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MAGAZINE SYSTEMS

OCT '94
Issue #19

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GAME BOY



"It's a good game. No, it's a great game. You should be very happy to include it in your collection -91%." Total, June 1994

"90% for Game Boy" Total, June 1994

"Brilliant animation, hidden areas and secret bonuses to discover"

"Excellent stuff-90%." Total June 1994



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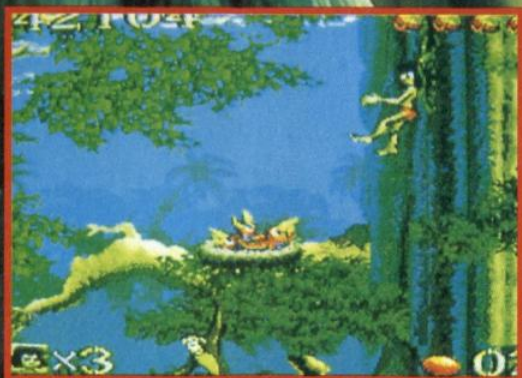
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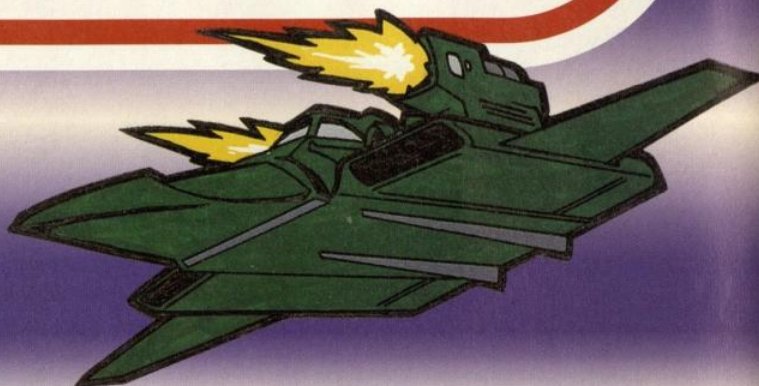


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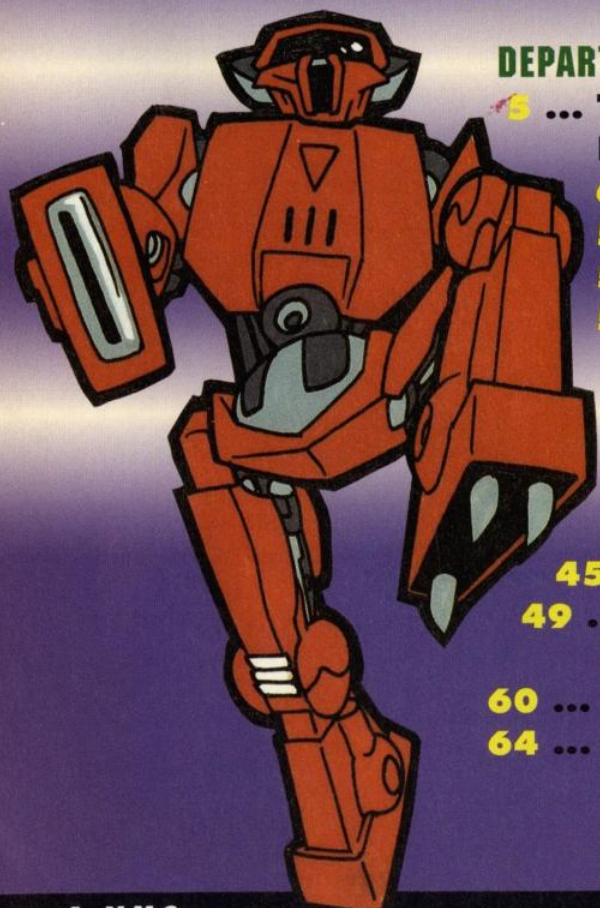


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NINTENDO PEOPLE SYSTEM

OUR GREAT LEADER

Michael 'Nyuck Nyuck Nyuck' Mohi

SOMEBODY

Rod 'Nihilist' de Martiné

SUPERSTAR

Mary 'Too Good To Be True' Gillespie

FAITHLESS SIDEKICK

Andrew 'Oh Yes, Master' Iredale

THAT THING ON TOP OF THE VERTEBRAE

Skull

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Nick Smith, Amos 'I Have Fan Mail!?' Wong,
Andy 'Quite Comfy Thank You' McVittie, Ben Smith,
Michael Mundy, Aaron Rudgley

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Gary 'You Don't Really Want
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THE FRONT PAGE

FAT BOY Kidnap Ho'RRor!

Hi, it's Mary here and I'm afraid there's been a slight problem with The Front Page this issue.

The other day while Fat Boy was enjoying his pre-luncheon Super Super Supreme pizza with extra anchovies, a couple of guys in white coats arrived, whipped the gold-plated Game Boy out of his hands, and hauled him into the back of a van with the words "Camp Slob - Where We Find The Thin Person Inside You - Even If We Have To Use Violence."

The van sped off leaving a receipt behind saying that Fat Boy would be returned to us in one month "slimmer and in more or less good order".

We have been trying to trace his whereabouts ever since but it seems that no-one knows exactly where he is - though a letter came through the other day thanking us for entrusting Fat Boy to Camp Slob's care and extolling the benefits of a month there. However I hold grave fears for his continuing robust health as it appears that the camp rules include a complete ban on both pavlova sandwiches and Nintendo.

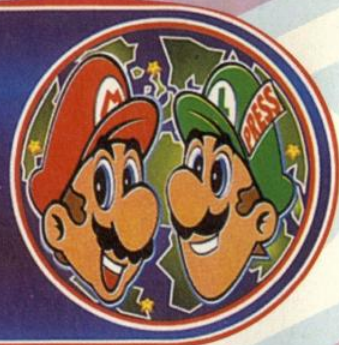
We promise to get to the bottom of this, even if we have to wait till next month when Fat Boy returns.

Illustration by Derek The Drop-Bear



MMN

NINTENDO NEWS NETWORK

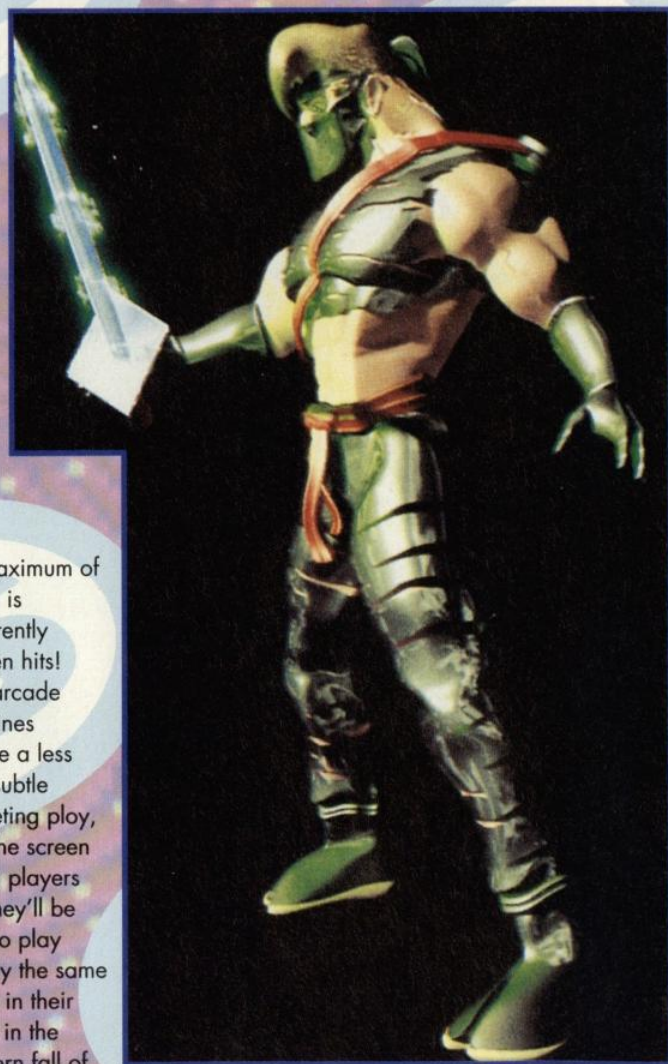


KILLER REALITY

You know from last month's CES coverage that **Cruisin' USA** and **Killer Instinct** are the first two games for the Ultra 64. Here's a little bit more about what they're like.

Cruisin' USA is programmed by Rare and is driving game in the style of Ridge Racer and Daytona, though the graphics are more like Out Run. Instead of driving around the same track two or three times, you have the entire United States of America to cover! Well, maybe not the *entire* USA, but at least a highway that stretches from the west coast to the east. The graphics are highly detailed and even up close objects are still recognisable rather than looking like a bunch of blocky pixels. You can choose from four cars and there is a choice of three views: the driver's seat; just above the car and a high chase view. You have an accelerator, a break and a four speed gear box, though lazy drivers can choose a slush box. Early impressions indicate that the emphasis has been put on gameplay rather than fancy presentation with the idea being to give the player a fun driving experience.

Rare's **Killer Instinct** may be yet another Street Fighter game, but it's guaranteed to blow the toe jam outta ya toes with the most amazingly realistic graphics ever seen! The game on display at the Chicago CES only had four completed characters and backgrounds, but the final version features ten fighters, each with their own background. The fighters are a motley bunch, and include some very strange characters such as a werewolf (War Wolf), a skeleton foot soldier (Spinal), a black American boxer (TJ Combo), a tomahawk wielding American Indian (Chief Thunder) and a molten man of fire, as well as others. The backgrounds are richly detailed panoramas and the screen zooms in and out to capture all the action, including special moves such as being knocked out of a room through the wall and into the street outside where the fighting continues! Needless to say each character has a host of special moves and, like Super SFII, points are awarded for combos,



the maximum of which is apparently thirteen hits!

The arcade machines feature a less than subtle marketing ploy, with the screen telling players that they'll be able to play exactly the same game in their home in the northern fall of '95. The arcade versions of these games will be appearing in arcades overseas sometime in the next month or two, but Nintendo Australia have not yet told us when they'll release them down here.

BIFFO ALERT

NEWS



Several new fighting games are headed for the Super NES later this year, with some even promising a touch of originality! Most anticipated here at NMS is a game called **Ballz**. The name is derived from the way the graphics are structured, with the characters being made out of 3D spheres and fighting on a Mode 7 landscape. According to the developers, PF Magic, spheres are much easier for the Super NES to handle than polygons, so the game runs at a decent speed without resorting to expensive FX chips. Ballz also features instant replays of the action from any angle, and is definitely shaping up to be a game to watch out for.

Rise Of The Robots

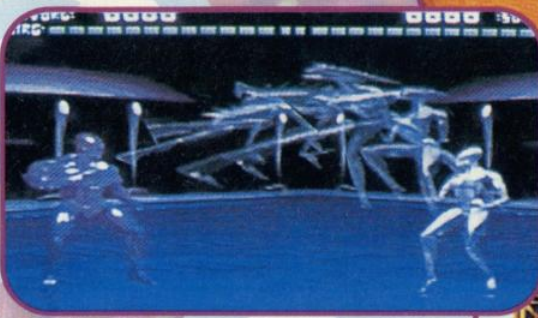
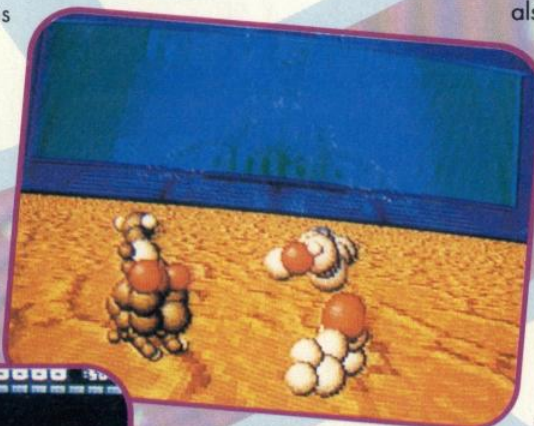
has been picked up for an Australian release in either December or January by Sony, a move which will please eagerly awaiting fans. What will also please them is that the developers, Mirage, have just spent a huge amount of money on additional play testing after those who saw the preliminary version remarked that it was a bit rough around the edges. Well done, Mirage, we hope it pays off!

Clay Fighter 2: Judgment Clay will also be out in time for Christmas and is basically more of the same but with updated graphics and, hopefully, improved gameplay. Another sequel is **Fatal Fury Special**, by Takara, which did quite well in the arcades. Takara

also have **Samurai Shodown** ready, which is so far the only game to touch Street Fighter II, probably due to the fact that the original coin-op programmers at SNK used to work for Capcom and developed SFII.

Brutal: Paws Of Fury may sound like the name of a violent fighting game and, indeed, it is. However, rather than starring a bunch of muscle-bound meatheads, the artists at Game

Tek have populated Brutal with cute furry animals. The Mega CD version was panned by the American press, so don't hold out too much hope for the Super NES version. Also on the way is **Double Dragon V**, but you can read all about it in the preview on page 15.



NINTENDO HOTLINE

190 224 1001

Nintendo know how much trouble you may have had in the past trying to get through to their hotline, so they've changed to an all-singing, all-dancing new number. The price of gaming success is **75 cents per minute**, so don't forget to ask permission of whoever pays the phone bill before you call.



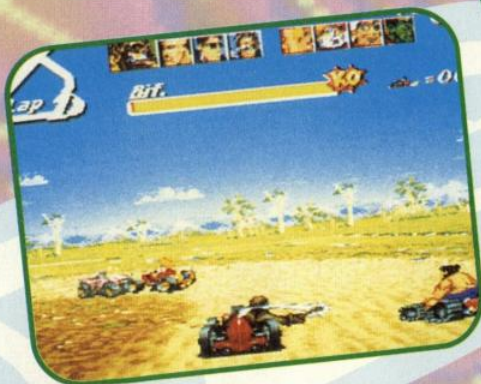
4 ON THE FLOOR

The very idea behind any form of racing is competition, either against the clock or an opponent. Of course, beating a friend to the finish line is infinitely more enjoyable, and what could be better than that? Beating three friends! Finally there is not one, but two new Super NES racing games on the way which take advantage of the Multi-Tap four player adaptor.

Top Gear 3000

is the third Super NES instalment of this classic and its main selling feature will undoubtedly be the four player option. The screen is split into four squares, each with its own speedo and position indicator. Will it have the amazing speed of its predecessors? Have Kemco ruined their formula by trying to cram too many new features in? Probably not, but NMS will tell all as soon as we get a finished copy.

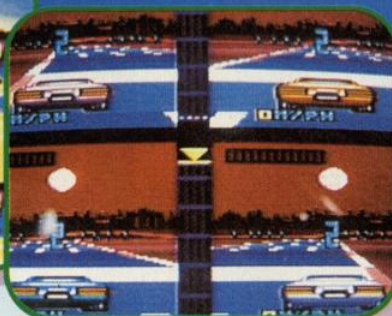
Street Racer, by Ubi Soft, splits the screen horizontally and uses Mode 7 to give the impression of racing speed. The game resembles Mario Kart but each of the eight racers has his/her own energy bar, and the various game modes include racing around a choice of eight tracks (with weapons!), a demolition derby which is decided by the last car rolling and, even more bizarre, a soccer game in which you drive around trying to knock the ball between a moving barrier whilst using your special weapons to fend off the other team! The game is only 8 Mbits, yet doesn't have a DSP chip to assist the Super NES, though there is no slow down in four player mode. Just goes to show what can be done when you've had time to learn the capabilities of the Super NES - Street Racers puts many a 16 or 24 Mbit game to shame! Unfortunately, Street Racers hasn't been signed up for release in Australia, though Fat Boy sez: "If it isn't released, I'll eat someone!"



SONY FOR RENT

Sony Electronic Publishing has announced that it has signed a deal with First Release Home Entertainment to distribute Sony games for rental throughout video outlets across Australia. All this seems to have got young Andres Vejarano, Sony Electronic's Product and Marketing Manager, all excited. "Due to Sony's worldwide policy of same day release dates, our games will now be available simultaneously in both retail and rental outlets at unbelievably low prices." So now you can rent or buy forthcoming releases such as Spielberg's version of **The Flintstones**, **Jurassic Park 2**, **Mickey Mania** (not to be confused with the new

Capcom game, Sony's game celebrates Mickey's 65th birthday), **Jungle Strike** and **Vortex**, which is reviewed on page 20.



TOP OF THE LIST (AGAIN)!

Ever wondered where all the money you spend on Nintendo carts goes? To Nintendo, of course! In the year to March 31, 1994, Nintendo generated a consolidated income of **AU\$731.29 million**. Now that's a lot of Yoshi's Cookies! It ranked fourth among the top 100 Japanese companies, edging out giants such as Sony (53rd) and Sharp (22nd). Sega ranked a lowly 75th, with an income roughly one fifth that of Nintendo's. Based on worldwide sales, Nintendo now holds 75% of the video game market, thanks in part to their draconian cartridge pricing policy which forces developers to pay dearly for rom and is the reason why games cost so much.

GAME BOY GOODIES

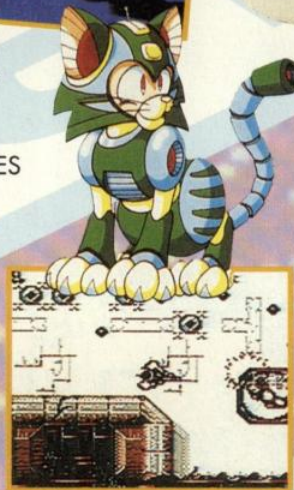
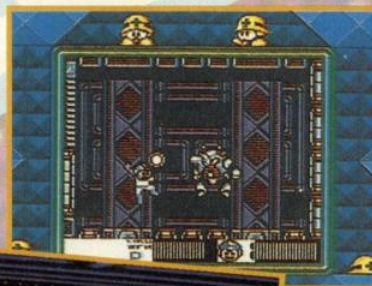
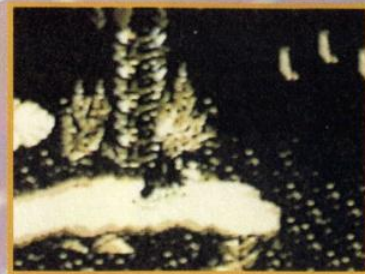
As well as making a breathtaking appearance on the Super NES, Donkey Kong has been scaled down to the Game Boy and will feature the same ACM (Advanced Computer Modelling) process to create the graphics as used in the Super NES version. The name of DK's Game Boy romp is **Donkey Kong Land** and the game will no doubt be very similar to its Super NES big brother. In fact, you be able to play both games on the Super NES in colour because Donkey Kong Land is a Super Enhanced Game Boy cart.

Although most of you probably won't have seen all of his adventures (Mega Man II to IV on the Game Boy have only been released in Japan and the US), Mega Man is now out in his fifth Game Boy jaunt. **Mega Man V** sees the little blue robot travel though the solar system defeating evil robots that have taken over the planets, and his creator, Dr Light, has given him new weapons to deal with the planet poachers. In fact, if Mega Man collects enough tokens, he can buy new weapons from the good doctor of illumination. Mega Man V is a Super Enhanced cart and, as well as this rather smart SGB screen border, each planet stage appears in a different colour scheme.

Still on the enhanced front, Sunsoft has given **Daffy Duck** the colour treatment on his latest Game Boy outing. The action is standard platform mush, but fans of the feathered fiend should look out for this one.

Konami has converted **Super Contra** (Alien Rebels), one of their classic Super NES titles, to the Game Boy and the conversion misses out nothing! Even the overhead stages are included and the graphics are simply divine. Action is limited to one player, though, and no Aussie release date has been sighted.

Also of interest to owners of Game Boys is Nintendo's officially sanctioned **Rechargeable Battery Pack/AC Adaptor** which does away with dry cells as you know them. Says the blurb on the back of the box: "When fully charged, the Rechargeable Battery Pack provides 10 hours of power for on-the-go-action." Keep reading and you'll discover: "Snap action clip holds firmly to your belt ... Plug in the AC Adaptor for continuous fun!" It's in stores now for \$99.95.



FLUFFY DICE DEPT.

Remember that drag racing game we told you about a few months ago? Well, it's called **Zero 4 Champ RR**, by Media Rings Corp. and is enjoying a wave of popularity over in Japan. There are

eighteen cars to choose from, all of which would make most motor sport enthusiasts start drooling uncontrollably in admiration.

Fancy yourself behind the wheel of a Honda NSX? How about the racing version of Mazda's twin turbo RX-7, or the new Celica GT-4 Rallye? Better yet, the awesome Nissan GT-R!

The racing in this game is strictly against the clock as you and your friends attempt to travel the quarter mile in twelve or thirteen odd seconds. The method to success involves learning the power and torque characteristics of your chosen car and knowing when to change gears for maximum acceleration. Each car has either a four, five or six speed gear box and you change gears manually by directing the gear stick into each gear with the joystick. Win at the drags and you can go shopping for parts to make your car go even faster, with all purchases recorded by the handy battery backup.

However, the developers have decided that racing isn't enough, and Zero 4 Champ RR incorporates an RPG of sorts! Yes, between burning rubber you can wander around slaying demons and orcs! We're not quite sure how it all ties in, but it certainly looks interesting.

Unfortunately, the amount of Japanese text probably means that Zero 4 Champ RR won't be translated for the west, so hopeful hoons should lurk around importer's shelves.



ACTIVISION AHOY!

Activision are back with two new Super NES titles. **Mickey's Ultimate Challenge** brings the number of new Mickey games to three! There's Mickey's Magical Quest 2 by Capcom, Mickey Mania by Sony and now this one. Disney fans can't say they haven't been catered for! Mickey's Ultimate Challenge is a puzzle game aimed at the younger audience and the emphasis of the game is having fun, a factor sadly missing from many of today's games. It's due to be released here in November and we'll have a review real soon.

Radical Rex is also going to be out in November and stars a hip young skateboarding dinosaur. Although the press release tries to disguise it as a "lively new 8 Mbit scrolling-action game", it's a platformer. Still, the skateboarding promises to be interesting and there is a strong element of humour throughout the game - something that seems to be lacking in many games.



MARIO GOES HEAD TO HEAD WITH SAM TOUCAN!

Just to remind you all out there that hints and tips on your favourite Nintendo games, cheap subscriptions to this mag and other goodies are on offer to anyone who buys a pack of Kellogg's brekkie cereal. The various

Kellogg's packs contain:

Coco Pops:

Starwing tips and hints, discount on Starwing Game Watch Boy and Mario stickers on specially marked

packs of 675g Coco Pops.

Honey Smacks: Super Mario All

Stars tips and hints, discount on Nintendo Watch Boy.

Froot Loops: Super Mario Kart tips and hints, discount on Super Mario cap.

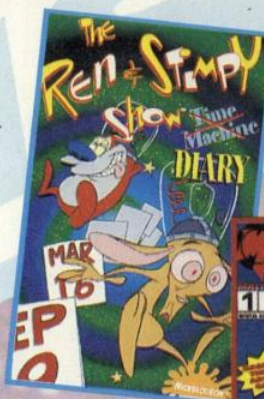
Honey Nut Os: Tetris tips and hints, discount on a Time Boy key ring.

Frosties: World League Basketball tips and hints, and, of course most importantly, a discount on NMS subscription.

WARP YOUR MIND!

Well it's that time of year where you start thinking about school holidays, and then remember that going back to school comes straight afterwards... However we can bring you much joy as far as a school diary goes. The **1995 Ren & Stimpy Diary**, which will be out this month in all good newsagents for \$6.95. There is also a slightly more expensive special collector's limited edition (not shown) available in even better newsagents - get them both! Boring classes will never be more amusing!

Also available with either a common cover or collector's edition cover is the first issue of the new **Mortal Kombat** comic. In it you'll be able to follow the adventures of the original Kombat Krew as the mystery surrounding the tournament is unveiled. Again, collect them both!



COMP WINNERS

Rookie Of The Year

• K. Hunter, Broken Hill NSW • Nat Young, Watsonia Vic • Simone Griffiths, Alice Springs NT

Stunt Race FX

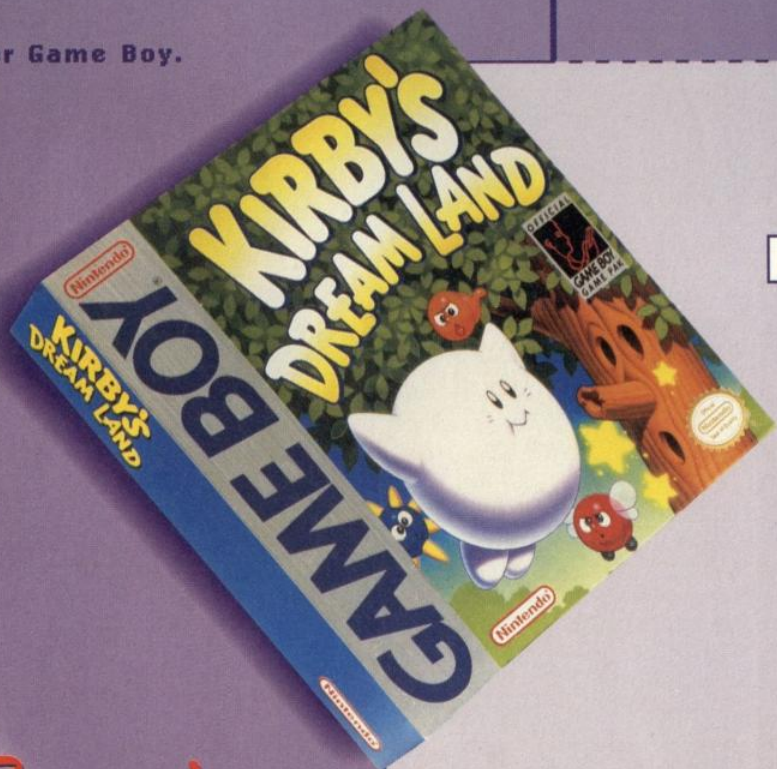
• Simon Sterling, Highbury SA • Steven Pinder, Charlestown NSW • Vincent Commissione, Carlingford NSW • Peter Crowcroft, Belgrave Vic • Nathan Saunders, Toowoomba Qld • Luke Dart, Ascot Park SA • Mark English, Onkarparinga Hills, SA • Jeffrey Khan, Sth Corowa NSW • Jenny Tanner, Summer Hill NSW • Dean Barbera, Paddington NSW

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* Conditions of entry. 1. Offer only available between 23 September 1994 and 31 October 1994 (inclusive). 2. To receive a bonus Kirby's Dreamland (RRP \$59.95), send in the original receipt and barcode from the purchase of one Super Game Boy attach it to this coupon and mail to: NMS/Super Game Boy Offer, Nintendo Australia, 48-52 Dunlop Road, Mulgrave Victoria, 3170. 3. Allow 28 days for postage and handling. 4. The official receipt will be returned with the game. 5. The submission of this redemption form shall be deemed to be acceptance by the signatory of all terms & conditions hereon. 6. Any claims received postmarked later than 31 October 1994 will not be eligible.

JUNGLE STRIKE

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▲ (Above) You too can be stranded on a desert island if your chopper skills aren't up to scratch.



▲ Jungle Strike is nearing completion for Super NES. At last!



▲ (Above) Hello, Mr President, are you home?

▼ (Below) Ooops! Not any more!



F.B.I. BUILDING



▲ You got any of that high octane stuff?

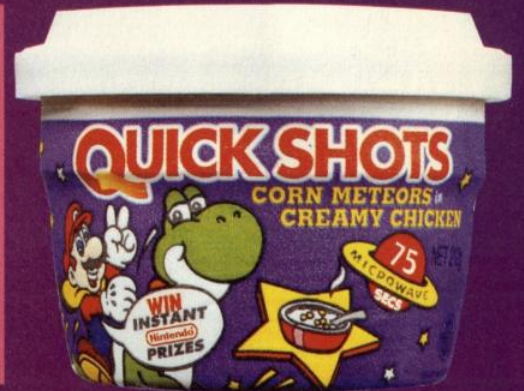
You, sir, have been chosen by your Government to serve America and uphold the people's constitutional rights. For this duty, we have given you a state-of-the-art, \$600 million investment (paid for with your tax dollars), the Super Dooper Whirly Bird Attack Chopper. It's got all the latest military hardware on board, computer assisted flight systems, cocktail bar and, of course, lots of BIG GUNS!

Now go out there and kick some of that pinko, commie, drug-dealin' scum! And don't come back until they're all dead!



RETURN TO BASE!

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SUPERMARKET. THE INSIDES OF TUBS ARE DIFFERENT COLOURS.

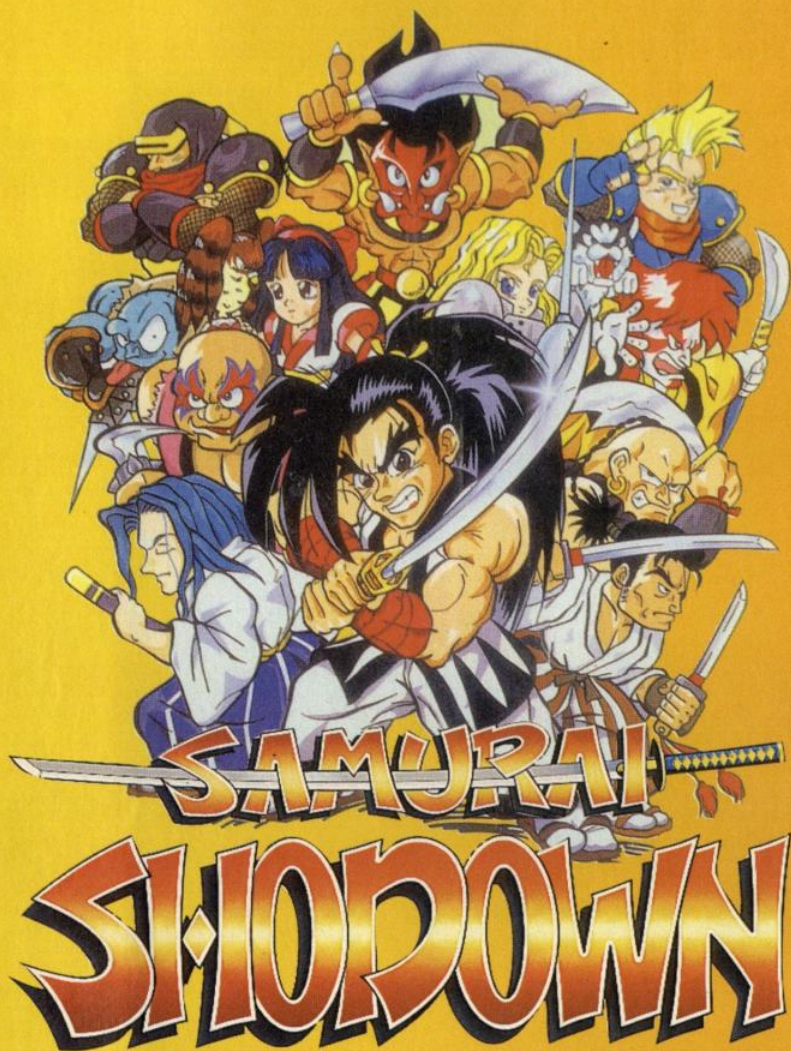
DIFFERENT COLOURS = DIFFERENT PRIZES. ENDS NOVEMBER.

SO JUMP TO IT



GAME BOY PREVIEW

Otherwise known as *Samurai Shodown*, it seems a practical impossibility to convert such an intense title over to the Game Boy - 'Super' or not. Nevertheless the game is being prepared for release in October by Takara and is looking pretty astonishing...



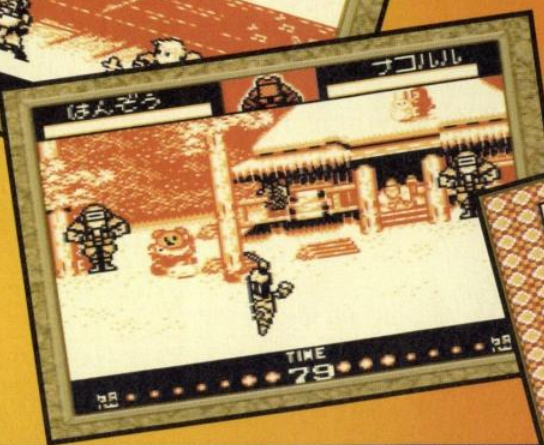
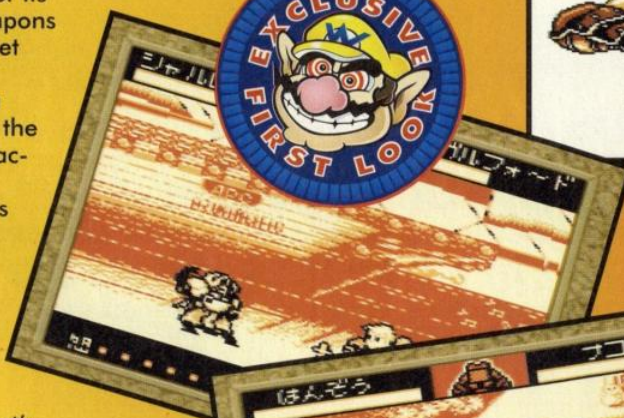
As you can see, Shodown on the Game Boy is beautifully presented. With all the game's heroes being transformed into child-like variations of the Neo Geo giants finer details are spared in order to convey the fast action more clearly. Takara adopt a similar approach with *Fatal Fury II*, which is already available in Japan. Works well doesn't it.



Samurai Shodown is a one-on-one beat 'em up, famed for its use of specialist hand-weapons and even pet animals to get spectacular results. Yep, there's both a hawk and a dog accompanying two of the game's most striking characters.

Many of the twelve fighters compete with a variant of the Samurai Sword. At some stage during a bout the fighters come together and clash swords, sparks fly and the strongest warrior forces the weaker opponent's weapon to the ground. The loser then has a very tough time of it trying to retrieve said weapon and much cussing and banging of heads ensues.

When *Samurai Shodown* finally arrives on Super Game Boy it's sure to create a major stir; not least because it is a two player game but mainly because it is so faithful to the original Neo Geo version in terms of game play. We look forward to this title with bated breath...



The front-end presentation of the Neo Geo original is imitated also.





SUPER NINTENDO.
ENTERTAINMENT SYSTEM

PREVIEW

DOUBLE DRAGON V

The Shadow Falls

Tuesday morning...

Billy: Hey, bro!

Jimmy: Wassup Billy?

Billy: Ya know Jimmy, I was thinking, why don't we head on down to the local dojo for some R&R?

Jimmy: Good idea! I sure could do with some rest after hanging around with those smelly Toads!*

Billy: On the way we could beat up some low scum!

Jimmy: Yeah!

Billy: I heard that the evil Shadow Master said some bad things 'bout yo woman. You ain't gonna let him get away with that now, are ya?

Jimmy: Golly no! I'm gonna wipe that punk's face all over the dojo!

Billy: Sure, me too! But first we'll have to go through twelve stages, each harbouring a viscous thug.

Jimmy: Well, I'm not worried. I've got a couple of special moves up my sleeves!

Billy: Me too! We'll need them, though, 'cause all our opponents have got specials as well! Like that guy called Jawbreaker, he's got this awesome flying headbutt!

Jimmy: And those vixens, Sekka and Dominique, I can't wait to tangle with them! Heh heh!

Billy: But you've got a girlfriend.

Jimmy: Oh, yeah. I forgot.

Billy: Well, let's go.



Yes, as you may have guessed, Double Dragon V is on the way, and it's a one-on-one beat 'em up! Joy! The 16 Mbit cartridge features twelve fighters, some new and some from past DD games. We'll have a review soon.

* See Billy & Jimmy's last adventure in Battle Toads and Double Dragon.

GAME BOY PREVIEW

Now the Super Game Boy is on its way, Super NES owners have another Bomber Man game to get really excited about - Bomber Man GB! Many of the classic features are included, but otherwise it's a completely new Bomber Man adventure!

BOMBER MAN GB

Yes Bomber Man GB is a four-player game! So with a Super NES multi-tap adaptor and three mates, four can compete using the same cart. Brilliant!

Mad Bomber and his minions have stolen five of Bomber Man's favourite powers! Only by defeating each one of them in turn can he win them all back.

Bomber Man has four new special abilities that he is trying to reclaim; the most outstanding of

which is 'Moto' - a tiny motorcycle. With this Bomber Man is able to jump obstacles. Other abilities include 'The Trouncer,' with which Bomber Man bounces the Mad Bombers and 'Dashin' to help him escape danger more quickly.

The eight areas patrolled by Bomber Man are very dangerous, and it isn't just the Mad Bombers who pose a threat. As early as stage two obstacles such as Warp Holes come into play, transporting Bomber Man all over the screen and causing massive confusion! Arrow Zone has pointers

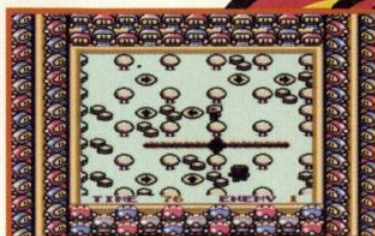
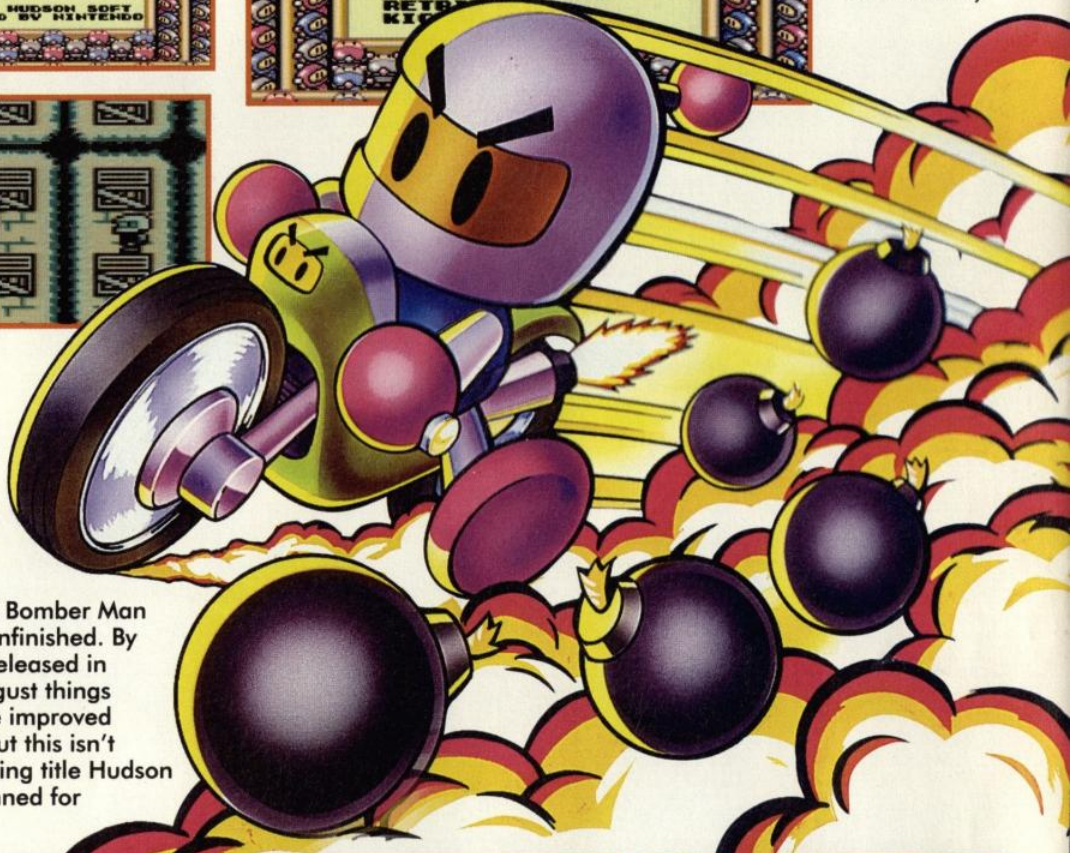
that direct the path of the bombs when kicked - often right back at Bomber Man!

The version of Bomber Man seen here is unfinished. By the time it is released in Japan this August things may well have improved some more. But this isn't the only amazing title Hudson Soft have planned for this year...

(RIGHT) DOUBLE KABOOMA! Bomber Man unleashes the power of two mighty explosives, smashing rocky walls and exposing more power-ups, all while an appreciative crowd look on.



(ABOVE) As in the other Bomber Man games, collecting icons bestows extra bombing ability. If BM picks up these two he can plant an extra two bombs simultaneously.



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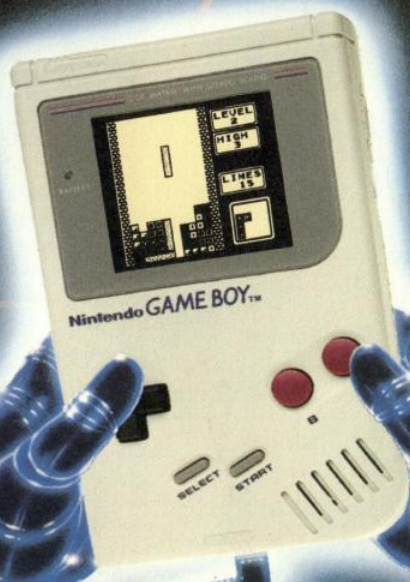
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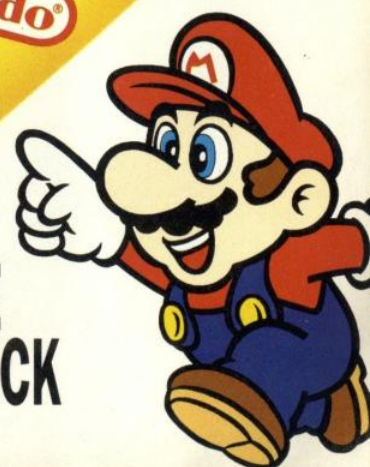


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PREVIEW **SUPER NINTENDO** ENTERTAINMENT SYSTEM

Some hot news reached NMS just as we were about to close the issue. Quite unexpectedly Mindscape, in conjunction with Namco, have announced a whole new Pac-Man game, as yet untitled, for release on Super NES and Game Boy later this year. The yellow munch-meister has finally neglected his stomach in favour of more acrobatic pursuits. Is he ill!?

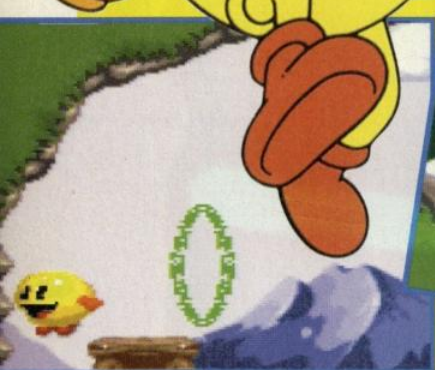


PAC-MAN

VS THE FURRIES (WORKING TITLE)

PAC PICK-UPS

Pac-Man's forthcoming adventures have little to do with mazes or pellets but a lot to do with chasing. There are some areas Pac-man cannot reach without the necessary items so he is resigned to collecting help from magic rings.



WORLDS FULL OF SURPRISES

KID PAC-MAN

The new Game Boy Pac-Man adventure is more puzzle-based than its Super NES counterpart. Levels are shorter, making the solutions to problems more concentrated.



Both these products are in the early stages of development, so it isn't definite whether Game Boy Furries is Super Game Boy compatible or not. However the Super NES version is looking very interesting with many comic elements bundled in with that classic Pac-Man feel. More news as and when we get it.

GAME BOY

LIFE SAVERS®

GET

a

HOLE

LOT

MORE

OUT

of

LIFE



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: ARGONAUT & ELECTRO-BRAIN
- RRP: \$139.95
- RELEASE: OCTOBER
- GAME TYPE: 3D SHOOTER
- CART SIZE: 4 MBIT

FEATURES

- PLAYERS: One
- HEAD TO HEAD: Nyet
- BATTERY BACKUP: Nup
- CONTINUES: Password system
- OPTIONS: Lots

GAME INFO

- GAME ORIGIN: From polygon/SFX chip fetishists Argonaut and Electrobrain(!)
- GAME DIFFICULTY: Tough
- 1ST DAY SCORE: Reach 2nd level
- ALTERNATIVES: Lots, not many with a SFX chip though

CONTROLS

- CONTROL: Joypad or joystick
- RESPONSIVENESS: Tricky

A Fire right arm weapon

B Turn 180 degrees/brakes in Jet mode

X Jump/boost in Jet mode

Y Fire left arm weapon

L/R Left: Use with A,B,X,Y buttons to morph
Right: Use with Y or A buttons to change weapons

S Start: Pause game and calls up map
Select: Cycles through the four shapes

Vile, thieving troops from the Aki-Do system have nicked off with core segments of a super computer, and with everything being so technology driven these days, life as we know it will surely degenerate into primordial hell without those chunks of silicon! It's your job to enter the vortex, go to strange worlds and get those segments back, but typically, you're job ain't easy! Swarms of enemies are itching to waste you on sight and oodles of extra tasks await you besides your prime objective. But hey, it can't be that difficult, as you're piloting a most awesome transforming Battle System, right?

BATTLE SUIT FEVER

Having grown up watching *Transformers*, the lads at weapons development have come up with the Morphing Battle System. In its standard form, it takes the shape of a towering robot. This behemoth can take out enemies by lasers, guided missiles, rockets and canon shells. Laser energy is unlimited but the blasts do minimal damage to foes. Other weapons are more powerful but are available in limited supplies only. Items can only be picked up in the Walker form. Almost like a car, it has three forward speeds, a stop and a reverse. Here's the other shapes you can transform into:

Sonic Jet. A very speedy aircraft. In this mode only the laser and cannon can be used. Crashing into objects gives you massive shield damage, so watch where you fly! The main bummer is that you guzzle heaps of fuel, so transform into this only when necessary.

Land Burner. This has much better fuel economy, which makes it the most efficient form for speedy transport around the game area. Like the jet, you can only use the laser and canon to fend off enemies. Again, you have three forward speeds, stop and reverse.

Hard Shell. When surrounded by enemies, transforming into this makes you almost impervious to attack; damage comes off your fuel rather than shields. Your only weapon is the electrobomb, which pretty much wipes out everything on the screen. You can't go mad with them, as you only start with three, but more are usually floating around somewhere. Movement is at a snail's pace

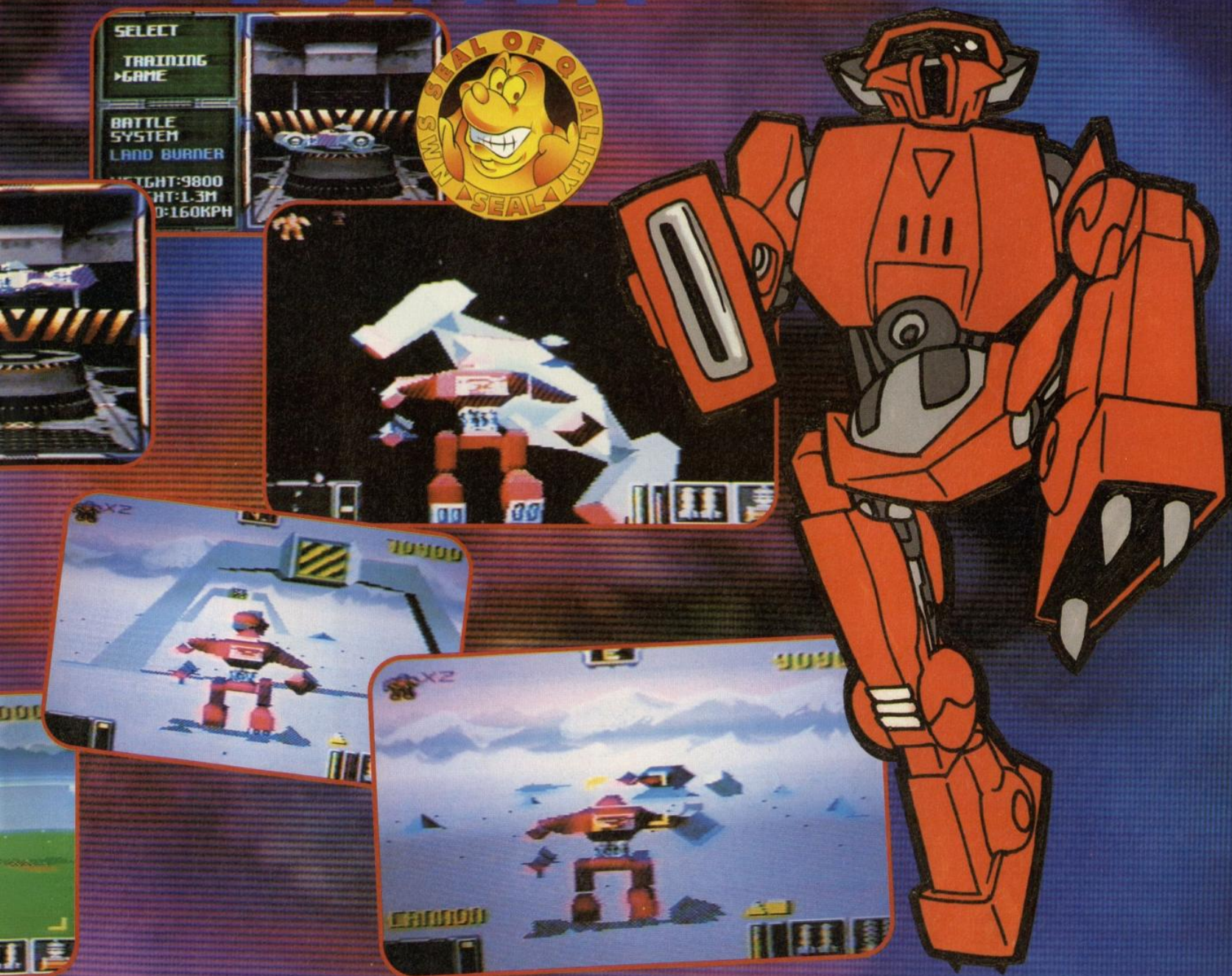
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ve

REVIEW

VORTEX



REVIEW

ENTER THE VORTEX

Seven knuckle-shredding levels await you in Vortex, and with the exception of the two levels set in space, each one plays quite differently to the other levels. There are also three training missions to get you accustomed to the weapons, control and navigation of the Battle System. In these missions you have unlimited ammo, so use this luxury to go on an enemy waste-fest! Here's what to expect from the game proper:

COMMENT



AMOS

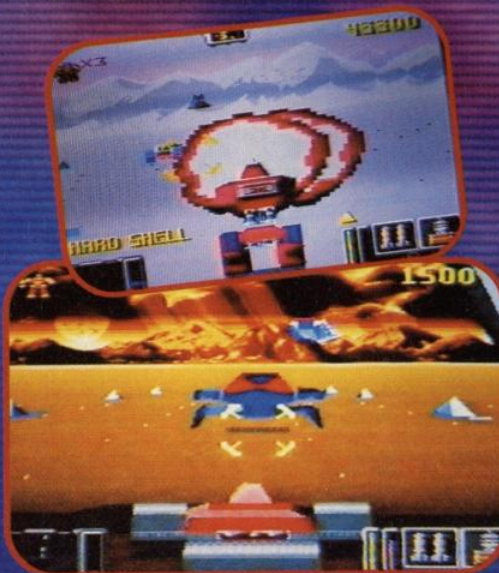
Overall, this is very impressive, with more variation in gameplay than most competition around. It's an intense shooter,

racer, puzzle game, and the exploration factor gives it an RPG feel. The graphics though, for an SFX game, don't quite have the jawdropping factor as Stunt Race FX or even Starwing in my mind; the environment is a bit bare at times, there aren't as many special effects and the perspective occasionally doesn't feel quite right - but the design of your battle suit and enemies are fantastic! The trap-laden underground sections and flash locks are a great touch and level 3 is insane to play! Still, it lacks a bit of atmosphere, partly due to the music. I never thought techno worked with games and whilst the Vortex soundtrack is infinitely superior to the horrid Biometal and X-Kaliber, music from, say, the interior scenes of Jurassic Park would've made the tunnel bits dripping with atmosphere. The thing that really puts a huuge dent in the otherwise great playability is that if you get wiped out during the end of level boss confrontations - AND YOU WILL - you'll have to do the whole level again. From scratch. Very frustrating, especially when you've explored and mastered all the other bits before the boss appears. It's unfortunate, as this takes away a lot of the fun factor as completing levels become increasingly tedious. Some kind of restart point would've helped; for as it stands, Vortex just falls short of being brilliant.



Level 2: Cryston

Your scientist pals are held captive on this arctic planet in a prison complex. To free them you must collect three pass disks, which are stashed away in different tunnels underneath the planet's surface. The elevators down to them, however, are locked, and you must explore the surface to find the three keys that will let you into the elevators, as well as destroying any enemies you run into ... which are a lot! Locks have either a square, triangular or pentagonal keyhole and you'll need the same shape key to open them. Once inside the tunnels, watch out for clamp-like mantraps that spring up on contact. Not to mention moving beams, sliding doors and the odd missile! The prison complex, once empty of prisoners, changes into a twin-gunned battle droid, so watch out! Destroy it to retrieve the first core segment.



Level 1: The Vortex

This takes you to the Aki-Do System. Essentially a straight path through space, it is however packed with many alien craft to destroy. The Sonic Jet will get you through swiftly, but switch to the Walker to attack enemy cruisers, bombers and pick up the occasional goody. As with the other levels, when things get too toasty, change into the hardshell, wait for the nasties to circle for their next attack and then change into the Walker and take out the suckers! After flying through a warp hoop thingy and shooting some more nasties you'll meet the guardian.



Level 3: Voltair

This is a buttock-clenching race against time! Speed along a track in the sky made of asteroid chunks. Shoot enemies on the move, jump over gaps in the track and the crashbars, don't slow down on the falling track segments and watch out for enemy attacks from behind! Go off the track, you die. Crash into too many obstacles, you die. Bum around for too long, you die. Will you still have fingers after this level?

REVIEW

Level 4: Thermis

This desert planet supplies most of the power to the scumbags; you must destroy five power generators located at various points. Each generator has a flash lock; as you approach it shows you a sequence of symbols, and three cubes - each one with a symbol on it - appears. Shoot the cubes in the same order as the sequence you were shown and the reactor explodes; get the sequence wrong and the reactor releases a blast that takes a chunk outta your shields! If your memory's good, the locks shouldn't be a problem ... it's the boss at the end that's the worry!



Level 5: Magemo

Core segments are located in the mine shafts on this lava planet. To activate the lift down, you must collect four glowing energy balls scattered around and place them on cradle-like energy points which you must also find. It's gross out time as you encounter four-legged jumping things, polygonny cockroach things and even a slithering centipede thing ... ugh! In addition to the crash bars, traps and doors in the shafts, you also have cannons to look out for. I suggest you stock up on electrobombs for the lava-spewing boss confrontation!



Level 6: Vortex 2

It's deep space battle time again, only the enemies are more heavily shielded and attack in faster cycles. The boss at the end looks quite amusing with a huuuuge claw on one side and a decidedly ugly face! Ha ha. Then he claws and shoots the crap out of you.



Level 7: Trantor

On this watery world you shuffle along on raised walkways. You can fly over tough areas, but make sure you don't land in the water! Flash locks have to be solved in order to clear your path to the big boss that guards the core housing. As well as the usual undesirables trying to waste you, there's also a gigantic pulsating puffer fish thingy that floats around and carries oodles of attack ships!



COMMENT

ROD

The first SFX game to come out under an independent banner is a both a step forward and a glance backward. Let me get the negatives out of the way first. The collision detection sucks, the graphics are kinda crude

and dull after the joys of Starwing and Stunt Race, the white knuckle factor is inconsistent to say the least and completing the levels can be VERY FRUSTRATING, INDEED!

But while Vortex introduces a whole new feast of gaming possibilities to the SFX carts, most notably a decent puzzle element and a lot more variation in game style, the question remains, does it do it better than the rest? The answer is no.

While Vortex is a good, solid game, it has been let down by the sheer weight of expectations that people have of the SFX chip and an unfavourable comparison to its much more polished predecessors.

On the other hand, it has all the elements of a game that you'll be playing for ages - loads of weapons, power-ups and nasties to combat, incredible variety in the strategies you can use (thanks to your morphing battle station), a massive playing area with heaps to do, find and destroy, and a plausible 'rescue the good guys against the odds' plot. If only I could get excited about it.



REVIEW

THE BIG PICTURE

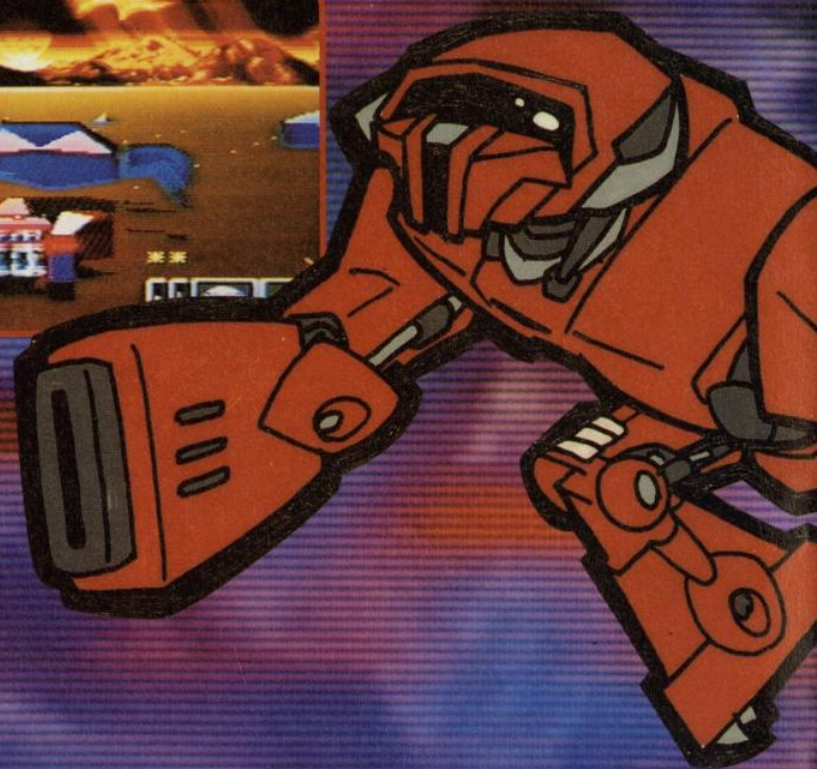
Unlike Starwing, you have full control as to where you go within the gaming area. Pressing the start button calls up the level map and pauses the game. You are represented as an arrow which also shows the direction you're facing. Flashing dots represent points of interest, though not everything is handed to you on a plate in this manner. Whilst exploring away, a short range radar warns you of approaching enemies.



COMMENT

ANDREW

Can the Super NES really impart the feeling of being inside a 20 foot robot? Luckily, the answer is yes. Although the landscape seems flat and barren, it works well. Everything in the 3D environment is correctly proportioned and moves in the proper perspective for each vehicle, although I thought the floating in space levels are a waste and not a patch on anything in Starwing. My main gripe is that the graphics are ever so slightly jerky. However, I'm happy to overlook these flaws because I had such a good time playing it. Overall I'd recommend Vortex to anyone sick of the recycled crap that pollutes the shelves. Check it out now!

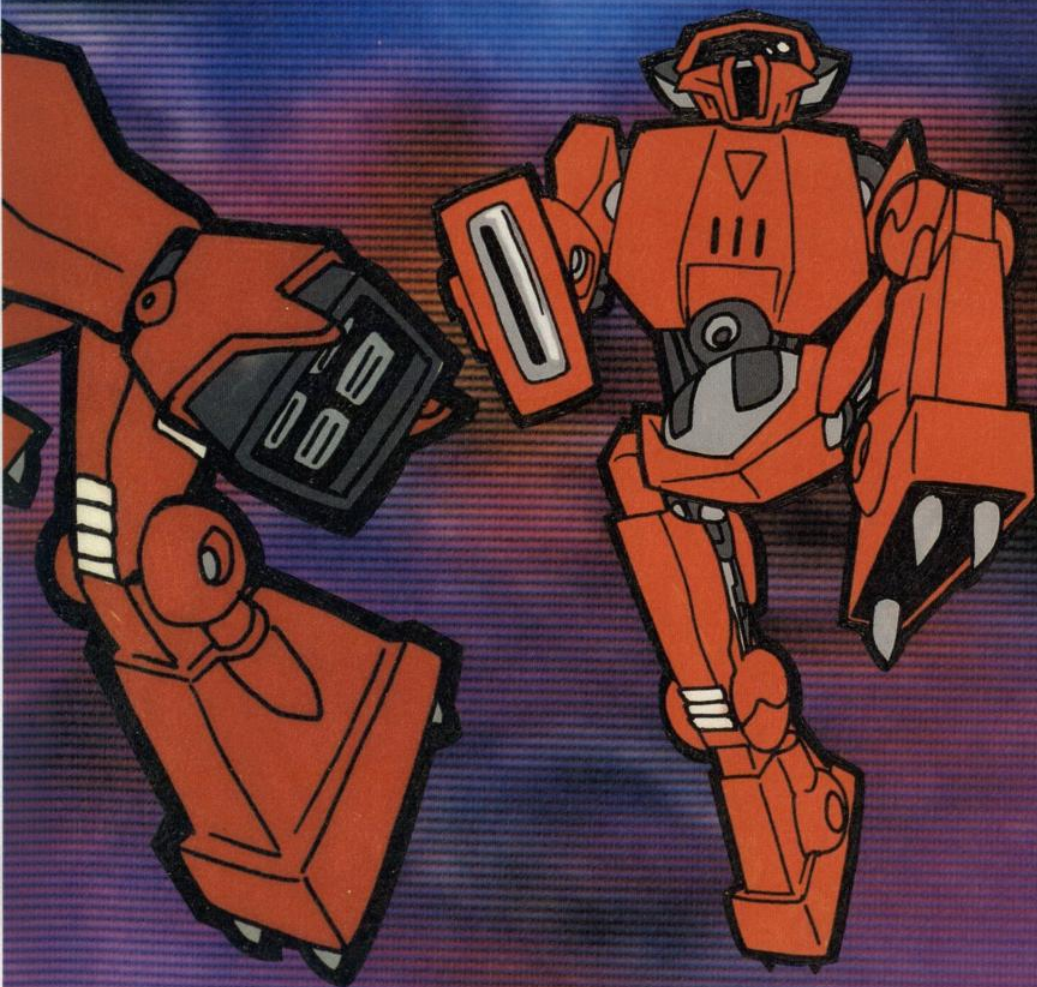
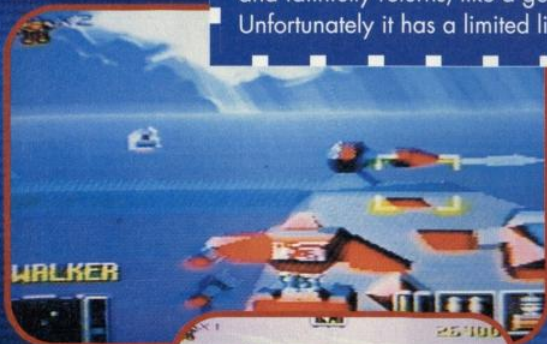


SEE THESE? YOU NEED 'EM

Pods look really cool; they hang suspended just above the ground and are constantly spinning, just like the high tech computer graphic bits in the movies. Pick these up in Walker mode as they contain extra ammo, fuel, shield energy or keys. Each planet also has a bonus tunnel where you can stock up on shield power and ammo, so it really pays to take a good look around.

A BATTLE SUIT'S BEST FRIEND

In your travels you may encounter a two-legged floating chimp lookalike. You've just found your defence droid! Located somewhere on every planet, it follows you around, flies off to waste enemies it sees and faithfully returns, like a good pet should. Quite useful, really. Unfortunately it has a limited life and can't be toilet trained.



RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Excellent intro explains exactly what you have to do. The control option is great for getting a feel of the game and learning the controls.
▼ No restart points!

GRAPHICS

▲ The FX2 chip moves the polygons around quickly and smoothly.
▼ Sometimes you can't see what's attacking you and in the heat of battle it's easy to become disoriented. Not much in the way of scenery to admire.

SOUND

▲ Snappy techno tunes set the mood. Encoded in Dolby Surround, which is great to experience.
▼ The effects need more bite, explosions should sound bigger.

PLAYABILITY

▲ The control over the thing is versatile, and the gameplay is involving.
▼ Sometimes you can't move out of the way quickly enough.

LASTABILITY

▲ Seven huge levels to conquer and explore, tough as nails and gameplay that sucks you in for more! Fun to come back to even when completed.
▼ The lack of restart points may upset some sad members of the gaming community.

OVERALL

94

Despite the sparse graphics, Vortex is a great 3D adventure that you shouldn't miss. You won't want to stop until you've finished, and that'll take ages!



94

88

86

92

94

REVIEW GAME BOY

As is well-known, Predators (as in 'The Predator') are very big in the hunting department, and having wiped out all available prey on their own planet, they decided to drop a load of Aliens (as in 'Aliens') on a Terran mining colony so that they would multiply into a race of targets. Unfortunately, the Aliens fared rather better than expected, and having wiped out the humans, they proceeded to eradicate the parties of Predators who landed looking for sport.

Now a sole Predator has turned up on the planet, prepared to fight for the honour of his race by going through all seven levels of the Terran colony, splatting the infesting Alien hordes before finally confronting the very mean Alien queen in her odious nest.



ALIEN VS. PREDATOR

FIGHT SAID PRED

Each level takes the form of a scrolling maze and Pred's goal is to reach the exit to the next level by finding his way through passages, down ladders and past blockages and locked doors. Making trouble along the way are hordes of Alien Workers, Face Huggers and Chest Bursters which wander about, attacking Pred on sight.

Unlike his movie counterparts, this Predator starts the mission without much in the way of weaponry. As the game begins

he's armed only with wrist blades, so he can punch his foes out of the way, but if he stocks up on ammunition icons he can use his cutting disk frisbee, triple-beam laser and wall-smashing bombs.

PRED'S ASSETS

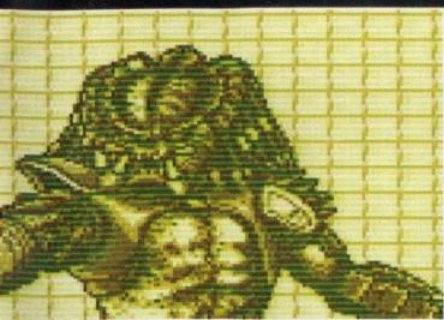
This might sound like a recipe for science fiction horror action fun and excitement, but the reality of the situation is that Alien Vs Predator is painfully tedious to play. The gameplay is paced very slowly, and the Predator and the Aliens are reduced from

(RIGHT) Wrist Blades are a much sought after accessory where Predators come from. Here's the exciting billboard used to advertise them.



(ABOVE) Typical Predator Daytime Television news...

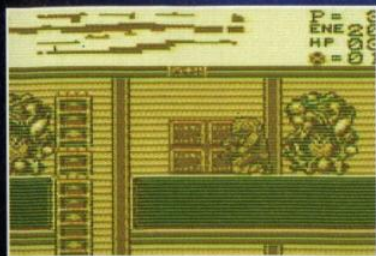
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CART SPEC

- BY: ACTIVISION
- RRP: \$49.95
- RELEASE: OUT NOW
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 2 MBIT



rock-hard deadly alien danger-beasts to crappy beat 'em up stooges. Predator's weapons are feeble, but luckily the

Aliens are even more feeble and most succumb to a couple of whacks from the wrist blades. The biggest danger is posed by the tiny Face Huggers and Chest Bursters which wriggle around almost invisibly among the pixel clutter on the floor. The level layouts are so dull that the action might as well have been set in completely straight corridors, and the 'puzzle' aspect (finding keys then opening doors or finding bombs then blowing down walls) is really unoriginal and livens things up not one jot. If you want some kind of Alien-based action the best advice is to buy Alien 3 which is far superior to this title in every respect.



(ABOVE) Out of may way Alien!
No! Out of my way Predator!

RATINGS



PRESENTATION

▼ Simplistic intro, no options and clunky weapons selection.

GRAPHICS

▲ Detailed sprites resemble the characters.
▼ Smaller sprites are very difficult to see.

SOUND

▼ Feeble effects and annoying, droning 'music'.

PLAYABILITY

▼ Both the fighting and puzzle aspects are dull as ditch water.

LASTABILITY

▼ More levels than you could possibly want to play (seven).

OVERALL

Pretty poor attempt at a SF beat 'em up which flops in almost every department.

60

60

40

44

50

49

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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: NAMCO/VIRGIN
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: SPORTS SIMULATION
- CART SIZE: 8 MEG

FEATURES

- PLAYERS: 1-4 (Multi-tap adapter)
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Various

GAME INFO

- GAME ORIGIN: Tennis
- GAME DIFFICULTY: Challenging
- 1ST DAY SCORE: Third round of tournament
- ALTERNATIVES: Super Tennis, Jimmy Connors

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Good

- X** LOB
- A** SLICE
- Y** DROP SHOT
- B** RETURN
- L/R** L: CURVEBALL
R: CURVEBALL
- S** START: FREEZE GAME/DISPLAY SCOREBOARD
SELECT: NO FUNCTION

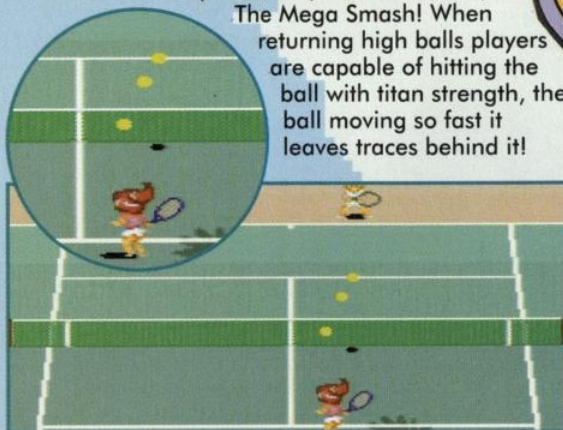
There's a time and place for everything - 'June' and 'Wimbledon' is just about the most famous time and place for Tennis there is. However Virgin now have a game to favour those players who prefer swinging their rackets anytime, anywhere - on the beach or on top of a mountain. Wherever. Whatever.

Produced by Namco, Smash Tennis makes use of the multi-tap adapter and welcomes as many as four players to some truly manic on-court drama. Though essentially a faithful sports simulation, many features distinguish this game as the wildest representation of tennis ever served. Don't believe us? Well get this...

CLUB SMASHING

Members of the Smash Tennis association take their game to the limit! Though all 20 competitors have unique talents they share one special, all powerful technique:

The Mega Smash! When returning high balls players are capable of hitting the ball with titan strength, the ball moving so fast it leaves traces behind it!



COMMENT

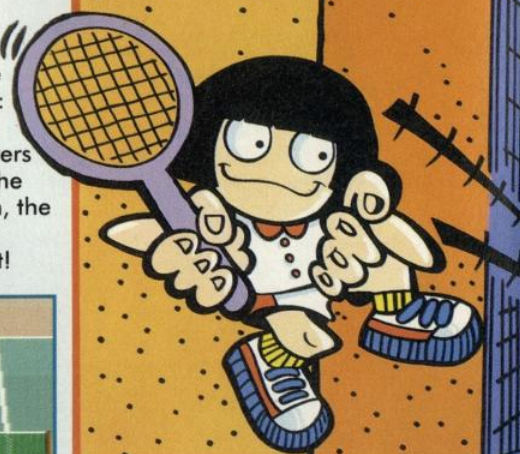


TIM

Three years since Super Tennis and in that time not one game has come close to matching its quality! But wait: Namco's R&D team have come up with Smash Tennis and not only does it equal Super's high standards, it improves on some areas. For all its glory, Super Tennis only ever allows two players to compete at one time - Smash Tennis permits four. Though sounding superb, Super Tennis was a little spartan in terms of looks - Smash Tennis has more visual features than you could throw a racquet at! That the game is appealing because of its four-player compatibility is without question, the biggest factor which guarantees Smash Tennis's success is its excellent gameplay. Characters react swiftly and accurately allowing players to concentrate on improving their game rather than overcoming the idiosyncrasies of a flawed simulation. With four-player compatibility being so important now Smash Tennis is the best tennis cart available without a doubt. Only a four-player Super Tennis could possibly beat it, but the probability of that happening is remote.

WINNER		STEVE	
PAUL	Points 7	STEVE	Points 25
- Aces	0	- Aces	0
Servis	0	Servis	0
Return	0	Return	0
Volley	0	Volley	0
Smash	0	Smash	0
Miss	10	Miss	0
Time 6:48			

SMASH 1



(ABOVE) Four-players compete on the Namco Hard Court.

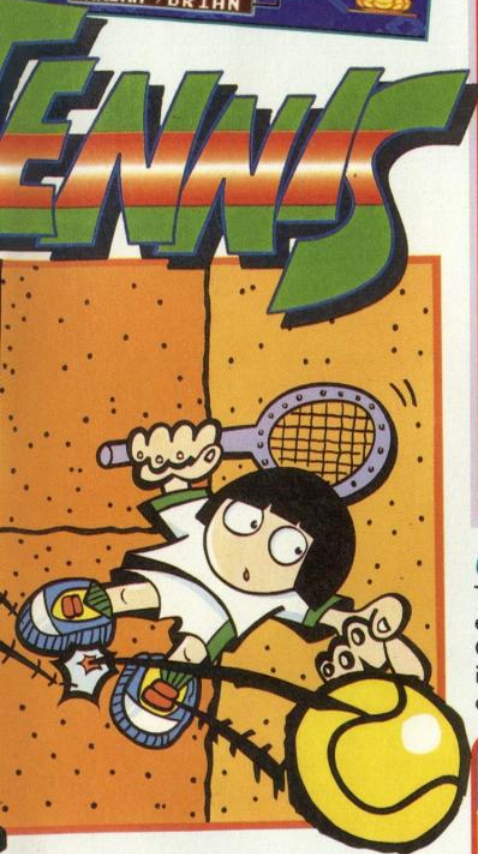


SOUND STAGES

Smash Tennis not only looks great but sounds very different to most tennis games too. When on top of the mountain the wind howls. Sounds reverberate around the indoor court of the holiday resort. On the beach waves are heard crashing in the background and birds chirp happily away at the lodge. Cool, eh?

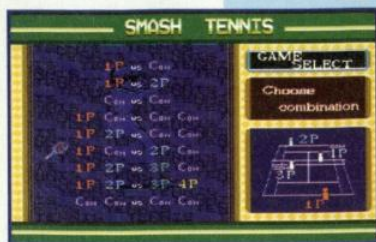
NAMCO OPEN

MARK / IAN
DAN / KIRSTY
TONY / JULIE
ROSE / STEVE
SUSAN / PETER
MATT / MIKE
PAUL / JOHN
MARINA / BRIAN



FOUR FLASH GET SMASH

So you think you're a hot tennis player? Well there's only one way of finding out and that's to compete with three other friends at Smash Tennis in a four-player doubles contest. Not only are players required to prove their worth against two player-controlled characters but they're also responsible for assisting their partner. Not so sure now, eh?



(ABOVE) Kiltastic options!



(ABOVE) Daring players will attempt anything!

COMMENT



PAUL G.

It's said that imitation is the highest form of flattery there is and Smash Tennis mimics the classic game play of Super Tennis almost perfectly. Though the timing is slightly different and there isn't quite the same level of precision, use of all six buttons provides maximum control making an infinite number of shots available. It's incredible how Smash Tennis includes a complex four-player option and still manages to provide additional entertainment in the form of comedy extras! Even the most seriously taken matches are enlivened by a coconut landing on a spectator's head or the sad fate of a mountaineer being knocked flying! Smash Tennis provides the same high standard of game play as Super Tennis whilst transforming what is usually a very subdued subject into something so entertaining it appeals to everyone. It's smashing!

ON COURT CAPERS

There's so much happening in Smash Tennis, and events aren't restricted to just the players either. Characters in the sidelines are equally as entertaining in their own special way, and all five specialist courses have them:



Resort:

A waitress trundles past the window, loses her concentration and slips! Kids watch from a balcony.

Ledge:

Shadows of palm trees replace mysterious fog. A flock of birds is scared into scattering across the court.



Shrine:

Should the ball get hit into the windows of the shrine a black cat scurries from the shadows!

Beach:

A portly chappie stands in the shade of a tree, only to become the victim of Newton's Law as a coconut falls onto his head!



Mountain:

A mountaineer struggles up the side of the mountain. Balls rolling off the mountain cause the chap to lose his grip. Should the climber reach the top, he is knocked off again by a stray ball!

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Select from nine combinations of CPU vs player matches and play areas. Very clear. Very informative and concise - but the fun atmosphere still prevails..

▼ Hardly wild.

GRAPHICS

▲ Finely detailed characters rush and dive, knocking tennis balls about similarly intricate play areas. The sight gags are genuinely, harmlessly amusing. Tennis has never been so exciting to watch!

SOUND

▲ The acoustical differences between courts combined with many examples of sampled speech makes Smash Tennis sound very special. Music is surprisingly good fun too - for a tennis game

PLAYABILITY

▲ .Has all the hall-marks of a classic sports simulation: Fast, intuitive game play; challenge (in one-player mode) and, above all, excitement! The first tennis game in which players can hit objects other than just the tennis balls!

LASTABILITY

▲ The CPU controlled characters aren't easily fooled and the scope for two/ four player excitement is without limit.

OVERALL

Smash Tennis wins the battle for top tennis sim: 6-0, 6-0, 6-0. It's as close to a four-player Super Tennis as we are ever likely to see. So get this!



82

89

87

93

90

92

REVIEW

Nintendo
ENTERTAINMENT
SYSTEM



CART SPEC

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

FEATURES

- PLAYERS: One
- HEAD TO HEAD: Nup
- BATTERY BACKUP: Mmm...?
- CONTINUES: Err...three?
- OPTIONS: Nooooo...

GAME INFO

- GAME ORIGIN: If you don't know by now, get a brain!
- GAME DIFFICULTY: Medium
- 1ST DAY SCORE: Went swimming
- ALTERNATIVES: Tch...Mmm...Oh, leave me alone!

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Okay

- A** Jump/vulcan cannon in Party Wagon
- B** Attack/missiles in Party Wagon
- S** Start: Access info screen
- S** Select: Selects weapon

TEENAGE MUTANT



Surprise surprise ...

April

O'Neal, in

keeping with most reporters rather unfortunate sense of timing (hello Lois Lane!), has been kidnapped by Shredder and his goons once again. Naturally, it's your job to rescue her. So how many times must you save the gal and how many platform bits do you have to trundle through to get to her? And while you're at it, take out big Shredder and nick his Life Transformer Gun, so that your rat-pal Splinter can become human again; free him of the horrid cheese 'n sewerage fetish that's plagued him since his transformation!

MORE THAN A PLATFORMER

The action takes place in two views: an overhead view like Pocky And Rocky, usually when you're on ground level and side-on bits when you go into sewers, buildings or swimming around. This is where most of the action is, with oodles of vermin to waste and some frantic jumping/swimming around. The overhead sections link the stages together and tend to be pretty bare, but occasionally goons appear asking for a good whuppin' or large roller cars lumber into view. When faced with these, run away or else you'll become instant street pizza - turtle flavour!

WEAPONS AHoy!

Sometimes vanquished foes leave behind goodies that help you along the way; others just hang around waitin' to be used. There are no less than fourteen to be found. Mr. Invincibility sends your character into a rolling frenzy of death: impervious to harm, you wipe out everything in your path! Shurikens and boomerangs are pretty handy, too!

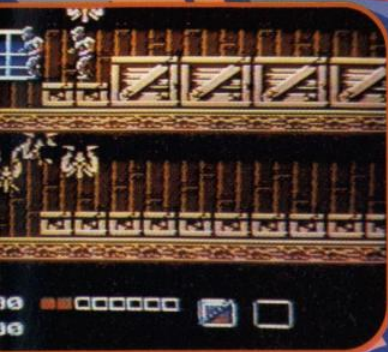


NINJA

ES

THE IMMORTALITY FACTOR

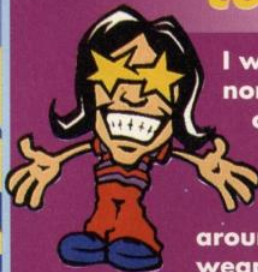
The great thing about this game is that you can switch which turtle you're playing at any time. If Raphael is getting seriously trashed, press the select button to get to the info/character select screen, choose another character and fight on. Later on when you come across a revitalising pizza icon, select Raphael again and pick it up, thus saving the chap from his near death experience!



DOWN BELOW

Totally defying the laws of reality, it's possible for your humble weapon to penetrate a solid floor - rather impressive as they're hardly M-60s! So when you're faced with a ladder leading up to an unfeasibly cretin-infested area, don't climb kamakaze-like to your death, jump and attack upwards instead. Nothing to it.

COMMENT



AMOS

I was pretty nonplused about this one, it just played like every other platformer ... just jump around, collect weapons and waste nasties. Thankfully the swimming/

dismantle bomb stages came along to make things more interesting: fighting the current, avoiding traps and electrically-charged seaweed whilst trying to get to the bombs before they detonate was pretty tense - and a welcome change to the jump/hacking bits. The two views of play give this a slight edge over most straight side-scrolling games, but the overhead sections could've done with a bit more action. Being able to switch characters is a good one - play your cards right and you'll go far. Scrolling is a bit dodgy; at times you're so close to the edge of the screen it's almost impossible to avoid nasties that suddenly appear! Aside from some good touches, I did find all this platformy stuff a bit dull. However, if you're an unjaded platform gameplayer who also happens to be a Turtles fan, this may be for you!

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ It has that TMNT logo that fans love. Nice bit showing the lads and their weapons!

85

GRAPHICS

▲ Good variety of enemies and settings.
▼ Smallish sprites ... some flicker.

79

SOUND

▲ Loud 'n chunky sound FX and decent music ... for a NES.
▼ It's hardly anything out of the ordinary.

85

PLAYABILITY

▲ Great hacking action, heaps of different game styles and variety in gameplay.
▼ Some bits like the underwater section are needlessly frustrating.

86

LASTABILITY

▲ Quite a few levels and they're challenging enough to keep you hooked.

84

OVERALL

89

An oldie but a goodie. Not outstanding, but solid enough to hold up with or without the Turtles name.

Fleer Proudly Announces Marvel Masterpieces '94, featuring 158 new paintings by the world-reknowned

HILDEBRANDT BROTHERS

MARVEL MASTERPIECES, CAPTAIN AMERICA, WOLVERINE, GREEN GOBLIN, HUMAN TORCH and MARVEL: TM & © 1994 Marvel Entertainment Group, Inc.
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special limited edition subsets:

- 10 Holographic foil cards (1 in every 3 packs)
- 9 Power Blast cards (1 in every 6 packs)
- 140 Gold-Plate signature cards (1 in every pack!)

Greg and Tim Hildebrandt signed a special gold-foil stamping plate and each card has been stamped with the signatures of both brothers. The Signature Series cards promise to be collectibles because, while there will be one in every pack, it will be a real challenge to collect the entire set!

MARVEL
Masterpieces

OCTOBER, 1994

Available from newsagents, specialty shops and wherever trading cards are sold in Australia and New Zealand.
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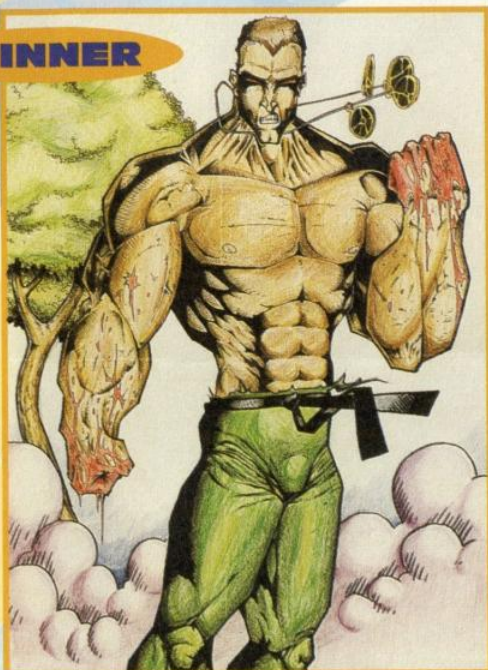
CREATIVE CRITTERS

In the July issue of NMS we asked you to send in your ideas for the ultimate fighter, and your response was terrific! Since then, Skull has been pouring over your entries and he reports that the quality is so good that four pages are needed to bring these masterpieces to the masses! Thanks to everyone who entered, we're sorry we couldn't fit all of them in, but stay tuned for more artistic competitions are coming your way. Till then keep reading those comics!

PRIZES

The winners each receive a super cool prize pack with a copy of *Mortal Kombat II*, *Stunt Race FX* and *Super Metroid*. The rest of you receive the honour of appearing in NMS.

WINNER



▲ Matt Chapman of Sawtell, NSW. Superb! I don't know what this guy's name is, but he's

WINNER



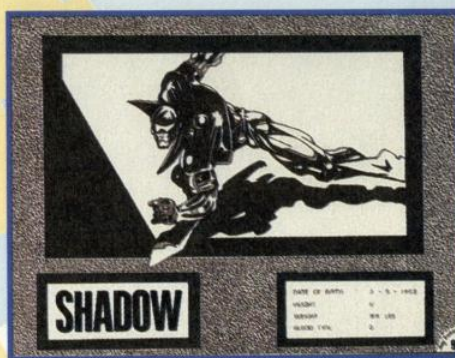
▲ Tony Lay of Braybrook, Vic. He's powerful, he's purple, he's P23! Most excellent!



WINNER

▲ Johnny Beer of Brisbane, Qld. Talon is his name and I think you'll agree that he's a pretty mean dude! An exquisite piece.

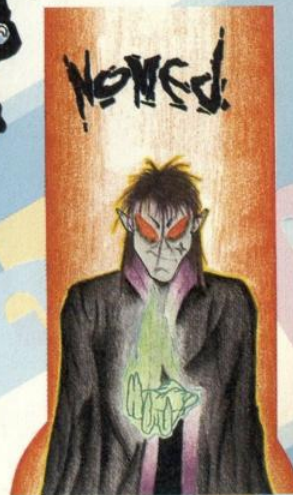
► What can I say? Nat Young has out done himself!



▲ Excellent black and white artwork here from Craig Bastion. He looks like Joe Pineapples!



◀ This lovely lass goes by the name of Eve. Evil, more like, thanks to creator Philip Williams!



► Philip Rice goes for the sinister gothic look in his portrait of Nomed.



▲ Mario in beat 'em up mode, thanks to Leo Semau.



▶ A classic Jack Kirby stance, also from Leo Semau.

▶ The Beast Man from Tokyo, according to Chris Bouras.



Yamen to
the Beast Man from Tokyo



Three fierce warriors by the talented Jason Steel.

▼ Nelson Saville's Neruson is not someone to be messed with!



▶ "Watch me put my famous sleeper hold on him!" says Luke Schatkowski's Ren.



▶ Ben Francis offers Sagaru Natchura, a warrior skilled in the martial art of ice hockey!

REN FIGHTER



▶ Adam Blake's Almighty Bullgore is, well, gory. I like the spikes on his boots!

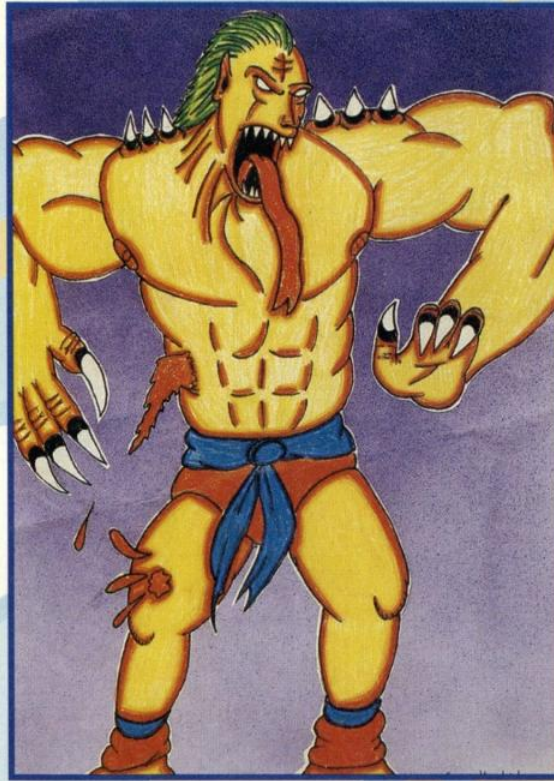


▲ It's too hideous to contemplate! This unsigned work gave me nightmares for days!

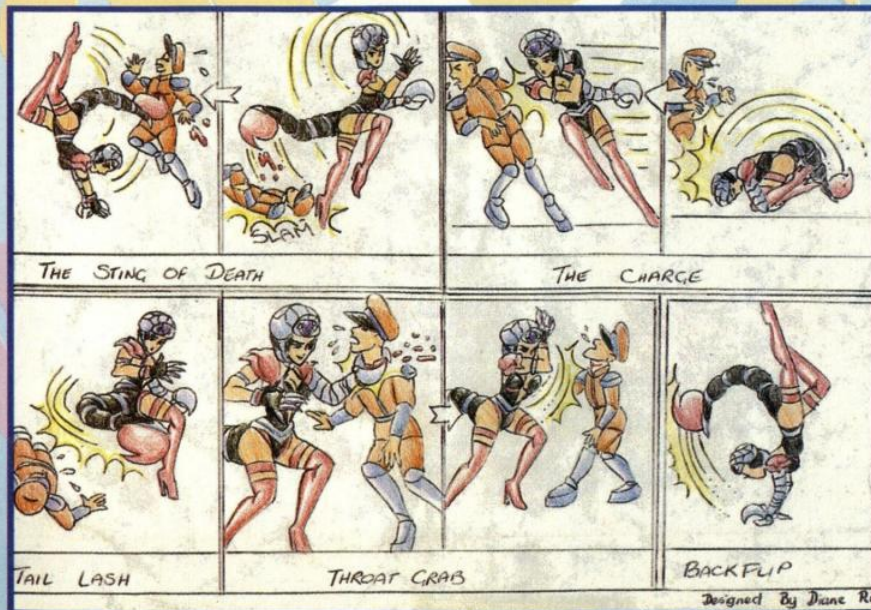
▼ Diane Rivo designed the gorgeous Magenta from Moscow. Check out her moves!



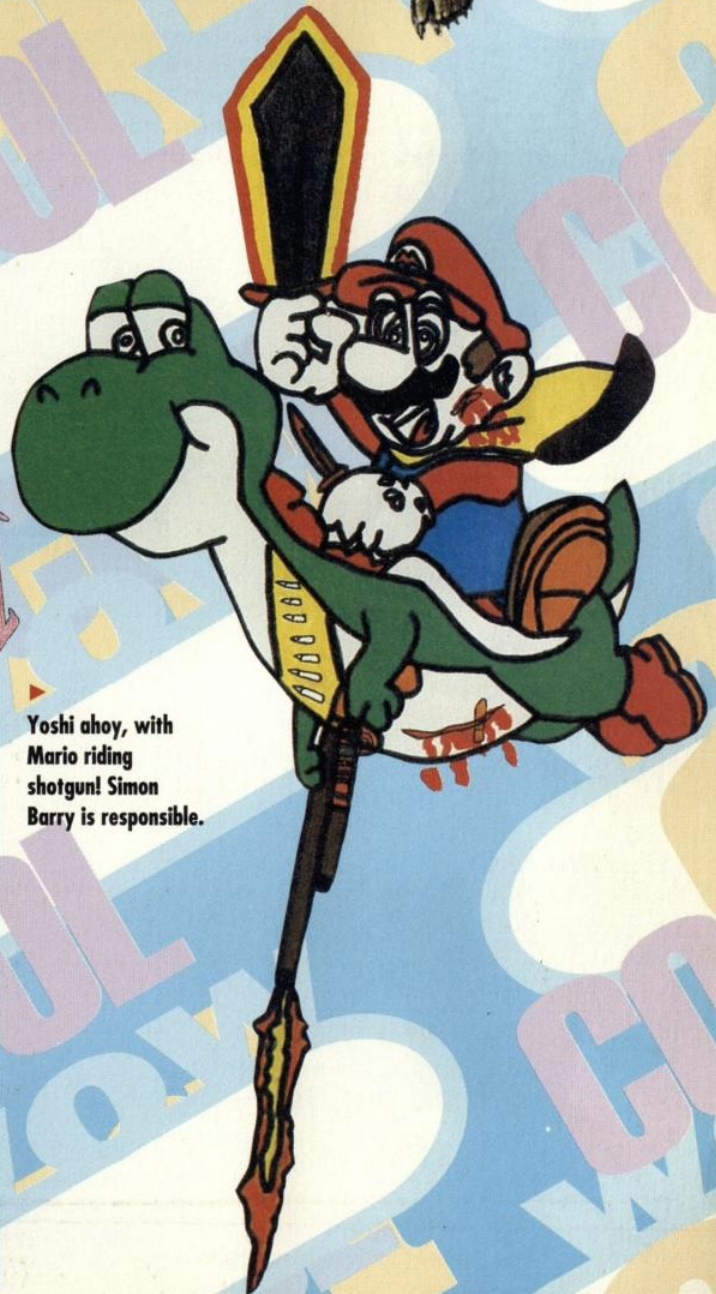
► Goro's two armed cousin? Only Travis Hendrick knows for sure.



► Stephen Herborn's cutlass wielding ghoul, Throg, is one of my



► Yoshi ahoy, with Mario riding shotgun! Simon Barry is responsible.





▲ Cameron Lestro gives us ... Syphco Man! Bizarre? Maybe, but I like it.



◀ Heh heh heh! A distant relation of mine, perhaps? From Ben Scott.



▲ Adeptus, by Dennis Christofferson. Poor Ryu. Still, he had it coming.



◀ Anthony Milhailaros says these two were involved in a terrible accident that united them. Fair enough, we

◀ There was something we liked about Large Sarge that made us put him in. Cheers to Master Stephen Reynolds!



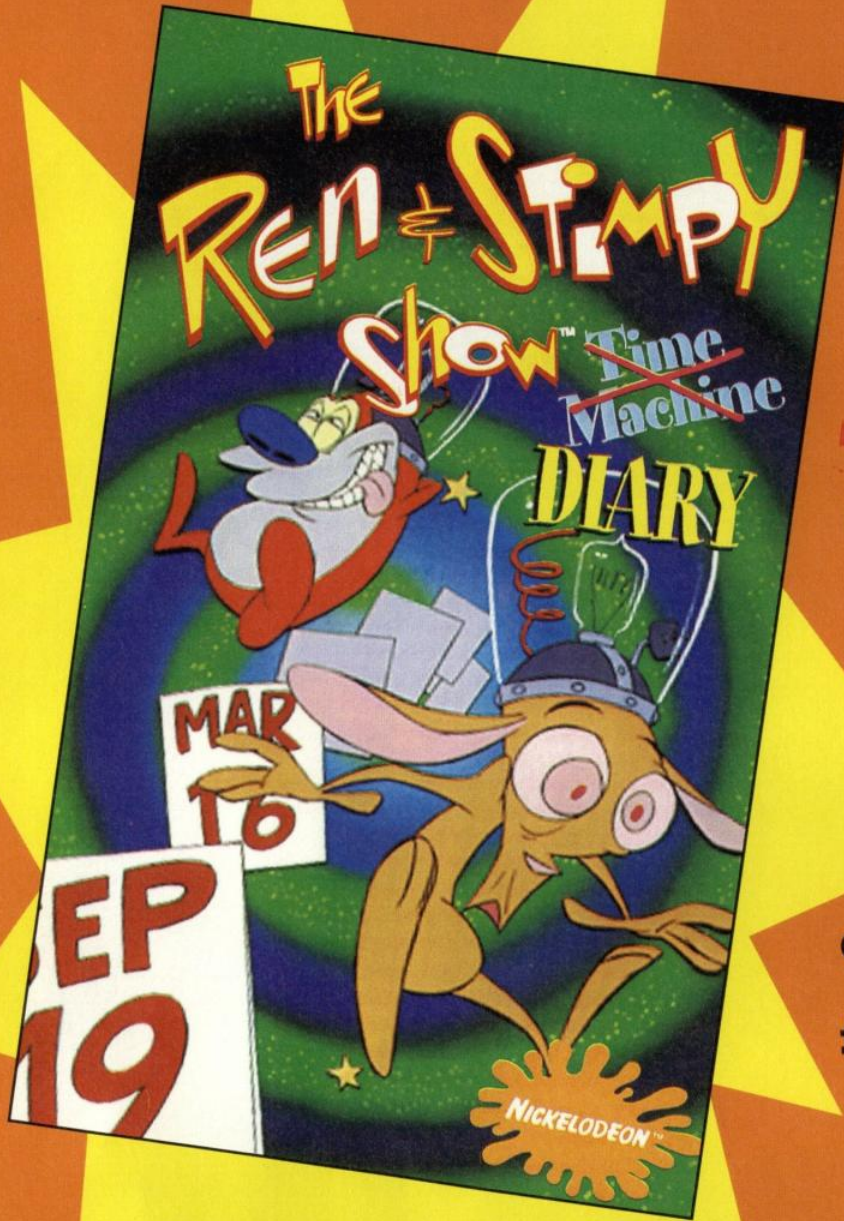
▼ Another Goro look alike here, from James S. Crane. Cool!



◀ Peter Blakelock gives Ren the super hero treatment. The result: HUGE pectoral muscles!



Limited edition Ren & Stimpy Diary



**The
perfect
Xmas
gift!**

Collector's item 1995
diary features
embossed, holographic
foil stamped cover,
full colour throughout,
special flip page
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Yes, I think the limited edition Ren & Stimpy Diary would make the perfect Xmas gift - for myself!

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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: SPECTRUM HOLOBYTE
- RRP: \$109.00
- RELEASE: OUT NOW
- GAME TYPE: STRATEGY
- CART SIZE: 8 MBIT

FEATURES

- PLAYERS: One
- HEAD TO HEAD: No
- BATTERY BACKUP: No (password save though)
- CONTINUES: None
- OPTIONS: Nup

GAME INFO

- GAME ORIGIN: Licensed from the cult TV show of the same name
- GAME DIFFICULTY: Hard
- 1ST DAY SCORE: Finished first four missions
- ALTERNATIVES: Young Merlin, watching the show on TV

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Good



On Enterprise:
Confirm action
On a mission:
Use item



L/R: Scroll
through
inventory



On Enterprise:
Select destination
On a mission:
Picking up objects



Start: Nothing
Select: Pause



On Enterprise:
Exit to bridge
On a mission: Beam me up
Scotty! (with Y)



On Enterprise:
Answering a hail (with X)
On a mission:
Change crew member

Ooohhhh! Aaaahhh! Um, sorry! I was just day dreaming about life on the Starship Enterprise. Travelling through countless galaxies. Blasting away the evil Romulans. Whipping those kinky, leather clad Borgs. And most importantly, finding a planet made entirely of extra strength Clearasil. Maybe then the Klingons will lose that grudge they've got.



BUT IT'S NOT ALL FUN & GAMES

Hey, no-one said life in the 24th century would be easy. Especially if someone has just thrown the reigns of the crew and the Enterprise into your hands. Instead of aimlessly cruising around at warp speed, Starfleet Command decides to give you some assignments to complete. This breaks the game down into three different sub games.

STARFLEET

AIR TREK

THE NEXT GENERATION

Luke Rost

REVIEW

ON BOARD

All decision making is done from here, the bridge of the Enterprise. From here you receive all your missions, and then decide what to do next. There are seven control stations, each with its own important function.

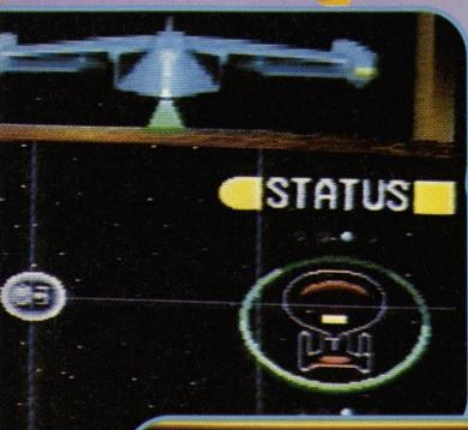
Communications - You talk to other people from here. (Quelle surprise!)

The Conn - Select course and destination of the ship from here. Briefing Room - Captain Picard offers his priceless advice here. Sensors - What's that on your dinner plate? Don't know? Use the ship's analytical detectors to scan unknown objects.

Ship's computers - To play Super Mario 1547, or look up important info.

Engineering Station - Here you can repair the ship, or sneak a quick smoke.

Transporter - Break wind, blame Data for it then make your quick getaway.



UP, UP & AWAY

If your mission requires you to investigate a place, you get to use the transporter down to the surface. Depending on the mission, you have to decide which four crew members are best suited to the task. Each crew person has strengths and weaknesses. Crew members are equipped with a phaser to shoot enemies, or a Tricorder to analyse objects. The officers have a command insignia to make other crew members follow you around. To complete this part of the game, you have to take the crew through mazes and puzzles to finish each mission. If Captain Picard dies or a total of three other major crew members dies, your game comes to an end.

COMMENT



NICK

Futures Past has some interesting ideas, which actually do work together. Once I got into the game there was no stopping me! Only for a couple of hours though. If not for the away team missions of the game, it would become just your average sort of exploration game. For me though, there wasn't not a whole lot of interaction. Another thing that lets it down is the pace. One moment you're blasting the daylight out of everything, the next thing is you're in the bridge spinning in circles. This game has a lot to offer for the player that wants long term, but it doesn't have enough to keep me traipsing all over the galaxy.

REVIEW



MAN THE BATTLE STATIONS!

While on the Enterprise, if you are attacked the ship will automatically go into red alert, Worf's tactical station. The screen goes to a radar view with your ship in the middle and the attacker in the space around you on a grid. Move your ship around and fire your phasers and proton torpedoes. Watch your energy on both shields and lasers and, if you lose power from the shields you can top up by taking from the lasers or vice versa. Anyway blast at the enemy until it surrenders or you do. Losing the fight results in your ship being taken by the enemy and the game ends.



SKULL

COMMENT

Star Trek: TNG as a game has great potential as in unexplored space just about anything is possible. Unfortunately, like many recent episodes of TNG, the game is dull, boring and disappointing. I was hoping for a gripping space-oriented RPG adventure with lots of things to do and mysteries to solve, but instead we have a sad series of short picnics across the galaxy. Go and rescue the stupid miners. Then go back and have tea with them! It's like the good ship Lollipop sometimes! Each mission plays in practically the same way as the one before it, only with a different objective, and this becomes very tedious. The whole game is so limiting that if you deviate from your instructions even slightly you fail the mission and it's "game over" time. The away team missions are very badly planned - who wants to wander around in circles lost in a maze when there are Cardassians out there that need blasting?! Speaking of blasting, the ship-to-ship combat is utterly atrocious and whoever designed it should be shot with a Romulan particle disrupter. As is evident I am most displeased. What could have been a great game has been reduced to a pathetic amalgamation of sad action sequences and a bad text adventure. A sad day for Trekkers and gamers alike.

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Tries to replicate the feel of being aboard the USS Enterprise...
▼ But does not succeed. Many of the controls are over complicated and the game is weighed down by many unnecessary features.

GRAPHICS

▲ A couple of digitised stills are nice...
▼ ... But the rest of the game looks very bland. The away team missions look like a NES game and the space combat is a joke.

SOUND

▲ The title score is attempted and the computer effects are authentic.
▼ The Super NES is capable of much better! The away team tunes are out of place and the horns from the theme sound like a duck buried under ten feet of mud!

PLAYABILITY

▲ Err... There's a variety of game styles...
... But the action never really gets happening and the gameplay is too restrictive and dull. Not freedom to really explore, which is what Star Trek is about.

LASTABILITY

▼ There's lots of missions to complete if you have the persistence, but it isn't very challenging and you'll probably lose interest before finishing it.

OVERALL

A major disappointment for Trekkers and fans of good games in general. Waste of license, waste of ROM and a waste of time.



74

62

63

55

65

61

SUPER METROID

Only on
Nintendo

Go eyeball to kneecap
with a slimy
green monster.



Latest
Release

"The ultimate platform/shooter 94%" - NMS

"Console game of the year 94%" - Hyper

REVIEW

Nintendo
ENTERTAINMENT
SYSTEM



CART SPEC

- BY: ACTIVISION
- RRP: CLASSIC \$
- RELEASE: OUT NOW
- GAME TYPE: FLIGHT SIM
- CART SIZE: 4 MBIT

FEATURES

- PLAYERS: One
- HEAD TO HEAD: Nup
- BATTERY BACKUP: Ditto
- CONTINUES: Password
- OPTIONS: Ahhhh...I can't do this anymore, please, somebody save me!

GAME INFO

- GAME ORIGIN: No...I'm not going to say Top Gun fan again...D'oh
- GAME DIFFICULTY: Medium
- 1ST DAY SCORE: Completed six missions
- ALTERNATIVES: Anything with incense and getting in touch with your inner self?!? (Hmmm, someone's not taken their medication today)

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Tres groovy

A

Vulcan cannon

B

Bombs/missiles

S

Start: Pause/unpause game

S

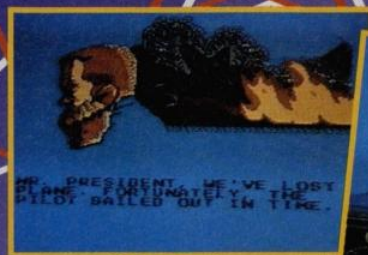
Select: Selects weapons available in 3-D stages

ULTIMATE AIR COMBAT

Thank god for crazed megalomaniacs in obscure countries! Why, you ask? Just think of all those nukes and artillery we've got stashed away, just itching to be detonated... not to mention groovy new instruments of mass destruction that haven't even see the light of day! Well, thanks to the likes of General Don Gwano - who surely should be shot on account of his ridiculous name anyway - all that wasted firepower can finally be put to good use! The gen has decided to invade his neighbouring countries, an act deemed "not good" by the bunch at the White House, so your mission is to fly your armed-to-the-max fighter into enemy territory and blast pretty much everything you can get a missile lock on... and then some!

WHAT YOU NEED

Unusually generous in attitude, the suits have given you three fighters to wreak havoc on Gwano and co.: The F-14 Tomcat, F-18 Hornet and a Harrier. In the weapons select screen before each mission, you have the choice of auto arm, or if you know exactly what you need, you can manually equip your fighter. Auto-tracking missiles that never miss are fab, but cannot be "held" in large numbers. The standard heat seekers do the job - just stay on target and you'll bullseye easily.



VIEW TO A KILL

The game alternates between a first person 3D (hah!) dogfight section in which you have to shoot down a few bogies, followed by an isometric-view bombing section like in Desert Strike. Each level consists of four missions and the objectives include taking out ammo dumps, supply freighters, oil tanks, patrol boats and even the infamous Scud launchers. Bombing targets are located by checking a tiny arrow on the top left of the screen, so just go in the direction shown and you'll reach your objective. They're hardly sitting ducks though, as enemy planes or boats are inevitably crawling around the place, not to mention gun placements as well!

COMBAT

I NEED A FIX

Dogfights get more frantic as you progress when Gwano sends in smarter and more trigger-happy pilots, so you'll probably cop a missile or two. Luckily your fighter is heavily armoured and can take a fair amount of punishment ... but when you see lotsa red flashing on your status screen, you'll need to put up a fight to stay airborne! Some enemies you toast may leave behind a goody to pick up; it may be extra fuel, missiles, bombs or a much needed repair icon. Simply fly into this and your fighter is miraculously spangly again!



WHAT'S A HARDPOINT?

The lads back home have been busy while you've been at it; extra weapons are available for your planes as you progress. For example, the F-18 can opt for an air-to-air laser; the F-14, a backfire gun and the Harrier gets more 'hardpoints' to increase the weapons load it can carry ... more options than a multi-head tactical nuke!



COMMENT



Trying to do a 3D flight sim thang on a NES is certainly pushing the hardware beyond its limits ... I was in stitches when I first saw it! But

AMOS

when a bogey got missile lock on me, things did heat up a bit and my smirks disappeared, for a while anyway. But make no mistake - it looks really bad, and if that's all the game was, it wouldn't be worth taking off the shelf! Thankfully the bombing sections are fun to play and the weapons options for the fighters gives the whole thing a bit more depth; the right choice of weapons does affect your mission efficiency! The graphics look a lot better in these sections, although it's tricky to figure out whether you're at the right altitude to blast enemy planes and helicopters. Still, it's fun to play and quite satisfying when you wipe out a row of personnel training shacks! Check it out!

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Detailed intro and briefing sections. The pilot gives you a thumbs up in the title screen ... whoa!

87

GRAPHICS

▲ Clear and colourful sprites and backgrounds on bombing sections. Groovy comic booky characters in intro/briefing screens.

▼ Not a lot of detail, but it's a NES. 3D "flying" sections ... don't make me laugh!

83

SOUND

▲ Atmospheric music. Loud 'n beefy sound FX. A few clear samples thrown in, too! Yeah!

87

PLAYABILITY

▲ Lotsa things to blow up! Quite addictive bombing sections. 'S fun!

▼ Flying dogfight bits are a bit tedious and confusing due to poor graphics.

86

LASTABILITY

▲ Challenge level increases as you go. More weapons available to keep you interested.

▼ If you're not into mass destruction, best have a look at something else.

85

OVERALL

85

Quite a good effort, actually. Just get the quasi-3D flying sections done with and enjoy the bombing!

NEW SERVICE!

HI!
I'M BUZZ!

**SURPRISE
YOUR CHILDREN
AND FRIENDS WITH A
SURPRISE CALL FROM THE
LOONEY TUNES™!**

**SEND YOUR FAMILY AND
FRIENDS A SURPRISE PHONECALL FROM
THE FAMOUS – SPOKEN BY ANY OF THE
LOONEY TUNES™ CHARACTERS.**

FIRST...

DECIDE WHO YOU'RE GOING TO SURPRISE!

Have handy their telephone number, and date and time you want their Surprise Call to arrive.

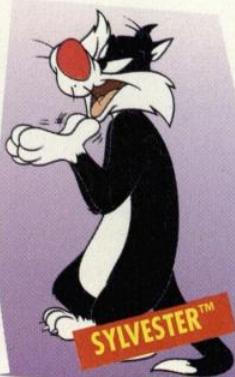
NOW...

CHOOSE A FAVOURITE CHARACTER

Other celebrities available on request



TWEETY™



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DAFFY DUCK™



PORKY PIG™



ELMER FUDD™



BUGS BUNNY™

SELECT...

YOUR SPECIAL GREETING

Find the right message.

**NEW
RELATIONSHIP!**
Offer your friendship.

**I MISS
YOU!**
Express your feelings.

**YOU'RE
WONDERFUL!**
Impress people how
you feel.

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Send your love
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Shy? Bashful?
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ME?**
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COMPETITION

There you are trundling around the supermarket, pondering life's little mysteries - like why all four wheels of your trolley refuse to go in the same direction - when you are snapped out of your reverie by Mario jumping off the shelf at you.

After picking yourself up off the aisle floor you look a little closer and realise that Mario is indeed affixed to some of your fave munchie-type snacks - Edgell's Quick Shots and tinned spaghetti. Is this the ideal food to eat while playing Nintendo? Of, course, but there's more! If you look closely at the Quick Shots you'll see that there's a cool competition to enter as well, where you can win heaps of prizes including one of twenty Super NES' with the hottest game of the month sent for ten months; a year's subscription to this esteemed mag; a Super Mario T shirt; or even some more cool Quick Shots to help you get through those long gaming sessions

However since we're such wonderful people here at NMS, we've scored a special Edgell's competition just for our readers. Read on and see what cool things we've lined up for you...



Five of our fantabulous readers can each win:

**one of these:
Yep, it's a Game Boy!**



**one of these:
A way cool Wario Land game to play on your new Game Boy**



**one of these:
A Mario T shirt to wear while you're playing your way cool Wario Land game on your brand spanking new Game Boy**



**some of these
Something to munch on while you're playing your way cool Wario Land game on your new Game Boy - something you'll be doing stylishly dressed in your new Mario T shirt!**



But what do you have to do to score one of these five brilliant packs? You're going to have to get artistic and draw us a way cool picture of the strangest place that Mario and Yoshi would hunker down for a quick Quick Shot-type snack and send to Fooood, PO Box A305, Sydney South NSW 2000

CONDITIONS OF ENTRY

The promoter is Trielle Corporation, 363A Pitt Street, Sydney NSW 2000 (A.C.N. 003 550 392) Entry is open to all residents of Australia and New Zealand with the following exceptions. Officers, employees, their immediate families and pets of the promoter, its advertising, sales promotion agency and printers are not eligible to enter. Entries close at the end of the working day, Wednesday, November 23, 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.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: ARCADE
- RRP: \$89.95
- RELEASE: OUT NOW
- GAME TYPE: HACK 'EM UP
- CART SIZE: 16 MBIT

FEATURES

- PLAYERS: One or two
- HEAD TO HEAD: No
- BATTERY BACKUP: Think so?
- CONTINUES: Infinite
- OPTIONS: Lots

GAME INFO

- **GAME ORIGIN:** The bottomless well of generic, side-scrolling, fantasy hack-fests.
- **GAME DIFFICULTY:** Easy
- **1ST DAY SCORE:** Reach level 6
- **ALTERNATIVES:** See Game Origin

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: A tad sluggish

A Cast attack spell

L/R L: Shield
R: Shield

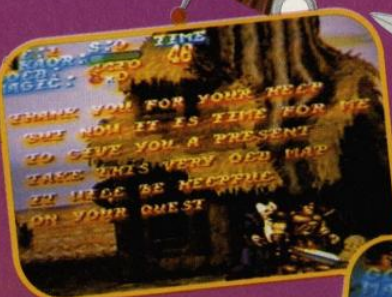
B Jump

S Start: Nada!
Select: Pause

X Projectile attack!

Y Sword slash/kick

After ruling with an iron fist for over 1,000 years, vile scum Beldor has had his soul sealed away by powerful do-gooders and the Kingdom of Sellech is at peace. But Clovis, sleazebag son of the King wants to harness Big B's power and conquer the land! All of a sudden, nasty goons, dragons and evil beings have come crawling out of the woodwork and once again, it's your job to clean up the streets. Kinda makes you wish nukes were around to make things easier, but a trusty sword, projectiles and weak spells are all you have, so go yonder and hack away!



ALL SHOW & NO GO

Strangely, spells don't do that much damage to bosses and even some standard enemies prop themselves up again after the blast. They look impressive though: the ground shakes, lightning streaks everywhere and sometimes a huge skull descends and spews forth glowing gunk! Still, as standard goons are so easy to waste, save these up for boss confrontations to give you that extra chutzpah! Don't bother about using the projectiles (X button) as they sap your life bar.

COMMENT



NICK

It seems the hack 'n' slash game is here to stay, and Legend is trying to flog yet another game out of this long-dead genre. The animation is pretty clunky and playing a two player game, there's a fair bit of slowdown - mainly on the boss stages. A constant annoyance is foreground screens, such as trees or pillars, which block the main game screen. Playing the game I wondered why they actually bothered, the gameplay is very basic by today's standards and shouldn't take most gamers more than a couple of days to finish. The best thing you can do is play with a friend and get it out of your system.

END



ON GUARD

A tap on your L and R buttons swings your shield around, but really, the best defence is offence. Your sword does a pretty good job of vanquishing foes, but even better is a flying kick! In fact, it's so good that all your generic goon types can be disposed of by this method very easily! Once killed, some will leave goodies for you to stock up on: meat and bread to increase your lifebar; money bags for your "score", and most important, pouches containing attack spells.

COMMENT



AMOS

Legend certainly looks good: a shroud of mist descends in the first level giving a spooky atmospheric vibe, while a later cavern area is like a descent into hell, with shimmering heat hazed backgrounds and translucent flames everywhere. There's good (if not a bit intrusive) foreground elements that scroll by and give a good sense of depth to the levels. The spell attacks are pretty smashing too, despite their relative uselessness. But that's about it. You can breeze through each level by simply fly-kicking everyone and little tactical variation is required to deal with what later stages throw at you - not that there's many tactics to begin with due to the minimal moves you have! The bosses are wussy in the extreme and are a piece of cake to defeat too. Ho hum. For a six level game, the repetition of certain backgrounds (like the forest/bridge bits) albeit in different colours is a bit slack to say the least and the whole thing is sooooo easy you'd finish it in a day - tops. All in all, there's very little to recommend about Legend... If only the people behind it put their efforts into something other than a very dull scrolling slasher they'd probably have a corker of a game. As it stands it's just a case of wasted talent.

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 logo with sword sticking through it! Turbo speed setting. Groovy Mode 7 map introducing the stages.
- ▼ Turbo mode is still a tad slow. Could show some more levels to grab attention.

GRAPHICS

- ▲ Fab sprites and backgrounds, cool Mode 7 boss confrontation bit where the floor gives way and you slug it out amidst tumbling debris!
- ▼ Foreground elements obstruct view too much at times. Animation a bit clunky.

SOUND

- ▲ Good sword clanking and grunts of pain. Decent music. Slashing rabid dogs and hearing them whimper is perversely entertaining.
- ▼ Sound FX could be louder and beefier. A few more tunes would be nice too!

PLAYABILITY

- ▲ Easy to control and get into - just jump around and hack away!
- ▼ That's pretty much all you do for the whole game!

LASTABILITY

- ▲ You'll finish this in a day.
- ▼ Ditto above.

OVERALL

60

Side scrolling slashers are pretty limited as it is and this is doubly so. It looks great but is fatally flawed in playability and lastability. Try to hire it ... if you must.

85

88

79

55

45



A bone-crunching new monthly comic series! On sale at your local newsagent now!

1000 ONLY LIMITED EDITION VERSION AT SELECTED NEWSAGENTS

COMPETITIONS

mighty morphin' power rangers

Bored? Here's a way to fill in time. Check out the new Mighty Morphin Power Rangers videos.

Each contains two episodes which see the Power Rangers fight the forces of evil and give that nasty old Rita Repulsa and her Evil Space Aliens their comeuppance

Up for grabs are three prize packs. First prize wins volumes 1 to 5 of the Power Rangers' videos from Polygram Video, five Evil Space Aliens courtesy of Croner-Tyco Toys, and a

poster of the MMPR gang. The two runners up will each receive volumes 1,2 and 3, three Evil Space Aliens and a poster. All you have to do is tell us, in 25 words or less, is tell us who is the coolest Space Alien and why (anyone who says Skull is immediately disqualified). Then send your answers to Mighty Morphin' Comp, PO Box A305, Sydney South NSW 2000.

BITTER & TWISTED COMP

Wait till you get a load of what we've got here! Not one, not two, but fifteen Pascall's Sourpusses prize packs! Each prize pack consists of one bag of Sourpusses, one bag of Mr Ws, one Sourpuss t-shirt and a ... postcard. Oh, Joy!

So how are you going to get one of these wonderful packs? Simply tell us, in 25 words or less, the most disgusting thing you have ever eaten and why! Then send it to Bitter And Twisted, PO Box A305, Sydney South NSW 2000.



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**MAYBE YOU
SHOULD BUY MORE
THAN ONE.**



MATT
GROENING
S. VANCE/
Morison

REVIEW GAME BOY

People could probably care less knowing what Lucle, or indeed A Lucle really is. All NMS are concerned about is whether or not this particular Lucle is a decent and challenging enough game.

At least the aim is straightforward enough - one player guides an odd-looking futuristic craft to a specified destination across a strange planet. After being dropped into a landing zone the craft is challenged by obstacles varying from anything between slidey patches to transparent blocks requiring a few knocks to clear a pathway. It seems so blissfully simple, but it doesn't stay this way for long, oh no...

MOMENTOUS OCCASIONS

Sick bags please! Mastery of momentum is the key to success in all areas.

Your craft has two pods mounted on axles and to move it, you stick one of the pods to the ground, then swing the rest of the ship around it. Release your grip on the ground, and presto! you go trundling off in a new direction.



COMMENT

This game is really... interesting. It's reminiscent of Marble Madness but in Lucle the methods are entirely different and more intricate. The first five levels are tough but never unfair and they succeed in hooking the player for the rest of the game. The only things that let the side down are the demoralising restart points and the inappropriate music, but you won't find a more therapeutic, taxing and rewarding Game Boy title (aside from Tetris which remains unbeatable). True, it doesn't look like much (actually, the screenshots don't do it much justice at all), but Lucle proves to be a distinctive and oddly compelling title.

PAUL D

PAR HUMBUG

As if all this isn't complicated

enough there's the added pressure of keeping moves down to an absolute minimum. The difference between a great or poor pilot is measured against a par set by the mother-ship's computer.



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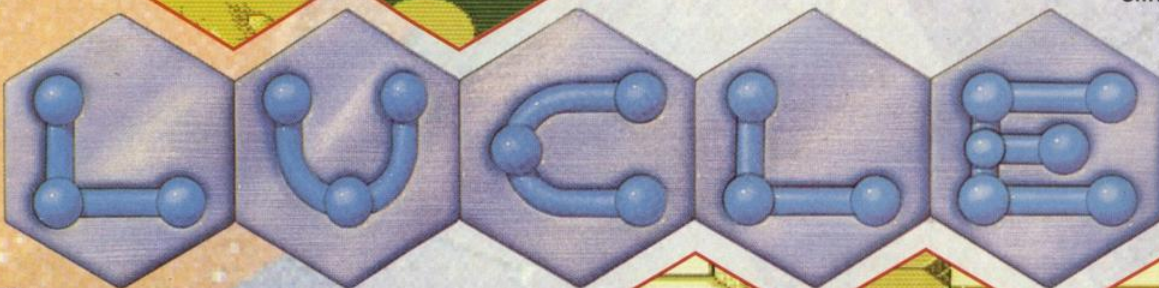
CART SPEC

- BY: VIC TOKAI
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: PUZZLE
- CART SIZE: 2 MBIT

HEXPERT HELP

The surface of the mystery planet is divided into hexagonal segments. Individual pieces are allocated different duties, serving to either aid or hinder the craft's progress.

Some segments raise, lower or even become slippery, but more helpful bits raise and lower the craft to different platforms.



(LEFT) Lucle reaches the home hexagon! Hurray!

RATINGS



PRESENTATION

- ▲ Nice intermission scenes.
- ▼ Elsewhere Lucle is a bit sparse.

GRAPHICS

- ▲ Very simple but clear.
- ▼ Nothing much changes.

SOUND

- ▲ Good music...
- ▼ ...Though it doesn't suit the game.

PLAYABILITY

- ▲ Unusual and addictive gameplay.
- ▼ A bit repetitive, though.

LASTABILITY

- ▲ Plenty of stages to try.
- ▼ The weirdness does grow wearysome.

OVERALL

A different kind of game for a different kind of games player. Worth a long look.

74

72

79

81

80

79



(ABOVE) Boy! It sure is lucky the game is more interesting than these pics.

Ah yes, and welcome to another glorious edition of Mailbag where poetry runs free (kinda like cockroaches, really). There has been a slight improvement in the quality of letters this month, I don't know why but it has made the pain of replying slightly less.

Maintain the quality, and write to Mailbag, PO Box A305, Sydney South, NSW 2000.

mailbag

DEAR FAT BOY

Hi, my name is Matthew Waddington. I've written to you before. I'm writing to complain about video ratings. It is also bothering me that Nintendo has said "no" to blood in games because parents don't like it. Putting blood in games just adds that little more fun, it doesn't make me more violent!

It's like watching movies, so many kids watch gory movies and their parents don't usually care.

Soon, complaints will mean no more fighting games and sooner or later innocent games like Mario World will be banned because Mario jumps on heads. In my opinion, keep kids under 9 away from video violence but please keep us older kids happy.

Matthew Waddington
Bedford WA

There was loads more to this letter but it didn't appear to be in a language that I know so I chopped it out. The gist of it seems to be that Matthew has no grammatical skills whatsoever and that he thinks censorship sucks. I agree on both counts!

DEAR FAT BOY

Did you know that in Zelda 4, I can find 21 - yes, 21, secret seashells. But you can't. What's more I think I could lead NMS way better than you.

And if I ever come face to face with you I'm going to break your face. Wannabe rockstar!
Axel

PS Why don't you publish a picture of yourself, too ugly to show off, hey? PPS I'm going to write again. PPPS Why not publish this letter? Too afraid, I bet.

Axles have always been synonymous with grease in my books, so why don't you go fry your face?

YOSHI CORNER

DEAR FAT BOY

I write with a big favour to ask. All I ask for is more Yoshi posters! That's because I love YOSHI. He is a beautiful shade of green and his smile is just gorgeous! He is the Tom Cruise of the reptilian world! (Even though, in my opinion, Yoshi is at least ten times more good looking.)

So Fat Boy, make with the Yoshi posters for us poor deprived Yoshi lovers!
Daneela Hennessy
West Brunswick, Vic



DEAR FAT BOY

Please send this to Yoshi after you have printed it.
Glorp plorp zorp?
Bwarrooooo. Plorpiety glorp zorp zorp plorp glorp! Hee, hee, hee, hee
Glorp glorp.

From Some Dino. (English done by a friendly human)

Both of you sad, sicko souls feel free to perve on this pic of the delectable Yoshi.

DEAR FAT BOY

I'd just like to say that NBA Jam is the most awesome game around. But the other day when playing it with a couple mates I noticed a few faults. Anyone out there with any idea about NBA Jam would know that Harold Miner and Dee Brown both won dunk titles during All Star weekends yet they haven't got full-on dunks. But someone

like Patrick Ewing, who hasn't even thought about entering a dunk contest, has. Why?

Also Jeff Hornacek is still playing for the 76ers. I mean, the trade was made before the wheel. And using the Pistons is a bit of a waste 'cause Isiah Thomas and Bill Laimbeer have both retired. I can tell you heaps more but NBA Jam is too good of a game to put down.

Anyone wanna buy a Mookie Blaylock rookie card?

Well, I gotta cruise but, before I do, Chris Phillips, the bloke who drew that rad drawing in March edition, he should be president.

GOLDEN STATE WARRIORS RULE!
Martin Elms
Mareeba, Qld

Enough nit-picking, just enjoy the game, Martin. Speaking of which, has anybody else out there noticed how many basketball trading card collectors DON'T EVEN WATCH THE GAME OR KNOW THE RULES! Idiots!

DEAR FAT BOY

I noticed in last month's NMS that the companies making games for the Super NES used to supply the games for the ol' C64. People like US Gold, System 3, Ocean and Activision. I admit the Commodore 64 is outdated but the one thing it didn't lack was gameplay! (The one thing Super NES platformers lack! What kind of game is Plok anyway?) A game isn't something to look at or listen to, it's for playing, isn't it? Platformers have lost the idea of gameplay completely.

If you mentioned the word "Creatures" to anyone with a C64, their face will light up quicker than Fat Boy can eat six and a half pizzas! Creatures 1 and 2 were the most original platformers ever! The game stars a little creature called Clyde Radcliffe who breathes fire to kill things. Creatures was most famous for its 'Torture Screens' (yes!) where Clyde must think quick

to save his creature friends who are tied up to Acme conveyor belts that rotate towards their death.

This game is sick and very funny. It will appeal to everyone and I want it on my Super NES now!

Other games that I would like to see converted from C64 to Super NES are - Rainbow Islands (Ocean), Turbo Outrun (US Gold), Turrican II and the two player shoot 'em up - Ikari Warriors (Elite).

P. Waldron
Vic

Mr P. Waldron, you are a fool and a poltroon. All of the games you have mentioned were released on the NES about a zillion years ago and, before you ask, the reason why, with the exception of Turrican, you can't find them on the Super NES is because there are a million and one better games already on that console. Pull your head out of whatever dark hole it's been stuck in and check out the real world (which, by the way, includes utterly brilliant platformers that leave your C64 dross for dead!) Ikari Warriors? Pah!

DEAR FAT BOY

What have I done to deserve such CRUD!! It wasn't me who stole your food trough, oh no! So why? I am referring to your poor excuse for an N-mag!

I've been sussing out NMS since ish 1 and was even impressed (a little) at first. There I was thinking that you had produced a decent publication for N-heads, but that incorrect notion soon sank into the sewer.

You went from three Super NES, two NES and two Game Boy reviews plus a few previews (more on those later) to five Super NES, two NES and jack Game Boy reviews in ish 7.

YOU STINK!! You should be boiled in hedgehog piddle and made to sit on Bowser with piranhas feasting on your blubber until Mario donates to the Sega (vomit) foundation!

Further more, what are these things

DISILLUSIONED GIT CORNER

And who do we find sitting here this month? Is that Andrew Minas of Kedron in Queensland, I spy? Yes, the fool has sent in a particularly dumb letter about Link adventure rides and a Mario roller coaster and then proceeds to let the tone of his letter drop even further by adding a PS that reads "Amos Wong is my hero!"

I tell you I laughed so much I almost choked on my mid-morning mega meat-eaters pizza...

you call player's guides. Bull! Especially that one about Super Mario Land 2. I mean, why have a help guide for a game that people are bending over backwards to try and make harder so there is actually a challenge. What a waste of space! (Like you.)

And what about your reviews. They are about as much fun to read as watching Fat Cat performing a strip tease. Get your act together. And now on to previews. They make me very angry! What exactly is the point of previewing a game when it will be coming out in a matter of minutes? Why not wait for it to be released and then do a full review of it, not preview it. D'uh!

Also, why do you only have Action Replay codes in the tips section? What happened to the good old Game Genie? Did they stop bribing you with peanuts and fish heads? Print Game Genie codes as well. You're MUCUS! SCUM! Last but definitely least, who the hell are you? Your name isn't inscribed in Nintendo People System for all to see. Are you a Sega spy or a brain dead alien from the planet Blubber who has turned the NMS staff into mindless zombies and convinced them to feed you a steady diet of ear wax?

You will be hearing from me in the future.

Get bent!
The Cockroach
Glen Innes, NSW

PS What's Mr Skull's first name: Spine?
PPS Go back to the old format of reviews, not this other crap like in the latest issue?

I hate cockroaches. They're stupid and boring and the only thing they do well is go "SQUISH". Also, they can't read and ask stupid questions that have been asked and answered ad nauseum for the past year. On the subject of the ratio of Super NES/NES/Game Boy reviews feel free to re-read the letters section of the last issue (and the one before that etc). If you have any problems with the big words, use a dictionary. As for Fat Cat doing a striptease, if that's your thang go for it. And finally, if you've got a Game Genie, that's your problem (and there aren't many people to share it with you, I might add).

DEAR FAT BOY

Bryan Morand asked a great question (issue 16, Mailbag). Since I assumed that you are the proof reader I was very angry because he called you a boob. Then straight after reading that letter I flicked to the Tips And Tactics pages and found heaps of mistakes.

Wrong letters here, no punctuation marks there, and worst of all some words were missing one or two letters. If you are the proof reader pick your act up a bit and if you're not, fire him or just give him a big rap on the fingers. Oh, and by the way, why not have a joke competition and give a prize away to the best (or saddest) joke.

Daniel Whittaker
Tooramina NSW

Young Daniel, congratulations! You are this month's saddest joke. Your 90210 badge is in the mail.

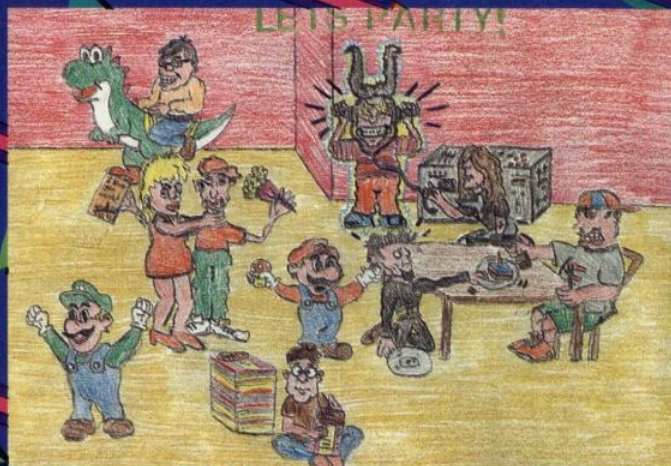
DEAR FAT BOY

To start off I'd just like to say that your magazine is better than words can express. Your reviews are always extremely accurate. Your sharp retorts to stupid readers always get a chuckle out of me and your news section always keeps dedicated readers like me informed.

I'm surprised that some of the crust that comes in to your offices does not continue on its merry way into the nearest garbage bins. As most of it should.

To Bryan Morand (NMS #16), you're a retard! Who gives a crap about who is a proofreader and about what mistakes were made where. If you noticed it why whinge about it? If you want something to complain about, why

don't you just have a look in the mirror and cry about what a sorry old (36 years old) git you are. And as for all you pinheads out there who write into NMS complaining about your messed-



That Picasso of Walluga Lake, Tassilo Egloffstein, sent in his view of the NMS crew.

up lives that don't mean anything to anybody else. STOP IT! There is nothing worse than reading through the pages of NMS (any issue - they're all great) and coming across a letter from a mixed-up kid complaining that his parents don't give him enough pocket money.

That's all the slagging off at people I can handle for one letter. NMS RULES FOREVER!

Patrick Sullivan
Woodstock NSW

Could do better. 6/10.

DEAR FAT BOY

I think Sega sucks and that's why I bought a Super NES. I've had my Super NES for two months and so far I think it's the best system I've ever had.

One of my friends Matthew Winley thinks Super NES sucks and he has a Sega Mega Drive. Do you think I should shoot him or eat him alive? There is only one complaint I have that is why there is only a little bit of tips and tactics. In issue 16 in the Tips And Tactics I saw one for World Class Rugby. I tried it and it didn't work

so Sean Tesoriero of Bondi Junction NSW, is a big liar - thanks a lot, mate! Tone Silvestro
Brisbane, QLD
PS Is it a good idea to buy FIFA International Soccer?

God! You didn't actually pay money for World Class Rugby, did you? It's a complete dog! FIFA Soccer, on the other hand, is the Super Supreme (thin crust) of soccer games currently available in Australia.

DEAR FAT BOY

Grrr! Where is the review of Lemmings II, Tribes. Huh? Let me quote what was in issue 15. "Well tune in next month and find out when we give it the big review it doubtlessly deserves". One month passes, I buy the magazine and lo and behold there's no flipping Lemmings in the whole mag! Anyway, besides ranting and raving, I have good things to say. I am really glad this mag is Australian and not some stupid American thing. The questions are really helpful and so are the tips.

Oh, yes, and your letters, Fat Boy, are very good, too. Well, now I must leave. Just a reminder, get Lemmings II in issue 17 or I'll ... I'll ... I'll cut off your food supply.

Ben Coultis
Forrestville NSW
PS Print my letter or I'll start buying Megazone (barf).

Cut off my food supply? What sort of threat is that?!? Don't you realise that if such a situation should occur, the State Emergency Services go onto full alert with a fridge full of pavlova and bacon standing by. As for Lemmings II, well, we're still waiting with bated breath...

DEAR FAT BOY

Is Barney and friends coming out on Super NES. I'm sure you would know because you are Barney, aren't you? I bet the purple suit is your pyjamas, I also bet there is no padding in it because you're fat.

Here are some titles I reckon they should make for Super NES:

1. Happy Little Elves Go To Lala Land
2. Learning With Barney And Friends (with Super FX chip)
3. Home And Away, Danger In The Diner.
4. Roger Ramjet And His Mighty Proton Laxative.

Some of my friends say these titles are as pointless and tasteless as Naked Rugby League or SPAM. Well, here is a drawing of you in your pyjamas. Oh yeah, Ren and Stimpy rule the world.

Andrew and Lindsay Fraser

PS Chair
PPS Big Ted
PPPS Shnoz
PPPPS Nasal Hair Clippings
PPPPPS Rubber nipples. No more frosty knees, no sir.

Can't help but notice you guys need a better artist!

Nurse! NURSE!! I don't think either Andrew or Lindsay have had their medication today!

Andrew and Lindsay's friend, Christian McManus (aka Wild Nunga Man) sent in this beautifully rendered pic of myself at my part time job ... NOT!





Skull sez: Death to the fleshy

Yep, it's Q&A and you know the drill...

Q 1. Who is the best game player at NMS?
2. Has Contra Spirits been released in Australia?
3. In NMS #4 my friend got stickers on the front of his copy but I didn't. How come?
4. What score would you give Home Alone on the Super NES if you were to review it?
— William Waller, Brunswick Heads, NSW

A Skull: 1. You dare to question my greatness?! Much blood has been spilt for less!
2. Yes, under the name Super Probotector: Alien Rebels.
3. You obviously didn't deserve them.
4. I would not sully my Super NES with it!

Q 1. Will there be any more Super NES games that use the gun that comes with Lethal Enforcers?

2. Will there be an Eliminator Boat Duel game on Super NES?
3. Any more Battletoads games coming to the Super NES?
4. Which is the fastest racer on the Super NES?
5. Is there any Rugrats games on the way?
6. Any new Mario games on the way?
7. How do you put your artwork on tape in Mario Paint?
— Sean Tubman, Forrest Field, WA

A Skull: 1. Yes, Lethal Enforcers 2 and any other such arcade conversion from Konami.
2. No.
3. The latest one is Battletoads - Double Dragon.
4. The Top Gear games have nice strobing effects that give a fairly convincing impression of speed, but for intense action go for Mario Kart.

5. Not yet.
6. Yes, but you'll have to wait for them.
7. You plug your Super NES into a video recorder, put in a tape and record.

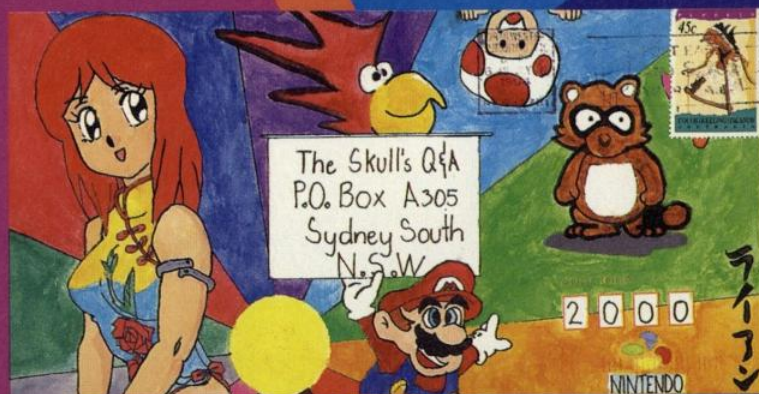
Q 1. Why on earth wouldn't game designers use the full memory capacity when making a new game?
2. What are your favourite five NES games?
3. Can you put these NES games in order from best to worst - Lemmings, International Cricket, Jurassic Park.
4. When can I get TMNT Tournament Fighters for the NES? Is it worth getting?
5. What is 'Mode 7'?
— Dale Holborow, Mt. Larcom, Qld

A Skull: 1. Because memory costs money, and everyone has to work to a budget. Besides, more memory doesn't guaran-

3. Lemmings, JP, IC.
4. You can't yet, it's only available in America. From what I've heard, it's not too bad.
5. Mode 7 is a routine used by the Super NES to scale and rotate backgrounds. Examples of Mode 7 include the roads in Mario Kart, everything in Wolfenstein 3D and anything that spins around or zooms in and out of the screen.

Q 1. I am still wondering why Nintendo hasn't kept the Mario cartoons on television. Why is this? They are wicked!
2. I have been looking up your family tree. I have found your crest. I am not amazed at all about what it says on the bottom!
— James Bailey, Adelaide, SA

A Skull: 1. Yes, well you must understand that television



One of many fine masterpieces sent my way was this excellent example by Ryan Lucas of Mt Druitt, NSW. I shall find a suitable reward for you.

tee a better game.
2. 1) Legend Of Zelda; 2) Smash TV; 3) Super Mario Bros. 3; 4) Star Wars; 5) Elite.

programmers are incompetent fools. Why do you think they put Ren And Stimpy on at such an unholy hour of the morning?! Fortunately, the Mario cartoons are available on video.
2. Most excellent! For your loyalty and diligence, I hereby promote you to the ranks Skull's Gourmets of Death.

Q Last week this guy I know started going on about a 'Pal-B booster' for SNES' and USA SNES' which were 17% faster than the Pal and Scart versions for around \$300, and about console modifications and a disk back-up that was 24m and other add-ons. Do you have any idea what this guy was crapping on about?!

— Some dozy git, Without an address
A Skull: My, aren't we confused! Your friend certainly seems to have baffled you with a steaming load of bull, but Skull will set you straight. The Pal booster converts the 60Hz signal from an NTSC device (such as an American or

Q Now listen to me. I am sick to death of writing to NMS and not being answered by you not putting my letter in the Q&A section. I have written to NMS six times and not one reply. Now can you see that I might be pissed off. So please publish my letter.

Anyway, my problem is that every time I see an advertisement for Rebel Assault for PC CD-ROM, I wish I had a PC. But I cannot afford one. So my question is, do you have any idea if whoever made Rebel Assault will be releasing it on the Super NES?
— C. Millwood, Wyee, NSW

A Skull: Yak! Yak! Yak! Yak! Yak! Shuddup! You ever wondered why your letters weren't printed? Reading them was less enjoyable than catching public transport. But you are asking about Star Wars so I have relented, and printed your miserable utterances. Rebel Assault will never be made for the Super NES because it was designed specifically for the CD-ROM format. It's not really that good anyway, just a fancy version of Operation Wolf if you ask me.

The only Star Wars game headed for the Super NES in the near future is Super Return Of The Jedi, but it's just going to be another sprawling platformer interspersed with Mode 7 flying bits. Sadly, anyone without a PC will miss out on the pleasures and delights of Rebel Assault, X-Wing and Star Wars Screen Entertainment. I weep for them.



Just feast your eyes on this shot of Rebel Assault on the PC CD Rom

Japanese SNES) to 50Hz so it can run on a Pal television. Most new televisions have a similar convertor built in so you can run a foreign Super NES on it at 60Hz speed. This will give you a full screen and the game will run at the speed it was originally intended to. A Pal booster may help, but beware, many are dodgy and they may not give out stereo sound. Using a disk back-up device

constitutes software piracy, a criminal act which carries a heavy penalty. Do not use one.

Q 1. Will you print my letter?
2. Will there be a Transformers game for the Super NES?
3. Will there be any more four-in-one games like Super Mario All-Stars?
4. What's the first game I should buy for my Super NES?
5. What's the first accessory I should buy for my Super NES?
If you don't print this letter I will be forced to smother you with smelly socks!

— A cowardly nameless twerp,
Who won't say where he/she lives

A Skull: 1. Grrrr...
2. No. A few sad Pommie mags

Q If there's one thing I've noticed recently about video games it's that many are named after cartoon characters. (Paul devotes a paragraph listing them to prove his point - Skull)

My question is (more senseless drivel... - Skull) will there be a game based on the cartoon Animaniacs?

— Paul Ballard,
Somewhere

A Skull: A game based on that very cartoon was pre-viewed at the June CES. Konami are handling it and here's a pic to show you what it looks like.



Animaniacs Ahoy!

thought there was going to be one earlier this year but, sadly, there ain't going to be one no more.

3. There aren't any planned at the moment, but it would be nice to see a collection of Mega Man or Castlevania games. Or Zelda games, that would be cool!
4. Mario Kart!
5. A Multi-Tap, if you have any friends.

Q Dear wonderful Skull,
I'm going to ask you some questions and I want you to answer them proper-

Zool?
— Oliver Waters,
Brigolong, Vic

A Skull: What's wrong with mumbo jumbo, eh?

1. I hope not. The last thing the Super NES needs is another crappy platform game.
2. Yes, probably all formats. Except maybe NES.
3. Okay, here's my review of Zool. Zool is a crap, boring platform game. Avoid.

Q On Beyond 2000 I saw a sort of vest that you wear around your



Ahhh, another mystery solved courtesy of NMS.
Next, the real reason dinosaurs died out!

upper Nile Delta. After months of searching through beast filled impenetrable jungle, I stumbled upon an ancient temple. Inside there were many dangers, and my guides fell victim to deadly booby traps. Finally, when I thought I could go no further, I came across a room filled with the most wonderful treasures, the likes of which make the Crown Jewels pale in comparison. In the centre of the room was a dais, upon which was engraved alien hieroglyphics. After comparing them with 'The Letters', I was able to decipher the true meaning. 'The Letters' rearranged themselves before my eyes, and the name 'DR HORNER' appeared. Who is 'Dr Horner'? And why is his name in Jurassic Park? I found the answers to these questions in the credits to the movie Jurassic Park. Dr Horner was the scientific advisor to Steven Spielberg during the making of the dino-epic. His name must have appeared in the game as a tribute."

Well, so ends the mystery, thanks to Matthew van Zyderveld. Tune in next month, as Professor Skull and his cohorts go in search of the lost city of Atlantis.

Q We have seen 'The Letters' on the ground in the Super NES game Jurassic Park. Please, Mr Skull, what do they mean?

— Hundreds of curious readers.

A Skull: This is a mystery that, like the ancient pyramids of Egypt, has plagued mankind for centuries. I am pleased to report that the truth has been uncovered by investigative cryptologist Matthew van Zyderveld, of Brisbane. Here are some extracts from his journal.

"I began my journey to find the meaning of 'The Letters' from Jurassic Park in the swamps of the

chest. (Where else would you wear a vest! - Skull) They demonstrated with Starwing that it gives a thump every time you get hit in the game. Imagine hitting a wall in Starwing and getting a thump! Or what about someone ramming you in Mario Kart, that would be cool!

Do you know anything about this product? I want one!

— Luke Annett,
Casterton, Vic

A Skull: You want one? Sad...

Q 1. Will Shaq Fu come to the Super NES?
2. Will Super SFII Turbo come to the Super NES?
3. What about the game Monkey

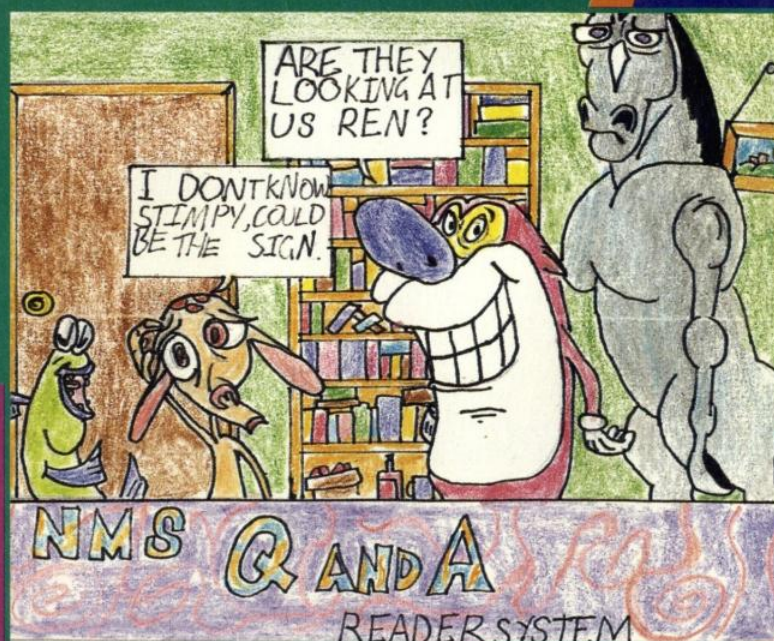
Island? If so, will it use the mouse?

4. What about a Rock 'N' Roll Racing 2?

5. How come you never show a picture of yourself?

— Aardvark King,
North Haven, SA

A Skull: 1. Yes.
2. There's rumours that it may be released in Japan at Christmas, but nothing definite.
3. No, but there are a few static screen adventure games coming out in Japan which use the mouse.
4. I haven't heard anything about it yet.
5. Ha! Ha! Ha! You are not worthy to gaze upon my magnificence!



Hey it's Ren & Stimpy! Dunno who by though.



Anyone found guilty of sending in crap cheats will be shot.
Do not send crap cheats to NHS,
PO Box A305, Sydney South, NSW 2000.

tips & tactics

GAME BOY

TURRICAN

EXTRA LIVES: There are hundreds, if not thousands, of hidden lives and other bonuses in this sprawling blaster. Brayden Appleby from Tasmania has found a particularly plentiful supply of such goodies in the second level. After defeating the first, go up the hill until you come to two big rocket thingies. Jump on top of one of them and use your lightening whip to find all boxes full of bonuses. Keep jumping up on these boxes and using your whip to find more boxes. Once you get the last box you will find a platform which you can jump on to get seven lives.

SPEEDY GONZALES

LEVEL CODES: More codes from Brayden.

Level 2: **500999**
 Level 3: **343003**
 Level 4: **830637**
 Level 5: **812171**
 Level 6: **522472**

GARFIELD

LEVEL CODES:

Brayden also sent in the codes which take you to the higher levels of Garfield.
 Level 21: **LBMP**
 Level 22: **TWCN**
 Level 23: **FDSF**



Level 24: **SPGT**
 Level 25: **NFWS**
 Level 26: **RGSF**
 Level 27: **RBCF**
 Level 28: **DCSK**
 Level 29: **HBCR**
 Level 30: **JBZZ**

NES

Snake's Revenge

LEVEL CODES: Try out these codes.

"They're great!" says Leonard Haigh, who sent them in.

Level 1
'LRW X'H4 T!5Z ?QJN
R!!49 X#XT Z#8X 41

Level 2
!!DZQ NK5# %RY! RWJ8
2ZN4 V3TN T8?M 28

Level 3

•H89 • M39 !6PP TGN5
Z466 •W3K #6W3 52

Level 4

5%P! 68J8 Z5TZ K9PN
P6WB VT!6 !5GP 3B

Level 5

•8-5 B-#2 •3QM 3YB%
6•5M K%!! Z6WX 3J

SPY HUNTER

PLAY TENNIS FOR CONTINUES! This tip is from Peter Townshend of Newcastle. When you loose all your lives and are at

the continue screen, make the guns go **DOWN, UP, DOWN, UP, DOWN**, then press **START**. If done correctly you will be able to play a game of Hyper Tennis! There's no sound, but if you beat the computer you go back to the stage of Spy Hunter in which you died and are awarded 20 lives, but if you loose you go back with no lives.

SUPER MARIO BROS. 3 BONUS CHART

Christopher Menz has provided this chart. In each level shown, collect the number of coins to make the White Mushroom House appear.

LEVEL	BONUS	Collect at least
1-4	Wing	44 coins
2-2	Anchor	30 coins
3-8	Wing	44 coins
4-2	Anchor	22 coins
5-5	Wing	28 coins
6-7	Anchor	78 coins
7-2	Wing	46 coins

SUPER NES

CYBERNATOR

EXTRA HELP: At the Axis Prime Minister's mountain hideout (2nd last stage) when you are in the cave, after beating the first enemy, go down as far as you can go until you see some rabbits jumping around. Then go left as far as you can go then jump using your power pack to go as far as you can until you reach land, then do the same thing until you see some power clips and energy in grey boxes.

Nintendo's new hotline will save

If you're tired of dying, call the experts. Live and recorded advice to protect you from brain-busting bosses and all kinds of major wasting. ITM costs 75c per min.

NINTENDO HELP SYSTEM

MEGAMAN X

TIPS: John Heran recommends these tactics for dealing with the bosses.

- Chill Penguin - use normal gun.
- Spark Mandrill - use shotgun ice.
- Armoured Armadillo - use spark gun to knock off armour.
- Flame Mammoth - use normal or tornado from Eagle.
- Launch Octopus - use normal gun.
- Storm Eagle - use normal gun.
- Boomer Kowanger - use missiles.
- Sting Chameleon - use B. chopper.



of MKII. Ignore the fact that it's unfinished and hit yourself on the head with it until there's lots of blood. Ooohh! Look at the way he floats unnaturally above the ground!

SPIDEY & X-MEN

POWER-UPS: A short sweet tip from Steven Wallace of Tasmania. With Wolverine, hit the gangster type dudes that pop out of the

box with his fists, not claws, and you'll get a heart bonus. We're not sure which box, Steven didn't specify, but you get the idea.

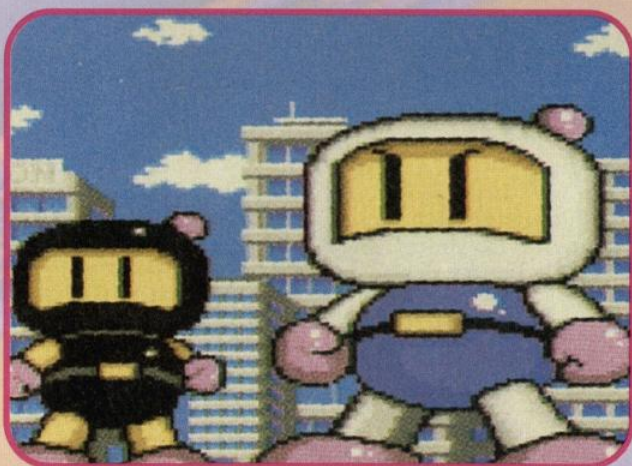
WOLFENSTEIN 3D

SECRET LEVELS: Here are the passwords to some secret levels, courtesy of Aaron Rudgley.

Level 3-5: **QNTLSQ**

Level 5-6: **JCKLQN**

Level 6-7: **BNKLTP**

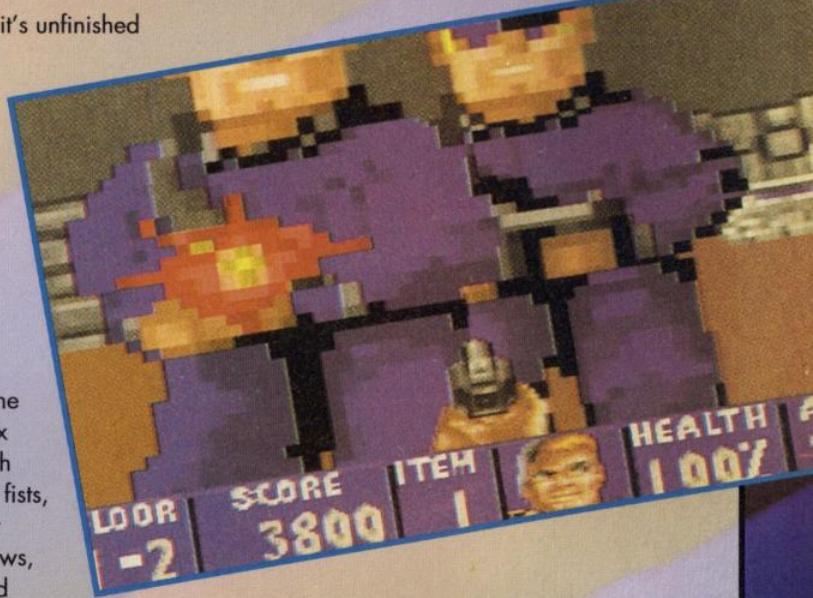


SUPER BOMBERMAN

EXTRA LIVES: In the normal game there is a way to get an extra five lives, according to David Brennan. On the first stage kill everything on the screen and blow up all the destructible walls. On the second stage do exactly the same but, before entering the exit, blow it up. You will now see an ice cream icon which will give you a handy five lives when collected.

MORTAL KOMBAT II

LEVITATING BARAKA! To perform this secret move you must firstly remove your brain. Get a job at a sad gaming mag and grab a 70% finished copy



T2 ARCADE GAME

SKIP STAGES: If you're sick of wading through the early levels and want to get straight into some high level action, follow these directions. At the title screen press **LEFT, UP, RIGHT, UP, LEFT, LEFT, LEFT, RIGHT, DOWN, DOWN**. You will hear an explosion to confirm that you've entered it correctly, then on the high scores table press **RIGHT, UP, UP, LEFT, RIGHT, RIGHT, RIGHT, LEFT, DOWN, DOWN, RIGHT, UP**. Again, you'll hear an explosion if you put the cheat in correctly, then during the game press **L** and **R** simultaneously and you skip to the next level.



METAL MARINES

LEVEL CODES: Codes, ahoy, sent in by both Raamon Vaccaro of NSW and Shane Hackney of Qld.

- Level 2: **HBBT**
- Level 3: **PCRC**
- Level 4: **NWTN**
- Level 5: **LSMD**
- Level 6: **CLST**
- Level 7: **JPTR**
- Level 8: **NBLR**



you.

Call 1 902 24 1001.

But be warned. Ask your parents first. We might not be able to save you from them.



Level 9: **PRSC**
 Level 10: **PHTN**
 Level 11: **TRNS**
 Level 12: **RNSN**
 Level 13: **ZDCP**
 Level 14: **FKDV**
 Level 15: **YSHM**
 Level 16: **CLPD**
 Level 17: **LNVV**
 Level 18: **JFMR**
 Level 19: **JCRY**
 Level 20: **KNLB**

0103 F1C9 - Infinite weapons for Bugs.
0103 F2C9 - Infinite weapons for Daffy.
0103 F3C9 - Infinite weapons for Porky.

LEMMINGS

These codes are from John Dooley of NSW.
073B C3C0 - Infinite time.
0103 10DD - Infinite builders.
0102 11DD - Infinite bashers.

0103 12DD - Infinite miners.
0103 13DD - Infinite diggers.
0103 0FDD - Infinite blockers.
0103 0EDD - Infinite bombers.
0103 0DDD - Infinite floaters.
0103 0CDD - Infinite climbers.

FINAL FANTASY LEGEND II

Codes from Allan McDonough.

043B 08C2 - Infinite energy for player 1.
043B 28C2 - Infinite energy for player 2.
043B 48C2 - Infinite energy for player 3.
043B 68C2 - Infinite energy for player 4.
0463 A3C2 - Infinite money.

CASTLEVANIA

From Adam Sloane

080C 89CC - Infinite energy.

THE PUNISHER

From Adam Sloane

809F D6FF - Infinite energy.

DR FRANKEN

From Adam Sloane

08D0 2BC8 - Infinite energy.

MEGAMAN

From Adam Sloane

0898 A3DF - Infinite energy.

STAR WARS

More codes from Joel Thompson.

0103 92FF - Infinite lives.
0108 5BCA - Infinite energy.

ACTION R-E-P-L-A-Y CODES

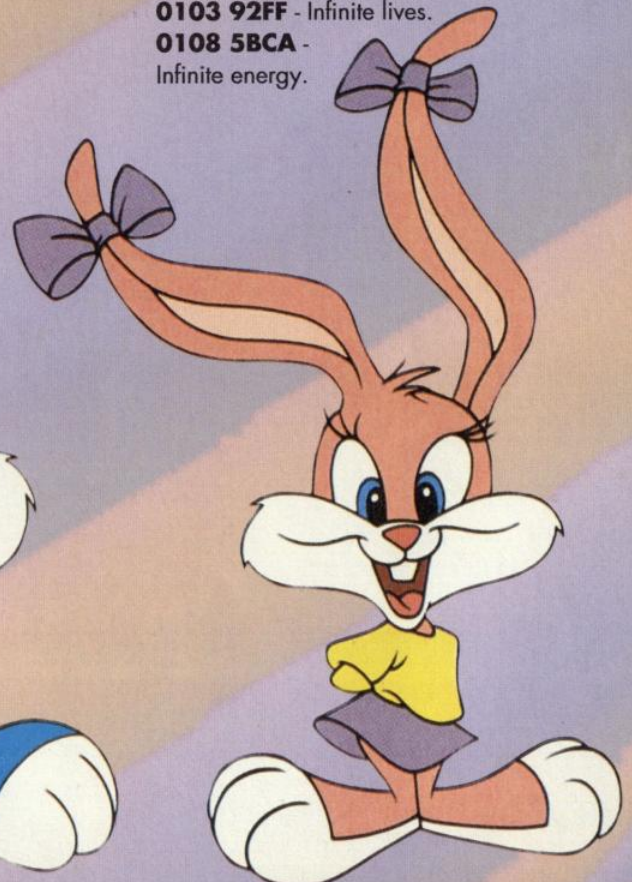
THIS MONTH'S TIP OF THE MONTH
 WINS TOP SECRET PRIZE!!!

GAME BOY ACTION REPLAY CODES

TINY TOONS

Codes from Joel Thompson of New Zealand.

0102 C3C9 - Infinite lives.
0102 F0C9 - Infinite energy.



NES ACTION REPLAY CODES

THE FLINTSTONES

More codes from Joel Thompson.

0003 0803 - Unlimited energy for Fred.

0003 0502 - Unlimited lives for Fred.

0003 0BFF - Unlimited coins for Fred.

PROBOTECTOR

Still more codes from Joel

0000 3203 - Infinite lives for player one.

0000 AA1X - Change **X** for weapon. **1** = machine gun, **2** = fire, **3** = spray, etc. This code also gives you rapid fire.

0000 3303 - Infinite lives for player two.

SUPER NES ACTION REPLAY CODES

EMPIRE STRIKES BACK

Codes from Heath Hutchinson and others.

7E01 AC05 - Infinite lives.

7E0C F620 - Infinite energy.

7E0C F841 - Infinite energy for Tauntaun.

(You will need to turn the AR off to kill some of the bosses.)

TURTLES TOURNAMENT FIGHTERS

These codes are from Adam Lee of NSW.

7E0E E406 - Infinite energy player one.

7E0F E406 - Infinite energy player two.

7E1A C451 - Unlimited rage attack player one.

COOL SPOT

More codes from Adam Lee.

7E00 D265 - Always have 100% cool points. (Turn AR off to complete level.)

7E00 D403 - Infinite lives.

LAGOON

These are also from Adam!

7E05 2099 - Infinite energy.

7E05 229F - Infinite magic.

7E0F 2901 - Infinite money.

SPACE MEGAFORCE (SUPER ALESTE)

You guessed it, so are these! Can the lad be stopped!?

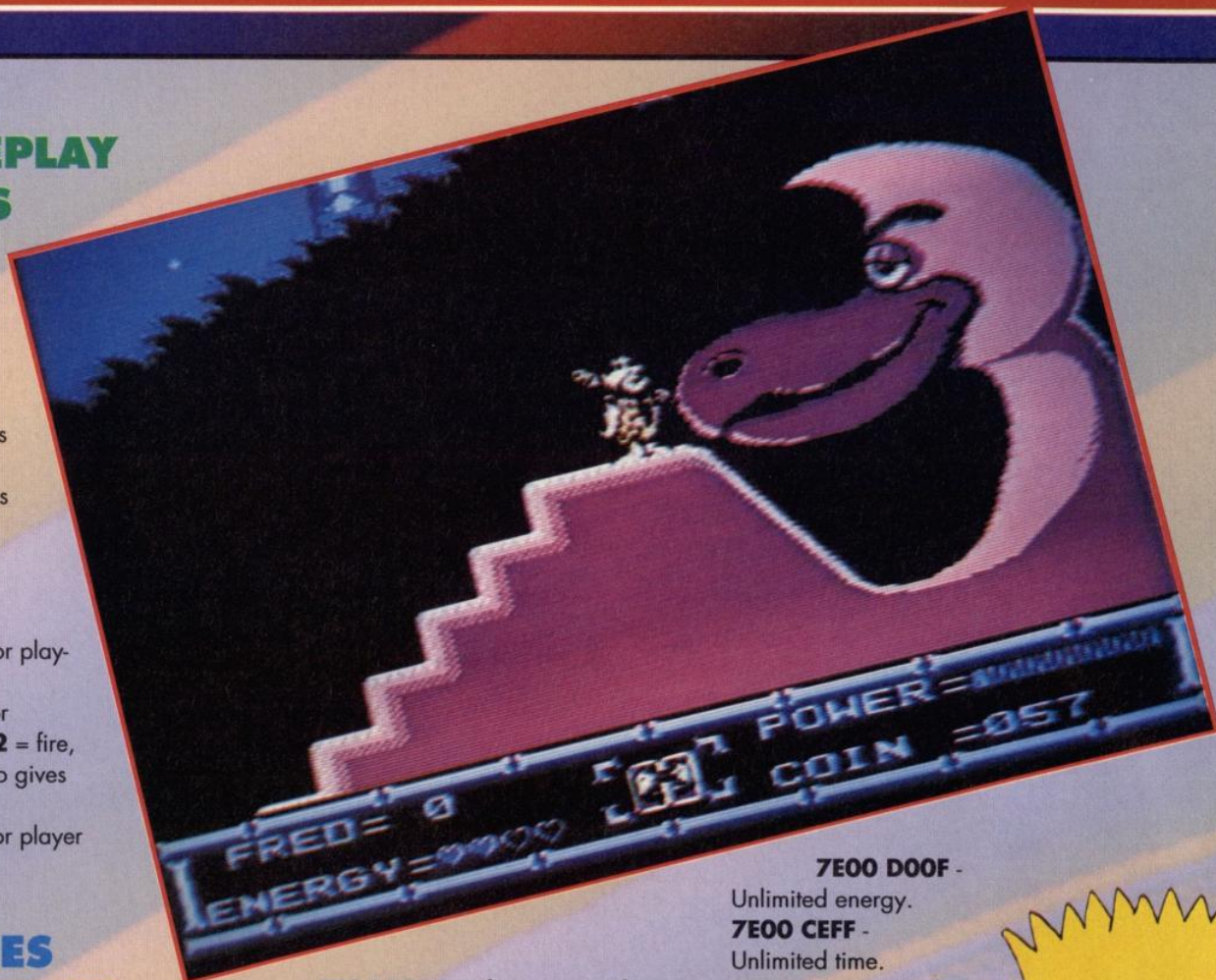
7E01 5202 - Unlimited bombs.

7E01 5702 - Infinite lives.

7E01 5203 - Infinite 'smart' weapons.

7E02 42XX - Change **XX** for level select.

7E01 5404 - Changes appearance of missiles.



7E00 D00F -

Unlimited energy.

7E00 CEFF -

Unlimited time.

7E00 AAXX - Replace

XX with 00 to 10 for level select.



MORTAL KOMBAT II

Nick Smith has forgone his friends, his job and his life. The reason? He has been slaving over his Super NES to make the world a better and more beautiful place

for all you Mortal Kombat II fans with this, his guide to all the special moves, fatalities, babalities and friendships that your heart could ever desire...

But first a couple of little tricks to get you going:

RANDOM SELECTOR

Press UP and START on the character selection screen to let the Super NES chose the fighters.



BABALITIES

To be able to perform these finishing moves, you can not use either punch during the winning round.

DEAD POOL

On the Dead Pool stage you can knock you opponent into the pool, for the ultimate skin cleanser. To perform the Dead Pool fatality hold LOW PUNCH and LOW KICK while doing an uppercut.

LIU KANG

Double Forearm: HIGH PUNCH (closest to opponent)



Standing Fireball: Two FORWARD + HIGH PUNCH (can be done in the air)



Crouching Fireball: Two FORWARD + LOW PUNCH



Flying Kick: Two FORWARD + HIGH KICK



Bicycle Kick: Hold LOW KICK for four seconds then release
Pit/Spikes: BACK + two FORWARD + LOW KICK

Babality: Two DOWN + FORWARD + BACK + LOW KICK



Friendship: FORWARD + three BACK + LOW KICK



Fatality 1: Liu Kang transforms into a dragon chomping off the top half of the victim. DOWN + FORWARD + two BACK + HIGH KICK (stand close)



Fatality 2: Liu Kang will do a cartwheel kick then a massive uppercut. Rotate joystick 360 degrees away from opponent (stand anywhere within jump range)

KUNG LAO

Headbutt: HIGH PUNCH (closest to opponent)

Ground Teleport: DOWN + UP (lick joystick down)



Aerial Kick: DOWN + HIGH KICK (must be done in air)



Hat Throw: BACK + FORWARD + LOW PUNCH



Whirlwind Spin: Two UP + LOW KICK (hold BLOCK)

Pit/Spikes: Three FORWARD + HIGH PUNCH

Babality: Two BACK + two FORWARD + HIGH KICK

NINTENDO HELP SYSTEM



Friendship: Three BACK + DOWN + HIGH KICK

Fatality 1: Kung Lao removes his razor hat and slices the victim down the middle. Three FORWARD + LOW KICK (stand just within sweep range)

Fatality 2: Kung Lao throws his hat which decapitates the victim. Make sure to guide the hat up so it hits the head. Hold LOW PUNCH (back + forward) then release (stand all the way across the screen)

JOHNNY CAGE

Stomach Jab: HIGH PUNCH (closest to opponent)

Axe Kick: HIGH KICK or LOW KICK (closest to opponent)

Low Green Bolt: Half-circle towards + LOW PUNCH



High Green Bolt: Half-circle away + HIGH PUNCH



Shadow Uppercut: BACK + DOWN + BACK + HIGH PUNCH



Shadow Kick: BACK + FORWARD + LOW KICK



Ball Breaker: LOW PUNCH + BLOCK

Pit/Spikes: Three DOWN + HIGH KICK



Babality: Three BACK + HIGH KICK

Friendship: Four DOWN + HIGH KICK

Fatality 1: Cage grabs the victim and rips their torso off, throwing it to the ground. Two DOWN + two FORWARD + LOW PUNCH (stand close)

Fatality 2: Cage crouches and punches off the head of the victim with a powerful uppercut. Two FORWARD + DOWN + UP (stand close)

REPTILE

Backhand: HIGH PUNCH (closest to opponent)

Acid Spit: Two FORWARD + HIGH PUNCH



Slide: BACK + LOW PUNCH + BLOCK + LOW KICK

Forceball: Two BACK + HIGH PUNCH + LOW PUNCH

Invisibility: Two UP + DOWN + HIGH PUNCH (hold BLOCK)

Pit/Spikes: DOWN + two FORWARD + BLOCK

Babality: DOWN + two BACK + LOW KICK

Friendship: Two BACK + DOWN + LOW KICK



Fatality 1: Reptile shoots his tongue towards the victims then he goes about eating it. Two BACK + DOWN + LOW PUNCH (stand about a jump's length away)



Fatality 2: While invisible Reptile cuts the torso off the victim. Two FORWARD + DOWN + HIGH KICK (you must be invisible and stand close)

SUB-ZERO

Backhand: HIGH PUNCH (closest to opponent)



Iceball: Quarter-circle towards + LOW PUNCH



Ground Freeze: Quarter-circle away + LOW KICK



Slide: BACK + LOW PUNCH + BLOCK + LOW KICK

Pit/Spikes: DOWN + two FORWARD + BLOCK

Babality: DOWN + two BACK + HIGH KICK

Friendship: Two BACK + DOWN + HIGH KICK

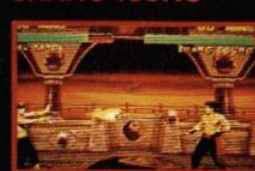


Fatality 1: Sub-Zero will ice the victim over, putting them in a deep freeze. Two FORWARD + DOWN + HIGH KICK (stand just out of sweep range) Then after deep freezing the victim, Sub-Zero will shatter the top part of the body. FORWARD + DOWN + two FORWARD + HIGH PUNCH (stand close)



Fatality 2: Sub-Zero will throw an ice grenade into the stomach of the victim, exploding their top half. Hold LOW PUNCH + two BACK + DOWN + FORWARD then release (stand all the way across the screen)

SHANG TSUNG



Flaming Skulls: Two BACK + HIGH PUNCH (one flaming skull); two BACK + FORWARD + HIGH PUNCH (two skulls); two BACK + two FORWARD + HIGH PUNCH (three skulls)

Morph to Liu Kang: BACK + two FORWARD + BLOCK

Morph to Kung Lao: BACK + DOWN + BACK + HIGH KICK

Morph to Johnny Cage: Two BACK + DOWN + LOW PUNCH

Morph to Reptile: UP + DOWN + HIGH PUNCH (hold BLOCK)

Morph to Sub-Zero: FORWARD + DOWN + FORWARD + HIGH PUNCH

Morph to Kitana: Tap BLOCK three times

Morph to Jax: DOWN + FORWARD + BACK + HIGH KICK

Morph to Mileena: Hold HIGH PUNCH (two seconds) then release

Morph to Baraka: Two DOWN + LOW KICK

Morph to Scorpion: Two UP (hold BLOCK)

Morph to Raiden: DOWN + BACK + FORWARD + LOW KICK

Pit/Spikes: Two DOWN + UP + DOWN (hold BLOCK)



Babality: BACK + FORWARD + DOWN + HIGH KICK



Friendship: Two BACK + DOWN + FORWARD + HIGH KICK

Fatality 1: Shang Tsung turns into a mist and enters the victim's body, which explodes. Hold HIGH KICK (two seconds) then release (stand just within sweep range)

Fatality 2: Tsung picks up the victim with one hand, and drains their life force into his other hand. UP + DOWN + UP + LOW KICK (hold BLOCK) (stand close)

Fatality 3: Shang Tsung turns into Kintaro, who punches the victim across the screen. Hold LOW PUNCH (thirty seconds) then

release (if you hold LOW PUNCH from before the round begins, you do not need to wait the full thirty seconds to do the fatality)

KITANA

Elbow: HIGH PUNCH (closest to opponent)

Fan Swipe: BACK + HIGH PUNCH



Fan Throw: Two FORWARD + HIGH PUNCH + LOW PUNCH (can be done in air)



Fan Lift: Three BACK + HIGH PUNCH

Aerial Punch: half-circle away + HIGH PUNCH

Pit/Spikes: FORWARD + DOWN + FORWARD + HIGH KICK

Babality: Three DOWN + LOW KICK



Friendship: Three DOWN + UP + LOW KICK

Fatality 1: Kitana leans and kisses the victim, which then expands to unnatural proportions and explodes. Hold LOW KICK + two FORWARD + DOWN + FORWARD, then release (stand close)

Fatality 2: Kitana draws her fan and decapitates the victim with one swipe. Tap BLOCK three times + HIGH KICK (stand close)

JAX

Overhead Hammer: HIGH PUNCH (closest to opponent)



Ground Smash: Hold LOW KICK (three seconds) then release



Gotcha Grab: Two FORWARD + LOW PUNCH

Quadruple Slam: Throw the opponent then tap HIGH PUNCH



Energy Wave: Half-circle away + HIGH KICK



Back Breaker: BLOCK (must be done in air)

Pit/Spikes: Two UP + DOWN + LOW KICK

Babality: DOWN + UP + DOWN + UP + LOW KICK



Friendship: Two DOWN + two UP + LOW KICK

Fatality 1: Jax claps the victim's head with a loud pop, and the skull crumbles in pieces to the ground. Hold LOW PUNCH +

three FORWARD then release (stand close)

Fatality 2: Jax grabs the victim by the arms and rips them off their body. Tap BLOCK four times + LOW PUNCH (stand a step away from victim)

MILEENA

Elbow: HIGH PUNCH (closest to opponent)

Teleport Kick: Two FORWARD + LOW KICK



Ground Roll: Two BACK + DOWN + HIGH KICK



Sai Throw: Hold HIGH PUNCH (two seconds) then release (can be done in air)

Pit/Spikes: FORWARD + DOWN + FORWARD + LOW KICK



Babality: Three DOWN + HIGH KICK

Friendship: Three DOWN + UP + HIGH KICK



Fatality 1: Mileena repeatedly stabs the victim, lifting them up as blood sprays everywhere. FORWARD + BACK + FORWARD + LOW PUNCH (stand close)

NINTENDO HELP SYSTEM

Fatality 2: Mileena removes her mask revealing Baraka-like teeth and inhales the victim, spitting out the bones. Hold HIGH KICK (two seconds) then release (stand close)

BARAKA

Backhand: HIGH PUNCH (closest to opponent)

Double Kick: Tap HIGH KICK twice (closest to opponent)



Blade Swipe: BACK + HIGH PUNCH



Blade Fury: Three BACK + LOW PUNCH



Blue Bolt: Quarter-circle AWAY + HIGH PUNCH

Pit/Spikes: Two FORWARD + DOWN + HIGH KICK

Babality: Three FORWARD + HIGH KICK



Friendship: UP + two FORWARD + HIGH KICK (hold BLOCK)



Fatality 1: Baraka extends his blades from his arms, then decapitates the victim with one swipe. Four BACK + HIGH PUNCH (hold BLOCK) (stand close)



SCORPION

Backhand: HIGH PUNCH (closest to opponent)



Spear: Two BACK + LOW PUNCH

Teleport Punch: Quarter-circle away + HIGH PUNCH (can be done in air)



Leg Grab: Half-circle away + LOW KICK

Air Throw: BLOCK (must be done in air)

Pit/Spikes: DOWN + two FORWARD + BLOCK



Babality: DOWN + two BACK + HIGH KICK



Friendship: Two BACK + DOWN + HIGH KICK

Fatality 1: Scorpion removes his mask and breathes fire at the feet of the victim, which then twitches and explodes. Two UP + HIGH PUNCH (hold BLOCK) (stand a step or two out of sweep range); two DOWN + two UP + HIGH PUNCH (hold BLOCK) (with the addition of the two downs at the beginning, Scorpion may do the fatality at any distance)

Fatality 2: Scorpion slices the victim across the neck then cuts them in two. Hold HIGH PUNCH + DOWN + three FORWARD then release (stand close)

RAIDEN

Mini Uppercut: HIGH PUNCH (closest to opponent)



Body Launch: Two BACK + FORWARD (can be done in air)



Lightning: Quarter-circle towards + LOW PUNCH



Teleport: DOWN + UP (flick joystick down)



Electrocut: Hold HIGH PUNCH (four seconds) and release (close to opponent)

Pit/Spikes: Three UP + HIGH PUNCH (hold BLOCK)

Babality: Two DOWN + UP + HIGH KICK

Friendship: DOWN + BACK + FORWARD + HIGH KICK



Fatality 1: Raiden grabs the victim and lifts them up, then proceeds to shock them. Hold LOW KICK (6 seconds) then release (stand close); tap BLOCK + LOW KICK repeatedly. After a dose of the shock treatment, the victim will explode into bits.

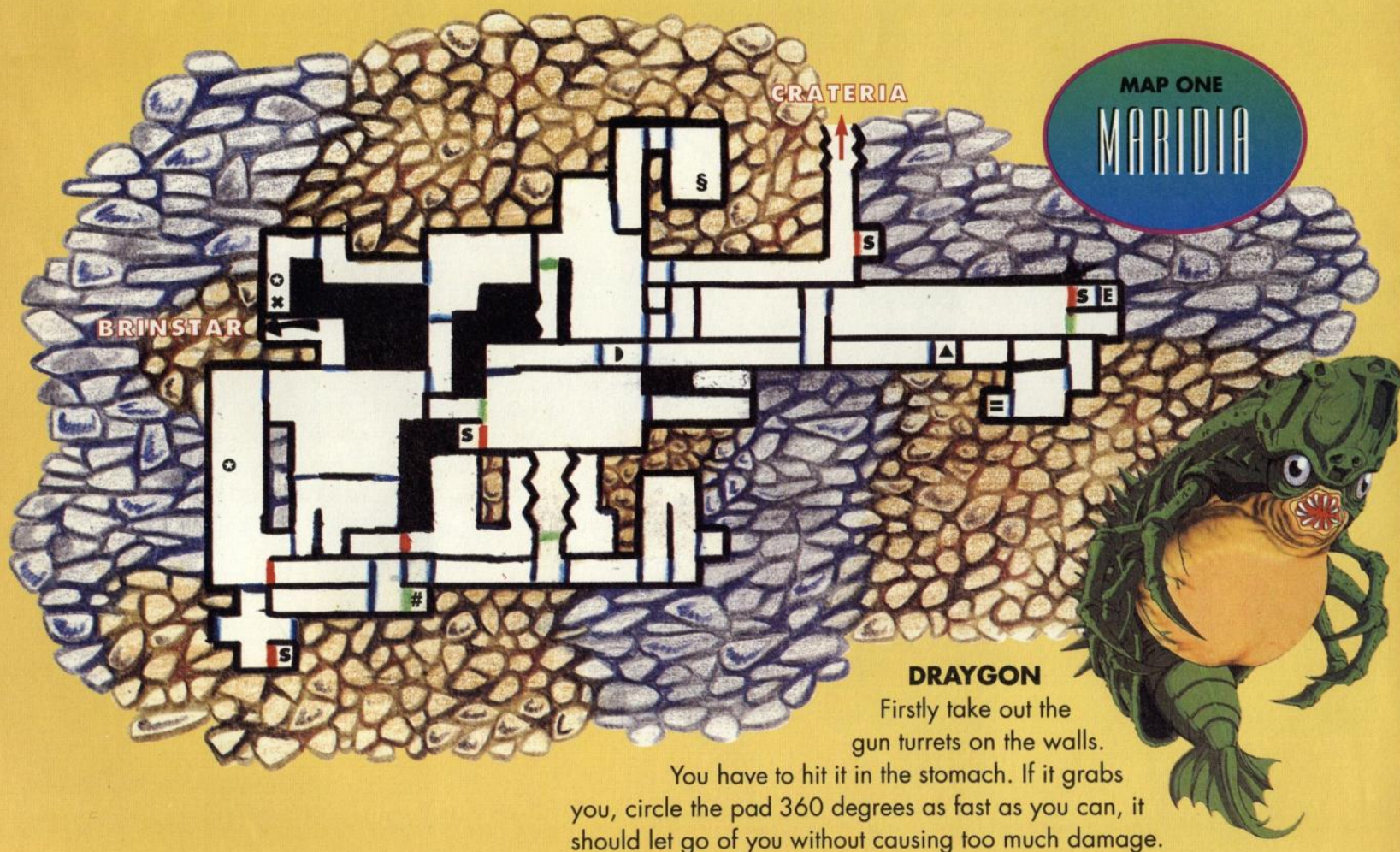
Fatality 2: Raiden explodes the top half of the victim with a powerful uppercut. A few moments later the head falls to the ground. Hold HIGH PUNCH (eight seconds) then release (stand close)



Good evening and welcome to this, the second part of NMS's stupendous guide to Super Metroid. Please take you seats as we join with Samus for her final confrontation with the Mother Brain.

SUPER METROID

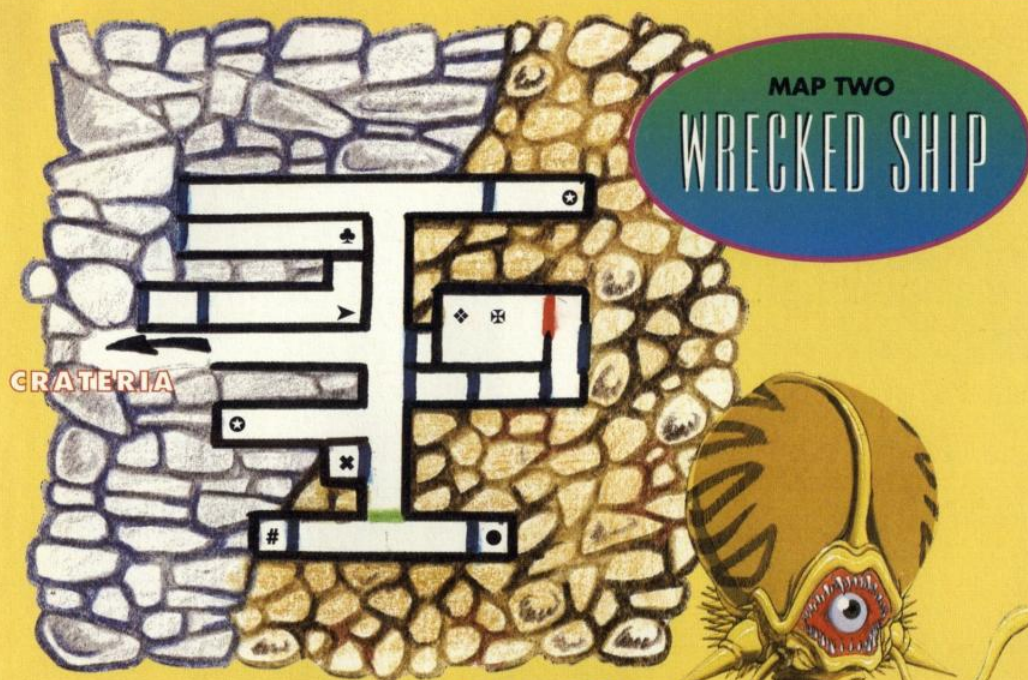
PART TWO



DRAYGON

Firstly take out the gun turrets on the walls.

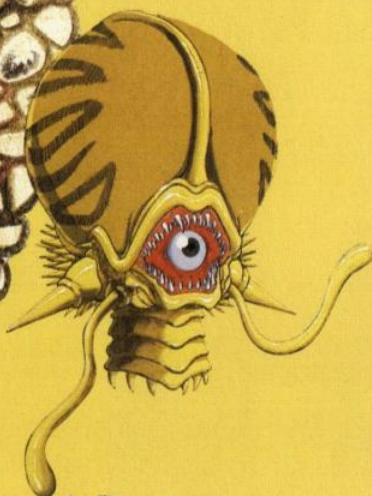
You have to hit it in the stomach. If it grabs you, circle the pad 360 degrees as fast as you can, it should let go of you without causing too much damage.



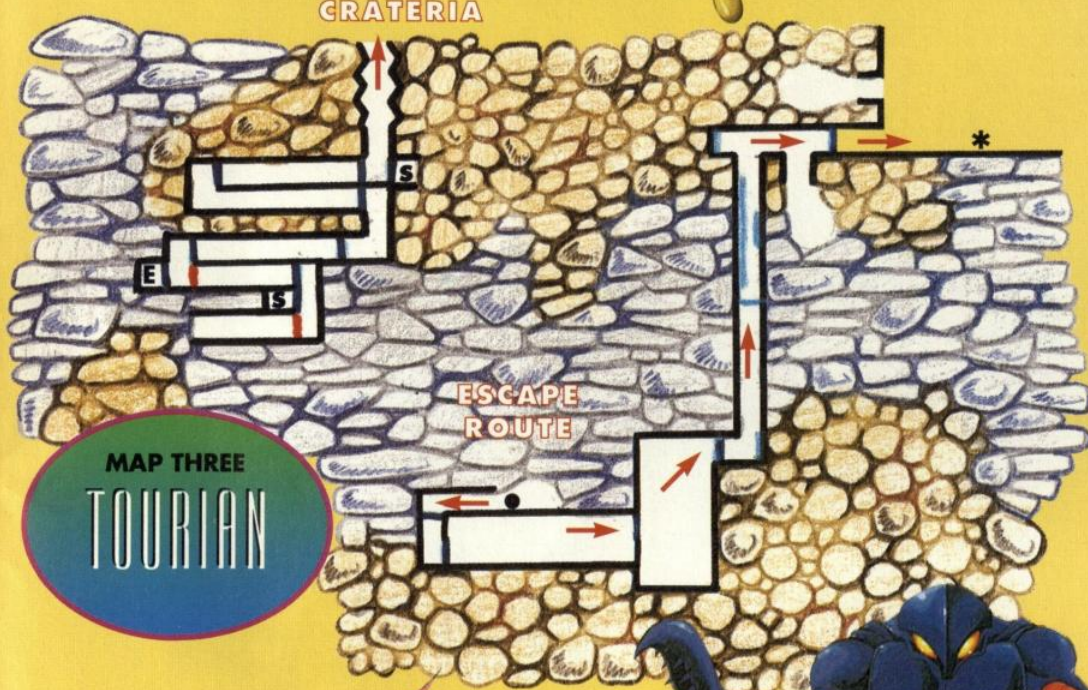
MAP TWO WRECKED SHIP

PHANTOON

When it becomes solid, shoot it with a super missile or charged weapon. No real tips here.



CRATERIA



MAP THREE TOURIAN

MOTHER BRAIN

You should be experienced in fighting bosses now. Work it out for yourself. The weak spot is her toe ... NOT!



GENERAL TIPS

KEEP IT SHORT & SWEET

There are several different ending sequences for the game. The sequence that you see depends on the amount of time that you log on the planet. A shorter time results in a better ending.

BOMBS

Players who have experimented a bit will no doubt have discovered that five bombs can be dropped at once, simply by charging up your gun before morphing into the ball. Also, if you have an auto fire joystick, you can use the bombs to climb up vertical walls, just position Samus against a wall and drop them bombs! This method has the advantage of destroying any marauding aliens trying to eat you, although if you get hit you'll have to start from the bottom again.

KEY

⊕	missile
×	power missile
#	map data
◆	mini boss
S	plasma beam
▲	missile recharge
=	space jump
E	energy and missile recharge
♣	reserve tank
●	boss
⊗	need grapple beam
◇	energy tank
➤	use speed jump
*	ship

EXTRA WEAPONS

According to NMS reader, John Foong, there is a hidden way to power-up every weapon. Some of these are quite spectacular and go in many directions with great power. You need to have all your weapons fully powered up, and pause the game and go to the Samus data screen. Select the beam menu and highlight charge and any other weapon, so that they are highlighted in yellow and the remaining weapons in grey. Go back to the game and charge up your weapon for dramatic results!

NOT THE NEXT ISSUE

Many is the time when you've heard us sound off long and loud about great games which will never be released in Australia. However in this issue we're more than proud to bring you the first in an occasional series of Nintendo things that we're pleased never make it to our shores...



UFO ALERT

The Japanese seem to be able to make up a game on just about any theme, but our credulity was really stretched when UFO Man arrived. UFO are a brand of instant noodles, but never one to let a silly merchandising ploy slip through their fingers, UFO Man has been expanding his horizons. You can now eat your UFO noodles in your UFO tent while playing, yes, wait for it, your UFO Super NES game! The excitement, the thrills, the spills, as you watch our hero clad in naught but a lycra suit with a special noodle belt buckle and hat get to take on the bad guys in a variety of culinary settings including a food stall and restaurant kitchen!!! To add to the excitement of it all, UFO Man can occasionally helped out of some really tough spots by his friend with a - wait for it, Mortal Kombat II has nothing on this - BIG FORK!!!

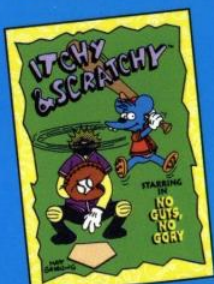
COMING IN AUGUST

COOL CARDS

OOH WEE!

MATT GROENING

Simpsons Trading Card Series II



- ▲ Newly created original art and covers from Bongo Comics and the Simpson TV show.
- ▲ Returning are those wacked out Simpsons character cards, Itchy & Scratchy and the ever faithful Radioactive Man and his entourage of friends and foes.



- ▲ Randomly inserted are smellicious Smell-O-Rama cards, the ever popular Simpsons Wiggle cards, mysterious Disappearing Ink cards, and a very limited number of Master Series art cards featuring Simpsons characters as seen through eyes of real cool artists.
- ▲ Only a limited number will be produced, so if you snooze, you lose, man!

*Odds of finding master series art cards approximately 1:180 packs, disappearing ink cards 1:36 packs, wiggle cards 1:6 packs, smell-o-rama cards 1:3 packs. The Simpsons TM & © 1994 Twentieth Century Fox Film Corporation. All Rights Reserved. Exclusively distributed by SkyBox International, Bongo Entertainment, Inc. Distributed under exclusive agreement with SkyBox International and under license to Twentieth Century Fox Film Corporation. In Australia by Newsagents Direct Distribution Pty. Ltd. Tel: (02) 353 9911 Fax: (02) 669 2305 and in New Zealand by Network Distributors Ltd Tel: (9) 443 7280 Fax: (9) 443 0249. This product is specially marked for Australia and New Zealand. Illegal importation or sale of any USA SkyBox Simpsons 11 product will be prosecuted by the Licensor and Distributor.



KOMING FRIDAY, SEPTEMBER 9th!



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ANIMATED
VIOLENCE

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