and dangerous Cat Sisters of immense babe-osity, Anipuma and Unipuma! Cor! The scene where they use the "Ultimate Tank Deterrent" is brilliantly hysterical! However, anime purists be warned: the music and some of the sound effects have been 'Americanized', and may annoy those who are familiar with the original version.

BATTLE ANGEL ALITA (M \$24.95)

Run - don't walk - to your nearest store and buy this now!

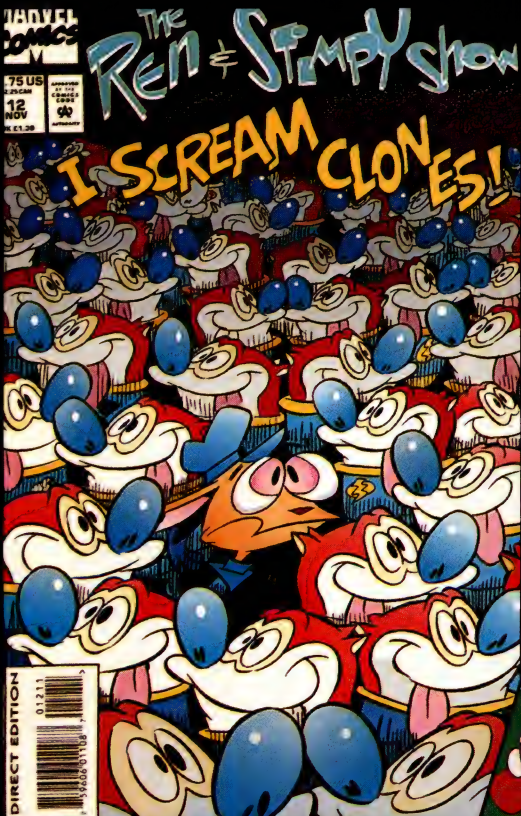
The upper class elite now live in a glorious city in the sky called Zalem, which discards its waste by dumping it back down on Earth, now a polluted industrial wasteland inhabited by cyborgs, ruthless bounty hunters and general street-trash types. Dr Ido, a cybernetics genius, discovers the remains of a cyborg amongst the scrap and rebuilds her into a beautiful girl he names Alita. Alita discovers that she has amazing combat abilities and becomes a hunter warrior whose mission is to rid the streets of cyber-scum.

Bone crunching action, excellent animation and a great story with some touching moments makes this video a must buy!

All these titles are available on Manga Video to buy at good video stores. For newly converted fans, all of the above were originally published as manga, which have been translated into English and are available at good comic shops, so check them out!



astoundingly good comics from
the amazing people who bring
you NMS

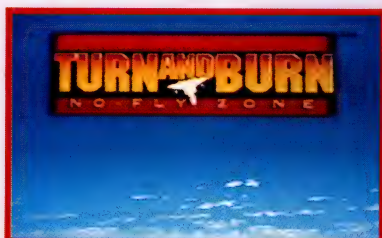


trielle
komix

find 'em at your local
newsagent, comic store
and selected supermarkets

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: ABSOLUTE
- RRP: \$109.95
- RELEASE: AUGUST
- GAME TYPE: BLOW 'EM UP
- CART SIZE: 16 MBIT

FEATURES

- PLAYERS: 1
- HEAD TO HEAD: N/A
- BATTERY BACKUP: No
- CONTINUES: Maybe!
- OPTIONS: Stop asking questions

GAME INFO

- GAME ORIGIN: Obviously from a Top Gun fan. The git.
- GAME DIFFICULTY: Medium
- 1ST DAY SCORE: Completed three missions
- ALTERNATIVES: Super Strike Eagle

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Good

A Fire weapon

B Engine power up/down

X Switches weapon

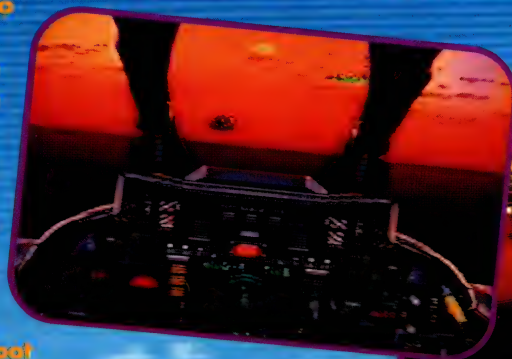
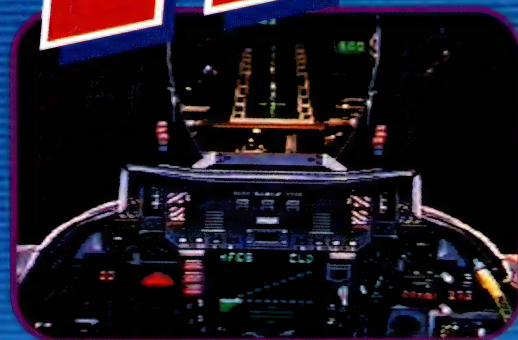
Y Switches display on instruction panel

L/R Left: Instru-panel-cam
Right: Instru-panel-cam

S Start: Pause
Select: Access map



Set the time machine Sherman, back to the days when the Cold War was still decidedly Arctic ... when nukes were being churned out by both sides like doughnuts on those little automated conveyor-belt thingies for the sake of "maintaining world peace" and the man with the button to launch those babies on our side was some has-been actor! The No Fly Zone has been violated by some hooligans from the other side armed with some hefty firepower - your missions involve taking out MiGs, ships and whatever else they've sent your way. So don your largish rubber nose, yell repeatedly "I'm pushin' the envelope!" in a nosally Yank accent and shoot those reds down!



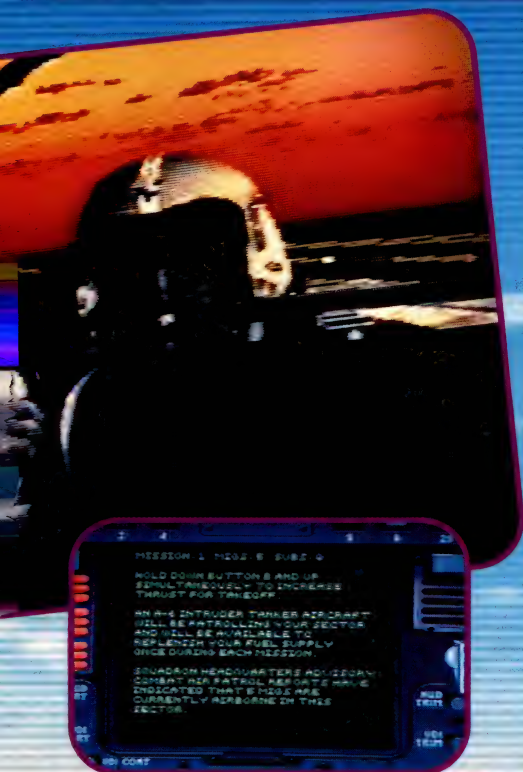
YOU'RE SO VAIN

Takeoffs are very Top Gun-ish, with a shot of your righteous self in the cockpit and the carrier fading back into the horizon. Groovy! Better still during flight, a tap on the L or R buttons gives you the instru-panel-cam shot again, from the left or right respectively. More than a mere vanity gimmick, it's quite handy for when there's a bogey on your tail so that you know a) his whereabouts, and b) if he's gonna fire a missile up your ... ahem ... behind!



IT'S MACH TIME

Initially you have two weapons to take out your enemies with: the standard vulcan cannon and a limited supply of missiles for those no mess, no fuss, lock-on and shoot fests! Don't go missile-crazy though; best to get in close, use the vulcan and save the missiles for the last few bogies in case you miss. To distract enemy missiles on your tail, launch your flares. Yes, those horrid bell bottom pants are so tacky, anything will go out of its way to rid the world of a pair! Actually, a rolling G-force frenzy does the job too!



COMMENT



AMOS

This isn't really a flight sim, more a hybrid of sim and shooter. The film-style takeoff bit, solid graphics and warning beeps when enemies get missile lock give a pretty realistic feel to the game and provide some moments of sweaty-browed excitement. The music is atmospheric and doesn't get in the way, while sound FX are damn fine, especially launching your missiles. Unfortunately my enthusiasm dropped after a while as it all got rather tedious and repetitive: too much flying around and not enough shooting. And there ain't a lot of variety in enemies to waste.

Not technical enough to give sim-heads satisfaction and not Starwing enough for a shoot-tastic experience, Turn And Burn starts off great, but then peters out, for me anyway. Even my Tom Cruise rubber nose fell off - not a good sign.

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Nice screen of your plane and carrier. Reconfigurable controls for up/down - finally! Map for enemy/carrier reference is handy.

77

GRAPHICS

▲ Good sense of depth and speed. Day, dusk and night horizons. Nice cockpit. Good digitised stills.
▼ Wispy clouds and calm seas get a bit boring after a while. Storms would be nice. And an FX chip.

79

SOUND

▲ Atmospheric music of the militaristic vibe. Groovy missile FX!
▼ Music quality a bit grainy

78

PLAYABILITY

▲ Easy to get into, fast and initially exciting.
▼ Excitement runs out too soon

75

LASTABILITY

▲ If you're an aerial dogfight fetishist you'll probably play it for quite a while
▼ If not, consider with caution

70

OVERALL

75

Promising game that misses its mark by a thermonuclear blast radius.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: INTERPLAY
- RRP: \$89.95
- RELEASE: JULY
- GAME TYPE: PLATFORM
- CART SIZE: 8 MBIT

FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Why should we tell you?

GAME INFO

- **GAME ORIGIN:** Claymates is a brand of Play-Don popular in the US. This game is based on the creatures used to promote the gunk.
- **GAME DIFFICULTY:** Medium
- **1ST DAY SCORE:** Reached second boss
- **ALTERNATIVES:** Pick a platform game, any platform game.

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Good

- | | |
|---------------------------------|--|
| A Dig | L/R L: Nothing
R: Nothing |
| B Jump/swim/
fly/etc. | S Start: pause
Select: Not
used |
| X Not used | |
| Y Not used | |

CLAYMATES

As well

as stuffing their faces with cheeseburgers all day (as Americans tend to do), it seems that the kids of America like to make shapes and things out of clay. Of course, on the ads it looks a pile of fun, with cute cats and mice showing you just what's possible with the stuff. However, home attempts to emulate the creatures usually result in sad looking lumps of clay, so Interplay have done all the hard work and made a video game in which you get to control perfectly-formed clay creatures - the Claymates.

You control Clayton, a blob of clay, and must guide him across lots of platforms in search of the evil Witchdoctor who has the only antidote to the clay serum he used to turn you into clay in the first place. Magic lumps of moulding clay allow you to morph into other creatures, thus giving you that creature's attributes. This technique must be mastered if you hope to have any chance of defeating the Witchdoctor and returning to your normal state.

ME BESHT MATES!

A basic blob of clay, Clayton is unarmed apart from a handy fist and his bouncing skills. By collecting the blobs of coloured clay left around the game's many streets, though, he can become any one of the following...

Muckster: With a name like Muckster, you'd expect this Claymate to be a pig or something. Nope, the unfortunately-named Muckster is in fact a cat whose abilities include clawing things, climbing trees and, presumably, puking hairballs on to the carpet.

Oozy: Oozy is a mouse and also one of the fastest Claymates. With a powerful roar (!!) to see off enemies and a small physique, he's quite a formidable figure.

Gloopy: Gloopy is fish and therefore the best at swimming. However, Gloopy is also very stupid, but he knows this and it almost makes him smart. He can walk on land for as long as he can hold his breath, which isn't long when he's spitting bubbles at foes.

Globmiester: Glob looks like a rat, but has mole and squirrel-like characteristics, too. He can dig, lob stuff and eat acorns and ... er, that's it.

Doh-Doh: Green clay makes Clayton morph into this bird-like form. And he can fly! But, like Mario, he needs a run-up to take off. He can't stay airborne for very long, though.



THE MAP-PET SHOW

In between the assorted platform-related shenanigans, Claymates throws in a slight puzzle element. As soon as a stage is complete, two robots are sent out to clear a path using bombs and axes to remove any blockages in Clayton's way. However, these rather dumb droids tend to wander around the perimeter of the map, so objects should be placed in their path to redirect them to the aforementioned blockages. It sounds simple, but, ooh, they can get quite tricky...



COMMENT



ANDREW

Hmm ... another platform game. Claymates at least tries something different, but I've still seen it all before. The graphics are lovely and the clay models look great dashing to and fro across the screen, but once again the game is let down by flaws in the gameplay. Whenever you get some flowing action happening, like high speed mouse racing, it all suddenly grinds to a halt because a rock or something gets in your way, and this pissed me off immensely. Also, it's fun enough to change characters to suit different situations, but as soon as you're hit you regress back to a blob and in this form progress through some stages is incredibly frustrating. Still, if you're after a platform game to chew on for a few weeks, Claymates might just fit the bill, but don't fret if you miss it.

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

- ▲ Er ... the title screen's very nice.
- ▼ Minimal options

71

GRAPHICS

- ▲ Plenty of variety in the sprites, platforms and backgrounds. It all moves very smoothly and looks great.

83

SOUND

- ▲ A neat introductory tune and rather spiffy effects, all of which suit the action perfectly.

72

PLAYABILITY

- ▲ It's simple enough stuff which features loads of things to experiment with ...
- ▼ ... but the unfair nature of some hazards is extremely annoying.

74

LASTABILITY

- ▲ There's plenty to see, and the puzzle element adds a little extra.

84

OVERALL

80

A well presented platformer which has potential but is let down by far too many frustrating elements.

REVIEW

GAME BOY

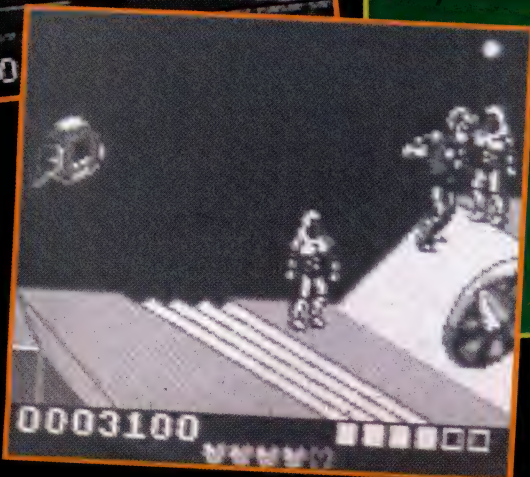
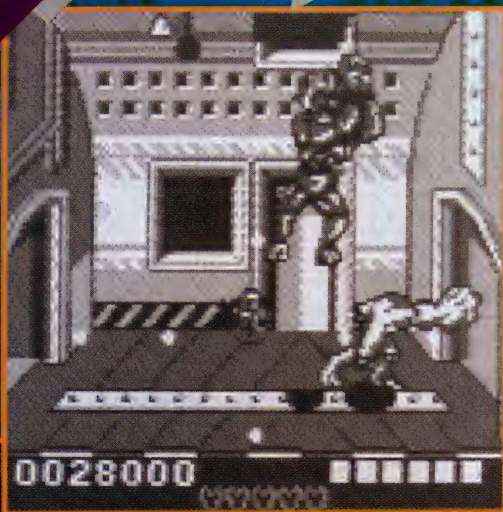
The Dark Queen and Shadow Boss have joined forces on yet another attempt to take over the world! Their humungous battle cruiser is heading to Earth to undoubtedly wreak havoc the inhabitants. Deciding to play it smart, the Toads enlist the help of the Dragon Brothers to stop the invasion and to kick some butt - needless to say, you can pick any

one of the characters to save the world!



BATTLETOADS DOUBLE DRAGON The Ultimate Team

Battletoads fans will be pleased to know that enemy dispatch wackiness lives on the Game Boy: the mega fist and big boot are there. Depending on the character you play and the enemy, a different method of attack is employed to take out the pests; you can grab floating bots by their "arms" and swing them around, or pick up dynamite some oaf throws at you to hurl back into the room from whence it came and blow up the sucker!



Remember those buttock-clenching hoverbike levels? Yep, they're here too! You may think that on a Game Boy the whole thing would be a piece of cake ... and it is! Well, for a while anyway. After a passage of easily avoided obstacles, the screen suddenly becomes a jumble of flashing sprites. Or something. As a pure reflex action, I threw the GB out of NMS' third floor window! Oh well, go figure it out for yourself! S'fun!

CART SPEC



- BY: RARE
- RRP: \$59.95
- RELEASE: JULY
- GAME TYPE: FGT
- CART SIZE: 1 MEG

RATINGS



PRESENTATION

- ▲ Cool intro stuff showing characters and "The story so far..."

88

GRAPHICS

- ▲ Well defined sprites, good backgrounds and a variety of opponents
- ▼ Dragon Bros. look a bit, erm, meat-head-ish on the mug shot screens!

84

SOUND

- ▲ A commendable attempt to rock-out, music-wise
- ▼ Still pretty lame

76

PLAYABILITY

- ▲ Good variety of moves and tactics required to defeat your foes
- ▼ Some nasties are useless sitting ducks

81

LASTABILITY


- ▲ Continues are a plus. Hoverbikes will probably take a while to conquer
- ▼ Then again, it may not!

50

OVERALL

OK, so it's nothing new. But on the GB, it's playable and fun. Check it out!

60



Game Boy.
More fun
than a hole in
the head.

GAME BOY

Y&R M NINGH 0122 NM/HYP/IGS

REVIEW GAME BOY



CART SPEC

- BY: ACTIVISION
- RRP: \$59.95
- RELEASE: OUT NOW
- GAME TYPE: PUZZLE
- CART SIZE: 1 MBIT

FEATURES

- PLAYERS: 1
- HEAD TO HEAD: N/A
- BATTERY BACKUP: No
- CONTINUES: Yes
- OPTIONS: Password system

GAME INFO

- GAME ORIGIN: From the cartoon based on the hit movie of its time
- GAME DIFFICULTY: Medium/hard
- 1ST DAY SCORE: Reach level 17 of 50
- ALTERNATIVES: Krusty's Fun House

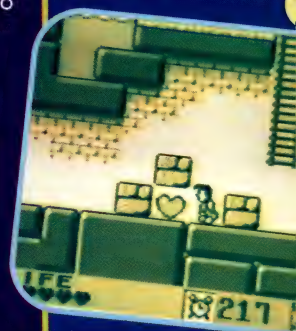
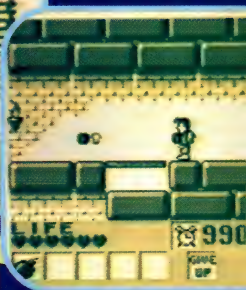
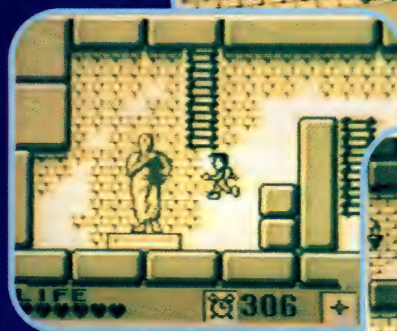
CONTROLS

- CONTROL: Joypad (what else!)
- RESPONSIVENESS: Immediate

- A** Jump
- B** Use Proton Pak
- S** Start: Bring up item menu
- S** Select: Ditto ditto

THE REAL GHOSTBUSTERS

The famous Ghostbusting team must be well known to everyone by now. For those of you who aren't so familiar with this fiendish blockbuster, (been living under a rock have you?), it's about Pete, Ray, Egon and Winston, a bunch of out of work guys who start up a ghostbusting business in a disused fire station. The movie proceeded to spawn an obscene amount of merchandising, Saturday morning cartoon and, now, this game (fancy that!). The whole charade begins when Pete and his buddies check out one hell of a haunted mansion, it's when Pete becomes separated from his cohorts and needs to find a way out that this game begins.



SPOOKBUSTERS

Ghostbustin' in the Big Apple is a tough job which only the toughest of men (and possibly the craziest) can do. Anyway, to the point, there are a number of collectables for the taking if Pete so much as even touches any of these paranormal pick-upables.

Bomb: Because Pete's Proton Pak only nukes blocks, he needs to use a bomb to blow up the ghoulish nasties.

Potion: Although this game includes the paranormal, this potion does not turn your character into Dr. Jekyll; only makes him invincible. Sorry.

Clock: Adds extra time to your ghostbusting allowance.

Heart: Wouldn't it be obvious? I mean surely you guys must know what this does! No? It restores ya health, you fools!

Keys: Use to open gates and to lower platforms and drawbridges. Be warned, as in real life, different keys open different locks.

Pete Venkman Face: Will add extra lives to your player's starting total of two.

THE GHOST HOUSE

It's a shame but Pete's Proton Pak just doesn't seem to kill ghosts like it used to. Rather, it disintegrates weak floor blocks, giving access to other parts of the level. It is sometimes fortunate for dear little Pete to find a teleport zone to warp him to other areas of the level; other times this feature is not as useful. Warps can be found in the shape of a fuzzy door with a "W" above it which can transport you to screens in the distance, or can be what appears to be a large icicle that will only teleport you pixels in length! In order to reach the next level you must obtain a number of spirit stars which aren't exactly always easy to find. After collecting all spirit stars needed you are rewarded with a key to unlock the next door towards Pete's hard earned escape.

COMMENT



JANE

The Real Ghostbusters will provide short periods of enjoyment when you play and the "I know how to beat this level

now!" factor is strong. However, once this game is completed, probably a week for most dedicated players, there is little to tempt you back. All in all, it's a very straight forward puzzler with little challenge once you've mastered a level. Increasing difficulty (and the maddening search for that last elusive Spirit Star), does maintain some interest, but once the whole game's been mastered, it's probably best passed on to your younger brother or sister who may find it more of a challenge.

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

- ▲ The different level intros with Pete doing cartoonistic deeds are great!
- ▼ Sparse, like most Game Boy games.

GRAPHICS

- ▲ Fabbo main sprite does its job effectively
- ▼ Backgrounds and enemies can become repetitious

SOUND

- ▼ There's only so much rehashing of the Ghostbusters' theme that you can listen to.

PLAYABILITY

- ▲ Loads of items to be discovered which mostly are not easy to find, maintaining interest throughout

LASTABILITY

- ▼ Most players will be finished with this game in a week or so.

OVERALL

A reasonable challenge but once you've got through all the levels there's nothing really to keep you coming back.

79

80

75

86

73

80

This game is highly educational.

(You learn how to wake up a fish.)



You are a castaway on Koholint Island (which doesn't even exist.)



You have to fight monsters, steal from dungeons and awaken the mighty Wind Fish.



Then try to solve the giant egg mystery. Some island holiday.

Game Boy with Zelda. Link's Awakening.



More fun than this magazine.

GAME BOY

YGBM SIN GB 02/1 AM

THE WORLD OF IS A REALITY

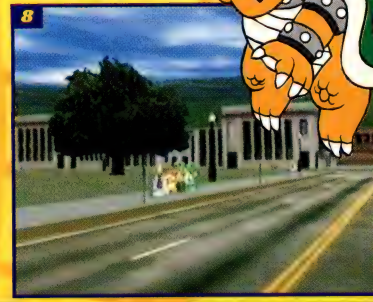
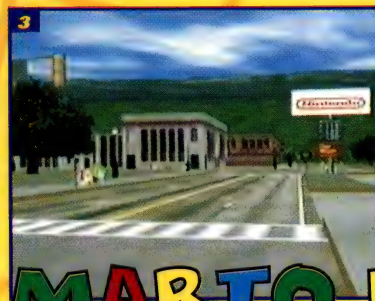


"The same principles that enable the world's leading scientists and engineers to visualise complex information will revolutionise video entertainment in the home".

James Clark, Chairman, Silicon Graphics inc

(BELOW) A simple demonstration of the new technology is this quaint street scene. The cursor used to direct the viewpoint as, er, Mario and friends wait for the bus!

(RIGHT) Marine life demonstrates how natural the SGI images can appear (1, 2). A convertible bursts from the confines of a TV screen (3, 4). Climbing pillars (6). A perfect pyramid (6).



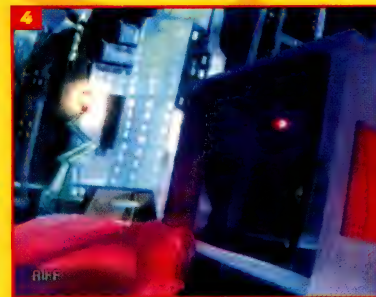
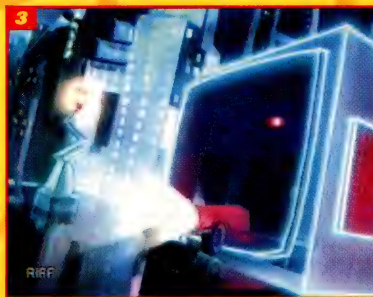
NINTENDO



Silicon Graphics
Computer Systems

NMS SPECIAL REPORT

In January this year Nintendo of America set straight the rumours surrounding Project Reality by confirming their partnership with Silicon Graphics incorporated. Now a special video, hosted by Silicon Graphics chairman James Clark, details the shape of things to come... It's hot news and there's been too much speculation from people who don't know what's going on. Nintendo Magazine System is proud to present the facts about Project Reality. If you've managed to drag your eyes from the awesome screen-shots, read on...



"We have always said we will only introduce new hardware when it delivers dramatically improved value for our customers".

Howard Lincoln, Senior Vice President, Nintendo of America



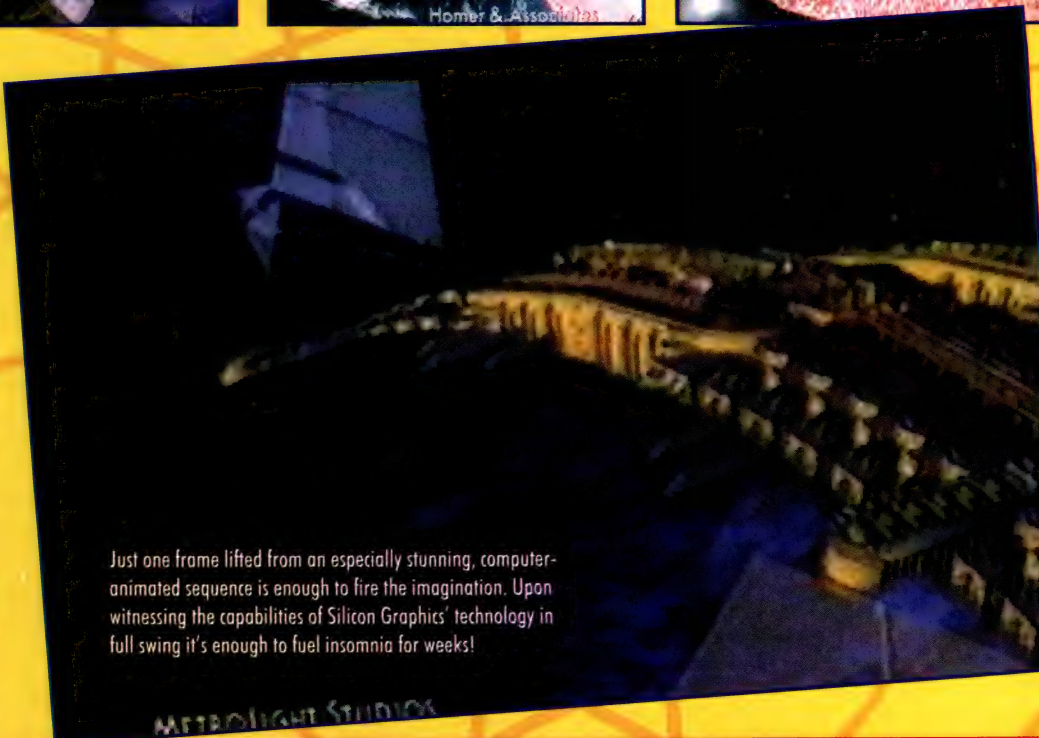
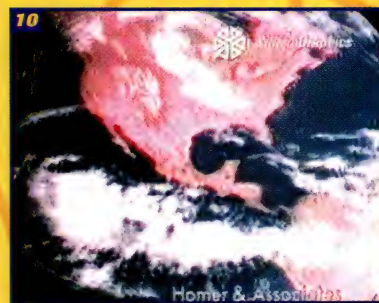
TRANSCRIPT OF A NINTENDO VIDEO SPEECH FROM SILICON GRAPHICS' CHAIRMAN JAMES CLARK:

"The success of Silicon Graphics has been built on one fundamental human trait - peoples' imaginations are fuelled by visual images. What we actually see at sunset, what we dream at night, the pictures we paint in our mind when we don't even know. All of these memorable scenes are composed of visual images. Throughout history people have tried to record these images with pencils or paints or video tape. But only with the advent of the computer can we begin to create images with the same vividness, detail and realism that they display in the real world or in the imagination.

"In the last ten years specialists have used Silicon Graphics computers to create incredible images, ultra-detailed models of cars, planes and even molecules. Virtual Reality environments seen from the cockpit of a jet fighter, or the front seat of an Olympic bobsleigh. And fantastic creations on the silver screen, including Terminator II and the dinosaurs in Jurassic Park. But a partnership with Nintendo is one of the most exciting things we've ever done. Because of Project Reality, for the first time we will give millions of video game players - not just the specialists - the chance to interact right inside these magnificent virtual worlds.

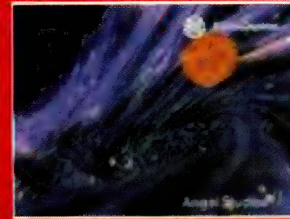
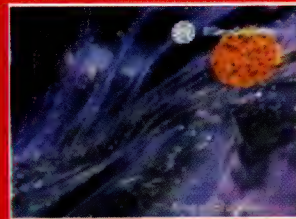
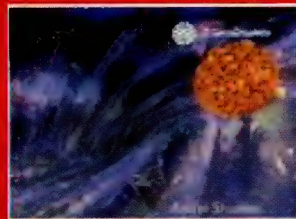
"When Silicon Graphics first considered a partnership in the video game field we talked to the heads of all the major companies because we didn't want to make a machine that was just a little better than everybody else's. It had to be dramatically better, visibly superior, and no one, including Mr Nakayama at Sega, could match what Nintendo had to offer. After talking to Mr Yamauchi in Japan, it was clear that the only partner who could make this project really work was Nintendo. And what players will get is truly amazing, many times the power of any computing system; for more realistic, three-dimensional animation, stunning graphics, all delivered at a retail price of less than \$250. (£190).

"Peter Main of Nintendo of America described



Just one frame lifted from an especially stunning, computer-animated sequence is enough to fire the imagination. Upon witnessing the capabilities of Silicon Graphics' technology in full swing it's enough to fuel insomnia for weeks!

(RIGHT STRIP AND NEXT PAGE) A meteor hurtles through the eye of a swirling, cosmic mass - at least that's what we think it is! Over the page New York looks virtually perfect. Paris, meanwhile, is besieged by spacecraft! All movement is incredibly smooth!

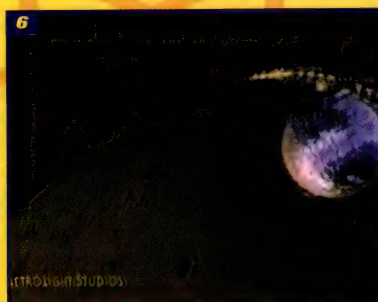
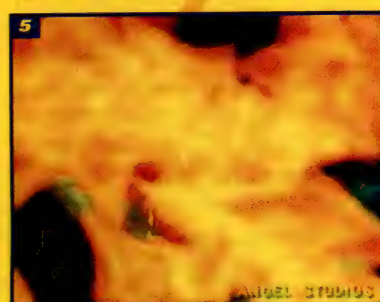


(LEFT) F-Zero stunned players with its super-cool graphical style and breathtaking speed. Imagine something like this careering around the telly!

(BELOW) A swarm of golden wasps fly by with light bouncing off their backs and wings. They look horribly convincing! Still terrified viewers

are subjected to a slightly hackneyed but nonetheless alarming dragon that proceeds to toast the screen! Remember the famous scene

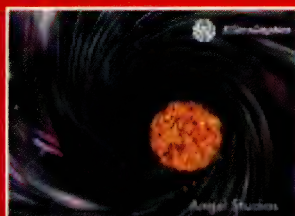
from Star Wars of the Death Star's destruction? Well check this out! And last but not least, those with no head for heights look away - NOW!

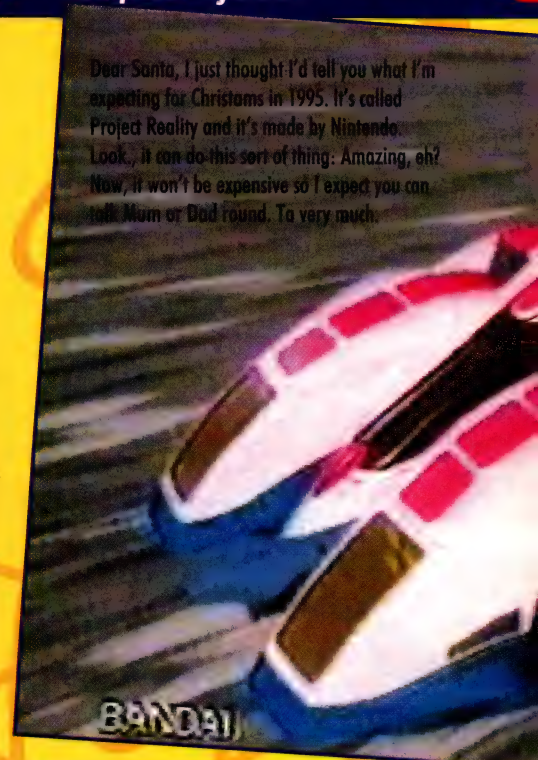


our system as being as powerful as five separate 486 PCs working together. In fact, Peter's understating the case by a long shot. 'Project Reality' is like putting the combined computer power of hundreds of PCs together. Simply stated there will be no other video game system like it.

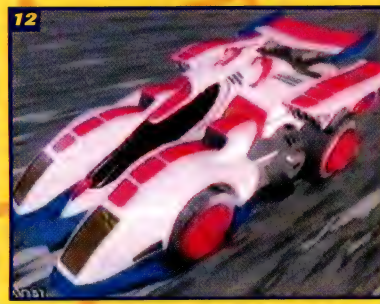
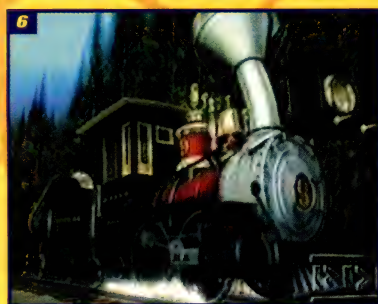
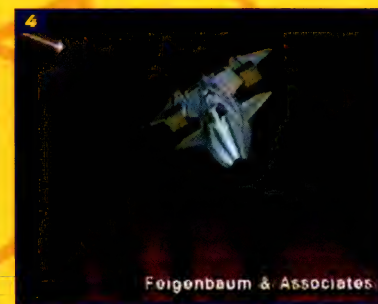
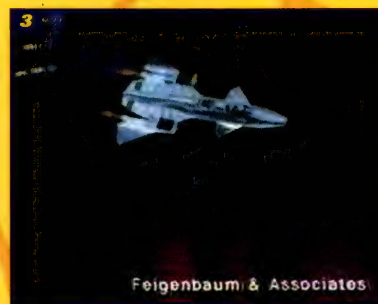
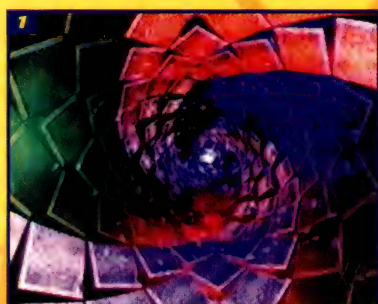
"Our progress in development is actually moving faster than we expected. 'Project Reality' will soon be a reality, and when we do come to market we'll hit the shelves with breakthrough games that will prove the superiority of our system.

"Throughout the history of Silicon Graphics there have always been doubters who said we'd never deliver the computing power we promised at the cost we projected, but we always did, and when the consumers see that for less than \$250 they can buy a ticket to worlds filled with visual images they've only dreamed of before. A new industry standard will be set. That standard will be available to no video game manufacturer except Nintendo."





Dear Santa, I just thought I'd tell you what I'm expecting for Christmas in 1995. It's called Project Reality and it's made by Nintendo. Look, it can do this sort of thing: Amazing, eh? Now, it won't be expensive so I expect you can talk Mum or Dad round. Ta very much.

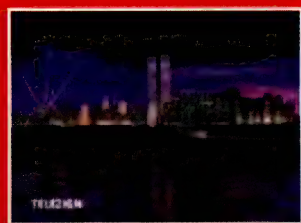
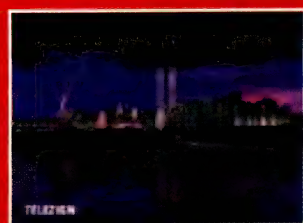
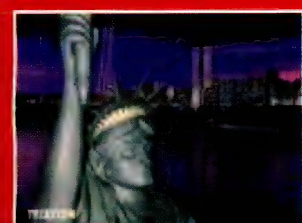


(ABOVE) Multi-coloured tiles churning into something resembling Disney's Black Hole. A seering

white light from nowhere proceeds to blind the viewer (1, 2). The futuristic aircraft flies smoothly

into view and screams toward the screen with startling realism (3, 4). In true Walt Disney style,

the steam train huffs, puffs then scoots away at speed (5, 6, 7, 8). A satisfying explosion (9, 10)!





**IMPORTANT QUESTIONS -
EXCITING ANSWERS!**

Don't worry if your head is buzzing and in a spin, and you don't know what day of the week it is or whatever the last time it was you ate! It's only natural when faced with this kind of Priority One Information! Without wanting to ruin the mental health of a nation or anything, here are some more facts about Project Reality, explained by a selection of the most important men in the video game industry.

Are Nintendo selling us cheap?

No. According to Wei Yen, senior vice president of Silicon Graphics, "Project Reality will combine SGI's leading-edge MIPS RISC processor and the industry's best multimedia and graphics technology in one storage medium that will provide a quantum leap for the user." (NMS translation: Nintendo are getting the best kit available for their new machine!)

So what can we expect to see?

Project Reality has the potential to provide

graphic images such as those seen in Abyss, Jurassic Park and Terminator II. Even more astounding is the prospect of Virtual Reality games or, as some would have it, 'Reality Immersion Technology'.

In the words of James Clark "The same principles that enable the world's leading scientists and engineers to visualise complex information will revolutionise video entertainment in the home." (NMS translation: It'll be great.)

Obviously it's a CD-based machine then?

In fact it isn't. Peter Main, vice president of marketing, Nintendo of America, says "Nintendo will continue to evaluate CD technology and has designed Project Reality to accommodate a potential future CD-ROM accessory attachment. We also are continuing to evaluate other non-cartridge or CD software mediums for potential use with project Reality."

Until such a time Nintendo's chosen silicon-based, cartridge, format already guarantees an access time of two million times faster than current CD-ROM technology!

Peter Main: "The cartridge format is the only proven method. CD-ROM, at this stage of the game is too slow and no other format has proven its worth. Furthermore, the new cartridge format will allow us to bring consumers the best in technology at a mass market price." (NMS translation: Carts are cool.)

When? When? When?

This year! Nintendo are planning to preview their new machine in the arcades in 1994 and confidently expect to have Project Reality available for home use by late 1995. The price is targeted at below \$250 - about £190 or less.

Project Reality's potential is unimaginable. But even this is susceptible to failure if the initial batch of games released are nothing short of mindblowing. As it happens Silicon Graphics' recently designed desktop computer, Indy™, allows current Nintendo developers to begin work on Project Reality titles immediately. So, by the time Christmas 1995 arrives, players can expect to see something which not only looks out of this world but plays extraordinarily well too!

Here at NMS we firmly believe that Nintendo will deliver everything they promise. In the past they always have, and there's every indication that Project Reality will become the gaming standard of the future. Naturally NMS will be there to tell you about it first...

Watch this space.

**TARGET SPECIFICATIONS
AND FEATURES**

***64-BIT MIPS/RISC MICROPROCESSOR**

***HIGHER THAN 100 MHZ CLOCK SPEED
(SUPER NES CLOCK SPEED 3.58 MHZ!)**

***REAL-TIME 3D GRAPHICS, 24-BIT COLOUR,
HIGH RES VIDEO AND CD QUALITY AUDIO**

***GREATER THAN 100,000 POLYGONS (50
PIXEL MESHED TRIANGLES) GENERATED
PER SECOND.**

***EXCEEDS 100 MIPS (100 MILLION FLOAT-
ING POINT OPERATIONS PER SECOND)**

***REAL-TIME ANTI-ALIASED 3D TEXTURE
MAPPING FOR ULTRA REALISTIC IMAGES**

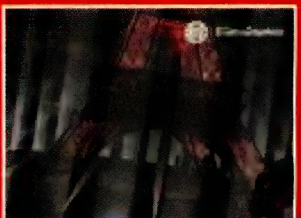
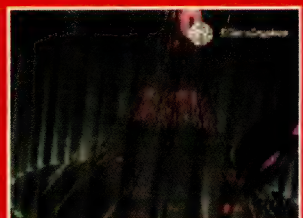
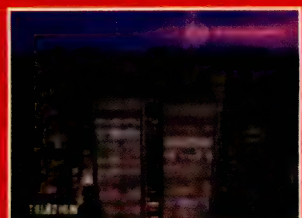
***RESOLUTION EXCEEDS NTSC AND PAL
TELEVISION STANDARDS (COMPATIBILITY
W/IT FUTURE HDTV)**

***APPROVED BY NMS QUALITY CONTROL**

***PRETTY FLIPPIN' GOOD**



Rochdale 2000 (11) and that cool race-car viewed from a virtual rostrum camera!



Bio Metal

SUPER NES
BY: Activision
RRP: \$99

It would be easy to damn this game for its lack of originality, bland graphics and, ahem, the abysmal soundtrack, but Bio Metal isn't a complete lost cause. The control you have over your ship is fine, it responds very quickly and you only have to leave your thumb on the B button to unleash a continuous hail of fire, but this soon becomes boring as you annihilate wave after wave of identical enemies. The graphics are bland, to say the least and the soundtrack ... 2 Unlimited!?! Well, there's no accounting for taste.

All in all, a very sad

GRAPHICS: 32
SOUND: 39
PLAYABILITY: 68
LASTABILITY: 62
OVERALL: 53



Y'all ready for this?!

effort. There are many better shooters to spend your hard-earned or ill-gotten gains on - R-Type III, Parodius and Axelay, to name but a few.

Reviewed in NMS #13



Squelch, fart, whizz, etc...

Mario's Time Machine

SUPER NES
BY: Mindscape
RRP: \$119

Having no doubt caught a lot of youngsters unawares with Mario Is Missing, Mindscape are once again attempting to teach the video



Away with you, little man! There is an exquisite work of art hiding in this block of marble, and I must find my chisel and free it! Leave me alone! Lasciami solo!

Mamma mia! Where did you put that chisel?!

gaming youth a bit of history. Yawn... Mario's Time Machine continues in this vein, offering players the chance to learn a selection of trivial historical facts, while Mario jumps



Ooo la la!

Mechwarrior

SUPER NES
BY: Activision
RRP: \$119

Amazingly, we reviewed this game nearly a year ago but, due to distribution delays, it has only recently become widely available. Mechwarrior is an "almost nearly but not quite" game. The overall presentation, graphics and sound are superb, combining to give Mechwarrior a highly atmospheric feel.

GRAPHICS: 87
SOUND: 90
PLAYABILITY: 85
LASTABILITY: 79
OVERALL: 81

Unfortunately, the gameplay doesn't hold up for too long. It's loads of fun at first, but it soon you find yourself losing interest due to the lack of

variety. The story part of the game is good, but it doesn't have enough tension to keep you interested, it's all a bit shallow.

Nevertheless, Mechwarrior deserves attention as there are few good games of this type on the Super NES, just don't expect a huge challenge. Reviewed in NMS #5.



Target acquired. Time to die, matey!



A Mechwarrior, yesterday.

between time periods. Unfortunately, the mix of action and quizzes just doesn't come across as well as was probably intended. The graphics range from nicely detailed to hideously ugly and the sound is, well, sad. Mario's Time Machine is filled with fun and facts, but for very young players only. You have been warned.

GRAPHICS: 62
SOUND: 55
PLAYABILITY: 60
LASTABILITY: 56
OVERALL: 59

Kick Off 3

SUPER NES

BY: imagineer

RRP: \$119

Soccer games are really big in Europe at the moment - there are dozens over there to choose from. In Australia, where the sport doesn't have quite so widespread a following, the number of Super NES soccer games is limited to only a few. Imagineer's Kick Off 3 is the first cab off the rank and also one of the best. Unlike previous versions

GRAPHICS: 85

SOUND: 84

PLAYABILITY: 93**LASTABILITY: 92****OVERALL: 91**

Anco have pulled off a master stroke of programming and the result is one of the most playable and technically correct games of soccer ever seen on a console or computer. There are dozens of combinations of kicks and tackles available and the animation is nothing short of superb. The only draw back is that it only supports two player action, so Multitap fiends should have a look at FIFA.



Aw, c'mon ref! He put his face under my boot on purpose!



In all the excitement after the goal, Rod couldn't help but to drop his guts.

Choplifter III

SUPER NES

BY: Ocean

RRP: \$89.95

An ancient game, recently resurrected by Australia's own Beam Software for Ocean, *Choplifter III* is the new incarnation of an old classic. It's a scrolling shoot-'em-up, but unlike most, which force you to fly in the same direction constantly, *You* chopper in *Choplifter III* can fly back and forth across the many and varied levels. The objective remains the same - rescue the prisoners of war and return safely



A helicopter hovering, yesterday.



Ahoy?

with them to your base. However, there lies the problem. The game is perhaps too faithful to the original, good as it was, it needs new features if it's to stand out amongst the plethora of new games. Still, the gameplay holds up and the challenge is high, so fans of the original won't be disappointed. Worth a look.

Reviewed in NMS #11

GRAPHICS: 62

SOUND: 54

PLAYABILITY: 76

LASTABILITY: 70

OVERALL: 72

**FIFA
International
Soccer**

SUPER NES

BY: EA SPORTS

RRP: \$109

FIFA International Soccer is backed by the world body governing soccer, but does that make it a good game? No - Electronic Arts have made it a good game! Like KO3, FIFA abandons the overhead viewpoint and takes an innovative isometric forced 3D approach. And it works, making this game the most graphically realistic yet. From a soccer fan's point of view it's not as comprehensive as KO3, but it makes up for this in other areas. It's slightly easier to play, but the control method is not as spot on, though this is hardly noticeable. The sound effects are quite nice, with heaps of crowd noises and there's lots of strategic options to play around with. As

for which is best - FIFA or KO3, it really boils down to a matter of personal taste - we think both these games are brilliant!

GRAPHICS: 92

SOUND: 89

PLAYABILITY: 91**LASTABILITY: 92****OVERALL: 90**

All of a sudden, they decided to stop playing football.



Snap. AAAAAHHHHHHHHHH!!!!!!!!!!!!!!

NMS MAIL BAG

READER SYSTEM

Loser alert! Come to think of it, it's an unqualified loser alert. The very sad standard of letters this month is enough to curdle the average toxic waste dump. Some of you seem to be under the impression that this is a dating column, though I have my suspicions about the bona fides of those letters, and others simply send me tales of their pathetic lives and the like. I'm deeply saddened to have to say this but "Come back Ogre! All is forgiven." If you have anything interesting to say, or an intelligent question to ask, write to me at Mailbag, NMS, PO Box A305, Sydney South, NSW 2000.

DEAR FAT BOY

What's going on? This is my third letter so far and I'd like to see it printed, please.

Firstly, I'd like to say that Reuben Field would have to be one of the biggest knobs I've heard of. What is "I own all three different Nintendo systems and seven games" supposed to mean? It's like, "gee Reuben, you must be really rich."

Anyway, about Project Reality: Is it going to be a separate system or will it bolt on to a Super NES? Not that it really matters, because I already own a Super NES (I must be rich, too). I was just curious.

I'd also like to say that NMS is definitely the best gaming magazine around. But could you, please, in your News Section, include news about other game consoles? I'd like to know how Nintendo's competition is coming along.

Other than that, keep up the good work!

Nik (not Nick) Ericson

Cairns, Qld

P.S. You'd better print this!

Dear Nik (not Nick), threats will get you nowhere fast, so nick (not nik) off. However, it's nice to hear that we have so many rich readers out there.

DEAR FAT BOY

G'day! Here is a drawing of a game that I thought would be absolutely brilliant for the old Super NES Multi-Tap. Yes, you guessed it, four-player Mario Kart.

Can you imagine the thrill of a Match Race and the adrenalin rush of a Battle Mode with four players? How about mentioning it to Nintendo next time you chat to them?

All I ask in return is some news on Super International Cricket. You guys haven't said anything about it for months. I am a real cricket fan and I just can't wait for it to come out on Super NES. If you could just give me some info or even a picture, I would really appreciate it.

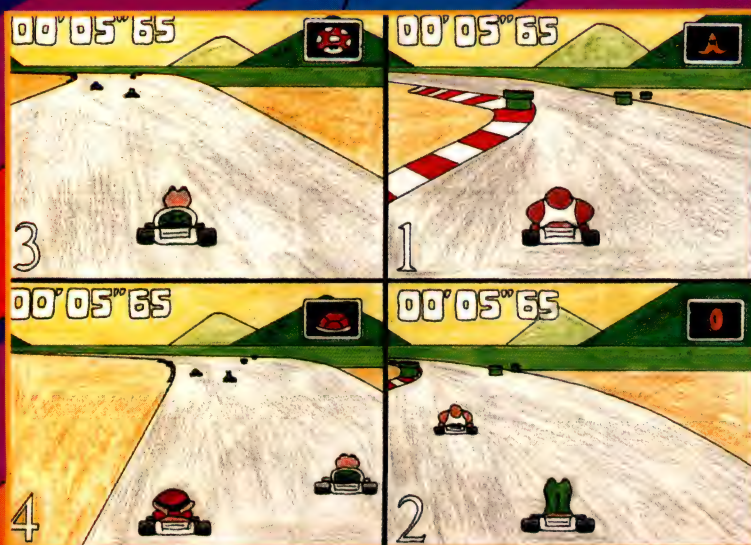
Dwayne Hurst

Toowoomba, Qld

As you already know, Super International Cricket has been delayed for about a year now and NMS still has no definite word on a release.

Yes, it will come out, and yes, it will probably be in time for the cricket season later this year but, no, nobody will confirm it. The good news is that, after spending all the time Beam Software have spent developing Super International Cricket, it should be a righteous game.

Dwayne has kindly rendered us a little picture of his four-player Mario Kart game.



DEAR FAT BOY

I am not very happy with just about all of my friends because they all decided to go and buy a Sega and they're all buying crappy games like Sonic and Sonic 2 and now gossiping about the worst game of all time, Sonic 3! I may like my friends but when it comes to gaming, they know nothing.

Someone

Somewhere

P.S. Fat Boy is my hero

P.P.S I am not a maniac

I'm not surprised that you haven't signed your name to this missive! If I were you, I wouldn't want anyone to know that my friends are into sad, sad old Sega, either!

DEAR FAT BOY

Can you get a book out just full of hints and tips for the Super NES, NES and Game Boy?

I know this kid at school who is a Sonic lover and he keeps on saying that Sega is the best because they have a hints' and tips' book. So can you?

Vic Woodward

Brisbane, Qld

Hints and tips before you've even played the game! For big girl's blouses only!

DEAR FAT BOY

Look, I know you guys are busy with working long hours and facing hair-wrenching deadlines, but who in the hell is your proof reader??!

This is not the first time the boob has mixed up with The Official NMS charts, subbing NES for SNES (NMS 14) and that's just one example. Get with it whoever you are!! I've been a proof-reader and it makes my pen hand itch in correcting mode.

And to John (considers himself the oldest reader at 23) Bellis, I'm 36 so put your diaper back on and suck on your dummy!!

Bryan (Methuselah) Morand

St Kilda East, Vic

Ah, Brian, or should I just call you Meth? As a proofreader, I'm sure you're aware that gremlins occasionally get into the system. These particular gremlins have been slapped around severely for their crimes and have promised to never do it again.

TO MY DEAREST, DARLING FAT BOY

How I love you so. I watch you everyday and admire you from a distance. I cannot live without you, so please go on a date with me and you can eat all you like and I'll pay. With all my love.

Fat Girl

P.S. I have enclosed a picture of myself.

Okay.

DEAR FAT BOY

Could you please print this letter and drawings into your mag - it would be a honour to have something I've done in an edition of NMS.

I buy NMS every month and have every copy. I am probably your youngest reader at an age of eight years but my big brother helped me write this letter. I like Mario best, he is cool. My mum can draw Mario really well. We have a Super NES, a NES and are going to get a Game Boy. I like drawing pictures of Yoshi and Mario so I drew some pictures for you - ya fat ding-a-ling (I made that up myself). So please print this or my childhood and self-esteem will be ruined for ever. Just remember, I'm only a little kid!

Katie Smith

Morley, WA

Katie, Katie, Katie. Couldn't you come up with something, anything, a little wittier than "fat ding-a-ling"? I'm afraid I'm going to have to call you a talentless little runt. Sorry.

DEAR FAT BOY

Just before I tell you that Sega sucks, I would like to complain to Leith Young (Mailbag, NMS 14) about getting rid of NES and Game Boy.

Who the hell do you think you are, you flamin' wheelbarrow? Why do you think that Super NES should be the only console in this already excellent mag? If we had it your way, Sega would rule, there will be war, the earth will be in turmoil and Nintendo will plunder in the midst of darkness.

For chrissake Leith, the 8 bit NES started the Nintendo legend. By the way, I have recently looked up the definitions of the following words:

- Sonic: A moron
 - Sega: Vomit combined with an ape's rear end.
 - Mario: King Of The World
 - Nintendo: Too, too, too much good... hold on... too excellent for words.
- Oh yeah, I almost forgot! Sega sucks!
From an NES lover and Sega hater!

We've had plenty of letters along these lines and, quite frankly, I agree. Sega does suck. Besides, plenty of N-heads have more than one system and don't particularly want to go out there and buy two or three magazines just to keep up with the latest news, so NMS will continue to bring you the best of all three worlds.

Could you pleeeeease print my letter and give me Tip of the Month for one of my tips seeing that NMS is THE most wicked Nintendo mag ever to see the light of day? If you don't print my letter I will be terribly disappointed as Nintendo is my life blood and unless you print my letter (not this one, the other one) I will be forced to live in a swamp filled with primordial slime like all those horribly demented Sega players who lock themselves in the toilet all day just to play their consoles.

Scott Geersen

P.S. NMS is excellent!

Listen up, you whining braggart - I saw your letter and the simple truth is that either your name is DEERSON or your handwriting is of the standard usually performed by a spastic baboon. Take your pick.

Oh yeah, you can't get Tip of the Month because this letter is printed in the wrong section!

DEAR FAT BOY

In NMS 14, Leith Young seemed to think that NMS should just be for Super NES and that you should get rid of the NES and Game Boy.

Well, I would just like to say that Leith, you are a stupid moron and many other people probably think the same. The NES and Game Boy aren't crappy at all, how about Link's Awakening on the Game Boy - that is as good if not better than a Link To The Past. So from now on Leith, keep your insults and stupid ideas to yourself.

Mark Edwards

Pt Noarlunga Sith, SA

In my not-so-humble opinion, the neo-Young Liberal elitism fostered between Super NES owners and NES and Game Boy owners would be better spent slagging off Sega owners, who are a truly inferior race of beings. Besides, there are more NES and Game Boy owners than there are Super NES owners.

YO! FAT BOY!

It's Scott Geersen here. I recently sent you a ten page letter including two most excellent drawings of Ken and Bison. Now, three issues later, I buy NMS 14 with the humungous readers' art section. I open up and see my envelope smack dab right in the middle. You know, the one with Mario, Yoshi and Luigi with all the NMS mailbags which was "Fan-damn-tastic". With my name spell wrong.

It's not DEERSON, it's GEERSEN.

How would you like it if I addressed this letter to "Fart Boy" or "Fat Boob"?

Another thing that cheeses me off is that you only printed the envelope, not the letter in the letter section, nor the tips in the tips section, nor even my drawings which are far superior to the envelope. At least some of my tips were worthy of Tip of the Month, like how to turn off the special moves in Street Fighter II Turbo individually by pressing down, R, Y, B on controller two while the stage select option is highlighted on a two player game.

DEAR FAT BOY

HELP!!! My whole life is falling apart. I don't know why but I just can't pick up chicks any more and I've been like this for four months.

AAAARRR!

My family is a bit on the wealthy side but none of us are snobs. I've got a great personality, a good body, dimples, clear blue eyes, short curly hair and a great sense of humour.

What more could a girl want?

I'm really getting desperate so if any young female out there wants a great boyfriend who will spend quite a bit of money on them please write to Fat Boy for my phone number and address.

Lonely Heart

Curtin, Canberra

Andrew, is that you? Stop putting your lonely hearts letters in my Mailbag.

DEAR FAT BOY

Why the hell do you staple the posters in the mag? I think that's crap 'cos when I take the poster out, my mag falls to pieces. So please, please, please don't staple the posters in.

Mike Patton

P.S. Can you put an extra page of Mailbag and Q&A in this issue.

P.P.S. And put a few more competitions in.

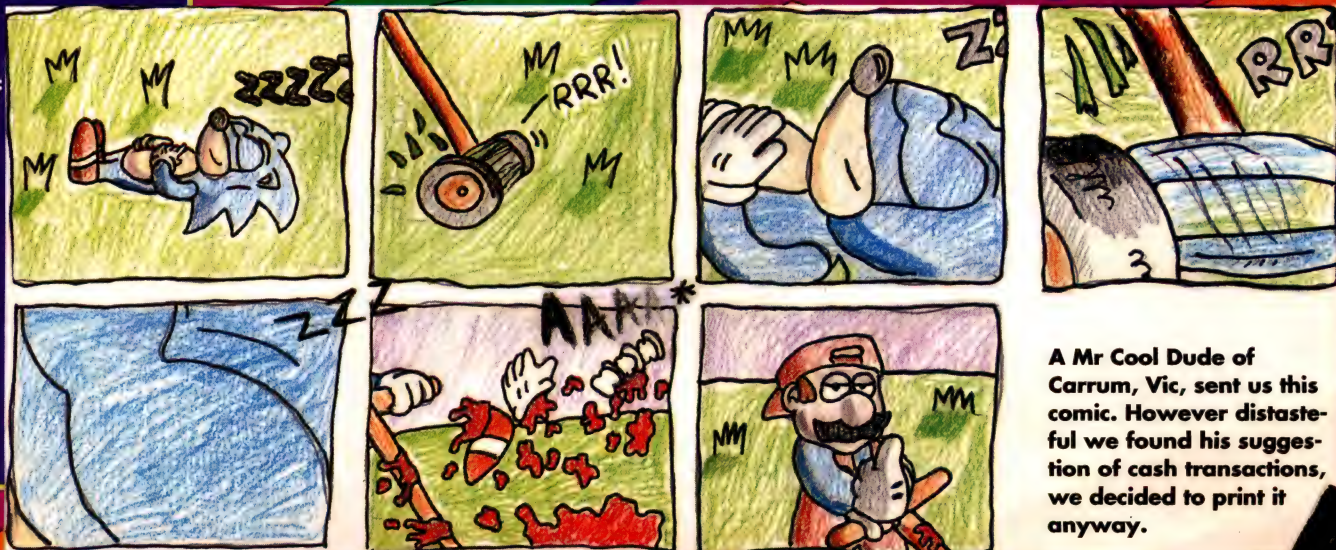
P.P.P.S. What's the next game I should buy for my Super NES.

Oh dear. You can't get the poster out of NMS without ripping it to shreds. How you get dressed in the morning? Do you have problems feeding yourself? Want some advice? Get a life!

P.S. No.

P.P.S. Yes.

P.P.P.S. Super Metroid.



A Mr Cool Dude of Carrum, Vic, sent us this comic. However distasteful we found his suggestion of cash transactions, we decided to print it anyway.

Q & A

Welcome to Skull's world famous answer emporium, where you walk in with questions, and come out with answers. Maybe.

This month saw a number of fine envelope masterpieces float my way, my favourite being the one below by Adam Webster, who wins a Street Fighter II comic. Speaking of which, a lot of you have had trouble getting hold of them, so I've decided to give away one each month of the new Tokuma series by Masaomi Kanzaki. I'll also give away the complete set of eight when I've got them all, so send in your best envelope art (and questions) to Skull's Q&A, PO Box A305, Sydney South, NSW



SKULL'S SPEW!

Dear readers, allow me to air my views on the video and computer game censorship debacle. I think it's a joke! Once again, adults are trying to force their social values and ideals upon kids who just want to have fun.

As you already know, NSW was one of the first states to move toward banning R and X rated games, which is so far a complete waste of time, as there are no video games currently available that fall into either ratings group. Except, of course, for those evil games that newspapers love raving on about, Auschwitz and Custer's Last Stand, which is rather odd, seeing as those games DON'T EVEN EXIST!

The NSW Attorney-General, Mr Hannaford, said "Computer games have a far-reaching and profound effect on young minds... Access to these (computer games) must be restricted." I'll let you make up your own minds about that comment. You know that you are a lot smarter than most adults give credit, and I don't think that any of you have trouble telling the difference between what is and isn't a game. Classification of games is inevitable, but necessary. The current laws, however, only cause confusion. The Federal Senate Select Committee (they're the people who last year recommended that violent and sexually explicit games be banned) is apparently concerned that children (that means YOU) have an intimate knowledge of the new technology which is beyond the control of their parents. In their view, ignorance is bliss, apparently. So much for your rights and freedom of information. If you feel you are not properly sedated, please inform your supervisor immediately. Failure to do so may result in prosecution for criminal drug evasion.

Please send in your opinions, till next month, HAVE FUN! (But don't get caught!) — Skull.

Q 1. In issue twelve why did you rate Ren And Stimpy Veediots at 31%? I bought the game and I think it's worth at least 80%.

2. Are there any new mouse games for the Super NES?

3. Is there any chance of a sequel to Veediots?

4. Is there a new Asterix game on the Super NES?

5. Is there going to be a printer for Mario Paint?

6. Is the Super Scope any good? (Please be honest.)

Don't be a stupid eediot by not putting my letter in the mag.

— Ben Stanton,
Caringbah, NSW

A Skull: 1. We'd like to have given Veediots a better rating, as Ren And Stimpy are favourites with all at NMS, but the sad fact is that the game was crap. It could have been a lot better had more effort been put into quality control, but it wasn't, so we gave it 31%.

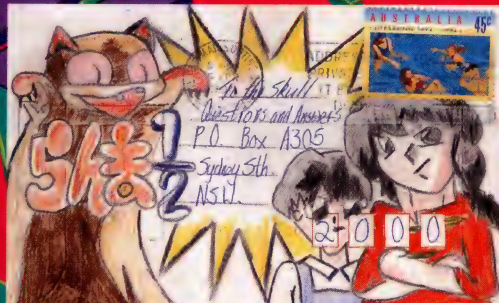
2. Yes, on the way is Lemmings 2, Utopia and Humans, with more to follow, no doubt.

3. Yes, it's called Buckeroos and should be out in September.

4. No.

5. No.

6. Yes, but there aren't any really good games for it yet, unless Terminator 2 takes your fancy.



I received this fine Ranma 1/2 pic from Adam Webster.

Q Greetings, miserable Earthlings. I have decided to send the Imperial Fleet to conquer your dismal star system. I shall then set up an everlasting Nintendo Dynasty where all who follow The Way of the N shall be spared. But first I need some tactical questions answered, so I scoured your putrid globe and found The Skull to be the most intellectually capable of you filthy ruffians. Answer these, Skull, and I shall yet show mercy.

1. Will you print my letter?

2. Since the Project Reality is not CD-based, how will big games with lots of speech and full animation scenes fit onto a cart?

3. What sort of games can we expect from Project Reality?



4. Will we see SSI's Dark Sun and Forgotten Realms appear on the Super NES?

5. Will Super Return Of The Jedi have any originality in it?

Thank you for your precious time, my immortal ally. May the Dark Side of the Force be with you, always.

— Emperor Palpatine,
Ruler of the Galaxy

A Skull: 1. Look, I'm a busy man. I don't have time to sit around chatting with petty intergalactic warlords.

2. Compression, compression, compression! (Though there is the possibility of a CD add-on in the future.)

3. You will see things others can only dream of, become immersed in virtual worlds and interact with computer-generated beings of a higher intelligence. At least that's the idea. There's bound to be platform games cropping up.

4. I doubt it.

5. I jolly well hope so! ESB was good, but for the most part fairly shallow. However, with an FX chip between their teeth, the JVC/Lucas Arts programmers could come up with something really special.

Q I am the proud owner of a Super Famindiancom Nintendo. The other day, while drinking a purple squishy, I lost my instruction book at the Quick-E-Mart. I haven't been able to find another one anywhere! I really need an instruction book for my Curry Version SNES because it was just imported from Arabia the other day and I don't know how to use it.

So I was wondering if you could talk to Nintendo so they can send me another one. But, on the other hand, they might not have an instruction book for my Curry Version, so then I thought you could fly over to India or Arabia and ask the Nintendo of Curryland Commissioner Gorbachof to send me one from there. A thousand thanks.

— Mr Prassari,
Arabia, in The Middle East

A Skull: Are you sure it was just the instruction book you lost? I mean, have you noticed anything else missing, like your brain? I did some talking, but not to Nintendo. Seems your doctor's been having trouble getting you to stay on your medication. Not to worry, I've got a special treatment planned for you. Electric eel shock therapy sessions in the bath with Mary, twice a day! Ouch!

Q 1. When you reviewed Super Star Wars way back in issue #1 you gave it 91% for presentation and the thing you didn't like was that it didn't have a sound test. Soon afterwards you printed a cheat that allowed you to access a sound test. My question is do you take cheats into account when you review a game and what would you have given SSW had you known about the hidden sound test?

2. I was brought up to believe that 50% was average, but you guys seem to think that around 75% is average and don't try to deny it because you plainly said in your review of Rocky Rodent, "An average game, but too slow and cumbersome to be really enjoyable." And you gave it 73%, come on guys!

3. Let's just say, hypothetically, that Street Fighter II Turbo came out with about four new characters (ever heard of Super SFII?—SKULL) which would give it at least 4% or 5% more than its original 98%, thus making it about 103%, which isn't really possible. What would you do?

— Adam Sutton,
Ringwood, Vic

A Skull: My goodness, a reader who thinks!

1. When we review a game, we review it as it stands without any cheats. However, if a cheat becomes apparent that substantially alters the gameplay, we'll be sure to let you know. As for SSW, the sound test cheat hadn't been revealed at the time we reviewed it. However, while the sound test might up the presentation rating, it doesn't affect the game enough to warrant changing the overall mark.

2. By average we mean as compared to all other games of its type and, as the vast majority of such games today are neither really good or really bad, they are considered the average. Rocky Rodent is no better or worse than most, so that's why we said it is average.

3. Well, Super SFII is almost upon us so you can wait for the review of it to find out! Actually, you raise a good point. Assuming the gameplay is the same as Turbo, (and there is no reason why it won't be), you are right in saying that it should get over 100%. However, when we rated Turbo, there was no Super, so it was the best at its time. If SSFII turns out to be the best fighting game around when it comes out, it will get the rating it deserves. Trust me, all will be revealed in the coming months.

Q Greetings, O Thickskull, a few questions:

1. Why did you put Caroline Dance's letter in twice in NMS #13?
2. What happened to the reader's poll about MK vs SFII?
3. How much does the new Action Replay cost?
4. How do you get an envelope 3cm thick?

— Ben Jarrugia,
Perth, WA

A Skull: 1. It was unintentional and the offending art droid has been punished.

2. The mountain of mail resulting from this poll was aired in Fat Boy's Mail Bag in NMS #14, though your opinions still keep flooding in. Street Fighter II is still your favourite, though Mortal Kombat II seems quite popular with many readers. What do you think of Super Street Fighter II Turbo?

3. According to Kaylee Computing, the official Australian distributor of Action Replays, the new one (Mk II) is the same price as the old one, which is \$99.90.

4. The best way is to keep stuffing in \$20 notes until no more will fit. Then send it to me for inspection and approval.

Q Dear Skull, can you please help me find the Ranma 1/2 games for the Super NES? I can't seem to find them anywhere.

— Adam Webster,
Wagga Wagga, NSW

A Skull: Sadly, it doesn't look like anyone will be releasing any of these fun anime fighting games in Australia. Look out for a UK PAL version on import, if you're lucky.



Hmmm... No Ranma 1/2 for Australia. Doh!

Q This is 'Cindy's Twin' again. Can I please, please, please, please, please, please, please, please, please, please, please have an Action Replay cartridge? If you give me one, I'll send you a signed copy of Cindy's latest calendar! NOT!!!

— You Know Who,
Brisbane, Qld

A Skull: Oh, dear. I'd hoped this wouldn't happen. Go away. We're like, closed, or something.

SKULL'S SPITTLE

To Chris Ridha: Yes, he is telling the truth, but he's still a sad git.

To Prasard Lookalike: Yes, I've heard it, but I don't agree with you.

To The Phantom: I don't. Game enhancers are for wusses!

To everyone asking about a Red Dwarf game on SNES: Sorry, no.

To Matthew Mayne: Yes, Jane is pretty (a veritable spunk-bubble!), but you've got no chance with her at all.

To The Jolly Green Giant: Stop complaining. Jurassic Park 2 will be released in October.

To Aldrich Quai Hoi: Eat this!

To Pete the Kebab Freak: How's it going, bud!

To all the baboons that regularly write in: Hello!

To everyone who didn't get their questions answered: Think of better questions.

To Lochlan Ennion: You're sick! But when are you opening your restaurant?

Q What do you do with all the letters you don't answer?

— I. M. Curious,
Wondering Bay, NSW

A Skull: I gather them all up and put them in a pile and pour petrol on them and burn them. Then I drop nuclear bombs onto them and shoot them and then burn them again. That would be cool ... Actually, they go off to resyk.



Ooohh, it's Satan! Look at the eyes, look at the shirt! Actually, it's NMS devotee Jarrod Raff. So Jarrod, what were you doing with a Sega shirt in the first place, eh?

TIPS & TACTICS

This month's best tips each win a new game from Codex Entertainment (02) 550 5440. The rest of you can bathe in the glory of having your name in the hallowed NMS pages. Fear not, those who's tips have yet to be published, for Fat Boy may smile on you yet. Keep trying.

You may notice a, ahem, lack of Action Replay codes for both Game Boy and NES. If you don't send them in we can't print them! Doh! Send all tips to NHS, Nintendo Magazine, PO Box A305, Sydney South, NSW, 2000. Make sure your letters are properly addressed to the appropriate section of NMS, or Julie will have a cow and throw them all out the window!

GAME BOY

THIS MONTH'S TIP OF THE MONTH WINS TOP SECRET PRIZE!!!

TINY TOON ADVENTURES 2

SUB GAMES & HIGHER DIFFICULTY:

Fancy playing the sub-games separately? Then press **B** and **Start** on the title screen. Alternately, you could press **A** and **Start** on the title screen to make the game harder. Then again, you don't have to, we won't tell anyone. Honest.

TMNT III

LAST LEVEL CODE: The Prince of Pluto has struck again with this incredibly amazing code: **1HHHHH2**.

ROAD RASH

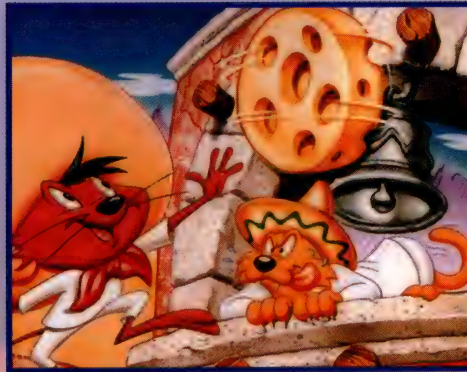
PASSWORDS: These passwords will take you to the desired level and you'll have the best possible bike.

Level 2: **9BB8 BB8K FGKK**

Level 3: **GG8G G8B8 DGKK**

Level 4: **8DGG BG28 5FKK**

Level 5: **8DBB GGD8 GBKF**



SPEEDY GONZALES

PASSWORDS: Yes, that's exactly what they are, sent in by Mark Talbot of Buxton NSW.

Level 2: **500999**

Level 3: **343003**

Level 4: **830637**

Level 5: **812171**

Level 6: **522472**

MEGAMAN 3

PASSWORD: Just one, also from Mark Talbot. Make these squares dotty.

A1, A3, A4, B3, C1, C3, D1, D3.

Tip of the Month

LINK'S AWAKENING

SNEAKY WARP: Having trouble getting from one side of the screen to the other? With this cool cheat, sent in by Looney Leon Lucas of Kingsford, NSW, Link will be able to go anywhere on the map, thus avoiding many of the tricky screens. To do this, you must move Link as if you are going to the next screen, but as soon as he is half-way off the screen, press **Select** to bring up the map. Press **Select** once more and you'll find that Link has warped to the edge of the next screen. This makes crossing the river and other impassable obstacles a breeze! It's especially useful to use when trying to get the Sea Lily bell from the Key dungeon without having to fight Slime Eyes - press **Select** as you enter Slime Eyes' chamber and Link is magically transported through the wall and into the next room.

NES

THIS MONTH'S TIP OF THE MONTH WINS SOMETHING VERY SECRET!!!

THE FLINTSTONES

DEFEATING THE BOSSES: If you are stuck battling a particular boss in this NES platformer, take note of these words below. Who wrote them? I don't know, but anyone can read them.



NINTENDO HELP SYSTEM

Dragon: Stay just out of its reach, keep jumping and throwing tomahawks.

Gorilla: Stay on the left side of the screen and when he jumps hit him with a fully charged club. Repeat until dead.

One-Eyed Devil: Again, stay on the left. Throw tomahawks at him when he jumps and if he attacks run under him. Keep doing this till he's dead.

Mammoth: Go to the left once again. Fire your slingshot at him continuously and when he gets close jump over him. Jump the snowballs and keep shooting him to win.

Count Rockula: Jump up to the right ledge and shoot him, then jump to the left ledge and shoot him, then fall down and hit him and do it all again.



Japanese Dinosaur: Shoot at him, but avoid the reballs. When they stop, keep shooting at him and get up onto the roof when you are close to him, then go right and resume hostilities.

Dr Butler: At first, avoid him until he's riding to the right, then attack. Continue doing this until the final stage when you should jump onto the tyres and attack his windscreen. Naturally, you should avoid his return if you wish to stay alive long enough to see the ending.

SUPER MARIO BROS III

STAY OUT OF TROUBLE: Good words, those spoken by Robocop, and Mario can take heed of them on **World 8-2**. Rather than battle your way across all the battle ships, dive into the deep blue briny from the bow of the first ship and swim underwater, past all the other ships! This cheat also works in the Super NES version.

PUNCH OUT!

FULL POWER: Aye, an ancient cheat be this one, from someone whose name didn't appear on the letter. They come from Qld, if

that's any help. Now, back to the cheat. All you have to do to renew your energy is to repeatedly press **Select** between rounds while Mr Tyson is recovering in the corner.

TMNT 2: THE ARCADE GAME

10 LIVES & LEVEL SELECT: Two cheats for the price of one! At the title screen press **B, A, B, A, Up, Down, B, A, Left, Right, B, A**, then **Start**. And there you go, ten lives and a level select!

SUPER SPYHUNTER

EXTRA POWER-UPS: Brenden Littleboy of Burpengary, Qld, sent in not only the above cheat for TMNT 2, but also this handy one. Pause the game and press **Up, Up, B, Right, Right, B, Down, B, Left, Left, A**. When you un-pause the game you'll have heaps of power.

CAPTAIN SKYHAWK

SKIP STAGES: You can skip stages in this cool 3Dish shooter. You need only to place the **B** button of **control pad two** between your thumb and forefinger and squeeze whilst pressing **Up** on the same pad.

Tip of the Month

ARCH RIVALS

TIPS: NES-owning basketball fans may be feeling a bit left out at the moment, what with the Super NES being swamped with great basketball games, and the NES getting naught. Still, Arch Rivals is about the best, as

Daniel Warburton of Kingswood in SA has found. Here's his compilation of tips for the game.

Offence

¥ To shoot three pointers, take a little step backwards from the three point line and then press **A**. It's better to run in and shoot from directly in front of the basket.

¥ To shatter the backboard, stand in the middle of the keyway and press **A**.

¥ After your opponent has scored, try to dribble down the court and pass before he can reorganise his defence.

¥ If your opposition is close and trying to steal the ball, shoot and run down the court while pressing **B**, then release **B** to punch your opponent. Now grab the rebound and shoot from scoring distance. Punch any player you think is going for the rebound before they score. This shoot/run/punch/rebound/shoot technique can be used against the computer at any time, but when playing against a human use the dribble/pass technique.

Defence

¥ To guard most effectively, always stay directly between your opponent and the basket. Simple, eh?

General Tips

¥ If you want to kiss the cheerleader, go up to her and think of a suitable line. Hey babe, do you come here often? is not acceptable. However, while you are snogging with the cheerleader, your opponent has a perfect opportunity to steal the ball.

Coach Notes

Tyrone Defensive giant.
Reggie All-American.
Lewis Top shooter.
Moose Real champ.
Blade A crowd pleaser.
Mohawk Tough and mean.
Hammer A rebound king.
Vinnie A great player.

SUPER NES

THIS MONTH'S TIP OF THE MONTH
WINS TOP SECRET PRIZE!!!

WORLD CLASS RUGBY

PLAY AGAINST A SECRET TEAM: Here's a cheat, found by Sean Tesoriero of Bondi Junction, NSW. Play through the World Cup to the final and win it. When the end sequence comes up, wait until the Imagineer

logo appears and the music stops completely, then press either **A, B, X** or **Y** and you will come to a secret match against South Africa. They are all perfect in their abilities and therefore very hard to beat. Sean's best score is 39-21 against them, so if you think you can do better than that, let us know.

EASY WAY TO SCORE: Also from Sean comes this tip which may help you in your quest for points. When you have a line out in the opposition's half (or better yet, inside their quarter) and you win possession, pass the ball along the back line but cut out the inside centre and get it to your winger. With any luck he should have a clear run to score in the corner.



PRINCE OF PERSIA

START ON LAST LEVEL: Here's a nifty cheat that one David Pate Jr. found while mucking around, as he put it. Start on the first level and die. Wait, there's more! When the continue screen appears then press **Select** and write down the password. Hit reset and enter the password you were just given and, lo, ye shall be on level 20. Unfortunately, when you start playing you'll only have three energy bottles, but hey, life wasn't meant to be easy.

SUPER MARIO WORLD

TRICK: After defeating Bowser at the end of the game, hold **L, R** and **Up** when the fireworks appear. Now, instead of walking off

the screen with Princess and Yoshi, Mario dances! This snippet was sent in by Raamon Vaccaro of Alstonville, NSW.

96 EXITS?: We've had many readers ringing up and writing in saying they've played Super Mario World to death but are still unable to find the 96 worlds. This tip may help some of you, but it depends on what other worlds you've found as to which ones you haven't. While you're trying to work out exactly what we meant by that comment, here's the tip. At the Back Door entrance to Bowser's castle, get through the first time without breaking the restart tape. Apparently you have to do this in order for all the exits to appear.

FATAL FURY II

CONTROL THE BOSSES: Got this game on import and you want to know how to control Wolfgang and his cohorts? Then press **B, A, X, Y, Up, Left, Down, Right, L, R** when the Takara logo comes up. If you've done it quick enough you'll hear okay! through the speakers, if not, try again. This cheat was sent in by someone claiming to be the Prince of Pluto.

CHAOS ENGINE

PASSWORDS: You'll most likely need these codes if you want to see more than just the first few seconds of this ultra rock and shooter! By golly it's tough! These codes give you the Scientist and the Gent as your soldiers of fortune.

Level Two: **Q6VXCZID22FP**

Level Three: **B61W9L266ZMO**

Level Four: **36Y8T2WK4W2V**

STREET FIGHTER II TURBO

SEE FULL ENDINGS: Of course REAL players will have already seen the full endings the proper way by finishing the game on level eight without losing. However, for the less skilled, there exists an easier way. With **control pad one**, enter the usual SFII code, that's **Down, R, Up, L, Y, B, X, A** when the Capcom logo appears. This disables all special moves for your character. Next, set the difficulty to one and fight your way to the end of the tournament WITHOUT continuing. Once M. Bison is defeated, you'll get the original Turbo artwork instead of the 'Try Again' message.

PLOK!

SECRET WARPS: You want warps? Here they are, now you can plonk Plok anywhere. All warps are found by having Plok're at fruit hanging in the trees. These rooms feature either a race against time, where Plok is

given a vehicle in which to reach flag poles, or a single screen where shells appear for collection. Races against time feature many interesting modes of Plokonian transport!

COTTON ISLAND

The Beach: At the start of the level Plok jumps to the left and finds Crazy Cradles. Unfortunately, he takes a bit of damage from the swim.

Columns: When Plok drops down past the arrow he stumbles across a warp to Blind Leap.

Log Falls: Oh, joy! Midway through this level Plok warps to Ricketty Bridge.

Ricketty Bridge: Plok can climb up the flag pole at the end of Ricketty Bridge and warp to the Bobins Bros on Cotton Island.

Blind Leap: By standing on the safety cradle at the place where upwards pointing arrow is located, Plok is warped to his house at Akrillic.

AKRILIC

Garlen Beach: Situated to the right of Orson, the jet-platform creature, is the warp to Sleepy Dale.

Plok Town: This isn't a warp, it's a secret room. On the first tier the room lies at the top of the stairs and Plok reaches it by jumping to the left.

Venge Thicket: A warp to Dreamy Cove is found at the far right of this level.

Crashing Rocks: Plok warps all the way to High Flying in the Flea Pit by walking to the left at the very start of the level.

LEGACY ISLAND

Sponge Rocks: The fruits here hide a warp to Log Falls.

GODS

PASSWORDS: These codes were found by Ralph Smith.

Level Two: The Temple **SD1**

Level Three: The Labyrinth **MBG**

Level Four: The Underworld **BMH**

TAZ MANIA

CHEATS: Grrrr! Chomp Chomp Chomp! Mmmmm Taz like cheats! Cheats goooood! Eat cheats! **Go to options screen.** Press **A, Y, A, Y, X, Y, B, A, R, L.** Get **level select!**

More cheats! Press **Y, X, B, X, A, X, L, R, B, A, Y, A, X, A.** Get **20 continues!** Yum Yum!

PINK GOES TO HOLLYWOOD

LEVEL SKIP: Renae Perna of Currimundi in Qld brought this sneaky cheat to our attention. Simply press and hold **Start** then press **Select** at any time and you'll find yourself in the next level.

Tip of the Month

MEGAMAN X

PASSWORD: This password will give you full everything:

8441

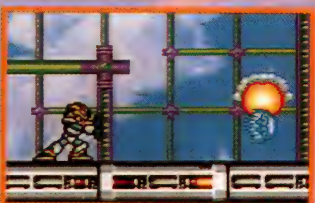
2136

4421

SECRET WEAPON: To get the awesome fireball you must have defeated all the bosses and have the armour and power-ups etc. (or just enter the above code). Go to the stage select screen and choose the Armoured Armadillo's stage. Go through and collect the power-up at the top of the cliff, before the entrance to the boss. Then go to the weapon select screen and exit. Repeat this procedure **five times** and on the fifth time you will find



a power-up chamber. Go into it and Dr Light will be there, dressed as Ryu! He'll give you the power to cast a powerful fireball, a la Street Fighter II, which is performed in the same way (down, down/forward, forwards + attack).



With this new weapon, Megaman can kill everything with one hit, but only when you have full energy.

John Foong of Gordon, NSW, was the very first to send this Megaman X stuff to us, and for his wonderful advice and tips he receives a lovely new game courtesy of Codex.

ACTION REPLAY CODES

SUPER NES ACTION REPLAY CODES

MEGAMAN X

7E0B CE10 - This code, sent in by George (almost as quick as sending in Megaman X cheats as John Foong) Geddes, gives Megaman full energy, very useful when using the fireball tip.

LETHAL ENFORCERS

These lethal codes (groan) are from Stuart Keeling of Hamilton Hill in WA.

7E00 B205 - Player 1, infinite lives.

7E00 B405 - Player 2, infinite lives.

7E1F C006 - P 1, infinite ammo.

7E1F C206 - P2, infinite ammo.

7E1F BC02 - P1, grenade gun.

7E1F BE02 - P2, grenade gun.

7E1F BC04 - P1, magnum.

7E1F BE04 - P2, magnum.

7E1F BC06 - P1, shotgun.

7E1F BE06 - P2, shotgun.

7E1F BC08 - P1, rifle.

7E1F BE08 - P2, rifle.

7E1F BC0A - P1, automatic.

7E1F BE0A - P2, automatic.

7E1F BC0C - P1, machine gun.

7E1F BE0C - P2, machine gun.

DRACULA

Woah, pretty sad, dude. We are, of course, referring to the game Dracula, which was described by Jamie Schuts as "It sucked severely and was quickly traded..." Jamie, from Sunshine Beach in Qld, sent in these codes to aid others with this game, maybe even the person he sold his cart to!

7E01 E605 - Infinite lives.

7E00 6309 - Infinite energy.

KING ARTHUR'S WORLD

Here's a load of useful codes. They were sent in by Natalie Pugh of Sunnybank, Qld.

7FFF 1319 - Infinite archers.

7FFF 1114 - Infinite knights.

7FFF 0D19 - Infinite barrel men.

7FFF 0F19 - Infinite engineers.

7FFF 1709 - Infinite good wizards.

7FFF 1909 - Infinite dark wizards.

7FFF 2104 - Infinite health spells.

7FFF 2304 - Infinite strength spells.

7FFF 2504 - Infinite shield spells.

7FFF 2B04 - Infinite meteor storms.

7FFF 2D04 - Infinite stun spells.

7FFF 2F04 - Infinite fireball spells.

7FFF 3104 - Infinite storm spells.

7FFF 3304 - Infinite apoc. spells.

EQUINOX

7E23 4303 - Infinite lives.

7E23 4506 - Infinite magic.

STREET FIGHTER II TURBO

One Nick Faris of West Brunswick in Victoria seemed very confident when he sent in his tips. "Thanks for printing this and giving me a prize!" he boldly stated at the bottom of his letter. The cheek of him! Still, he did send in a lot of codes, and some of them were actually good, so ... we decided to print them and give him a prize. Aren't we nice!

7E1C 880F - Turbo turbo edition!

7E05 E609 - Player 1 super fast fireballs etc.

7E07 E609 - Player 2 super fast fireballs etc.

7E05 4C22 - P1 burns when hit.

7E07 4C22 - P2 burns when hit.

7E05 3F10 - Can't get near each other.

7E05 0600 - P1 short jump and slow walk.

7E07 0600 - P2 short jump and slow walk.

7E05 B300 - P1 can't be dazed.

7E07 B300 - P2 can't be dazed.

7E05 3310 - P1 Biiiig jump!

7E07 3310 - P2 Biiiig jump!

7E00 BF10 - No background.

Action Replay Codes of the Month

**THIS MONTH'S CODE OF THE MONTH
WINS SOMETHING TOTALLY SECRET!**

MORTAL KOMBAT

Young Mr Faris also sent in these codes.

7E19 6E02 - P1 need only win one round to go to the next stage.

7E00 E205 - Fight against Reptile.

7E02 C102 + 7E1A CE05 - Play as Reptile with Sub Zero's moves.

7E02 C102 + 7E1A CE04 - Play as Reptile with Scorpion's moves.

7E03 4F00 + 7E03 5000 - Enemy can't move!

7E03 809A - New Fatalities! Activate Action Replay when "Finish Him!" comes up then do the fatality as normal.



The NMS guide to Game Boy nears the half-way mark as Link enjoys the advantages of a power bracelet. His happy exploitation of this amulet gains him access to the third dungeon, wherein his struggle to free the Wind Fish becomes significantly more difficult...



ZELDA

LINK'S AWAKENING

Part 2

POWER MAD

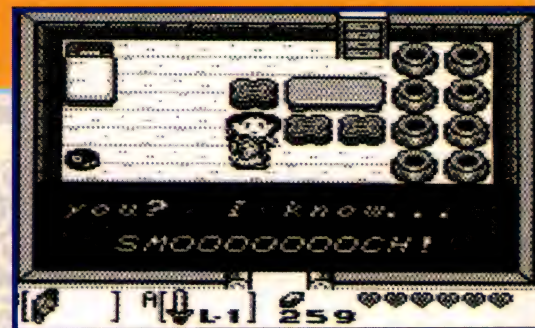
Once Link is in possession of the Power Bracelet many areas of Koholint become open to him. After consulting Ulira over his next course of action he finds himself trekking to visit a chap named Richard who lives in a house south east of the village. Rocks which previously blocked Link's path on account of being immovable are now made light of with the assistance of the mystic wrist-band.

Skullduggery: The path leading to the witch's hut that cuts through the forest does so via a cave, inside of which lies a piece of heart. Those problematic heavy skulls are no obstacle to Link now as he effortlessly claims his prize.

Tree Trunks And A Treasure Chest: Journeying through the forest Link finds a treasure chest trapped behind a rock. Of course this kind of obstacle is no problem to him now.

MISS KISS

Before Link does anything else he leads the exhausted Bow-Wow back to his owner, Miss Meow Meow. So grateful for Link's help, the happy woman plants a kiss on Link's cheek. Link wanders what he might have received had Miss Meow Meow been the owner of a slightly larger animal?

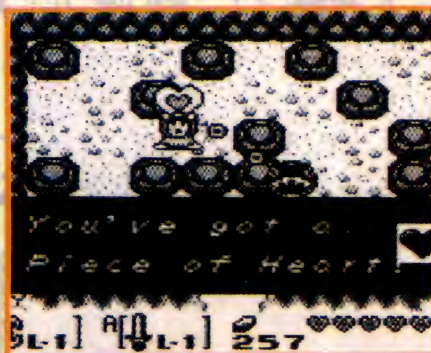
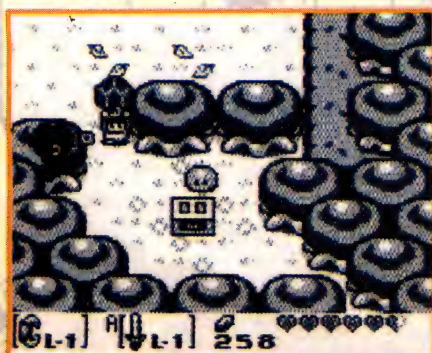


FUN WITH EXPLOSIVES

Before Link tackles the third dungeon he is advised to acquire some skill in the handling of bombs. Besides such training is not without its more immediate rewards.

Moldorm Revisited: Of course Moldorm is long since departed from Tail Cave and his halls are completely empty, but there is one place that Link cannot reach without the aid of a bomb. It is a single room containing a sea shell. Check Link's map of the dungeon, it isn't hard to find.

Beach Blast: Just as an example of what to look out for, there is a cave situated on the beach. However the entrance is blocked by rubble. No matter, a bomb is all that's needed to clear the debris. Though the cave appears to hide nothing this location becomes very important later in the game. Other such hideaways are found in the same manner, and all it takes to find them is a keen eye.



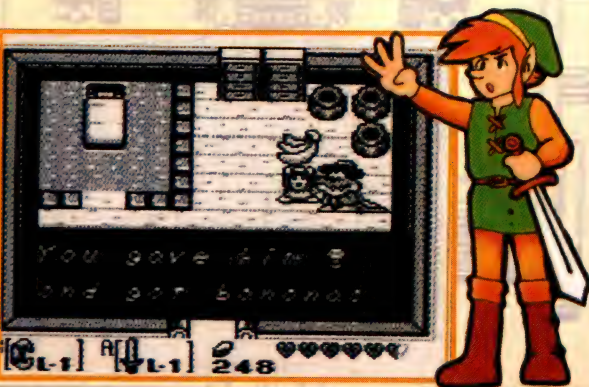
EXCHANGE RATES

Dolly: Gaining access to the Key Cavern requires a chain-reaction of exchanges to take place. Upon visiting the quadruplets' house in Mabe village their mother dictates how life might improve if her youngest were presented with a Yoshi Doll. Link searches for the doll and discovers one for sale at a novelty shop in the village. Upon offering this to the quadruplets' mother Link is rewarded with a hair bow.

Barking Meater: The adjoining building to the quadruplets' house is a luxury kennel of sorts. Inside is a tiny variant of the ferocious Bow Wow but whose temperament is quite different. All this animal wants is to look pretty and believes it can achieve this with the right accessories: The bow Link has just received is ideal. In return for the bow the miniature mutt offers a can of meat. A strange exchange but essential nonetheless.

Link - Meat Croc: Koholint's beachhead is home to a breed of animal usually associated with swamps - a dirty great crocodile. Still he's friendly enough and is willing to swap a bunch of his prize bananas for the tin of food in Link's possession.

Banana Bridge: When Link is asked to retrieve the five leaves for Prince Richard he might find this task impossible were it not for the bananas. This is because Kiki the monkey and friends are required to build a bridge for Link and do so in response to the call of the yellow fruit. Once the bridge is built Link stumbles across a stick lying upon the newly laid structure. For now, at least, the stick is not important.



FRAUGHT FOLIAGE FINDER IS FALLEN ROYALTY SHOCK!

Richard's humble abode belies his royal heritage. After being ostracised from the palace, by his servants no less, the desperate prince offers Link assistance in return for the safe return of five special leaves. These are hidden in and around the palace:

Underground terror: A creature tossing bombs from various holes in the ground is Link's first target; smacking it about until it relinquishes its hold on the first leaf.

Rockin' Raven: Ulira, being cryptic as ever, hints that a raven is the keeper of the most elusive leaf, and so it is. Perched in a tree the bird is indifferent to Link's efforts at bird scaring until the little lad gathers a nearby rock and launches it at the black bird's brains! Once the bird is airborne have Link swipe at it with his sword for the kill.

Hack 'n' Slash: Once inside the palace Link

dutifully massacres a few guards and blob-like creatures to receive the third leaf.

Shake Awake: Deeper into the palace there is a sunken room patrolled by a fuzzball. This robust enemy is not Link's concern, though he is wise to avoid it. There are shapes etched into the wall which release two palace guards. Placing bombs in front of the walls sets the guards free. Killing them rewards Link with the fourth leaf.

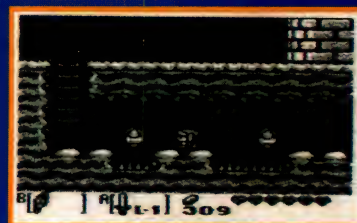
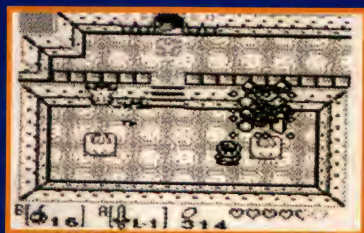
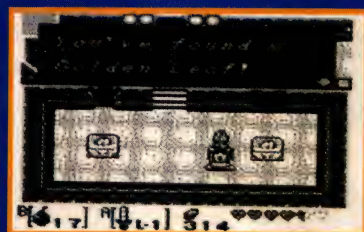
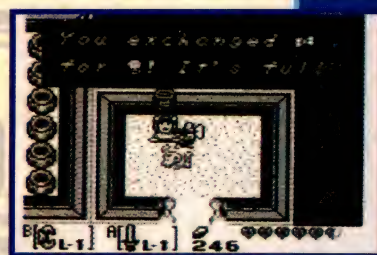
No More Mr Mace Guy: Finally Link finds himself face to face with a mace-wielding nasty type. Once again it is Link's stash of bombs that are best used to deal with the monster. The fifth leaf is only a few blasts away.

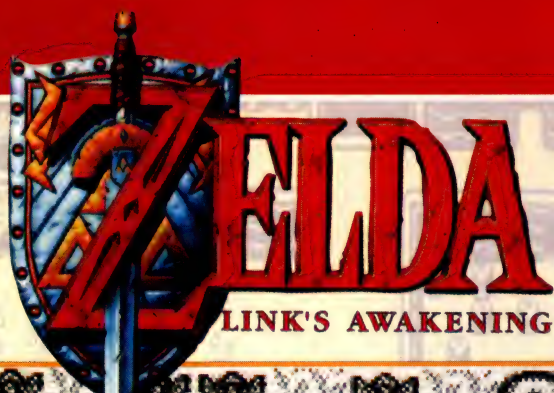
Note:

- If Link cannot find a way into the palace grounds he is doubtless ignorant of the stairway that hides beneath a bush. See the picture for reference.

- If Link cannot find his way out of the palace

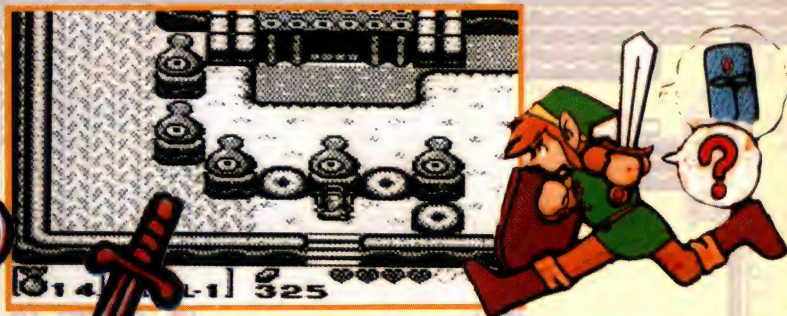
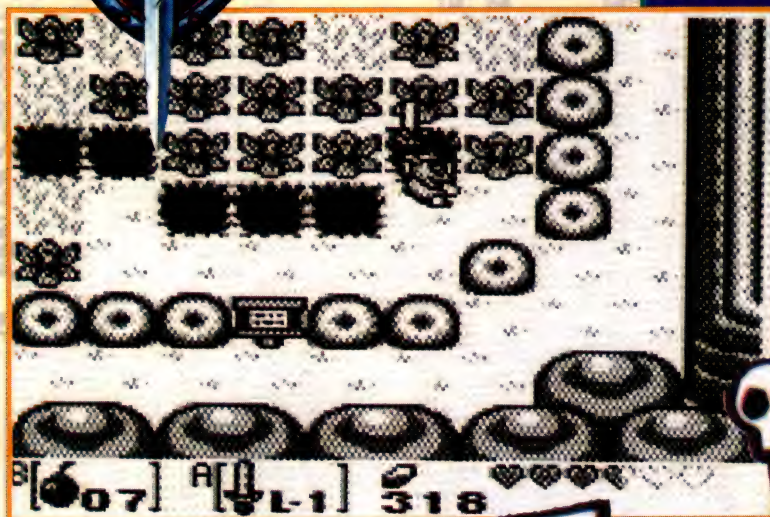
grounds it is likely that he has missed the pressure pad located inside the building. Again, see the picture for reference.





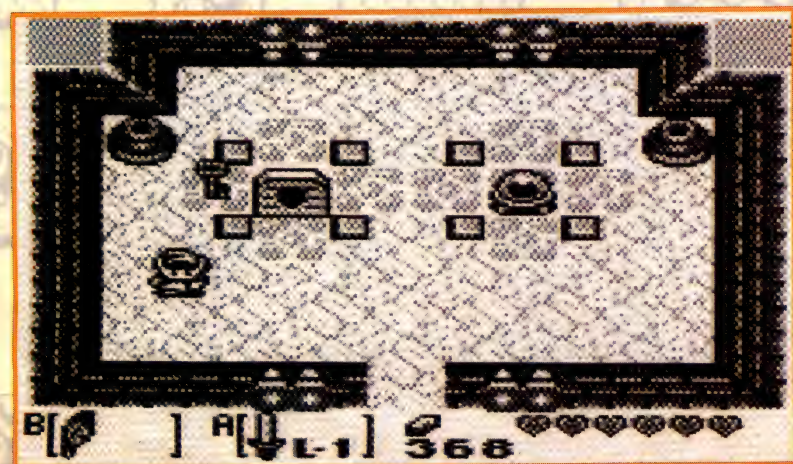
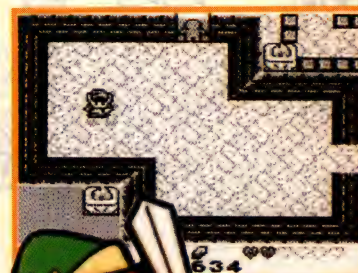
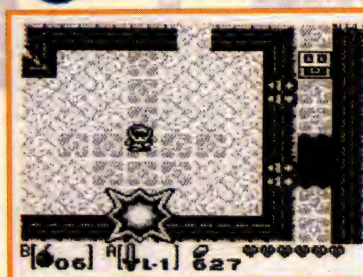
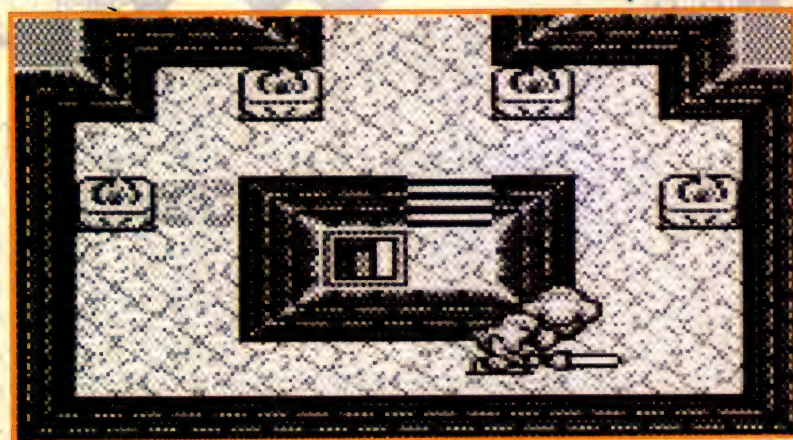
POT-HOLING

Naturally Richard is happy about the safe return of his leaves - perhaps he can make a headdress out of them? Who cares! All Link needs to know is where the Slime Key is hidden and Richard duly stands aside to reveal a staircase. This leads to Pothole Field where Link hacks a path through the undergrowth to reach one of the many prophetic owls of Koholint. 'IN SOIL SLEEPS SECRETS, BENEATH YOUR SOLES' says he, hinting that Link is to dig the patch of earth before him to find what he is looking for.



KEY CAVERN

The roof of the Key Cavern is of immediate interest to Link as he discovers yet another sea shell buried upon it. Once retrieved it's down to more pressing business.



KEY FEATURES

Moving Floors: Rooms with distorted-looking floor surfaces are desperately annoying for careful positioning of Link and the collection of the small keys that fall from the ceiling. Whatever the situation examine the direction of the floor before committing Link to anything.

Teleporting

Terrors: It's a good job Link wears a hat otherwise he'd find himself tearing his hair out over frustration with these monsters.

Should Link try to strike at the creatures with his sword they disappear and materialise again at a safe distance. There are three ways of dealing with them: The first is with bombs, though this involves careful timing. Alternatively Link's archery skills pay off quite nicely. The last and most effective method of dealing with the elusive animals is to employ the Pegasus Boots, however these are hidden somewhere within the Key Cavern.

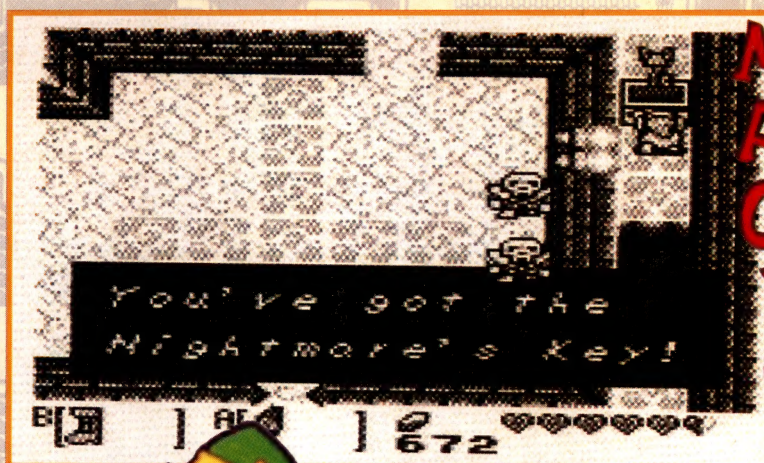
Brittle Stones: Conical stones block Link's path in some places, preventing Link from triggering some significant routines. These stones shatter but only under the duress of a high-speed sword attack from Link and his Pegasus Boots.

Bomb Animals: There are two variants on the explosive animal theme in the Key Cavern:

Reckless: The first encountered are those which crash around the room when struck by Link's sword. Avoiding contact with them before they explode requires Link to take cover behind a wall.

Time Bomb: Once triggered by an attack the time bomb variety follow in Link's foot steps before counting down from three and exploding. To ensure he does not sustain any damage Link strokes them away at the very last second.

Stomach Upset: Huge black worms in the Key Cavern are destroyed by having Link feed them live bombs. Once swallowed by the beasts the bombs duly explode and, after three or four explosive meals each, finish the creatures.

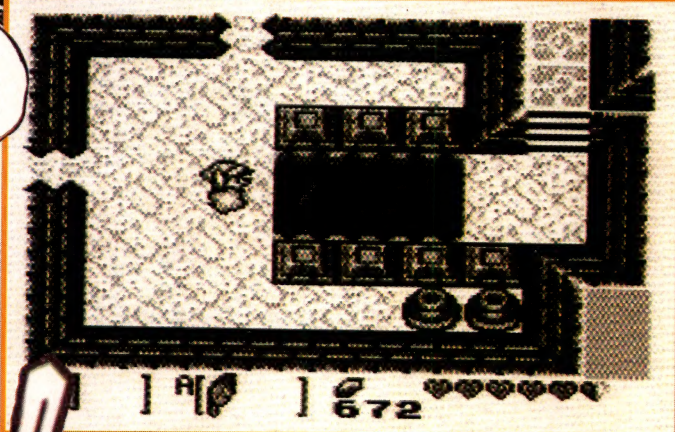
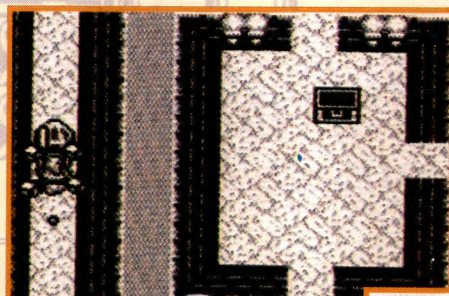


MAGIC!



CASCADING KEYS

The secret to progression throughout Key Cavern is the collection of many keys. Hence the name. Most are awarded for the demise of enemy groups, then used to tackle the many keyblocks and small doors.



PEGASUS BOOTS

Link is stopped in his tracks until he discovers the Pegasus boots. With these he is able to leap across the gaping chasm in the east sector and claim the Nightmare Key. Other abilities provided by the boots include:

Dashing Sword: With his sword held before him, it is this technique that is employed to break stones and create paths through some brittle walls.



NOT THE NEXT ISSUE

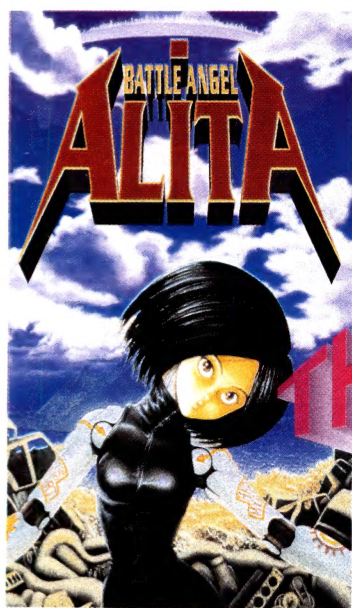
I'm just sick of it you hear. I always get to this stage of the mag and discover that people are waiting with bated breath to find out what's happening in the next issue.

Well, I've had enough and, quite frankly, I'm not going to tell you. It's just going to be a surprise.

However I will show you these photos of the NMS Game Boys, who are allegedly an indoor soccer team. Amidst rumours of steroid abuse, they've managed to claw their way from the bottom of the ladder to the point where they've won four games in a row. Make of that what you will, but we strongly suspect that their transfer to the Over-80s Nursing Home League may have something to do with it.



WHO SAYS CARTOONS ARE JUST FOR KIDS?



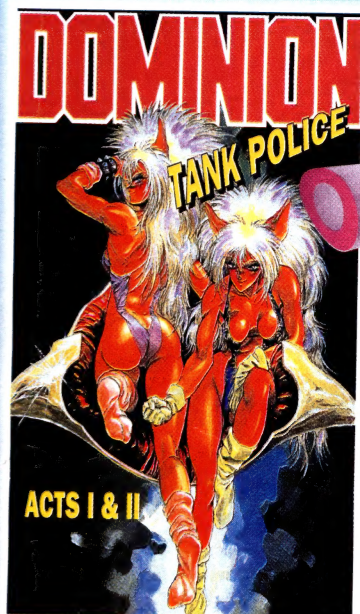
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3 x 3 Eyes Pt. 1 (M)
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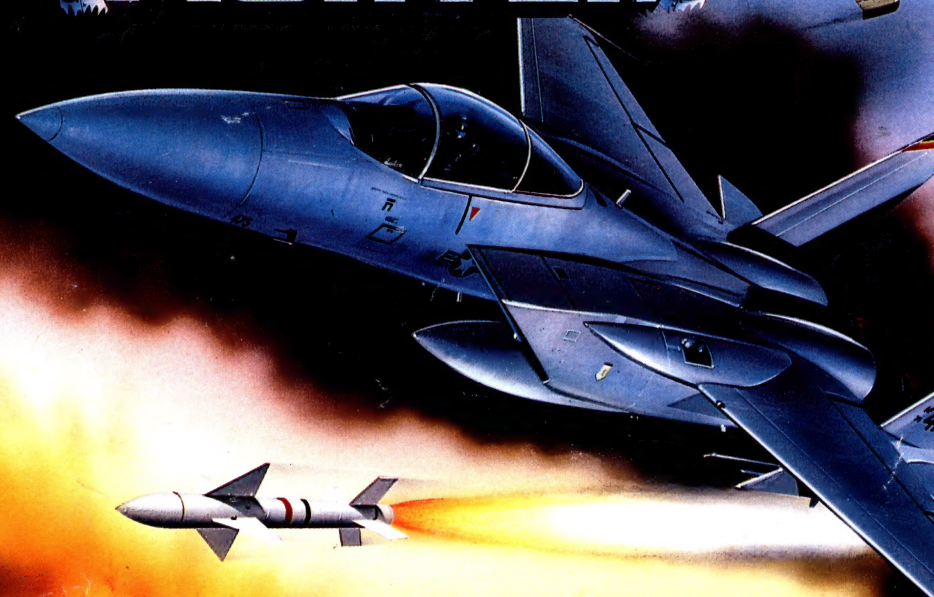


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DESERT FIGHTER



"Command HQ to Attack 1.
You ready for the next mission?"

"Hey Captain,
I've always been ready."

"Roger that Attack 1.
Best of luck, you'll need it"

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