

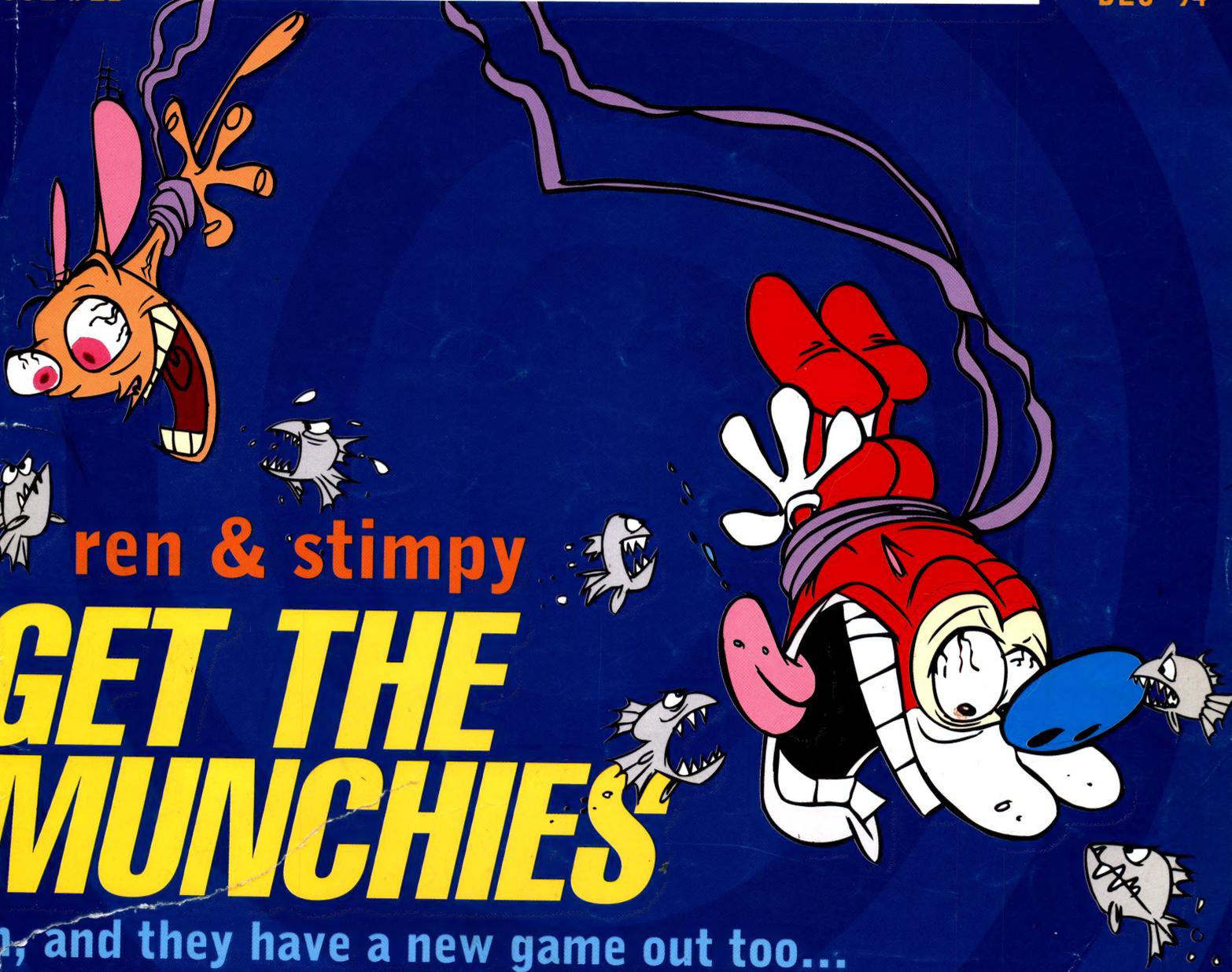
THIS IS THE BEST VIDEO GAME MAG IN AUSTRALIA, CAN YOU LIVE WITHOUT IT?

Nintendo®

MAGAZINE SYSTEM

ISSUE #21

DEC '94



ren & stimpy

GET THE MUNCHIES!

oh, and they have a new game out too...

plus

EARTHWORM JIM

DROPZONE

MICKEY MANIA

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THE HITS KEEP KOMING FROM....

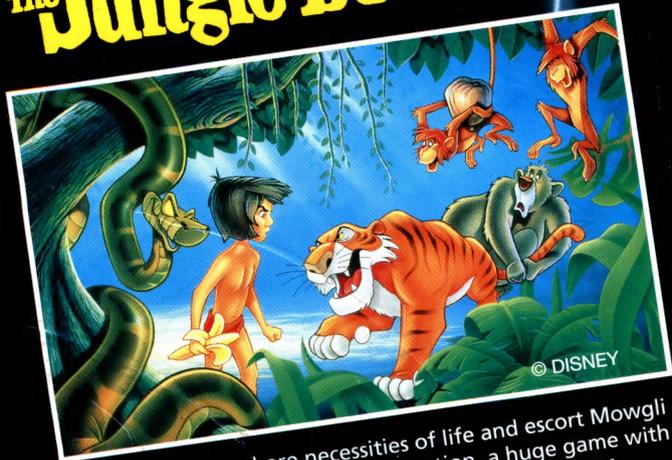


VIRTUAL BART

Bart enters the world of virtual reality!
 Gamers battle bullies in post apocalyptic driving action with Doomsday Bart, toddle into trouble with Baby Bart, stop stegososaurs with Dino Bart and more. The Simpsons are virtually amazing!

FORMAT SNES EXPECTED RATING G

Disney's The Jungle Book



Get down to the bare necessities of life and escort Mowgli through the jungle. Brilliant animation, a huge game with incredibly detailed levels. 91% Total June 1994

FORMAT SNES, GAMEBOY & NES EXPECTED RATING G



Return Of The Jedi

Join the rebellion and crush the Death Star in a giant 16 meg universe. 19 levels in the final chapter of the Star Wars trilogy

FORMAT SNES EXPECTED RATING G

EARTHWORM JIM



Michael Jordan Adventure

Over 350 frames of animation for Jordan alone. Join Jordan as he battles his way through this 16 meg adventure.

FORMAT SNES

EXPECTED RATING G

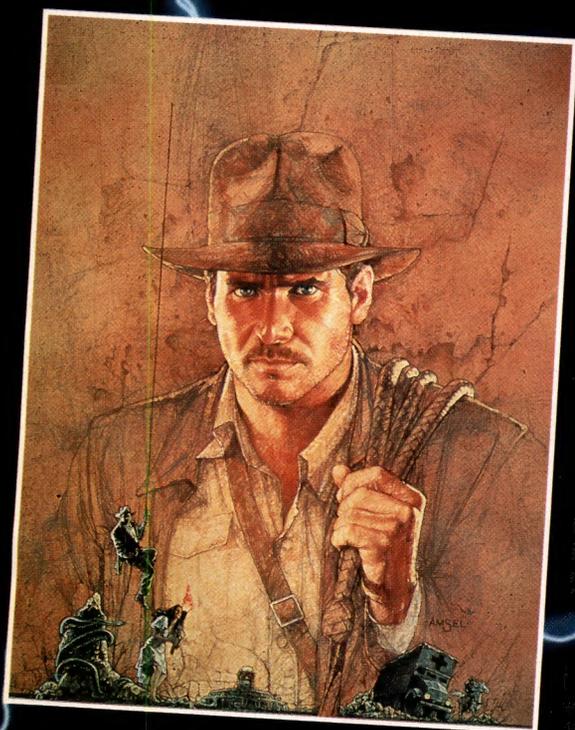
"This is the best action platform game ever created."

Die Hard Gamefan Magazine USA

Camera effects only seen in movies spotlight the bungee jumping, cow-flicking, photon blasting renegade worm.

FORMAT SNES AND MEGA DRIVE

EXPECTED RATING G

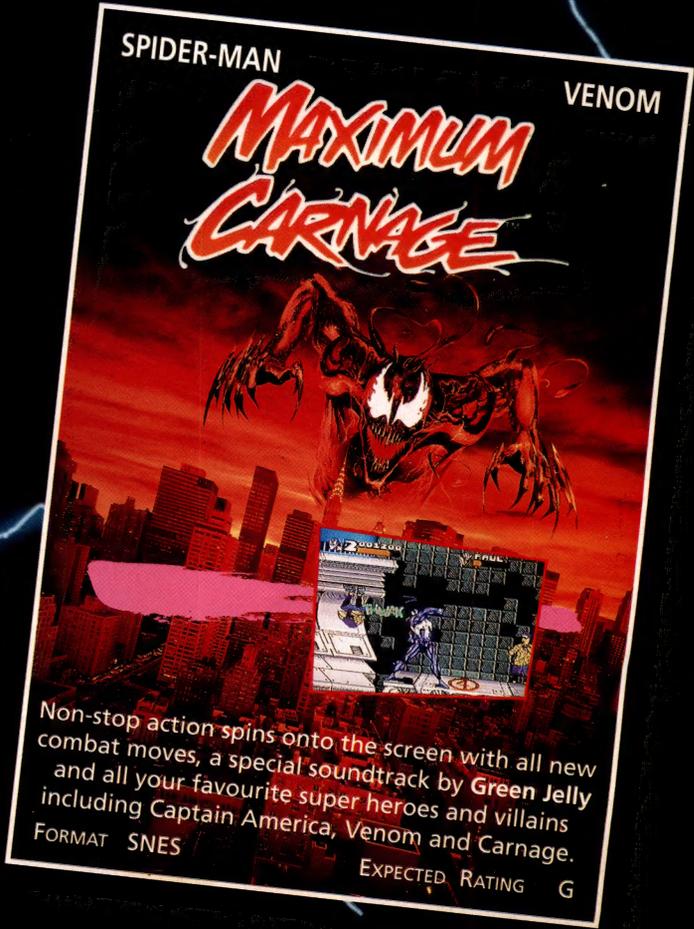


Indiana Jones

Grab your trusty whip and slash your way through all three Indy classics. If it happens in the movies... it happens here! 28 levels.

FORMAT SNES

EXPECTED RATING G



Non-stop action spins onto the screen with all new combat moves, a special soundtrack by **Green Jelly** and all your favourite super heroes and villains including Captain America, Venom and Carnage.

FORMAT SNES

EXPECTED RATING G

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and ees Stimpy.
Ees good!

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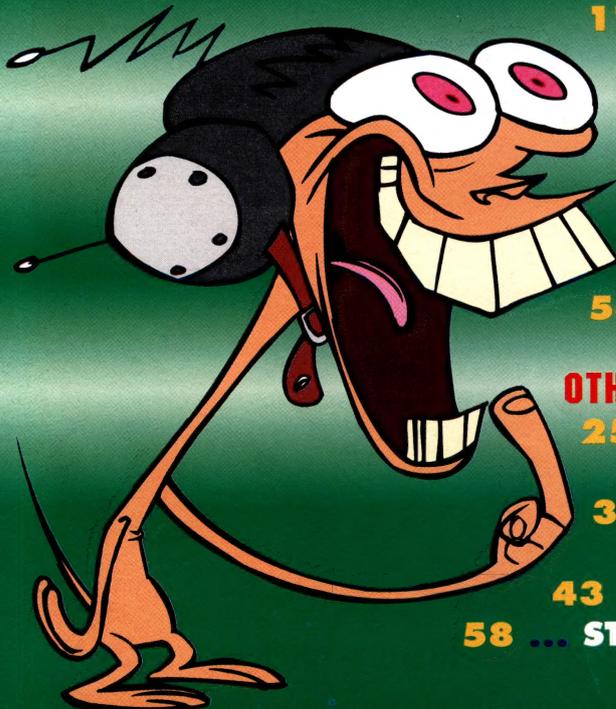
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HE WHO MUST BE OBEYED

Michael 'I'm Baaaack' Mohi

HE WHO THINKS HE MUST BE OBEYED

Rod 'I Am Still Not Good Enough
To Lick Mary's Boots' de Martin

STILL ABSOLUTELY FABULOUS

Mary 'Go On Have A Go Anyway' Gillespie

PROFESSIONAL PONDSCUM

Andrew 'I'm A Little Amoeba...' Iredale

BRAIN CAGE

Skull

THESE PEOPLE HANG AROUND FAR TOO MUCH

Jane Wilde, Paul 'Allo, Allo, Allo' Davies, Amos Wong,
Andy 'I Only Went For A Few Days!' McVittie, Nick Smith,
Ben 'No Relation' Smith, Michael Mundy, Aaron Rudgley,
Baragoon

HARDLY STARVING IN THEIR GARRETS

Kuen 'Children's Parties A Speciality' Kam
Gary 'Fort Knox Here We Come' Fletcher
Gary Harrod

RECKON THEY'RE STARVING IN THEIR GARRETS

Geoff Shaw, Derek The Drop-Bear, Zaphod Sloth

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Kerry '**&@)!!!!**'***%'S' Wyatt

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Julie 'Janice' Wall

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THE FRONT PAGE

Bah Humbug!

Yes, it's that time of year again.

Christmas.

I hate Christmas.

Mind you there are some good things. Like presents. Though in my exalted position as demigod of NMS I get just about everything I want anyway.

Then there is, of course, food. And lots of it. There's even my most favourite variation on the pavlova sandwich theme - the plum pudding pavlova sandwich. Thick chunks of white bread filled with fresh pavlova, plum pudding, custard and ... drum roll please ... brandy sauce!

But the thing I really hate (besides having to see all my second cousins and great aunts) is that I always make the mistake of looking back on the past year and reminiscing on another year's worth of gaming.

Sure there have been some really cool games released - Donkey Kong Country, Stunt Race FX, Vortex and more. I mean THQ even got it together to make a decent attempt at the Ren And Stimpy license! Sure Time Warp's not going to knock Mario off his perch, but at least it made a halfway decent game! Though whether they can maintain this sort of gruelling pace through 1995 remains to be seen. Unfortunately this year also

brought an increasing number of companies keen to pass off very average platform "romps" as the hottest game of the year. You know who you are and we are not impressed.

But it was the year where we saw even less new games being released locally. Yep, it's hard to believe that the market's got even tighter and there's either a huge time lag between OS and local releases (so all you desperate games fiends go out and buy it an import) or it just never sees the light of day.

But there has been the odd glimmer of hope on the gaming horizon. Most distributors have dropped the prices on their games to under the magic hundred buck mark for Super NES games (though some appear to be creeping up again).

The new year promises some interesting hardware developments with the 32 Bit Nintendo mystery machine and the Ultra 64 both slated for release in 1995. Though the strength of new hardware always ultimately depends on the games that go with it, so we'll just have to wait see (mind you Cruis'n USA and Killer Instinct look pretty cool).

Till then it's bah humbug from me and here's to many Christmas stockings filled with gaming goodies.



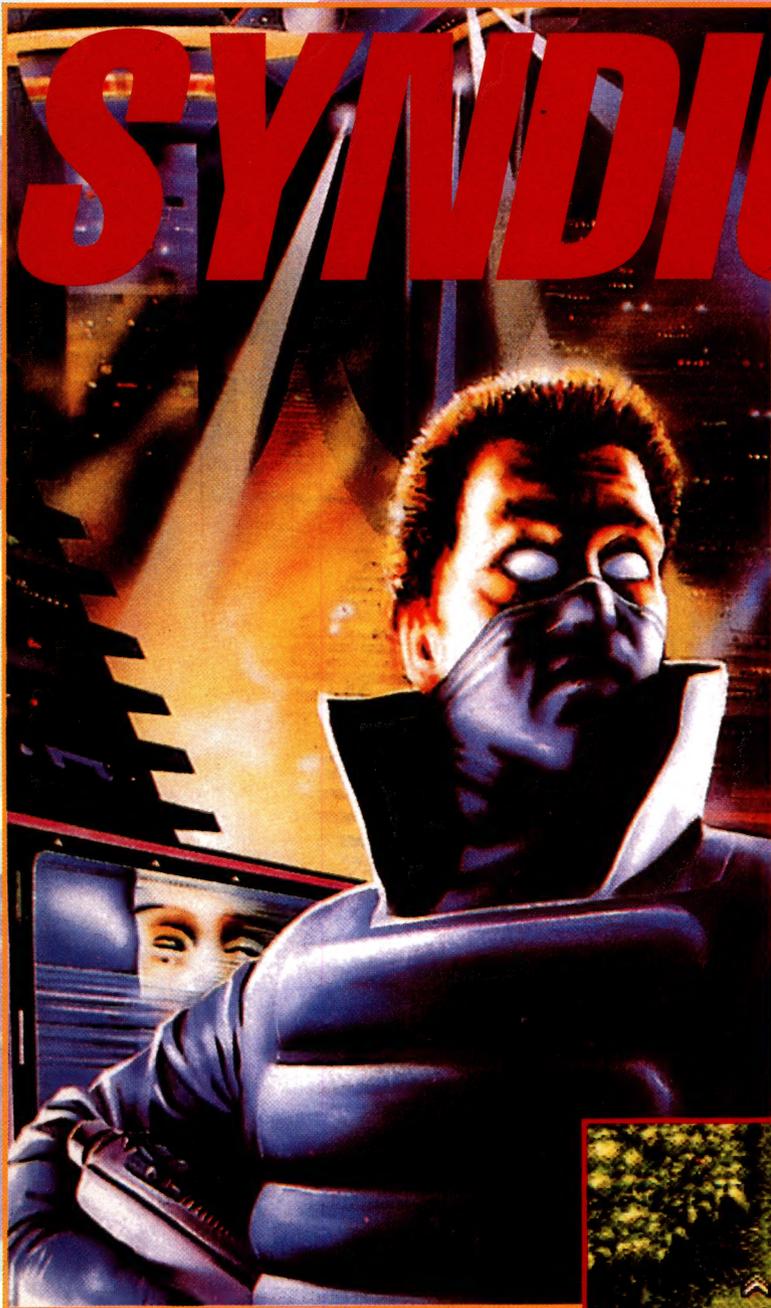
Illustration by Derek The Drop-Bear

MMMM



NINTENDO NEWS NETWORK

SYNDICATE



Bullfrog's *Syndicate* has finally been released in the UK after undergoing a lengthy translation from the PC game. The graphics have been totally redesigned to take advantage of the Super NES and now look a lot different to the original, though the futuristic *Blade Runner* style overtones are all pervading. There are fifty missions in total and they become progressively harder as you progress, however, there is usually at least two or three to choose between at any one time so if you've been having trouble in one mission you can do another while you wait for your research team to develop a new, more deadly weapon to sort out the defiant locals with! The only bad news is that Metro Games is holding out and may not release *Syndicate* in Australia as its Christmas release schedule is already full, however NMS will be sending the usual death threats to encourage Metro's marketing division otherwise.

CANNON FODDER



No, this isn't a game of the zarjaz 2000AD strip from a little while back (praise be to the almighty Tharg!), it's a conversion of a rather popular PC and Amiga strategy game. Coming to the Super NES courtesy of Virgin and Sensible Software, the game sees the player in control of an ever-diminishing squad of miniature marines and the idea is to lead them into a series of battles and hopefully triumph. You control only six troops at a time but you often have to split them into smaller groups so as to accomplish several goals at once. A simple enough idea, but where *Cannon Fodder* excels is in the unrelenting blast-frenzy department. The game supports the Super NES mouse as well as the joypad and should be out early in the new year.

KOMIC KORNER NEWS



Woohool More comic-related capers ahoy this summer as Trielle Komix release a number of new exciting titles to peruse during your holiday break. Most prominent amongst them is Bart Simpson's favourite, **Radioactive Man**. This Bongo six part series visits Radioactive Man at various stages of his comic book career with an issue from each decade up to the 90s.

The **Mighty Morphin' Power Rangers** won't have a comic book until next year, but if you're one of the millions of fans worldwide you can find out everything you've ever wanted to know about the crime fighting teenagers in the **Power Rangers Official Annual**, out now with a bonus poster for just \$6.95. Also out now is the **Ren & Stimpy Summer Special**, don't miss it!

The **Mortal Kombat** and **Street Fighter** comics are nearing the completion of their stories so make sure you don't miss an ish! In January look out for two **Star Wars** titles courtesy of Dark Horse. **Dark Lords Of The Sith** will run monthly until the end of '95 and **Dark Empire II** runs for six monthly instalments. And lastly, Todd McFarlane's **Spawn** and **WildC.A.T.S.** will debut in a newsagent near you in March.



AMAZING NEW PRODUCT!

Allow us to introduce an Amazing New Product. No wait, it really is! The Game Saver does exactly that - it saves any game at any point, be it in the middle of a stage, fighting a boss, anywhere! Ever played a game which has a life or death jump required? Simply save the game before you jump and if you don't make it you can simply return to the point where you saved and try again, as many times as you want! This works with almost all Super NES games, although for some you may have to enter a code to get to work, and the Game Saver also acts as a converter to play NTSC games on a PAL Super NES. The Game Saver also has a built-in half speed slow motion facility which works much better than any joystick slo-mo device, although it does this by delaying the frame rate, thus giving the screen a strobing flicker. It is also very simple to operate, press R and SELECT simultaneously to record and save a position then press L and SELECT to go to that position at any time.

The Game Saver is not an officially licensed Nintendo product and it may occasionally crash during a game, although this will not damage your cart. Of course, you'll probably be able to finish most games sooner, but that's your problem and you can decide how much you want to cheat. Still, we think it's a great product and you should definitely check it out. The Game Saver is on sale now for the very reasonable price of \$79.95.



SUPER FAMICOM EARTH WORLD '94

In past years it has been called the Spaceworld show but this year's Tokyo event was given a more Terran name. As always there were plenty of new Super Famicom games on show to tempt the public and here are the highlights.

CAPCOM

After a brief spell in the doldrums Capcom are well and truly on the mend with several well-smart titles hogging the limelight. The game making big noise was **Breath Of Fire 2** featuring all the original characters, tons of new ones and some very involved combat sequences. An RPG fan's dream perhaps?

Demon's Crest (or Demon's Blazeon as it is known in Japan) was also showing to great appreciation. **Mickey Mouse 2:**

The Great Circus Mystery

looks like a decent sequel to the great original - and two-player too, this time.

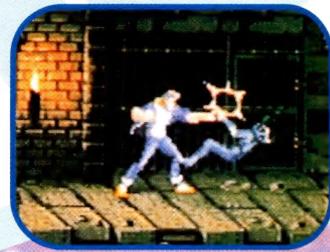
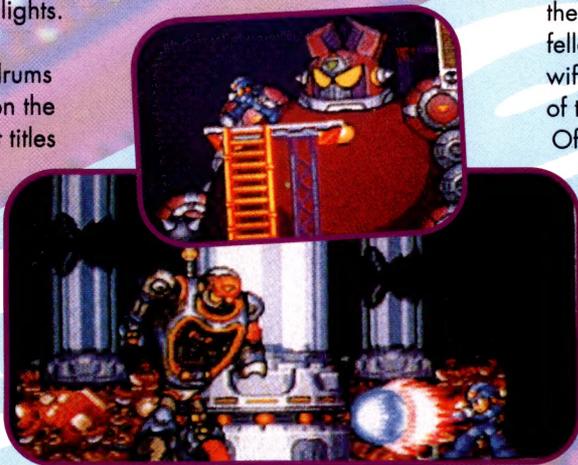
However, the Capcom spotlight shone the brightest on **Megaman X 2** which was looking just dandy replete with its DSP chip!

KONAMI

Game giants Konami kept to their usual form in showing a fistful of outstanding games. Apart from **Sparkster** and **Tiny Toons Wacky Sports** they unveiled their stunning new soccer game **International Superstar Soccer** (Perfect 11 in Japan) and an interesting-looking Tetris-ish clone whose name we couldn't translate. But their biggest products were easily **Goeman 3** and **Ultimate Parodius**. Goeman 3 continues in the firm left-field tradition of the previous two games, as indeed does Ultimate Parodius. Sadly there has been no announcement from Konami of any planned Australian release - doh!

T&E SOFT

Although little has been heard of it since the initial announcement, T&E Soft's **Rise Of The Robots** was one of the biggest hits in the whole Earthshow. For those of you who know nothing about it, the game features as its main combatants a series of mechanical robot warriors each, naturally, with their own special moves. Nothing special in that, you might think, but one look at the superb rendered graphics may change your mind. Acclaim have scored the rights to release it, however, at the moment, it seems unlikely it will get a local release.



SETA

Prince Of Persia eat your heart out! Well something not too far from that actually. You see, this latest platform explore 'em up is based on the ancient vampire legend **Nosferatu**. You take the roll of a fearless fellow who finds himself in the awkward position of having to rescue his wife from the clutches of the evil vampire of the title. The game adopts a Prince Of Persia type of view but with more combat moves as our intrepid vampire hunter negotiates the werewolf and zombie- filled levels before going to it with Nosferatu himself. Sounds and looks chillingly good.

SAURUS/TAKARA

As the competition for largest Super NES cart ever goes into overdrive, Saurus and Takara weigh in their hefty 32 Mbit effort - **Art Of Fighting 2**. Incredibly, the game features all the top bits from the arcade smash including the zoom-in which was so sorely lacking from Samurai Showdown. All the characters are there, large as life, with all their special moves and the custom Rage Gauge. In short, it's fab and we can't wait to get it in the official

ENIX

Guess what kids? Enix have made yet another RPG! Still that's a reason to celebrate, isn't it? After all, Actraiser, Soulblazer and Illusion Of Gaia have all been quite groovy as the ever-excitable Amos would say. Anyway their latest offering goes by the name of **Project J** and features as its protagonist a young whipper-snapper of a lad with a snotty nose. Other than that, and the fact that it is markedly more cartoony in feel than any of their previous efforts, that's all we can tell you right now.



COMPETITION WINNERS

The **Simpsons Card Comp** winner is **Brad Jonill** (or something resembling that) of Vermont Sth in Victoria. Brad's favourite Simpson's character is Bumblebee Man. Ai ai ail!

The **Marvel Card Comp** was won by **Ashley Freeman** of South Melbourne, Victoria, and his favourite villain is Sabretooth.

MORE SFX

NEWS



The latest Super FX chip containing game from Electrobrain won't be out until next year but it does look good. It's called Dirt Trax FX and is basically a two-player dirt bike game. The action should be fast and of a similar nature to the Stunt Trax in Stunt Race FX and there are heaps of different courses to play on. Look out for a preview soon.



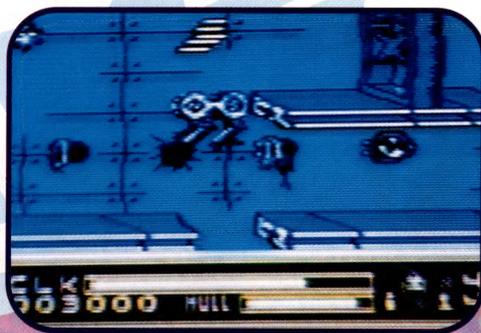
TETRIS 3

Amazingly, Nintendo still haven't released the original Tetris on the Super NES but maybe they'll give us Bullet Proof software's latest block brain teaser. Super Tetris 3 incorporates many of the magical attacks seen in Tetris Battle Gaiden but gives it to you in glorious Multitap compatible four player mode.



in an octopus' garden

Inspired by classics such as 20,000 Leagues Under The Sea, the television show SeaQuest DSV is about an enormous submarine and the adventures its crew have patrolling the ocean floor. In the Game Boy version you control the SeaQuest in what is for the most part a horizontally-scrolling shooter. Along the way you have to stop at locations such as sunken ships to search for lost items in either a mini-sub or as a lone scuba diver. Oddly enough, despite the morally righteous overtones, you can harpoon innocent sharks and collect most of the other marine life for your own 'research' purposes.



biffo!

Punch-Out!! is a bit of an old classic on the NES so it seems strange that it's taken so long for the Super NES version to materialise. Super Punch-Out!! is finally complete and is looking good, though you won't get your hands on it until next year. There are four boxing circuits to compete in including a hard to get to Special Cup (sounds a bit like some other Nintendo games, Mario Kart, Stunt Race) and there's a battery backup to record your progress and best times. The graphics, as you can see, are nice and big with a lovely cartoon feel but don't let that put you off, Super Punch-Out!! is one of the toughest fighting games you're likely to encounter with all the fighters having different techniques.



TOO CRUNCHY!

Well by now, we figure you've probably eaten a tonne and a half of your fave breakfast cereal. But you're going to have to be quick, if you want to win some of the Nintendo goodies on Kellogg's brekkie cereal packs.

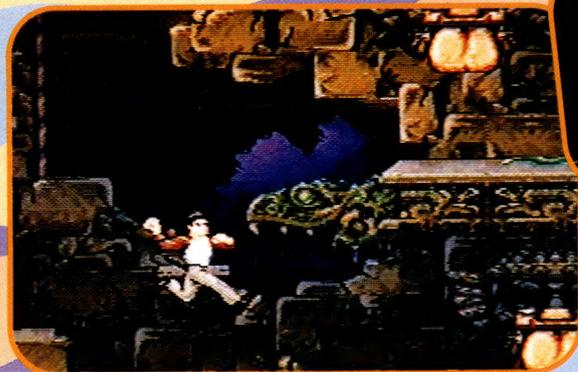
Just by munching your way through specially marked packs of Frosties, Coco Pops, Honey Smacks, Froot Loops, Honey Nut Os and Variety Packs, you're in the running to win one of ten Super NES' with Super Mario All Stars, 100 NES' with Super Mario Bros or one of 400 Game Boys with Tetris! Not just that but each of the packs also has hints and tips for your favourite Nintendo games and there are some cool offers for Nintendo goodies like Starwing Game

Watches, Time Boy key rings and there's even a special subscription offer for the gaming mag you're reading now!

But is it enough? It can't be because there's also a set of four fab Mario stickers to be collected from the super humungous Coco Pops' packs!

PITFALL THE MAYAN ADVENTURE

Have you noticed that lately a lot of old games have been resurrected and given a new lease on gaming life with a new coat of paint and 'new improved features'? Take Donkey Kong, Pacman and Space Invaders, and now Pitfall. Pitfall originally appeared on the old Atari 2600 about twelve years ago and became an immediate classic. It was a simple game by today's standards and the hero, Pitfall Harry, ran along negotiating numerous obstacles such as swamps, snakes, swinging vines and, of course, pits.



So what have they done to improve upon the basic formula? Well, the game is a lot bigger with fourteen different levels awaiting young Harry Jr and the graphics are a far cry from the original stick figure style, although there's even a full version of the Atari game in there! Harry's athletic prowess has been expanded to take advantage of the terrain, he can swing along with his whip, use vines as a flying fox and even ride mine carts! With so many abilities there are hundreds of frames of animation, produced by top Hollywood animators Kroyer Films, whose past efforts include *Fern Gully*.

Pitfall: The Mayan Adventure promises unlimited joy for platform freaks and Sony expect great things when the game is released early in the new year.

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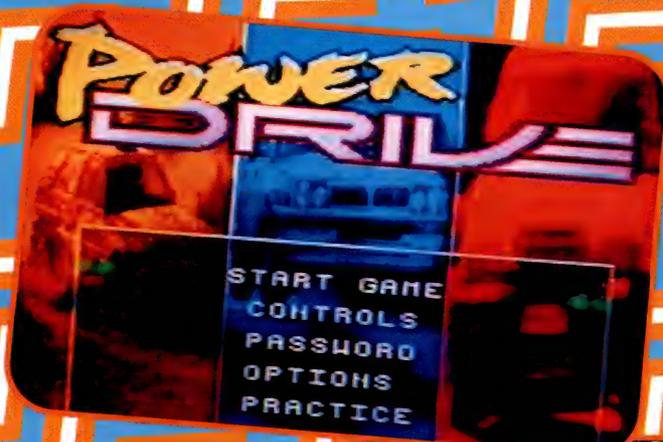
**INSIDE
EVERY PACK**



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POWER DRIVE

Most racing games view the action from the driver's seat but not this one. Instead, the viewpoint is more like Micro Machines, though the cars you drive aren't toys!



Powerdrive aims to be a full rally car simulation loosely based around the World Rally Championships. You start the season with a choice of two basic cars, but do well in the races and you'll be able to afford something more exotic, however, any damage sustained during a race must be repaired or else you'll have a lot of trouble staying on the road!



Powerdrive is a game which requires a lot of skill to master but the better you become at handling the cars the more fun the game is. We've been playing with an unfinished version and if it's anything to go by the final version will be a ripper!



Despite three blockbuster movies, Indiana Jones never had the video game presence one would have expected from a major Hollywood hero. He did appear on the PC and there was a very, very sad Sega game, but only now has justice been served and Indy's got a Super NES game which rolls all three of his adventures into one!

INDIANA JONES



Developers JVC have taken the safe route and used the engine from the Star Wars games to create a massive sprawling platform adventure which follows Indy's exploits from his humble beginnings as a pillager of ancient artifacts to pillager of holy relics. There are also a few Mode 7 bits thrown in to spice up the action, including that terrifying mine cart ride from *Temple Of Doom*.



Naturally, Indy's main weapon is his whip which he can also use to swing across gaps, and if he can find it, there's a good old fashioned gun he can use to send the Nazis packing! Indy can also pick up grenades which act as a smart bomb when thrown, though naturally there aren't many to be found.



Graphically the game looks a treat, with highly detailed backgrounds and a fluidly animated Indy, and the between stage intermissions are high resolution images taken directly from the movies! Indiana Jones is shaping up to be a serious contender for your Christmas stocking and we'll have a review of a finished cart real soon.



Shaq Fu is a game about Johnny Shaq. Johnny is a pizza delivery boy and in this game you must help him deliver the pizza before it gets cold or the customer won't pay, and if he doesn't it'll be taken out of your wages. To make your delivery run a bit more challenging, the customer has put garbage cans in the driveway. Not just any garbage cans, mind you, but garbage cans full of man-eating bulldogs. If poor Johnny Shaq gets bitten by a bulldog, he has to go to hospital for rabies shots. However, in the hospital there is a group of mentally unbalanced writers demanding morphine shots and they'll do anything to get their hands on your pizza. If they do then they'll be disappointed to find that the pizza is cold, so you'll have to heat it up for them by taking it to the brick works and putting it on top of the smokestack. Getting to the top of the smoke stack is no mean feat, as ravenous rats made out of cellotape pursue you down the smokestack and into the furnace. If you're not careful the pizza will burn down here, so look out for Tarzan with a tube of toothpaste to save you. Once back on dry land you must walk along the beach without getting any sand between your toes, to do this you must first find a turtle. With a turtle clasped firmly between your teeth, exit the plane via the fire stairs and grab sixteen burritos on the way down.

SHAQ FU



*Umm, Andrew just made this all up, so we've checked him into a correctional facility for irritable game mag writers with, ahem, mental health problems. Shaq Fu is, in fact, a fighting game starring some famous basketballer.

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michael jordan in the chaos in the windy city jordan

Michael Jordan, athlete extraordinaire, has transcended the sporting arena and decided upon a new career path, that of Super Hero! Dressed in basketball garb and with his undies on the wrong side of his satin shorts, he bravely takes to the depths of Chicago to rescue basketballers held hostage in a secret love condo by some sick demented lunatic. Armed with a never ending supply of basketballs he must deal with the usual horrors associated with the sewer systems of the USA; giant spiders, mutant eyeballs and zombies in a fiendish platform-o-rama landscape.

Can he do it? Can Michael Jordan single-handedly save the world? Will he ever return to the NBA? Does he prefer peanut butter or jam on his toast? To find out the answers to these gripping questions tune in next month as NMS reveals all.

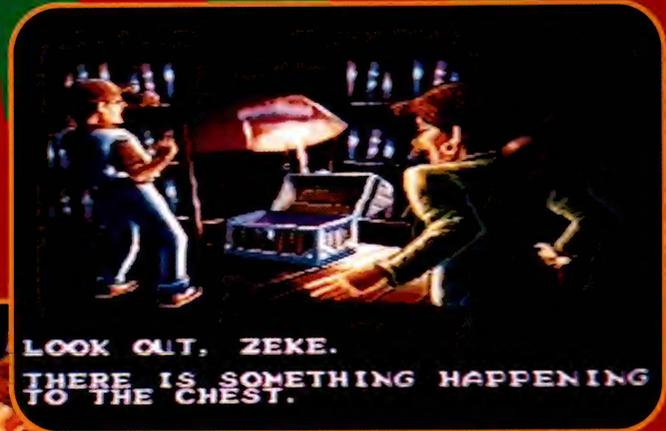


Fresh from defeating Dr Tongue in *Zombies*, Young Zeke and Julie have found themselves in the midst of another paranormal invasion!

GHOUL PATROL



This sequel to *Zombies* sees the kids up to their old ghost-busting tricks as once again they struggle to save their town from the hordes of undead B-grade movie extras. The gameplay is exactly the same as in *Zombies*, which will please fans, although JVC have smartened things up a bit and Zeke and Julie can now move around a bit faster and have the ability to slid out of danger. There are new weapons and the levels are even more fiendishly designed and are much bigger, too.



The potions in *Ghoul Patrol* are even more toxic now and the different drinks will either make the kids invincible, deadly to ghouls on touch or even turn them into the Grim Reaper! In this state they drift along dealing out death with a swift blow from their scythe to all foolish enough to cross their path.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



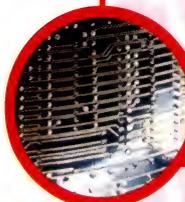
CART SPEC

- BY: SHINY ENTERTAINMENT
- RRP: \$139.95
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 24 MBIT



FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: One - collect others
- OPTIONS: Three difficulty settings



GAME INFO

- GAME ORIGIN: Platform games and a deranged mind
- GAME DIFFICULTY: Medium
- 1ST DAY SCORE: 'Finish' Evil the Cat!
- ALTERNATIVES: Castlevania IV, Super Probotector



CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Very good

- X** Shoulder barge.
- A** Whip.
- Y** Fire.
- B** Jump.
- L/R** L: Nothing. R: Nothing.
- S** START: Pause game. SELECT: Nothing.

A Worm Hole is just a hole with a worm in it, right? Well not exactly - or, at least, that's not all. Worm Holes take on a much greater significance in outer space. Out in the cold dark beyond a 'Worm Hole' is a gateway through which millions of light years are travelled in mere seconds. **AMAZING!** The only problem is nobody really knows what lies on the other side. Not yet anyway. But who better to explore the awesome phenomenon of Worm Holes than a common-or-garden earthworm? No. Well how about said earthworm armed (and legged) with Cybernetic War Suit and Laser Blaster!

Earthworm Jim gained his extraordinary powers when a freak accident in outer space sent the Cybernetic War Suit plummeting to Earth. It landed slap bang on Jim's wrigglesome worminess and now the two are scientifically joined forever. Together they exchange unpleasanties with the twisted minions of a galactic terrorissimo known simply, but chillifyingly as the 'Queen.'

One maniacal player is invited to join Jim as he faces 30+ stages of the most spaced-out space opera ever devised.

EARTH



Exclus

RISKING LOW-LIFE AND LIMBS

It pays to have a personality, though it costs a lot too! While the Cyber Suit postures it's our dirt-dwelling dare-devil who is required to offer himself as all manner of props for his saviour's constant bravado! It's worth it though!



(ABOVE) **Swing**
Jim wraps his head around hook-like catches, enabling the suit to impersonate Luke Skywalker.

WORM

ive®



(ABOVE) Grapple
Monkey swinging with a gun in one hand proves tricky for the suit. Guess who winds up being used as another grappling device...



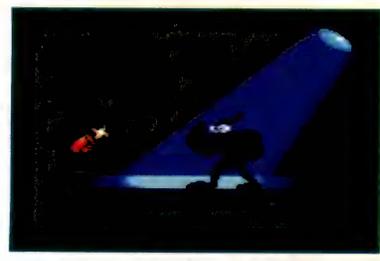
(ABOVE) Whip
Ouch! The suit lashes out with Jim in seven directions to sting Queenie's mobsters.



(ABOVE) Jim's Bungee-Jumping fun is spoiled by a hungry swamp monster. Avoid his being spliced by keeping a look-out for the creature's eye!



(LEFT) One toe-curling level finds Jim racing against time to reach a distant part of an underwater complex in a tiny submarine.



(ABOVE) Cool, eh! At one stage it gets very dark indeed, leaving players to rely on guess work.



COMMENT

PAUL

Everyone is going to tell you that Earthworm Jim is brilliant, so you may as well know why: It looks great, sounds great and plays GREAT! What this entails is ingenious game-play demonstrated through the use of Jim's body to survive; an unprecedented standard of animation made possible through Shiny's 'Animation' technique and totally mind-blowing sound effects and music. Though many of the 30+ stages are accounted for by the presence of a Worm Hole every once in a while, this is still one heck of a large play area. It's varied too, so players never become bored, but so well designed that each bizarre test of skill never seems out of context or included for variation's sake. That so much cool humour is injected only makes things better. Earth Worm Jim may seem like it's a game for the birds, but it's actually one of the best video games games this galaxy has to offer!

ROGUES GALAXIES

It's amazing how Patrick Moore can spend so much time gazing into his telescope and still fail to notice all the monsters making shakes from the Milky Way. Still, perhaps playing the xylophone does this to a person! And what's all the hubbub about the Hubble when this lot get to run free!

CHUCK AND FIFI

Meet Chuck and his British Bulldog Fifi. Having taken offense at such an inappropriate name Fifi is a terribly bad tempered animal and lives only to make painful modifications to peoples' backsides! Chuck has pretty bad taste too - check out his flatulant armpit routine! Ugh!



EVIL THE CAT

Hey! It's a free Underworld! I'm on a mission and could care less about burning people's retinas. Especially one disowned by all and sent to heck!



PSY-CROW

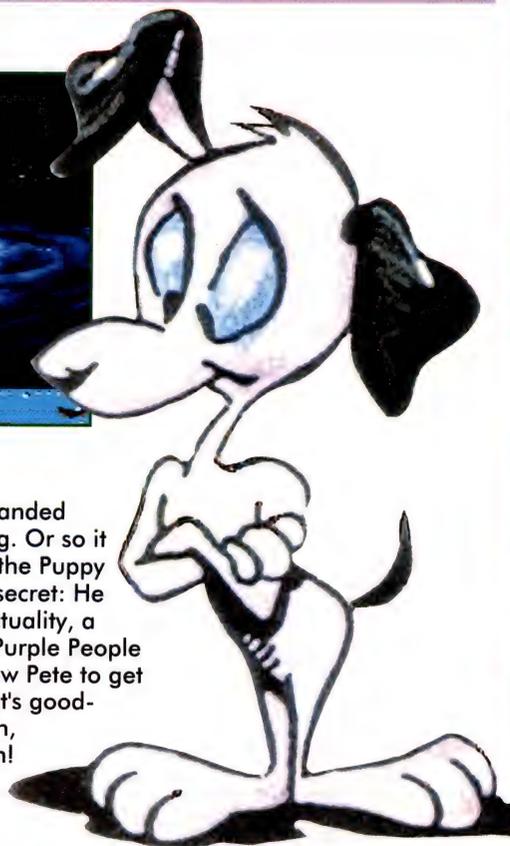
A notorious cereal killer, Psy-Crow's most chilling act is the challenging of intergalactic space heroes to a race down the nearest worm hole. Should Psy-Crow win the loser is seriously humiliated on the nearest desolate planet.



COMMENT

ANDY

I'll keep this short. This game is ACE and don't let anyone tell you any different! The graphics are gorgeous and no attention has been spared on even the smallest detail - just check out the lens flare in the first level. Jim and Co are the most fluidly-animated bunch on the Super NES - no questions. The sound effects are crisp and tunes range from moody to downright stupid. The gameplay is quite remarkably varied for a platform game too with surprises and changes of style at every turn, and the challenge has been perfectly graded to allow a little more progression with each playing. As for the characters, well, all I can say is that they must get too much sun in California - play it and you'll see what I mean. Earthworm Jim is cool - dig him up soon!



PETE THE PUPPY

In a stage titled 'For Pete's Sake' Jim is landed with the responsibility of a cute little dog. Or so it seems. In fact Pete the Puppy hides a terrible secret: He is, in all actuality, a ferocious Purple People Eater! Allow Pete to get hurt and it's good-bye pooch, hello pain!



WHO-OAH NELLIE!

Journeying between galaxies is achieved via Worm Holes, the nature of which have remained a scientific mystery - until now! They are kind of like huge, cosmic water slides - only with asteroids and other space debris taking the place of screaming holiday makers.



Collecting 50 astro-bubbles opens a whole new can of worms (earns a continue.)



Avoid hitting the asteroids and ward off Psy-Crow. Don't let him win the race!

RATINGS



BREAKDOWN

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

LONG-TERM INTEREST

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

PRESENTATION

- ▲ Really great 'belching' voice on the title screen and a funky options screen.
- ▼ Pretty lame in comparison to the rest of the package: No passwords or saved positions and the intermission screens are all the same!

GRAPHICS

- ▲ Totally incredible and amazing! A hyper visual feast for tired peepoids!
- ▼ It's impossible to look away!

SOUND

- ▲ Ground-shaking sound effects - Jim's Laser Blaster is awesome! Also the music is lively, varied and usually quite humorous. Originality shock!

PLAYABILITY

- ▲ Find any excuse to play this game - it's totally addictive! Players of all skill levels gain enormous satisfaction from playing Earthworm Jim.
- ▼ Exactly the same each time the game is played.

LASTABILITY

- ▲ A long, gruelling quest lies ahead of Jim. It's enormously challenging for players who are aiming to discover everything and that's irresistible.
- ▼ Once the game is thoroughly explored, playing through again feels like routine.

OVERALL

Fast action, gorgeous graphics, amazing sound and cool game play. Earthworms are suddenly the height of good taste!

80

94

94

92

86

92

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: THQ
- RRP: \$139.95
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 8 MBIT

FEATURES

- **PLAYERS:** 1 or 2
- **HEAD TO HEAD:** Sort of...
- **BATTERY BACKUP:** No
- **CONTINUES:** Yep
- **OPTIONS:** A password system

GAME INFO

- **GAME ORIGIN:** The infamous cartoon characters.
- **GAME DIFFICULTY:** Tough
- **1ST DAY SCORE:** Collect 65 Gritty Kitty POPs
- **ALTERNATIVES:** Ren & Stimpy Veediots, Zombies

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Good

X PUSH OBJECTS **A** CRAWL

Y ATTACK **B** JUMP

L/R L: RUN
R: RUN

S START: START AND FREEZE
SELECT: CHOOSE SPECIAL ITEM

The Ren & Stimpy Show

NICKELODEON

TIME WARP

Exclusive



THUDDY BUDDIES

Ren and Stimpy's mutual antipathy is well known, but this doesn't prevent them from proving useful to one another. As well as sharing the burden of collecting the Gritty Kitty tokens, Ren and Stimpy also get together for team attacks on enemies. This involves one of them climbing on the other's back, something which is useful for reaching things as well. Of course, if all this sense of community gets to much, the duo are still free to alienate each other with a well chosen slap to the chops!

Everyone knows those moments. You've just had an argument, you're thinking it over in your head and you suddenly realise something very witty, tough or spiteful you could have said if only you'd thought of it a couple of moments ago. But, as the Old Father says, that's Time.

Such bitterness haunted dear Ren and Stimpy until they made a fascinating discovery. Word has it that Muddy Mudskipper is giving away a free time machine in exchange for 47 million tokens of Gritty Kitty. As momentous a task as this may be, the naive odd-balls set off on a search that starts with their back yard. And so begins an adventure that, in the very least, is bound to end in tears, and will inevitably see the lovable chums clawing at each others throats in mutual hysteria. Take it away Ren and Stimpy!



ANYTHING YOU CAN DO

Choosing between Ren and Stimpy is not easy. Mutually dependent as they are though, their distinguishing characteristics are much in evidence, especially in their attacks. Ren makes use of his puny paws in his slap attack and Stimpy coughs up hair balls. When properly powered-up (indicated by a flashing red in Ren's eyes or Stimpy's nose) this ability is magnified into a Super Slap or Giant Hairball.



RATINGS

BREAKDOWN

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

LONG-TERM INTEREST

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

PRESENTATION

▲ Useful passcode system.

▼ No other options as such.

80

GRAPHICS

▲ Nicely reproduced sprites that move with authenticity.

▼ Backdrops in general aren't immensely adventurous.

82

SOUND

▲ Wacky-go-lucky tunes and excellent voice samples.

87

PLAYABILITY

▲ Easy to get into and plenty to do.

▼ Occasionally the control method gets a bit frustrating.

85

LASTABILITY

▲ Plenty of places to search and things to find.

▼ In two-player it's a lot easier to get through the game.

80

OVERALL

84

A lot of fun, especially for fans of Ren and Stimpy, incorporating humour, action as well as the odd surprise.

COMMENT



PAUL

Time Warp is Ren & Stimpy through and through, presenting the same craziness in a Super

NES game that makes the TV series so hilarious and which ought to make all players sit up and say 'joy.' It's unchained mayhem all the way with little holding the proceedings together except the need to collect enough Gritty Kitty tokens in order to progress, but madness is what makes these characters such a hit. Without Ren and Stimpy's overwhelming personalities portrayed so well the game might not seem so cool, even so there is no denying the variety or sense of fun. Like the happy hats it features, Time Warp places an inane grin on the faces of all those who play and is an invaluable piece of software for anyone wanting to add the equivalent of the infamous powdered toast to their comparatively mundane Super NES library.

(LEFT) Happy? No! Get rid of these hat otherwise Ren eeze completely useless!

(BELOW) Log Invaders! Happy, happy! There's also Log Wars, Space Log and Log Man. Joy!

COMMENT



ROB

Too often great cartoon characters become hideous shadows of themselves on consoles. But, with a sigh of relief, I'm happy to report that Ren and Stimpy get a pretty good showing in this game. Both stars look like their genuine selves, and the animation does well to show Ren acting like a nerve-worn bundle of bones and Stimpy sublimely ignorant as usual. The action itself is entertaining as well, retaining much of the wackiness of the duo. There are little aside games for example - the chance to engage in space invaders (log invaders in this case!) for some bonuses. It also seems fitting that this game is a lot better in two-player mode where players work together with team attacks and build up some sly rivalry by beating each other up. Ren and Stimpy is certainly more likely to appeal to fans of the show, with much of its entertainment value resting on familiarity with the cartoon, but even those who aren't up on the pair's antics should find something to like about this game.





distributed by Metro Games



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It's that time of year again folks where we play Big Brother and decide that we need to know everything about you

The NMS

Questionnaire

(including what colour underwear you are wearing). If you fill out this questionnaire and send it back we may even send you a prize - like some cool games or something!



About your Games and stuff

About you

1 Are you Male Female

2 How old are you?

3 What do you do?

- School
- Uni, TAFE or college
- Full time job
- Part time or casual work
- Unemployed
- Other (please specify)

4 On average, how many hours a week do you spend a) playing video games; b) watching TV; c) listening to radio?

	a	b	c
Less than one hour	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
1-7 hours	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
7-14 hours	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14-21 hours	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
More than 21 hours	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

5 What else do you do in your spare time? Tick as many boxes as you like and specify the number of hours per week.

- Listen to CDs or tapes
- Play sport
- Watch videos *1 to 2*
- Go to the movies
- Other (please specify) *Play Nintendo! 1-7 hours*

6 On average how much money do you earn, or get given each month?

- Under \$20
- \$21-\$100
- \$101-\$200
- \$201-\$500
- \$501-\$1000
- \$1001-\$2000
- Over \$2001

7 On average, how much do you spend on video games, gaming equipment and accessories each month?

- Under \$10
- \$11-\$20
- \$21-\$50
- \$51-\$100
- \$101-\$200
- \$201-\$300
- Over \$300

8 What else do you spend your money on?

- CDs or tapes
- Videos
- Clothes
- Shoes or trainers
- Sweets
- Crisps
- Drinks
- Takeaway food
- Books
- Comics
- Trading cards
- Other stuff like

None of them

9 If you buy comics, list your favourites in order of preference

- Star Wars
- Ren & Stimpy
- Simpsons
- Bartman
- Itchy & Scratchy
- Spawn
- WildC.A.T.S.
- Power Rangers
- Krusty The Clown
- Mortal Kombat
- Streetfighter II
- X-Men
- Spiderman
- Other comics like

10 Which of the following machines and equipment do you a) own; or b) have access to?

	a	b
Super NES	<input checked="" type="checkbox"/>	<input type="checkbox"/>
NES	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Game Boy	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Super Game Boy	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Nintendo Scope	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Other (please specify)		
<i>Master System</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<i>Atari 2600</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<i>PC</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<i>Atari ST</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

11 What bit of hardware do you want to buy next?

- Super NES
- NES
- Game Boy
- Super Game Boy
- Nintendo Scope
- 32 Bit Nintendo
- Ultra 64
- Other (please specify)

12 On average, how many games do you buy a year?

- I never buy games
- 2
- 3-4
- 5-6
- 7-12
- 13-20
- over 20



Q The NMS Questionnaire



13 How often do you rent games each month?

- I never rent games
- A couple of times a month
- 3-4 times
- 5-6 times
- 7-12 times
- 13-20 times
- over 20 times

14 What helps you determine which games you will buy?

	Very important	Important	Not really	Not at all
Review in NMS	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Another games mag review	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Friend's recommendation	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Renting it	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shop demo	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Something else, namely THE ZONE!

15 Where do you normally buy your games and gaming equipment?

- Department or chain stores
- Specialist store
- Wherever what I want is cheapest
- By mail order

About this mag

16 How many other people, apart from yourself, see your copy of NMS?

- No-one
- 2
- 3
- 4
- 5
- 6-10
- More than 10

17 Who are they and how old are they? (eg brother, 14; my groovy granny, 57 etc. attach more pages if you need to)

Veranus

18 How long have you been buying NMS?

- This is the first issue
- 2-3 months
- 4-6 months
- 7-12 months
- 13-18 months
- I have every issue

19 How do you rate NMS as a games mag? (10 = brilliant, 1 = crap)

9

20 What do you think of different sections of NMS?

	Brilliant	Okay	Not so good	Crap
Covers	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
News	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Reviews	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Q&A	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Tips & Tactics	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

21 What would you like to see more of in NMS?

CHEATS!

22 What would you like to see less of in NMS?

ANIME MANGA

ARE YOU A CARTOON MAG OR A NINTENDO MAG

23 If there was one thing you could change about NMS what would it be?

More Cheats

More Pages

Okay, now if you want to go into the draw for the prize then fill in this section:

Name

Address

Postcode

Then rip out this page and send it to

What About Me?,

PO Box A305,

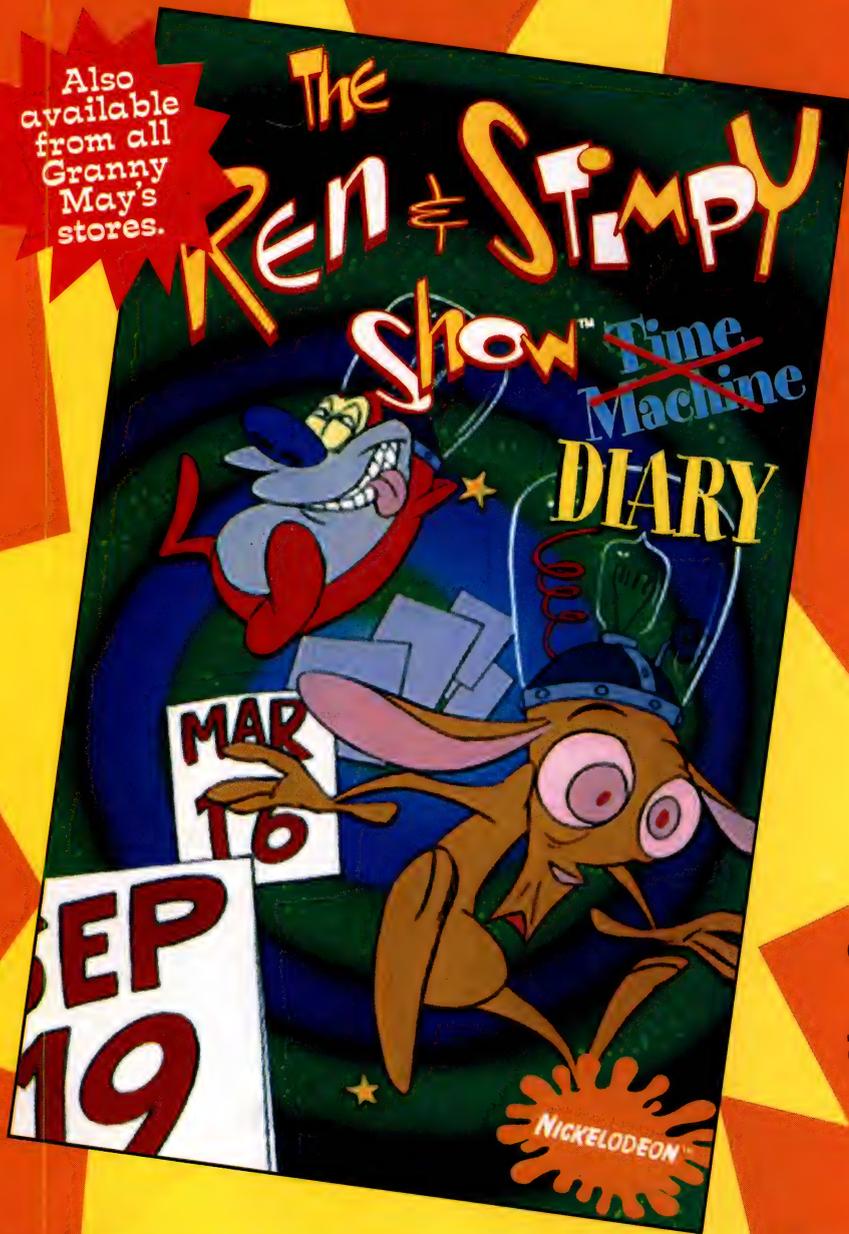
Sydney South NSW 2000

by Wednesday, February 15, 1995.

(Don't forget only one questionnaire per person!)

Limited edition Ren & Stimpy Diary

Also available from all Granny May's stores.



The
perfect
Xmas
gift!

Collector's item 1995 diary features embossed, holographic foil stamped cover, full colour throughout, special flip page animation and more.

Post this form with payment to:
Ren & Stimpy Diary, Trielle Corporation, PO Box A305, Sydney South NSW 2000.

(Make cheques/money orders payable to Trielle Corporation. Allow 4-6 weeks for delivery.)

Yes, I think the limited edition Ren & Stimpy Diary would make the perfect Xmas gift - for myself!
Please send copies @ \$29.95 (postage and packaging inclusive) each, to:

Name Address.....
..... Postcode.....

**CREDIT CARD
HOTLINE
(02) 283 5809**

Cheque enclosed for \$..... or please charge my credit card: BC MC VISA

Card number Expiry date.....Signature.....

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

MICKEY MANIA

CART SPEC

- BY: SONY IMAGESOFT
- RRP: \$119.95
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 16 MBIT

FEATURES

- PLAYERS: One
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Three to five
- OPTIONS: Difficulty level, continues, sound test, etc

GAME INFO

- GAME ORIGIN: Yet another Mickey game, this one celebrates his 65th
- GAME DIFFICULTY: Easy
- 1ST DAY SCORE: Reached fourth cartoon
- ALTERNATIVES: Any other platform game

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: A tad slow

A Throw

L/R L/R: Nothing

B Jump

S Start: Pause
Select: Nothing

X Throw

Y Throw

Mickey Mouse has been around for ages, since before most of you were born, in fact, 65 years to be precise! The most famous mouse in the world, star of millions of Disney cartoons, a dozen or so video games and, now, star of a video game about his cartoon career. Sony have dug up several of his classic adventures and based a game around them, with Mickey present going back in time to save past Mickeys from old foes including, of course, Big Bad Pete! So join Mickey, Pluto and the Mouseketeers and put on your mouse ears for Mickey's greatest adventure yet!

THINK MICKEY. THINK!

Mickey Mouse games have usually had a strong puzzle element to them and there are a few in Mickey Mania which must be solved before you can progress. These puzzles are hardly brain teasers, but you'll have to look at Mickey's surroundings and think about how they can be used to help him out of his predicament. For example, in the overgrown garden there is an empty pot. Take it to the dripping water and, lo, a flower will miraculously sprout! Now Mickey can bounce higher of it, but you'll still have to work out where to put it to take maximum advantage.

Naturally, there are heaps of hidden bonuses around the levels which require perfectly timed leaps and Bottom Bounce attacks on enemies to reach.



MICKEY MANIA



COMMENT



SKULL

M-I-C-K-E-Y makes me want to puke! Okay, so I've started this review with a bad attitude, but that's what happens when I play too many brain dulling platform games. I mean, look at this issue - Pitfall, Indy, Michael Jordan, Flintstones, Mickey again, Radical Rex and that game with the worm. Strip away the pretty graphics and there really isn't much difference between them. In fact, the only platform game I've actually enjoyed playing of late is the first Super NES release - Super Mario World!

Mickey Mania tries its best to capture the feel of the early Mickey 'toons and on most counts succeeds, however flaws in the all important gameplay department let Mickey's dacks drop. The levels are quite short and the layouts hardly original, there's even a ubiquitous mine cart-style death ride in the second level, but the main annoyance is the ease at which Mickey sustains damage. This is usually through bad design rather than bad control on behalf of the player, for example, Mickey is offered a swinging rope by which to get across a pit, he grabs on, only to find it swings him into an unseen skeleton lurking on the other side - not very fair. I wasted a few hours of my precious time finishing this game and when I did I was glad that I wouldn't have to play it again. The bits where you have to think, such as the flower pot and the lab experiment, are sadly few and far between. Likewise, the token Mode 7 bits are nice, but ultimately don't go anywhere. Buy Mickey Mania if you must, but don't expect to get much out of it.

RATINGS



BREAKDOWN

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

LONG-TERM INTEREST

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

PRESENTATION

- ▲ Captures the feel of Mickey wonderfully.
- ▼ Too many stoppages of play to watch Mickey check the time!

90

GRAPHICS

- ▲ The animation is just as slick as a Disney cartoon.
- ▼ A bit flat, though.

91

SOUND

- ▲ Jolly cartoon-esque music.
- ▼ The effects could have been better, as they are they could be from any game.

87

PLAYABILITY

- ▲ Controlling Mickey is simple, even an adult could manage it!
- ▼ Jump, bottom bounce, jump, throw gem, jump, die of boredom and badly defined collision detection.

82

LASTABILITY

- ▲ Many out of the way bonuses to get to.
- ▼ Not a very exciting game, so you won't be drawn back for thrills. Nor is it a very big game, so it won't take long to finish.

76

OVERALL

81

There are dozens of platform games out at the moment. Mickey Mania is just one of them.

REVIEW

Nintendo
ENTERTAINMENT
SYSTEM



CART SPEC

- BY: ACCLAIM
- RRP: CLASSIC \$
- RELEASE: OUT NOW
- GAME TYPE: GAME SHOW!!
- CART SIZE: 4 MBIT

FEATURES

- PLAYERS: One or two
- HEAD TO HEAD: Nup
- BATTERY BACKUP: Huh?!
- CONTINUUES: None
- OPTIONS: Umm.....what was my name again?????

GAME INFO

- GAME ORIGIN: Based on old carnage-fest arcade game
- GAME DIFFICULTY: Medium
- 1ST DAY SCORE: Face off with Mutoid Man
- ALTERNATIVES: Oh, man! Do I have to do this every issue!

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Smashing

- A** Shoot
- B** Nothing
- S** Start: Pause/unpause game
- S** Select: Nothing

I love game shows. Not the bollocks gracing the airwaves here, mind. I'm talking about those Japanese "endurance" game shows. Seeing a bunch of shirtless chaps squirm amongst a swarm of mozzies, trying to get the most bites in a target area painted on their chests (for the big prize) is compulsive viewing indeed. Not content with mere humiliation and torture, the audience in Smash TV want blood and death! You and/or a pal are set loose in the studio to battle waves of opponents and collect oodles of prizes along the way. Unfortunately, you may die but hey, with prizes like a brand new VCR and bags of moolah, who's complaining?

SMASH



DOUBLE-FISTED ACTION

There's a two control options you can select for the players, depending on whether you have the satellite accessory as well as the number of controllers. When using one controller you shoot in the direction you're moving; it's a bit kamakaze-esque at times when there's a pack of enemies in front of you! But with two controllers, the first one moves you around and the second one shoots in a direction independent of where you're going, so you can move away from nasty gits whilst wasting them at the same time. Very cool and highly recommended.



KURT'S SO GOOD

You're armed with a machine gun. It does the job ... but when faced with packs of goons attacking from opposite sides of the arena, heftier firepower does come in handy. Various weapons icons pop up during the game for a limited time - grab 'em while you can. You can only carry one weapon at a time and they don't last forever, so make sure you dish out maximum carnage while you got 'em. They are:

Scatter gun - Very satisfying when mowing down hordes of undesirables!

Missile - A single hit from these easily wipes out pesky mini tanks and shrapnel bombs later on.

Spew weapon - No, you don't get to projectile vomit on your foes ... but this gets rid of a lot of them anyway!

Ninja Blades - Anyone that comes into contact with this field of spinning death will instantly become sashimi!

Fast Feet/Shield/Extra Life - Surely you must what these do by now...



SHOW

PRIZES GALORE!

What kind of game show is complete without prizes, eh? Look out for cash, gold bars and mystery presents during your machine gun frenzy, and stock up! It's oddly funny to find out in the midst of this mammoth body count fest that you've just won a VCR or a brand new toaster!



RATINGS



BREAKDOWN

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

LONG-TERM INTEREST

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

PRESENTATION

74

- ▲ Obligatory cheesy-looking game show host flanked by babes.
- ▼ Cheesy-looking game show host flanked by babes. Err ... not much of an intro sequence.

GRAPHICS

76

- ▲ Big bosses ... relatively speaking.
- ▼ Tiny sprites, pickup icons, samey arena areas in each round. Dull colours.

SOUND

75

- ▲ Bits of sampled speech, loud FX.
- ▼ Annoying music ... samples a bit grainy.

PLAYABILITY

86

- ▲ Instantly addictive adrenalin fest. Satisfying carnage. Even more fun with two players.
- ▼ Not much variation - if you don't like frenzied shooting then stay away!

LASTABILITY

84

- ▲ The introduction of different enemies raises the challenge. Bosses will keep you busy for a while.
- ▼ With only four rounds it may be over sooner than you'd like.

OVERALL 85

Shooting and shopping - what a combination! Definitely get your hands on this one.



COMMENT



The graphics and music may be a bit crude, but *Smash TV* delivers the thrills. You're always surrounded by a seemingly

AMOS overwhelming pack of bloodthirsty goons

... but they do come smarter! Mowing them down, especially with a scatter gun/spew weapon is very satisfying and you'll find yourself in stitches due to the ridiculously high body count! The vibe heats up too, especially when shrapnel bombs send bits flying around the arena and gunners wishing to perforate you open fire from the side ... not to mention the bosses! They're very persistent - just when you think they're toast, up pops another head and then they act really peeved, but you find yourself making progress with each encounter. The double pad control method is a great idea and in no time you'll be weaving through enemy fire and returning it with ease - to make the most of the cool two-player mode you'll need four controllers and the satellite thingy. Despite the graphic and sound limitations of the NES, this game has that magic addiction factor that keeps you playing it till the wee hours. If you don't have it and love shooters, you don't know what you're missing. Get it!

WHO'S THE BOSS?

At the end of each round you have a face-off with a mother of a boss. The Stars of the Show, they can take a set of punishment, but they do have a set attack pattern. Keep your wits about you and watch gleefully as they gradually lose their limbs!

STAR WARS®



**The legend continues with two
action-packed new comics,
DARK LORDS OF THE SITH and
DARK EMPIRE II
on sale December 29**

COMPETITION

NMS and Sprint Electronics are giving you the opportunity to win a Panasonic 3DO Multiplayer and five games - just the thing to tide you over till the Ultra 64 comes out!



3DO is a standard for CD gaming and Panasonic has just launched its REAL 3DO Interactive Multiplayer in Australia. The 3DO not only plays games, but also photo CDs and normal music CDs. At the heart of the 3DO lies a 32 bit processor which is capable of displaying amazing graphics and running full-motion video.

The prize winner will be able to make his or her friends exceedingly jealous with \$1,500 worth of a Panasonic 3DO Multiplayer and a whole bunch of really cool games including Jurassic Park, Crash 'n' Burn, Total Eclipse, Road

Rash and Shock Wave!

CALL 0055 21347*

and you'll be asked an easy, or maybe not so easy question about the 3DO. When you've answered it tell us your name, address and phone number so we can let you know if you've won. Good luck!

But, if you're a bit sad 'cause don't win then you can buy a 3DO from Sprint Electronics in Victoria on (03) 427 9996, Virtual Reality Games HQ in NSW on (02) 369 5700 or anywhere else by mail order on 1-800 650 352.

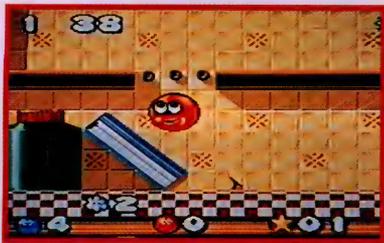
*Legion Telecall Value Rate 25 cents buys 21.4 seconds so make sure that you get mum or dad's okay before you call.

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, February 8, 1995. 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.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: SONY
- RRP: \$89.95
- RELEASE: OUT NOW
- GAME TYPE: PLT/PUZZLE
- CART SIZE: 8 MBIT

FEATURES

- PLAYERS: One
- HEAD TO HEAD: Nup
- BATTERY BACKUP: None
- CONTINUES: Infinite
- OPTIONS: The same number as there are hairs on Kirby's head!

GAME INFO

- GAME ORIGIN: Off the production line at Sony Electronic Publishing
- GAME DIFFICULTY: Easy
- 1ST DAY SCORE: Completed the first 20 levels out of 36
- ALTERNATIVES: Gee willikers! I dunno, playing with putty?!

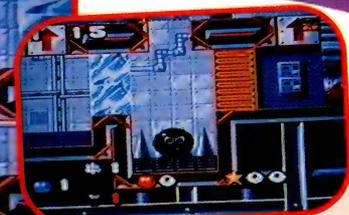
CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: The usual

- | | |
|--------------------------------------|--|
| A Morph into a rubbery ball | L/R L: Zoom out of the map
R: Zoom into the map |
| B Morph into a cannon ball | |
| X Morph into a cloud | S Start: Pause
Select: Used with start to abort/bring up map |
| Y Morph into a blob of liquid | |

One day a little red headed git rocks up to Professor Valtenberg's house (as I like to call him) for a chat and a cup of tea. The local university has stopped using animals for laboratory tests so Professor Valtenberg decides to use his morphing gadget on the hapless red headed dude. The Professor cranks up his contraption and, as expected, the little goob metamorphs into a blob of flex. And with that Professor Valtenberg's equipment blows up with an almighty bang sending cogs everywhere. It is now up to you to find all these cogs before it's dinner time and your mother starts getting worried about your whereabouts. What! Find the missing pieces of an exploded invention? Originality rulz!

SUPER MORPHY



МОРФКО-О-РАМА

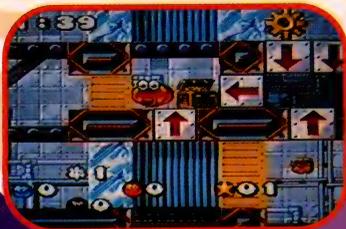
Your ball of putty can mould into four different forms. This variety of blobs enables you to progress through the various stages of the level.

Rubbery Morph - This ball can jump over obstacles and skim over water, however it is flammable and easily deflated by sharp objects.

Liquid Morph - This is handy to put out fires, seep through floor boards and move over sharp objects. The only limitations of this one is that it can't mix with other liquid substances and can only move horizontally.

Solid Morph - Looking a bit like a cannon ball this morph can break down walls, get through sharp objects and fire; although having more substance means sinking in water.

Cloud Morph - This morph allows you to fly up and sideways only, not down. This transformation is very handy when it comes to hard to reach ledges and large stretches of water.



TRANSFORMING IN THE MORNING

At the start of each level you have a set allowance of morphs. On the lower left of the screen is a counter showing how many morphs you can use to successfully complete the level. You can also pick up extra morphs as you proceed through the level. The lower right hand portion of the screen displays the remaining number of available transformations. Another way of morphing is by use of transformer machines. Simply passing through one of these contraptions changes you into whichever morph you want. It's important to remember that having a minus number of morphs will force you to plan alternative methods of progress through the levels thus using less morphs on subsequent attempts.

MIGHTY MORPHING POWER UPS

Throughout Super Morph's journey there are some handy little devices that will help him along his way. One of these is a key, this will remove blocks that have an embedded keyhole printed on it. Then there's a map with which you can view the entire level and plan your escape route while figuring out how to collect all the much needed power-ups. Not only that but if you push the L or R buttons you can zoom either in or out of the map, using that ol' Mode 7 wizardry. Not to forget the transforms, these star-shaped thingy-mabobs add more to your total of transforms thus allowing you to morph that extra bit more. Oh, and the clocks add more time to your allowance. Phew!

COMMENT



BEN

Super Morph looks average, sounds average and overall is average. It's interesting and innovative for the first day but after that it cuts back drastically. The puzzle-solving element of fun soon wears off and the very basic presentation just doesn't help at all. While the idea is great, the chemistry failed. A two player supportive option could have added extra interest, needless to say this wasn't included. A minor saving grace are the nifty little animations of the professor before each of the settings and on the different occasions of death, but these are only visually appealing and don't add anything to the gameplay or long term value. Super Morph is easy to complete and will just collect dust in your Nintendo collection. I think this game deserves the finger, and as the professor enters the sewer he will return the compliment!

RATINGS

BREAKDOWN

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

LONG-TERM INTEREST

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

PRESENTATION

▲ A pleasant introduction to the story line at the beginning, and different expressions from the professor when you die are groovy inclusions.
▼ No options for limiting continues and a rather simplistic title screen.

GRAPHICS

▲ Well drawn and animated main sprite.
▼ The sprite looks a bit out of place against the bland and dull background graphics.

SOUND

▲ Excellent intro music plus boings and splashes that sound great. Realistic cheeps from overhead birds in the garden section.
▼ No in-game music. Spewin'!

PLAYABILITY

▼ No real hardcore action. There should at least be moving objects to avoid.

LASTABILITY

▲ A good little puzzler that may keep younger players occupied for a short while.
▼ Far too easy for the older and more experienced of us and will not last long at all.

OVERALL

A clever idea that hasn't quite rubbed off as well as I would've expected. Hire it if you must.

72

74

67

63

66

65

REVIEW

With the Flintstones in full revival mode to raise funds for Stephen Spielberg's strained bankroll, everybody seems to have forgotten the original Flintstones, ie the cartoon characters. Which is a shame, really, because there have already been games made about the cartoon antics of Fred and Barney and if Ocean had bothered to notice this, then maybe they could have reused those instead of wasting time on this Game Boy cart.

THE FLINTSTONES®



CART SPEC

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

COMMENT



That the live action film looks sad next to the cartoon is bad enough, but when the sprites in the game look more like the actors than Fred and Barney, it's even sadder. Not to be unexpected, then, that the game itself is really sad. To use a bad pun, the gameplay is out of the stone age, and the graphics stink. Mind you, one of the people responsible for the graphics has the surname 'Bland', so it's not really surprising.

The game starts off in a most unpromising way, with **MR SKULL** John, er, Fred sliding along collecting floating bowling balls (which make an annoying ping when picked up), then doing the old "let's jump from moving platform to moving platform" routine and, finally, going for a drive in his foot-powered car in a very bad rip-off of Moon Patrol. The game gets worse from there, with every platform game cliché reused, badly and unimaginatively. The difficulty level is almost nil, which would be fine if this was an 'introduction to platform games' manual, but it's not, it's a \$60 purchase! After playing for a few hours, I was ready to maim, not because of any dodgy control, but because playing The Flintstones was as much fun as labelling jars of fruit mince. If you want a Flintstones Game Boy game, get Taito's effort, The Flintstones: King Rock Treasure Island. Avoid this rubbish.

RATINGS



PRESENTATION

▲ Ho hum, simple intros, basic options.

63

GRAPHICS

▼ Lazy layout and dull design. Bland enemy sprites and some curious sprite overlap.

58

SOUND

▲ Well, the title theme sounds like the Flintstones theme.

▼ The in-game tunes are irrelevant.

50

PLAYABILITY

▲ Very easy to play.

▼ Very boring to play for more than a few minutes.

63

LASTABILITY

▼ Pah! You'll whip through this in no time, although you might not want to.

35

OVERALL

Talk about generic platform game! You've seen it all before, but not usually as lame as this.

72

A young man with dark hair is sitting in a red folding chair, leaning back. He is wearing a dark t-shirt and blue jeans. He has a silver Game Boy in his hands and is looking at it with a wide, joyful smile. A silver clip is attached to his left ear. The background is a dark blue wall with a window. The lighting is dramatic, with a strong red glow from the chair and a blue glow from the wall.

Game Boy.
More fun than a clip
on the ear.

GAME BOY.

Y&R M NINGB 0162/RS

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: GOOFY
- RRP: \$99.95
- RELEASE: OUT NOW
- GAME TYPE: PUZZLE
- CART SIZE: 8 MBIT

FEATURES

- PLAYERS: One
- HEAD TO HEAD: Nope
- BATTERY BACKUP: None
- CONTINUES: Infinite
- OPTIONS: Difficulty setting only

GAME INFO

- GAME ORIGIN: The American icon that isn't as well known as Mario
- GAME DIFFICULTY: Easy
- 1ST DAY SCORE: Completed a few levels and went to bed
- ALTERNATIVES: Umm, lots of other puzzle games?

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Good

A Nothing

L/R L/R: Nothing

B Jump

S Start: Nothing
Select: Nothing

X Nothing

Y Action (dusting, hitting... depending on which puzzle)

From his humble beginnings as a mere steamboat captain, Mickey knew that one day he'd be an icon to millions all over the world. But fame did not come easily for this aspiring little rodent. For years the public had thought that mice were vile, unclean things feeding off steaming scraps from the gutters ... and they were right! But after undergoing drastic cosmetic surgery that would impress even Michael Jackson, Mickey was finally ready to be the all-pervading entertainment icon of his dreams, hence his appearance in this game for the youngsters. Set in the Kingdom of Beanwick, you must help its inhabitants figure out the source of mysterious earthquakes by solving puzzles along the way. Actually, a seismograph will do the trick, but mice were never that logical I guess...

WELCOME TO BEANWICK!

Explore the castle's surroundings to find entrances to rooms inside in order to face one of your challenges! Upon completing a puzzle you will be given a clue which will help you stop those pesky quakes once and for all!



WHAT ARE BOOKS?

In the library, a snotty looking noble type will ask you to help sort through some books. What a lazy git! You'll encounter rows of books floating up and down, some of which have a letter printed on the cover. Simply jump around amongst them and try to guess the invisible word that's in a box on the bottom of the screen. Landing on a book with the right letter will also make it appear below. You'll soon be able to guess what the word is and jump on the right books to solve the puzzle - fall off the bottom of the screen and you'll start from scratch with a new word!

Mickey Ultimate Challenge

One night as Mickey lay in bed reading a book of fairy tales...



MICKEY MINOR

In the magic chamber Donald has shrunk you (by mistake) to the size of a chewed up wad of gum and plonked you onto a chequered board! Thankfully there are bottles of enlarging potion scattered around and you can return to your normal size by navigating the maze-like board and pushing these bottles through the mirror at the top of the board. Then you can give your pal a friendly beak rearrangement!

Age

UGLY MUGS

Daisy just can't face another day of dusting the family paintings, so it's up to you to get on that ladder and uncover those faces from inches of dust. But be warned; you have to uncover a matching pair of portraits one at a time - they're a vain lot - or else the dust will simply resettle on them! Not to mention the time limit imposed by the burning candle that's growing dimmer by the moment!

LET'S SWIM

The three little ducklings are having a crisis of sorts; they just can't get the drawbridge to come down! Amazingly, the water pumps have a life of their own, and like to squelch out a fart-sounding tune or two! Each pump emits a differently pitched sound, and you have to jump onto the same sequence of pumps after they squelch out a series of notes. Get it right and more water will be pumped in to help lower the bridge. Not having studied Mediaeval architecture I cannot comment on whether this mechanism is total bollocks or not.



COMMENT



The ultimate challenge presented by this game is to stay awake whilst playing it! Some puzzles are pretty much the

same as ancient real puzzle games I've played eons ago, merely updated a bit in presentation. Fun as they were back then, they don't quite cut it these days, and would probably send most people into a catatonic state! The Disney characters add some appeal, but it's only really really young players would get a kick out of this ... maybe. It's just that with games like Mario Kart out there that appeal to every age group, Mickey's Ultimate Challenge just seems too simplistic and dull to get anybody excited.

* The Good Prince of the land of Trielle, or something like that.

RATINGS

BREAKDOWN

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

LONG-TERM INTEREST

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

PRESENTATION

▲ Storybook intro, adjustable difficulty setting.

80

GRAPHICS

▲ Well done cartoony sprites, colourful backgrounds.
▼ Nothing out of the ordinary to pop your eyeballs.

79

SOUND

▲ Minimal but good FX.
▼ Tunes perhaps a bit too simplistic.

78

PLAYABILITY

▲ Playable for really young kids.
▼ Got very dull very quickly, for me anyway. The puzzles are hardly original, and lack that magical addiction factor.

70

LASTABILITY

▼ With so much slicker stuff around, I doubt anyone will play this for long.

64

OVERALL

A bit of a dud in Mickey's gaming career, this is game is aimed at infants.

66

This game lets you be yourself.

(Ugly, smelly, greedy and unpopular.)



Develop that offensive bad-guy stench - you are the evil Wario.



Explore untamed regions and steal stacks of pirate treasure.



Then buy your own horrible castle and behave like a total cretin.

GameBoy with Wario Land.



More fun than this magazine

GAME BOY!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: EUROCOM
- RRP: \$99.95
- RELEASE: OUT NOW
- GAME TYPE: SHOOTER
- CART SIZE: 8 MBIT



FEATURES

- PLAYERS: One to four
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: None
- OPTIONS: Passcode etc



GAME INFO

- GAME ORIGIN: An old classic given the Super NES treatment
- GAME DIFFICULTY: Hard
- 1ST DAY SCORE: Wave 10
- ALTERNATIVES: Smash TV, any good shooter



CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Excellent

A Shoot

L/R L/R: Select weapon

B Bomb

S Start: Pause
Select: Zilch

X Shield

Y Zip

They say that the simple things in life are the best. Video games often follow this philosophy, take games such as Bomberman, Pac Man and Tetris to name but a few. When Dropzone first appeared games were basic in design simply because the computers of the time didn't have enough memory to play around with complicated ideas. The premise of Dropzone is, naturally, simple. You, in your spacesuit, fly back and forth across the moons of Jupiter rescuing things that need to be rescued whilst avoiding and shooting marauding aliens. And that's about all there is to it, it just gets harder and harder as you go along.

DR



DROPTONE



SPACE DOLL ACCESSORIES

SHIELD: You have a finite amount of shield power which you can choose to use at any time. While the shield is operating you are completely invincible to any attacks and while you can still shoot, you can't pick up anything so it's best to use only when you are being swamped by aliens.

SMART BOMB: Ooh, it's tricky this bomb, it is! Blows up everything on screen except you!

DROIDS: Two of these little fellas come out and orbit Mr Spaceman protecting him from advancing anarchists.

FLAME FIRE: Bit of a stupid name that I just made up. But it's a good weapon, until it runs out.

COMMENT



Aye! Another classic game revamped for the gamers of today. Seems to have become a bit of a habit on the Super NES lately. Still, it's an all right game so why not bring it back for more people to enjoy? To say the gameplay is somewhat repetitive is an understatement, but variety is not what this game is about. Quite simply it's a game for those who like nothing better than spending all day trying to beat their high score, and Dropzone is excellent for this sort of style. The action is always fast and requires constant concentration as you have to look at the map and the main screen at the same time or else you'll fly into something in seconds. If you enjoyed playing the original then you'll have hours of fun playing this version, but those who haven't should still take a look despite the bland appearance, you might be missing out on something you could like a lot.

ANDREW

RATINGS



BREAKDOWN

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

LONG-TERM INTEREST

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

PRESENTATION

75

▼ Fairly bland looking and heaps of screens to wade through before the actual game.

GRAPHICS

81

▲ They do the job.
▼ Mmmm ... moonscapes.

SOUND

83

▲ Fairly spartan, but atmospheric.
▼ No music to speak of.

PLAYABILITY

91

▲ Initially frustrating because you die so easily, but damned addictive.

LASTABILITY

88

▲ Once hooked on Dropzone you'll never give up. Just one more wave!
▼ The lack of variety may deter some players.

OVERALL

87

Dropzone may not appeal to today's gamers due to its old gameplay but it is a classic worth playing.

**"IT'S SSSNAZY! IT'S SSSMOKEN!
It's SSSO HOT it SISSLES!"**

**IT'S THE MASK CARD COLLECTION FROM
THE HIT MOVIE AND IT'S SSENSATIONAL!**

THE MASK™

Meet Stanley Ipkiss, the hilarious super hero of the hot new movie, *The Mask*. What happens when Stanley finds an ancient mask, puts it on and goes from a mild mannered bank clerk to an indistructable, changeable, wise cracking hero who moves at warp speed will blow your mind.

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 **NEW LINE CINEMA**

CARDZ

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COMPETITION

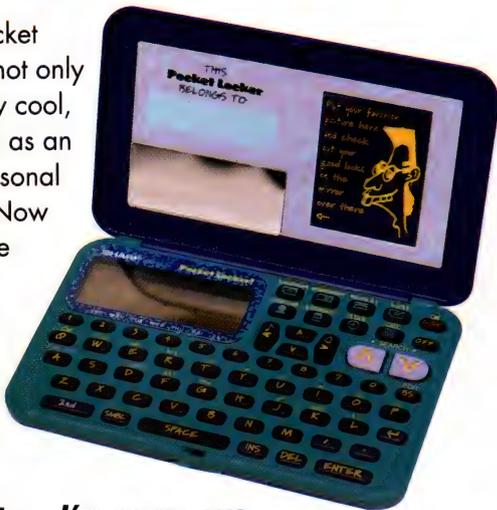
WIN A POCKET THING!

Hey kids! If you enter this comp you could win this Pocket Locker thing! Ooooh! Betcha can't wait!

But wait!

what is it?

It is a handy pocket thing thing that not only looks reeeeaallly cool, but also doubles as an intergalactic personal communicator! Now you can store the names and addresses of all your favourite aliens in one handy thing! Joy!



Bzzzt ... bzzzt I'm sorry, we appear to have lost our communication link with Space Station Andrew ... bzzzt ...

Actually the Pocket Locker is a personal organiser-type thingy which lets you store everything from your friend's phone numbers and birthdays through to all the parties you're supposed to be going to over the holidays.

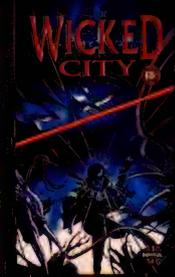
To win one, all you have to do is write down a list of the six famous people you'd invite to your next party and why and send it to Party On Dude, PO Box A305, Sydney South NSW 2000 by Wednesday, January 11, 1995.

CONDITIONS OF ENTRY

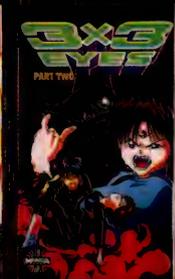
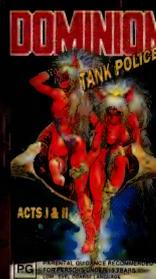
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REVIEW

MICRO MACHINES

You know, there's one thing that the console versions of Micro Machines failed to include in their simulation of miniature racing - the horrendous accidents that tend to happen and the related carnage. Why, back in my day, if a car failed to make it to the finish line, it was unceremoniously picked up by the rescue crew and sent off to the panel beating shop. Where its panels were beaten. To a pulp. Then it was set on fire (driver cremated inside for health purposes) and the remains used as track side obstacles. Or hazards, as the case may be.

But the video games represent only what is noble and pure about the sport (well, not the tank battle game), except the Game Boy version, which gives you more than the odd chance to do damage to unarmed opponents. And this is where the game falls down and lowers the standard set by its predecessors. The quirk in question is that whenever you round a corner, using any driver, your vehicle goes into massive slide mode, much more so than in the NES and Super NES versions, and this makes negotiating the courses much more difficult. This 'feature' does allow you to push your competition over the edge at the merest nudge, but the number of times you either slide off the edge or go ploughing into obstacles makes winning a far-fetched prospect even if you pick a good driver and crap opponents.

Apart from that flaw, Micro Machines on the Game Boy is a faithful reproduction of its bigger brothers, and even gives times for each lap, something the Super NES version misses out on. But when it comes down to it, if you can't keep your car on the road (or table cloth) then there isn't much enjoyment to be had and the lack of visibility on the Game Boy only compounds this problem. It's not impossible to finish the game, but to do so requires such vast concentration and control that it no longer remains a fun game, but becomes a task. The weak link in the Micro Machines chain.



CART SPEC

- BY: OCEAN
- PRICE: \$69.95
- RELEASE: OUT NOW
- GAME TYPE: DRIVING
- CART SIZE: 2 MBIT

RATINGS



PRESENTATION

▲ Obvious and simple layout. The two player link-up games are quite good.

85

GRAPHICS

▲ Clean and sharp graphics with well proportioned size to speed ratio.
▼ It's sometimes hard to see what position

88

SOUND

▲ Lots of crashes and crunching sounds.
▼ Really bad anthems reproduced on the Game Boy - eerrgh!

82

PLAYABILITY

▲ Fast and responsive control.
▼ Waaaay too much sliding around makes for many frustrating moments.

73

LASTABILITY

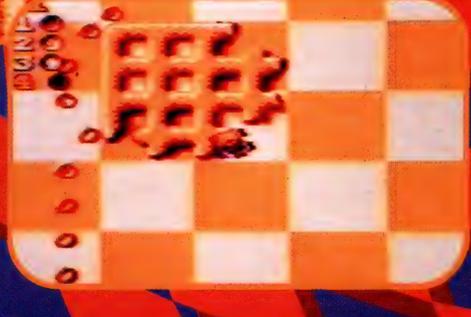
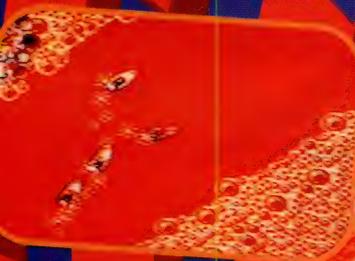
▲ The high difficulty ensures that those who persevere will be occupied for ages.
▼ But it will put a lot of people off.

78

OVERALL

A fair conversion, minus the control. If you can deal with the sliding, great, otherwise perhaps best left alone.

77





MACROSS II - LOVERS AGAIN
(Kiseki PG \$29.95)

Superdimension Fortress Macross was one of the most popular anime TV series of the 80s in Japan, and along with another anime *Mobile Suit Gundam* revolutionised the giant robot genre. Some of you may be familiar with it already, as *Macross* was edited together with two other shows (*Southern Cross* and *Mospeada*) into a series called *Robotech* and shown on TV here a long while back. About Earth's battle against the alien Zentradi race, it also had a love triangle between the three main characters, as well as pop songs being used as a weapon against the aliens!

Macross II takes place eighty years later. The Zentradi and humans now live together in peace, but the Marduk have warped in from deep space to invade Earth. The trusty Minmay attack that helped win the previous war fails, and Hibiki Kanzaki, an investigative journalist/pilot gets U.N. Spacy's losses on camera. He also manages to rescue Ishtar, a mysterious babe/priestess from an enemy ship. Later on, Hibiki is shocked that his footage has been twisted around to give the impression of victory! His clashes with U.N. Spacy officials over military censorship result in meeting Silvie Gena, ace pilot of the awesome Valkyrie fighters (that transform into robots, of course). Now he's even more peeved, but before he can mouth off obscenities he's drawn into the battle as the aliens try to get Ishtar back! This isn't as violent as most of the other anime around, but check it out if you're into giant robots and space battles. The Valkyrie fighters are a classic piece of mecha design and the mix of music, romance and war will keep fans of the original show

happy. My main gripe about *Macross II* is the poor voice acting/casting of the English dub. I highly recommend



the subtitled version for anime purists.

CYBER CITY OEDO 808
(Manga M \$19.95)

Rather than spending the rest of their lives rotting away in a space prison, criminals Sengoku, Benten and Gogul have taken a deal to become a part of the Cyber City Police special services division. Needless to say, it's a dangerous job, but the upshot is that each successful assignment knocks a few years off their hideously long sentences. When Oedo's tallest skyscraper has its central

Unfortunately, this episode doesn't build up to much of a climax, but the character designs are cool, as is the animation by Madhouse, who also did *Wicked City*. If you want an

anime thrill-fest though, you'd best look elsewhere.



anime

A H O Y

computer hijacked, the three are sent in to save the civilians locked inside. The automated security systems pose a threat, but worse still is the building's compulink to the military mainframe ... we're talking major destruction potential! From Yoshiaki Kawajiri, director of *Wicked City* and sci-fi thriller *Midnight Eye* (among others), *Cyber City* features some excellent mecha design and action sequences. The story isn't that original, but when it's done with so much panache by Kawajiri, surely one of the best anime directors around, you'd better check this out!

TOKYO BABYLON PART 2
(Manga PG \$24.95)

Instead of clashing with supernatural forces, Subaru and a newly acquainted psychic gal Mirei are on the trail of a subway serial killer. Mirei has the power of post-cognition, which allows her to see the victim's last moments as well as the killer's identity - not exactly an ability I'd like to have! When a bungled FBI operation to capture the sicko results in a life-threatening situation for Mirei, it's up to Subaru to save her, but what chance does a reed thin chap with a few magic tricks up his sleeve have against a homicidal maniac?

GOLGO 13 - THE PROFESSIONAL
(Manga R \$29.95)

If you liked the *Crying Freeman* manga but was disappointed by the anime, *Golgo 13* has come to save your assassin woes! This is one tough dude. Even big Arnie would shrivel up under Golgo's "don't mess with me" look! A hitman able to take out anybody, anytime, anywhere (even with a *building* in the way!), Golgo gets a taste of what it's like with the tables turned, as a bunch of assassins, including a most repulsive toothless freak called Snake, have been commissioned to kill Mr G himself at any cost! The animation is a bit rough by today's standards (this was made in the 80s), but the editing, camera angles and film noir-esque mood make this a unique piece of anime. Some rather steamy sex scenes and lotsa bloodletting make this the perfect antidote to that *Lion King* crap that's been screening of late! Eeeuurrrgh!



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REVIEW

SUPER NINTENDO



1. PLAYER
2. PLAYERS
OPTIONS

CART SPEC

- BY: LASER BEAM
- RRP: \$99.95
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 8 MBIT

FEATURES

- PLAYERS: One or two
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: One
- OPTIONS: The usual

GAME INFO

- GAME ORIGIN: Another addition to the constant flow of dinomania
- GAME DIFFICULTY: Medium
- 1ST DAY SCORE: Reach last level
- ALTERNATIVES: Any other run-of-the-mill platformer

CONTROLS

- CONTROL: Mental telepathy (I'm serious) - seriously ill, that is!
- RESPONSIVENESS: Prehistoric

A Kick

L/R L: Stash skateboard
R: Trash skateboard

B Jump

X Roar

S Start: The usual
Select: Lock in configuration info

Y Fire

Approximately 225 million years ago dinosaurs ruled the Earth, but one evil fella, Sethron by name, had an alternative plot. He had a dream that one day mammals (us, I presume) would rule, making these prehistoric creatures obsolete. Consequently he conjures up a spell, brainwashing all the dinosaurs into a period of self-destruction. Mr Trendsetter himself, our hero Radical Rex, just happens to be taking a snooze at the time and awakes totally unaffected by Sethron's wicked doings. Radical rouses from his nap refreshed but slightly confused as to what's going on. But he grasps that something's terribly amiss and it's now up to him to not only put a stop to Sethron's evil plans but it's also his duty to save Rexanne (dino babe extraordinaire) from Sethron's clutches. Go Rex baby! Go!

PREHISTORIC PICKUP LINES

Eggs - The most obvious power up in the game. After collecting eighty or more of this vital omelette ingredient you are treated to a bonus stage.

Roar! - Collect this to add more power to your Roar-o-meter thus killing more on-screen dinos.

Heart - Improves your health (or does it ...?)

Torch - Not so much a collectible but is a help none the less. Simply spark it up and once killed you'll wind up back at the torch.

Shoot - This will let Rex shoot fire rather than blowing it.

Help! - This brings up bird-like thingy (pterodactyl, you fool) to your call.

Skateboard - What an outrage! This game should be rated M15+ as Rex doesn't wear any knee pads or a helmet! Anyway, use this to zip around the stage and up walls.

Fire - Adding more 'oomph' to your blast, this will make it easier to toast any hostile dinosaurs.

Pogo stick - Only usable in bonus stages, it helps you collect the eggs to earn an extra continue.

Air - Restores oxygen to Rex when in the fish tank. This can be picked up in two ways; either by collecting an icon or pashing off a puffer fish. Fugui!

PTERODACTYL TOASTIES

Rex is an vicious little beast and as such can defeat his enemies quite easily. Killing any dino can be done by firstly toasting it, then simply push Y, then A to shatter the burnt out carcass into a million, trillion dust particles. Another rather convenient way of wiping out nasties is to build up some power in your Roar-o-meter and push X to take them out with his mating call to Rexanne!





BUMPER BONUSES

Bonus levels are becoming the norm in games of all shapes and sizes so Rex, not wanting to feel left out, has them in his game too. To access one of these sub-game type levels, you must collect eighty or more of the eggs strewn throughout. After reaching the exit sign, a gigantic egg hatches and Rex jumps in emitting one of his crystal clear, digitised words of encouragement. Once inside you must collect all the eggs on your pogo stick. Being on a pogo stick makes it harder to manoeuvre, but hey, who said being a legend was easy? I certainly didn't and I should know! (Down Ben! - Fat Boy)

COMMENT



BEN

"He's my real cool Radical Rex!" well actually he isn't, these are just the words to the theme song on

the title screen. Unfortunately for our prehistoric hero, his resurrection from a bygone era is nothing more than a mediocre attempt at continuing this seemingly undying attraction to dinomania. (I have to leap in here at this point and say that's there's absolutely nothing wrong with liking dinosaurs - Mary.)

Clever animation, clear digitised speech and the comical characterisation of Rex fails to raise much more than an eyebrow of interest in this otherwise average platformer. After the initial burst of quality from the title screen intro I found very little to hold my attention other than the lively and rather quite cheeky little antics performed by Rex as he leisurely strolls around the various levels.

The addition of the skateboard is a good one but not enough of the levels are constructed for compatibility for this plank on wheels; subsequently failing to add any genuine appeal or originality to the simple and repetitive style of gameplay. As you can probably tell, Radical Rex (not exactly my definition) is not at all eggciting and is doomed for inevitable extinction for another few million, trillion years.

RATINGS



BREAKDOWN

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

LONG-TERM INTEREST

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

PRESENTATION

- ▲ The introduction on the title screen is great.
- ▼ No sound test optional. BOO!

83

GRAPHICS

- ▲ The main sprite is well animated and comical.
- ▼ Backgrounds can get pretty bland.

76

SOUND

- ▲ Crystal clear speech is totally exceptional
- ▼ Don't expect the music to win any awards, though.

83

PLAYABILITY

- ▲ Easy to get into and you won't need to read any instructions.
- ▼ Simple, tedious and eventually booooooring!

74

LASTABILITY

- ▲ Trying to find all the eggs might keep you occupied.
- ▼ Who cares? Where's the originality?!

61

OVERALL

68

Platformers will always need to be of exceptional quality to outshine Mario and this just doesn't make the grade.



Yes, and here we are at the dag end of another year's worth of mediocre contributions to the game-playing public's forum, Mailbag. So I thought that we should start out slightly differently this month with a little story, from your old friend and mine, Mr Prassard. Those who wish to attempt to raise the tone of these pages in 1995 can mail their words of alleged wisdom to Mailbag, PO Box A305, Sydney South NSW 2000.

mailbag

THE JOURNEY TO THE QUICK-E-MART

There was once a man named Mr Prassard, he lived in a tribe in India called the Dotted Foreheads. One day the chief of the village, Harry Hindu ate his 10,000th curry burrito. They all threw a party to celebrate his achievement.

The party went for two weeks, they sang songs and ate curry and drank purple squishies until they ran out. "Somebody ate the last poppadum!" said Harry Hindu. "This is an outrage! Somebody ate the last beef jerkey!" said the Mongolian Monk. "All of our food is gone, well tug my turban and send it to Arabia!" said Mr Prassard. "We will be needing the mighty warrior to go on a journey for jerkeys to the Quick-E-Mart."

Mr Prassard said, "I'll go to journey for beef jerkeys and be back with bags of burritos for us all!"

"Okay then, Mr Prassard, you will go right now and fetch some more provisions and packets of papadums," said the Mongolian Monk. "Until then, feast on beef jerkeys with prawn flavour until I come back, goodbye to all of you now!"

The chief of the tribe gave him the directions for his journey. "Go north to poppadum pathway and left at the curry coconut fields then up Fakary Creek and you'll be there."

"No, your way is wrong, you're up Fakary Creek without a turban. I'll be going my own way, goodbye!"

After three days of hiking hills, he had a heart attack and was delayed for four weeks. After a month he got back on his knees and crawled the rest of the way. When he got there he went to Apu at the counter.

"Please be handing me four sacks of pappadums, 1,500 packets of Birdseye microwave burritos, 5,000kg of curry powder and fifteen boxes of Dilmah Garden Fresh tea bags, one blueberry squ-" Mr Prassard dropped everything with his eyes fixed, staring at the sign on the counter, 'New Chicken Of The Orient Jerkeys'.

"Wow, I am wanting much, of the new jeeerkkkeeeeyss, mmmmm ... jerkeys. I want jerkeys of Chinaman chicken," Mr Prassard thought to himself. He was cut off by Apu saying, "I'm sorry to be disturbing your meditations sir but the time has come for money to change hands."

"Oh yes" said Mr Prassard and hand-

ed him the money and went back home to the village with the provisions and a coupon for hundred new chicken jerkeys.

When he got back they all greeted him gratefully, they wanted more than just the prawn jerkeys that they had been eating for more than a month.

"If you are wanting more good jerkeys, Mr Hindu sir, come back to the Quick-E-Mart with me and we will cash in my coupon for hundred new chicken jerkeys!" said Mr Prassard.

"Wow, real chicken in a jerkey! In the comfort of your own home with an upside-down turnip roof!" said Harry Hindu. "Let's go!" said Mr Prassard, "On your Fakary rug, and I'll follow, on my Magic Carpet!" Said Mr Prassard, "To the Quick-E-Mart with us!" "Yes to the Quick-E-Mart!"

P.S. Are Nintendo of Australia still working on a PAL version of Super SF2, or will I have to settle for impari?

Uncle Gus, I've had a chat to our subs people and I've decided that someone who likes Ugly Kid Joe shouldn't be allowed to read NMS. So I'm afraid that you're just gonna have to read some other mag until you rid your CD collection of all those tragic albums (and I know about your Phil Collins collection too).

DEAR FAT BOY

This segment of the NMS has become pathetic over the last four issues, no truly intelligent person would print such drivel as has been done in your sections. How about lifting your standards a bit and print a few intelligent letters for once.

The Little Fat Girl
Pauline Grace
Jandowal Qld

P.S. If you are real nice and print this letter I'll send you some Rocky Road bars.

I'm trying, but you're not doing much to help are you? But I'll take the Rocky Road bars anyway.

DEAR FAT BOY

Yo! It's your sexier, better-looking, separated-at-birth twin brother Toy Boy here. Although we are related, I believe I came from the awesomely gorgeous, intelligent, all-round genius side and you came from the cesspool inhabiting side of our extensive family.

Talk about long-winded brotherly love, eh?? Anyway, I think when we die we are destined to become gods, anyway, so why bother bickering? At least we're not related to Ogre!

I was sitting in a neurologist's office (brain surgeon to the readers of another magazine) and comparing your splendid Holy Grail to the sharply contrasted bottom-wiping material put out by those other people.

Now I'll just rave on about some questions I've been meaning to ask. Like, why don't Nintendo make a Super Mario Fighter?! It could be rilly cool, with bonus power-ups for winning a fight and you could battle other characters, as well as fight Koopas and ... Bowser! And is there a Rugby League game in the pipeline? That'd be cool as well!

Toy Boy
Wentworthville NSW

I have no brother, only a sister - Fat Girl (known to her friends - if she had any - as Thunder Thighs). So I do not know which

DEAR FAT BOY
When I grow up, I want to be a lab rat. What do you want to be?
Peter 'The Body' Horrell
Sane.

Make what you will of that little interlude, but it's time to take a little meander through some of this month's Mailbag...

DEAR FAT BOY

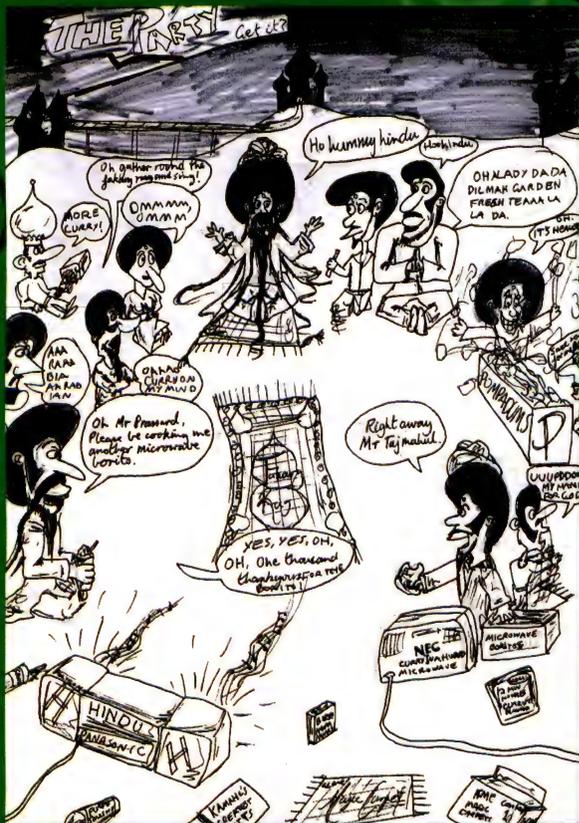
NMS...
Yours faithfully
Peter 'The Body' Horrell
P.S. Feel free to edit the length of this letter for printing purposes.

I have.

DEAR FAT BOY

Who are you calling sad? I almost had a coronary seizure when I read that distasteful little comment! With the "ISSUES REMAINING: 0" note on my magazine, I had second thoughts about sending a renewal order. But then, how could I live without my monthly dose of your inspiring sarcastic wit? So I decided to give you another chance. After all, your complete lack of musical taste shouldn't be enough to make me lose faith in my idol.

Uncle Gus



rock you crawled out from underneath, but it's probably time to go home.

DEAR FAT BOY

I recently bought myself a Super NES, and WOW! I was stunned I had heard that they weren't all that they were cracked up to be, but geez... it blows you away when you actually get ya hands on one. Oh yeah, are there any people out there that I can trust to swap some Super NES games I may not want?

So only owning a Super NES for two days, I haven't had much chance to find any reviews of games in two days. But your magazine surely points out some very cool games so far. I have had to hunt around all day for two days to get old copies of your mag, so what I wanna ask is do you have any back issues?

Also by the looks of it there's a fair fair young ladies into Super NES? Pretty cool I find. So is there any out there who'd like to pop over for a game or two... as my male buds are damn useless at Super NES games. If so send them on over here.

Also, what does that port underneath the Super NES used for? Yeah, I also have some cool pics I have rendered and drawn on a computer, how can I get em published? They are pretty cool really.

Ah, just thought of a question. Is it possible to have four players on the Super NES with some kinda four player unit? Sorry, to ask its probably a dumb question but seeing I have just finally got into consoles, two days ago, I don't know where or what I can get.

Another question: Why the heck, when I bought my Super NES did the sales person look at me like I was weird? Can't old guys buy a Super NES? But I am only 18! Also, what joypad/joysticks do you recommend? I only have one joypad.

Matt
Dinmore Qld

Back issues cost six smackeros each and are available by sending a cheque or money order for the number of issues you want made out to Trielle Corporation, PO Box A305, Sydney South NSW 2000. They're all available except ish four. If you read them they'll answer just about all your questions except the ones about Super NES-mad babes. As you know

we've got Mary here but she's definitely not a babe (dinosaur-obsessed female maybe, but not a babe). And Andrew has been known to occasionally turn up to work in women's clothing but we try to keep that quiet...

DEAR FAT BOY

I am wondering if it would be possible if I could get a job somewhere as a Nintendo counsellor.

I have a Game Boy with 41 games, a Nintendo with 89 games and Super Nintendo with 68 games and I have access to a lot more.

James MacCulloch
Renmark SA

P.S. If you can't publish this letter, could you please answer in a letter.
P.P.S. If you don't answer, I will sell my entire collection of Nintendo games and buy a Sega (not!!)

Yes it would be, but not by writing to me.

DEAR FAT BOY

Your mag is great blah, blah, blah, blah. A few weeks ago I sold all my Super NES games and used the money to purchase a Super Wild Card disk backup system. Since then I have hired around thirty games from the local video store and copied them all. At around \$5 a game, most games are a bargain (except THQ games). I was wondering what your opinions were on the ethics of me being able to get around twenty

DEAR FAT BOY

Living in Dinosaur Land is such a drag sometimes. I mean, my issues of NMS are often up to a month late because the stupid postman doesn't know where the Star Road is. And I have come all the way to your world to buy such necessities as new Super NES games and the like. I trek all the way to the Star Road exit marked "Australia", and where do I land? Sydney? Not I land in Dubbo, hub of the west, which is where the nearest earthly post office to Dinosaur Land is. Actually, this world isn't such a bad place. I mean, the Super NES was invented here, and it's where Mario comes from. It's also where NMS comes from. If NMS was good enough to buy? could I have know that Starwing was good enough to buy? Now a bit about myself. I'm Yoshi's blue cousin, the one who Mario raised from babyhood by making me eat my cheep cheeps and koopas. There's been a shortage of turtle shells since the koopas were driven away, so I don't fly much any more. I'm looking forward to starring in the new games Nintendo are making on their 32 and 64 bit consoles, if that show-stealer Yoshi doesn't nab the leading part.

Thanks for introducing me to pavlova sandwiches, Fat Boy. They're my favourite food besides berries, and you should see how fast I can scoff one with the patented tongue-grab manoeuvre. That's the one other thing I'd never have seen without NMS. I salute you, the Almighty NMS!!

Yours in Mario (your saviour and mine)
Joshi

P.S. Why did your art droid draw me with such a stupid expression on the Yoshi poster??

Might I suggest that you try out your patented tongue-grab manoeuvre on the art droid responsible?



Ooo-er would you look at that, a complete idiot has drawn a picture. Only problem is that I can't remember his name...

games for every one of yours.

ralph

P.S. My name is in code in case you get any funny ideas about piracy policing.

Great code, I know single cell amoebae who'd be able to crack that in about, ooh, two seconds. As for this game copying nonsense, it's very, very bad. Sure games are expensive but at least you're getting the real McCoy when you buy a game, but copying games means that you deprive everyone involved with developing the game (and that's not just

the person who sells the game - it's the people who design the graphics, it's the animators, the musicians who write the music and all the rest) of an income. In the long run this could mean that they all decide that working in a bank is an easier way to earn a living, and then who would be design the really cool games that you're just dying to copy?

DEAR FAT BOY

Contrary to what your magazine seems to believe not all Nintendo users are 14 years old. My work mates and I were alive when the only TV games were the Hanimex disc tennis (thank god for Nintendo).

The problem we have is the ability to buy the games we would like.

Platform games (burn'em), beat'em

ups (who cares), RPGs (okay), sport sims are the best.

We demand more boxing and Australian sport games like rugby league, Aussie rules and cricket. Player/Manager games with Australian sports would be great.

How do we get some action taken on this matter, who can we write to?

We have just a couple of comments about your magazine. There is too much Game Boy info. Really, a tiny mono colour screen unit is not real important to most

people.

How about hiring an advertising salesman to sell space to games retailers with a mail order section and listings of latest releases now available.

Gotta go, I smell the boss man heading our way. See ya.

The Rantid Storemen
North Sydney NSW

Since I'm getting just a teensy bit sick of answering letters like yours it's time for action. Early in the new year, we'll publish a list of the major software manufacturers around the world and you can write and complain to them, not us.

DEAR FAT BOY

I was ticked off to find out you had edit...

Heath J. Parkes
Bauldron NSW

P.S. To say you're sorry send me a Super Game Boy. Or else.

Were you?

DEAR FAT BOY

Your mag is too radical. I have all six (Actually the issue you're reading is number 21 - Fat Boy) issues. I read 'em all the time. I read them while Babar is on. I read them while Skippy is on, I even read them while Turtles is on. Not! Ha ha ha. I love Turtles, I like them cause they do ninja kicks. Cowabunga. Ha ha ha. I am writing to tell you that I passed Home Economics and for that, my parents rewarded me with the latest Atari 2600. It's so cool. I want ATARI. Ha ha ha. Oh, no, it's 7.30, past my bedtime, gotta run. Ha ha ha. Just kidding, I'm not allowed to run in the house. Bye bye.

Gheekus Khan, 19

Quick, someone call the ambulance! Looks like we have just found the first case of senile dementia in someone under the age of 20!



Nigel stood on the rim of the extinct volcano crater and gazed in awe at what lay before him. Nigel had stumbled upon the hidden Earth retreat of Skull the Mighty, ruler of sixteen galaxies and owner of the biggest holovision in the free universe. But before he could get any closer to see the exotic riches said to be contained within Skull's palace, Nigel slipped and fell down a hole. He was never seen again. If you want to know what happened to Nigel, or anything else of interest, write in to Skull's Q&A, PO Box A305, Sydney South, NSW 2000.

Q 1. How would I obtain a back issue of this fab mag and how far back?
2. What things would I need to play my Super NES and games in America?

3. Since the arrival of SSFII and MKII, which do you think is the best beat 'em up now?
4. Are games in America actually cheaper if you convert them to \$AUS?

Q 1. In issue 18 of NMS, Mortal Kombat II was reviewed. In some of the screen shots it showed some fighters doing fatalities on other fighters while their energy was full or partially full. How can this be? Is it a cheat? A glitch? You said you reviewed a finished cart!
2. Why is the Megadrive version of Super Street Fighter II 40 Mbits and the Super NES version is 32 Mbits?
3. Why doesn't a company bring out a fighting game with digitised graphics of real action movie stars? Just imagine, Arnold Schwarzenegger against Jean Claude Van Damme. What a fight it would be!
4. Are you planning to make your magazine any bigger? Don't get me wrong, your magazine is great value but a few more pages wouldn't go astray.
5. Are you in any way related to Scorpion from Mortal Kombat?
— Anthony Mihailaros, Canberra, ACT

A Skull: 1. Ah, yes. A lot of readers have written in regarding this matter. The pictures were taken from a preview cart where you could perform a fatality at any time, and it was really cool to play with! But the review was of a finished cart, we just didn't have time to get pics for it.
2. The Megadrive version has nothing that the Super NES game doesn't, it's just that the Megadrive needs 40 Mbits to do what the Super NES can accomplish with 32 Mbits.
3. Yeah, that would be quite cool, but it imagine how much money all the big name Hollywood stars would want. And they probably wouldn't want their fragile egos bruised by having someone else best them in a fight, even just a computerised one!
4. Yes, another half a dozen pages of Q&A is exactly what's needed!
5. A few readers have asked me this and the answer is no. However, I did spend a very pleasant afternoon with him last weekend. We had barbecued cow for lunch and then watched Itchy & Scratchy cartoons till dawn.



Oo-er, it's a lovely bit of envelope art, I just can't remember who it's by.

released in America are heavily discounted after they've been out for a few months, so you could pick up some excellent bar-

5. Have any companies started making SFIII or MKIII yet?
— Paul Taylor, Whiteside, QLD

A Skull: 1. Write us a nice letter marked NMS back issues and include \$6.00 for each issue. We've got all issues except #4.
2. A PAL TV set. Most American TVs are set to the NTSC standard and you won't be able to tune in your PAL version Super NES. Most expensive TVs available here can handle either standard, and I assume this is the case in the US too. But why do you want to go to America? It's really weird over there.
3. I prefer Super SFII to MKII, but MKII is still a lot of fun.
4. Usually, yes. But most games



A Skull: Finding friends may well prove an impossible task for you. Who would want to hang around with you when you write such stoopid, stoopid letters?

Q Dear Mr Skull, Hello and well done to you for printing my last letter. And I ask your pardon for my telling you of my misspelt name.

Anyway, I'm really writing to you, to be asking, what the Krishna does 'PAL version' mean? I have been wondering that it is because the Nintendo of Australia's Chief Yobbobeergut was brought up with a pack of Cockspansiels. I can understand 'Curry version', because I am having one of those myself.
P.S. Who put the Bob in the Bob-Bob, Bob-Bob-Bob?
The Nintendo hotline person thinks he did, but I'm not sure about that.
— Mr Prassar, Yobboville, Australia

A Skull: Good to hear from you again, old chap. I must say I did thrill to be reading 'The Journey to the Quick-E-Mart', which tells of your heroic travels and the discovery of the new 'Chicken of the Orient' Jerkeys. I must sample one soon. As for your query about 'PAL version', fear not, it means only that that Super NES is designed to run on Australian TVs, which are PAL. I could take ten pages to explain it fully, but I won't, so you'll just have to trust me on this one.
Anyway, I must go now, there are billions waiting to be slaughtered. Hope to hear back from you soon.

Q Yo Mr "The neck bone's connected to the". What a position to have. I'm sure you're looked up to by everyone at NMS. I'm referring to the NMS People System in the September issue.

Anyway I have a great idea. Why don't you give yourself 'Tip of the Month'. Oh, sorry, I forgot, you already used that last issue. In the September issue Ben Smith (an NMS reviewer) got tip of the month. Better yet, NES and AR didn't get a tip of the month. Onto the questions.

1. Why did you only give Rock 'N' Roll Racing 88%? I bought it and I think it deserves more.
2. Why do so many people write in saying Sega sux? I mean, what's the point?
3. Seeing as Rod and Amos are on the Zone, tell them to cut the crap with the host, he's not funny.
4. Why don't you include a guide including all the tips you've ever published?
5. I've included lots of tips, most of which you've probably published, but scan through and try to find some you haven't.

— J.F.,
Mosman, NSW

A Skull: Hold on a minute, I'm the only one allowed to be sarcastic around here. A bit resentful because we haven't won anything, eh Mr. J.F.? The 'tips' you sent in have already been used, which is partly the reason why Tip of the Month has been given rather sparsely of late. If people like you keep sending in photocopied pages out of UK mags then it's no wonder. We're not going to give out prizes for any old crap. Ben Smith's Wario tips got tip of the month simply because they were the only ones worthy, and the 'prize' he got for his efforts was the joy of working for us. Now, on to your miserable questions.

1. That's why we work here and you don't.
2. Exactly.
3. Ya don't say.
4. Don't ask me.

Q In every issue, I always look in the mailbag section and Q&A. The letters are good to read but when the readers sent in their pictures it makes me wanna puke. They can't draw for \$#!%!



I've put in a couple of drawings of Ryu in with this letter so please, please print my drawings! I want one of those Street Fighter comics.
— Yuki Bond,
Auckland, NZ

A Skull: Your drawings of Ryu were good but, unfortunately, pencil shadings don't tend to come up very well when they've been shrunk down and printed. So instead I've put in your Stunt Race pic, happy now? As for the other readers' art, sure, some of them can't draw, but I'd rather see a cool picture than copied artwork from a game instruction booklet.

5. Oh yeah, they were crap.

Q Dear Skull,
G'day! It's St. Arko and Johnny Quayle 'ere from the soon-to-be-renamed-to-ARL NSW'ol. We've suddenly got an interest for your bloody good magazines and would like to see a Super NES Rugby League game. We have included a petition with signatures such as Norm Provan's, Johnny Raper's, Ricky Stuart and Shigeru Miyamoto.

Like our hugely successful League cards, we think you should have a section devoted to trading cards. By the way, would you guys like a team in our expanded comp? Of course the team name would start with NMS, but we have a few ideas for a team name, such as: NMS: Losers, Cretins, Morons, Slime Merchants, Excrements and the list goes on and on. Here are some questions.

1. Will there be a Super Mario Fighter? It would be awesome!
2. Who is your favourite League team?
3. Which is the better buy, MKII, SSFII, SFII Turbo or NBA Jam?

Thank you, m'lord, and in words of the immortals, NMS rules, Hyper sux, Nintendo rules and, you guessed it, Sega sux! And Norths are gonna kick butt in the grand final!
— Johnny & Arko,
Sydney

A Skull: Yes, Norths would definitely have kicked butt in the grand final, had they made it there. Your suggestions have been noted, however NMS already has a football team. Well, sort of. They play in division 3 of an indoor soccer league in Sydney and finished at the top of

the ladder this year. They go under the rather limp name of the NMS Game Boys (thought up by Rod) and may or may not win the semis when they play next weekend. (Full update next month.) Time for your questions.

1. There is! It's an extremely dodgy pirate version of the also extremely dodgy and illegal pirated NES version of Street Fighter II. Unfortunately, it's almost unplayable because it is so dodgy and will never be released officially.
2. The Betelguese Head Mashers are my fave, but on Earth it's Norths!
3. In terms of value, probably SFII Turbo because you should be able to get it fairly cheaply now. Otherwise, all those games are great, especially Super SFII and NBA Jam if you've got a Multitap four player adaptor.

Q Dear Almighty Skull,
Answer these questions or else I'll ... Um ... Just answer the questions!

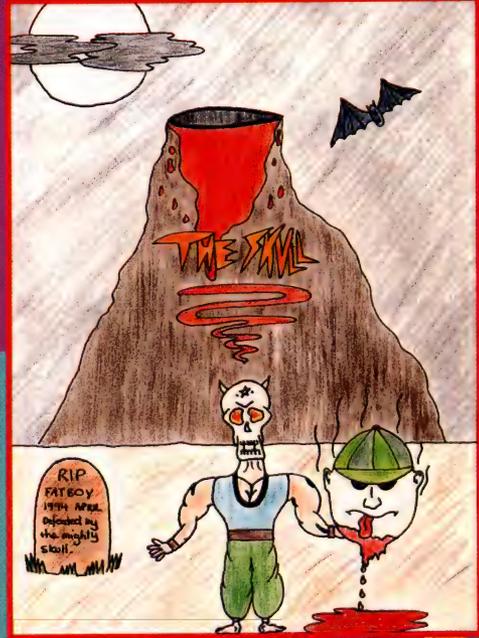
1. Is it worth buying Battletoads in Randfok's (sic) World if you already have Battletoads?
 2. I am getting two Game Boy games for my birthday and have already decided on getting Zelda IV: Link's Awakening but I can't decide on what else to get. Can you give me a suggestion?
 3. Will Earthworm Jim be released on Game Boy?
 4. Will there be an Orson & Olivia game where you get to catch rats and stuff?
 5. What will the Game Boy version of Itchy & Scratchy be like?
 6. Will there be a Ren & Stimpy game on Game Boy?
 7. Are there any Star Wars games on Game Boy? Are they any good?
 8. Can you please tell 'Cindy's Twin' to suck on a banana for me?
- And remember, answer these questions or else I'll ... Aw, bugger it! See ya!
— Chubby Dude the Magnificent,
Somewhere you never heard of, NSW

A Skull: Say please!

1. If you liked the first one, this one's more of the same.
2. Why don't you get a bazooka instead?
3. I don't think so. Probably not.
4. Erm, I don't know about that...
5. You'll have seen the review by now, I like it.
6. There is. Or was. It was released last year in the US but not here because it was a bit stinky.
7. Yes. Yes.
8. Why don't you go suck on a banana.



Thanks to Mike K for this.



Lee Van Der Hoek sent in this fanciful view of life at NMS



tips & tactics

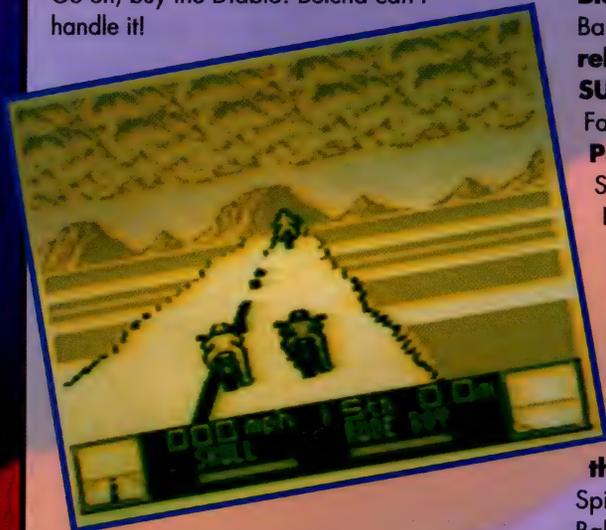
Send all your tips to
Tips and Tactics, PO Box
A305, Sydney South, NSW,
2000



GAME BOY

ROAD RASH

LOTS OF CREDIT: Heath Hutchinson from Streatham in Victoria has found this brilliant cheat. Go to the password screen and make the last number **0**, then start the game. When you finish the race, it doesn't matter if you win or lose, press **SELECT** to go to the bike shop and, lo, ye shall have over \$100,000! Go on, buy the Diablo! Betcha can't handle it!



MORTAL KOMBAT II

Here's the finishing moves for the portable version. Now you can really shock those old grannies when you play this next to them on a bus! Michael Mundy found all these, so all bad vibes should be directed towards him if you still can't get them out!

D is down, **U** is up, **F** is forward and **B** is back. Only use kick in the second round if you want to perform a Babality.

LIU KANG

Fatality: **D, F, B, B, Kick**
Spike: **B, F, F, Kick**
Babality: **D, D, F, B, Kick**

REPTILE

Fatality: **B, B, D, Punch**
Spike: **D, D, F, F, Block**
Babality: **D, B, B, Kick**

JAX

Fatality: **Hold Kick, F, F, F, release Kick**
Spike: **Hold Block, U, U, D, release Block, Kick**

Babality: **Hold Block, D, U, D, U, release Block, Kick**

SUB ZERO

Fatality: **F, F, D, Kick, then F, D, F, F, Punch**

Spike: **D, D, F, F, Block**
Babality: **D, B, B, Kick**

SCORPION

Fatality: **Hold Block, U, U, release Block, Punch**

Spike: **D, F, F, Block**
Babality: **D, B, B, Kick**

MILENA

Fatality: **Hold Kick three seconds then release**

Spike: **F, D, F, Punch**
Babality: **D, D, D, Kick**

KITANA

Fatality: **Block, Block, Block, Block, Kick**

Spike: **F, D, F, K**
Babality: **D, D, D, Kick**

SHANG TSUNG

Fatality: **Hold Block, U, D, release**

Block, Punch

Babality: **B, F, D, Kick**

SNOW BROS

INVINCIBILITY: A cool coin-op conversion with an ice hot cheat! Huh? That didn't make sense! Oh well, I hope this cheat does, for it bestows your Bro with invincibility! On the title screen press **LEFT, DOWN, A** and **B** simultaneously.

LINK'S AWAKENING

SECRET GIFTS: Did you know that the Seashell Mansion gives out secret gifts for every five shells collected? Simply take Link back to the **Seashell Mansion** once 5, 10, 15 and 20 shells are collected and ye shall receive something special.

FREE BOW: There is a way to get the Bow for free without stealing it or having the shopkeeper notice. When Link has enough Rupees go and buy the Bow but as soon as the credits start to disappear save the game. Restart from this point and Link will have the Bow and his money.



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 m

NINTENDO HELP SYSTEM

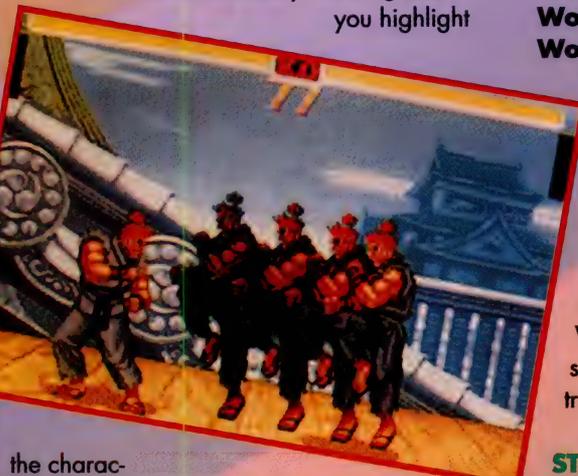
BIONIC COMMANDO

LEVEL SELECT: Quite a cool game, this one by Capcom, and here's a way to choose any level you wish to play around on. Whilst playing press **START** then **A** and **B** simultaneously, then you'll go to the Turbo Chopper where Rad can select levels.

ARCADE

SUPER SFII TURBO

BE AKUMA: If you frequent arcades you'll probably know this cheat off by heart, if not then here it is. After selecting the game speed, highlight Ryu for three seconds, then highlight T. Hawk for three seconds, then highlight Guile for three seconds, then highlight Cammy for three seconds then back to Ryu for another three seconds then press all three punch buttons and the start button simultaneously. Making sure you highlight



the characters for the correct time is tricky, but if you get it right Ryu's face is replaced with a black box and you start playing with Akuma! His moves are similar to Ryu's and he can do fireballs in mid air and a Shadow Dance move which is done in the same way as a Dhalsim Teleport.



the latest military hardware at your disposal. **B3-Vv? dEYc50 1D-cCa 9000FZ**

SUPER MARIO 3

P-WINGS AND ANCHORS: Obtaining these items is easy, as long as you collect the right number of coins. This is what you need.

- World 1-4:** 44 coins for the P-Wing.
- World 2-2:** 38 coins for the Anchor.
- World 3-8:** 44 coins for the P-Wing.
- World 4-2:** 22 coins for the Anchor.
- World 5-5:** 28 coins for the P-Wing.
- World 6-7:** 78 coins for the Anchor.
- World 7-2:** 46 coins for the P-Wing.

ZELDA

SHOPPING TIP: Also from Patrick is this tip which lets you get away from the old man in the cave without paying. When he asks for the cash go to the sub screen and press buttons **A** and **B** on controller 2

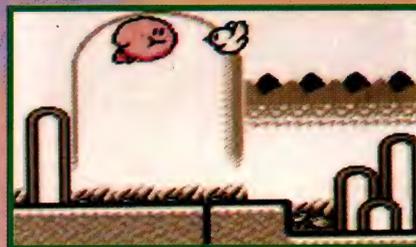
STAR TREK

LEVEL CODES: Here's the codes from Ben "DATA" Karim of Baulkham Hills in NSW.

- Masaba: **R6XW MLFT ?6XD**
- Lekythos: **P?RV IRZH LAQD**
- Romulan: **KA55 R?XC LA4D**
- Shroud: **JH3L RZX7 M?BD**
- Lotia: **JH1L IXX3 K?DD**

KIRBY'S ADVENTURE

BEAT KING WARLOCK: Banishing the evil King Warlock is a really tough ordeal - even when Kirby knows what he's doing! Keep Kirby to the left side of the screen and only fire stars at the Warlock when his cloak is pulled aside. Good luck!



SHADOWGATE

KILL THE SHADOW WRAITH: Killing the Shadow Wraith is really no problem at all, if you know what to do. And what to do is this: Use a torch to light the Magic Torch then use the Magic Torch on the Shadow Wraith.

MANIAC MANSION

OPENING THE WALL SAFE: Grrr... That darn wall safe! It seems impossible to crack! Not any more, though. Just feed the man-eating plant some water from the swimming pool and give it a swig from the can of Pepsi (urgh!) then watch it grow. Climb up it to where the telescope awaits. Move it to the right twice and peer through to learn the code. You need two dimes, though!



SUPER NES

SUPER SFII

TIP: That Andrew Grbac sent this cheat in too. At the Battle Mode Select screen press **L** and **R** on pad two. You will hear Vega's laugh if the cheat has worked, and you will now be able to select the same player each time.

STAR TREK: TNG

LEVEL SELECT: Passwords? Who needs them when there's a level select cheat! Unfortunately, you have to wait for the proper title screen to finally appear, but when it does press **Y, Y, X, X, A, A, B, B**. You'll hear a noise when you've done it properly, then start the game and pause it and press **Y** and a level select will materialise.

NES

METROID

GOOD CODE: The faithful Patrick Byne of Bendigo sent us this code which takes you near the end of the game and gives you all



Call 1 902 24 1001

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

SPIKE MCFANG

TWO PLAYER GAME: Another cheat from that lad with the funny last name! Take it away Andrew Grbac. At the title screen press **DOWN, B, LEFT, B, UP, Y, RIGHT, Y**. You'll hear a chime if it has worked. Now go through the castle and defeat the boss Felina. When Rudy rescues you and you're back in town, you can control Rudy with pad 2!



MORTAL KOMBAT II

Stop! Desist! Halt! Ever since the game came out, our mailbags have been overflowing with letters containing all the tips and cheats you readers have found. The post office can't cope! But here they are, so you don't have to write to us anymore, unless you find something else hidden in the game.

COOL INTRO: After turning on the machine hold **L** and **R** until the Acclaim logo to see the Shao Khan and Kintaro learn the Acclaim logo a lesson it won't forget.

ENDURANCE MATCH: On the **start/options** screen hold **L** and **R** and press **START**. This takes you to a two player endurance match where each player selects their four favourite characters and fights until only one is left standing!

NO THROWS: Hold **down** and **HP** during the battle intro screen.

SCORPION TOASTY FATALITY: Hold **BLOCK** and press **DOWN, DOWN, UP, UP, HP**.

SHANG TSUNG: Hold **LP** for at least **30 seconds** and release it when it's Fatality time. Shang Tsung will morph into Kintaro and smash the opponent in two!

TURN AND BURN

LEVEL CODES: Many sent in codes for this game, but the easiest to read were those sent in by Peter Michael of Melrose in SA.

Mission 02: **NQBJKLFF**

Mission 03: **GSZWBFPF**

Mission 04: **RRHCZJVM**

Mission 05: **BPYXDLNF**

Mission 06: **LFMGWTKQ**

Mission 07: **PDTBCZNJ**

Mission 08: **DKVWGSQK**

Mission 09: **GKQZBLCT**

Mission 10: **DCMHRPFG**

Mission 11: **WZGNJYZX**

Mission 12: **JDZFMFLV**

Mission 13: **SPBCTRRG**

Mission 14: **SPWVJKDH**

Mission 15: **LPKQBPFZ**

Mission 16: **TDLJGSHX**

SUPER METROID

BOUNCING BOMBS: You all know how to lay five bombs, but do you know how to charge your bombs? Asks Ryan and Daniel of Spotswood, Victoria. Well, they do and they've told us. Here's how. Firstly, charge up your beam then roll in a ball, still holding down and charge. The longer you hold the buttons, up to six seconds, the bigger the charge to the bombs will be. If you hold down for six seconds, Samus will automatically release the bombs at the highest bounce.



STUNT RACE FX

RESET FROM PAD: One of the little niggles that gets up our noses when playing this great game is that you can't go back if you select the wrong Trax without getting up, walking over to the Super NES and pressing the Reset button. Oh, such an effort. So for you couch potatoes out there, press **L, R, SELECT**, and **START** simultaneously.

MORE R.C.: Unknown to many, there are more Radio Control tracks, four in total, actually. To find them you must complete a Stunt Trax and get a perfect, then on the Stunt Trax selection screen press up and the Radio Control Trax will appear. Select this and press right to chose between four increasingly difficult Radio Control Trax.

DIAGONAL VIEWPOINT: Andrew Grbac from Wonga Park in Melbourne has managed to find an extra viewpoint, accessed by holding **L** and **R** while pressing **SELECT** during a race.

SUPER BOMBERMAN 2

FINAL BOSS: This excellent game still hasn't been released officially yet, doh! But lucky reader Adrian Tchen of Elwood in Victoria has got himself an import copy and has sent to us directions of defeating the

stage five boss, Plasma Bomberman.

In the first stage he will throw strong bombs. Make sure you get everything as you'll need it in the next level. Plasma then jumps onto a robot beast. Every so often it releases three ghost heads which move around until they disappear. To defeat the robot beast, stay at the bottom of the screen because it will charge down and return back up again. There is enough space for a brave Bomberman to stand in front of it and when you can set a bomb to go off in its face. Eventually the arms will explode, and then the body. Plasma Bomberman will surrender and hop down to congratulate you, but before he does a beam shoots from the remains of the beast robot and you find the mastermind of the invasion, a huge eye! It floats around the screen and the only way to damage it is to throw bombs at it. Defeat it and you will triumph!

FINAL FANTASY II

SOUND TEST: The Final Fantasy series is really popular over in Japan and the music is good enough that you can buy it on CD. However, if you've got the cart you can still hear the great tunes in their entirety by accessing this secret sound test. All you need to is press **DOWN, START, SELECT** and **B** on the title screen.

FATAL FURY SPECIAL

PLAY AS RYO: You can play as Art Of Fighting's Ryo in the latest Super NES version of the Neo Geo quasi-classic. When the Takara logo is displayed press



DOWN, DOWN-FORWARD then **FORWARD, DOWN-FORWARD, DOWN, DOWN-BACK, BACK** and **X**. If successful the flames on the title screen will become a mystical blue.

LETHAL ENFORCERS

99 LIVES: You'll have to be a good shot to get the bonus lives, but it's not too hard. When you're up against the knife throwing boss shoot the knives and every tenth one you hit awards you with a 1 up.

ACTION REPLAY CODES

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

NES ACTION REPLAY CODES

ADVENTURE ISLAND

This month's NES Action Replay codes are brought to you by a dude who forgot to write their name on the page.

- 0000 3F03** - Infinite lives
- 0000 6D02** - Never lose fireball
- 0000 6E02** - Never lose skateboard (use with fireball code for invincibility)

ADVENTURE ISLAND 2

- 0007 D203** - Infinite lives
- 0000 7C20** - Start and stay with blue dragon
- 0007 D501** - Start and stay with axe
- 0000 7C40** - Start and stay with pterodactyl
- 0000 7C30** - Start and stay with red dragon
- 0000 7C50** - Start and stay with purple dino
- 0000 7C10** - Start and stay with skateboard
- 0000 7C90** - Invincible Higgins

WIZARDS AND WARRIORS

- 0000 7702** - Infinite lives
- 0000 760C** - Infinite energy

TOTALLY RAD

- 0005 D402** - Infinite lives
- 0000 6F06** - Infinite magic
- 0000 6E06** - Infinite energy



SUPER NES ACTION REPLAY CODES

SUPER MARIO ALLSTARS

MARIO III

7E07 4707 - This code from Karl Hesterman of Gundagia in NSW changes Mario into a cloud on the map screen, allowing you to skip stages. When you are in a mushroom house or a stage which has been completed you will have a permanent tail and can swim through the air!

NHLPA HOCKEY '93

Some prefer EA's '93 edition to the '94 edition, simply because the other players bleed all over the ice when you deck them, but both are fine games. Anyway, for the '93 version Jamie Diaper of Dubbo offers these interesting codes.

- 7E13 F5FF** - Computer has six players but no goalie
- 7E13 F1FF** - No computer players at all
- 7E19 4B00** - Weird ice rink
- 7E00 E700** - Puck bounces higher
- 7E00 E733** - Puck doesn't leave the floor
- 7E00 E7FF** - Puck bounces very high.

ASTERIX

Codes from Lam Huynh.

- 7E05 F003** - Infinite energy
- 7E05 F907** - Timer stop
- 7E05 FD03** - Infinite lives

SUPER STREET FIGHTER II

Daniel Monaghan from Auckland in New Zealand sent us a list of heaps of codes for the just about the best game on the Super NES - in the opinion of some anyway.

7E05 3190 - Unlimited energy for player one

- 7E07 7190** - Unlimited energy for player two
- 7E05 EA00** - Special moves in mid air for p1
- 7E08 2A00** - Special moves in mid air for p2
- 7E05 E609** - P1 has fast fireballs
- 7E08 2609** - P2 has fast fireballs
- 7E05 2401** - Quick recovery from fireballs for

p1
7E07 6401 - Quick recovery from fireballs

for p2

- 7E05 9C01** - Extra turbo speed for p1
- 7E07 DC01** - Extra turbo speed for p2
- 7E05 9B01** - P1 is invisible
- 7E07 DB01** - P2 is invisible
- 7E06 6E00** - P1



never gets stunned

- 7E08 AE00** - P2 never gets stunned
- 7E05 3702** - P1 has combined Dragon Punch/Hurricane Kick
- 7E07**



- 7702** - P2 has combined Dragon Punch/Hurricane Kick
- 7E08 110X** - P1 fights same opponent throughout game (X = 0-F)
- 7E05 010X** - P2 fights same opponent



- throughout game (X = 0-F)
- 7E05 3602** - P1 changes colour when hit
- 7E07 7602** - P2 changes colour when hit
- 7E05 3430** - Super high jump for p1
- 7E07 7430** - Super high jump for p2
- 7E00 BF10** - No backgrounds
- 7E1D 3FOA** - Turbo speed

Stunt Race FX

Expert tuition this month for potential Stunt Race FX champions. Narrow roads, poor visibility and the presence of obstacles characterise the Expert circuits. Nervous types steer clear!

As the fog lifts from King's Forest visibility improves, but a clear head is more important. Venturing into these woods is no picnic!

1. S-Presso

Approach the first left-hander of this S-bend by shaving the corner and cutting deep into the far side. Steering hard-left lines the car up for a Speed Booster preceding a tough right-hander. Clip this bend, then steer hard right. The final left-hander is tackled differently, depending on which car you're driving: Generally it's okay to steer hard-left soon after tucking in close to the left. However F-Type requires a little more caution as it is lighter on the ground.

NINTENDO'S BEST-RECORDED COURSE TIMES

4WD - 2' 15" 89
 Coupé - 2' 07" 43
 F-Type - 2' 07" 36



(ABOVE) Speeding over the bridge requires this blue gem.

2. Burning bridges

The mist-sodden bridge places a lot of drag on the cars' tires, so lighten the load by using their jumping power to maintain speed. Ensure the car is well balanced before performing this technique, otherwise disasters occur.



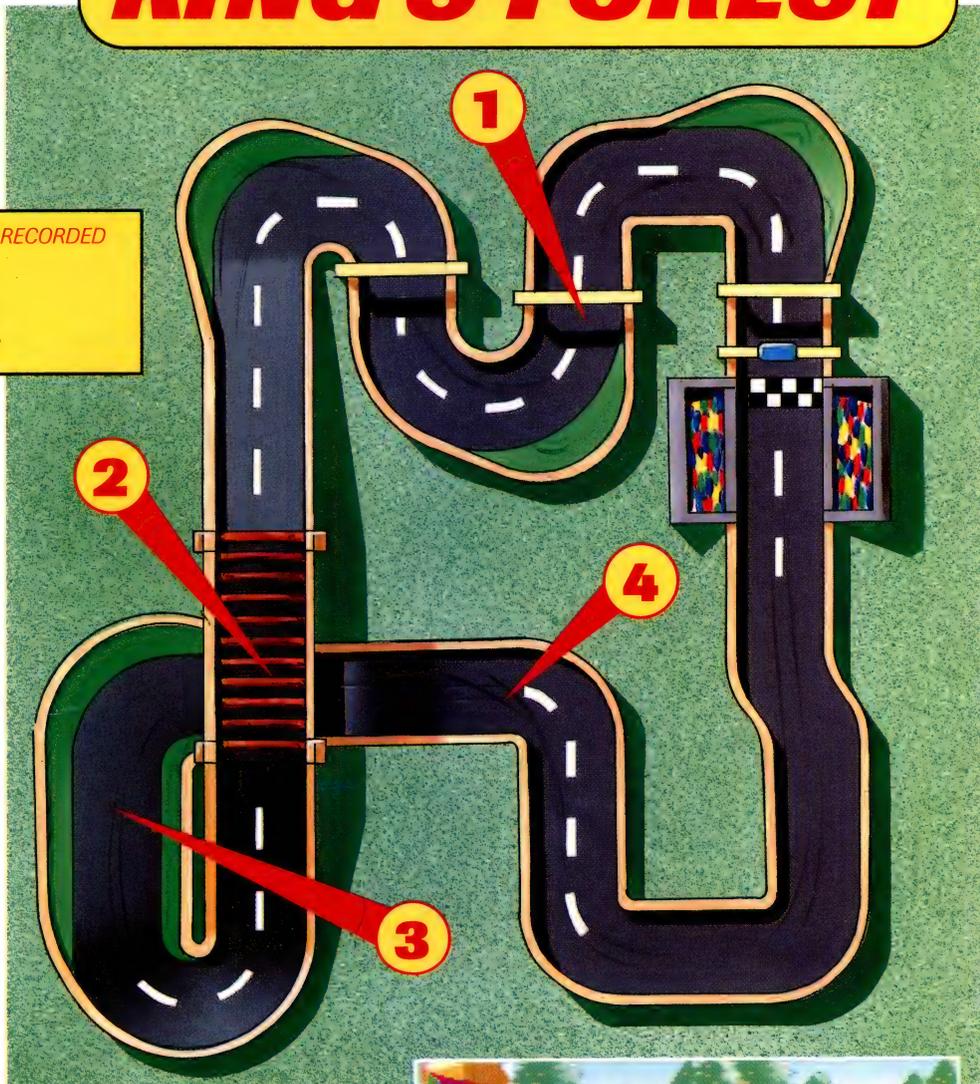
(ABOVE) Coupé prepares itself for the sudden drop ahead. Don't forget to line up for the right-hander at the bottom!

3. Woodland trail

Enter the right-hander at the bottom of the drop as straight as possible then veer sharp-right to collect the Speed Boost. The trail following the bend is best approached head-on and driven completely steady as it is very narrow. Slice the right-hand corner at the end of the trail.



KING'S FOREST



4. Flyin' align

A severe drop greets drivers at the peak of the incline preceding the final bend. It is essential to have the car correctly aligned for the turn ahead as re-adjustments are tough after landing. Don't try to alter the car's balance here.



(ABOVE) Aim for a soft landing at this jump to save time.

SEA BREEZE

Cheek-blowing speeds are reached along the magnificent straights of the Sea Breeze circuit. Two half-pipe sections offer extra potential for racing the wind. Yee-hah!

1. Full-on half pipe

After closing tightly in on the first left-hand corner, follow the trough of the half-pipe chicane as it curves slightly to the left, then prepare to hug the right-hand corner on leaving. This is a set-up for the ensuing left-hand bend, which is taken wide.



2. No splashing

The slowing effects of the pool of water that has collected at the bottom of this incline are minimised by having the car jump free. Also don't miss out on the Speed Boost, which is slightly camouflaged by the water.



(ABOVE) F-Type is the worst car going for the Expert courses. Its limitations are obvious in sections like these, where a limited jumping ability drains the car's speed no end!

3. Twist and shout

Two striped trestles create a minor irritation in the second half-pipe section, but they're no cause for alarm; especially since it's possible to jump over them. However the half-pipe itself is a nightmare! It's safer to follow the lowest possible route, though tactical use of the sides creates more speed.



(ABOVE) The only problem in doing this is that the trestles remain an obstacle for all three laps - unless one of the other cars crashes into them.

NINTENDO'S BEST-RECORDED COURSE TIMES
 4WD - 1' 51" 36
 Coupé - 1' 52" 67
 F-Type - 1' 54" 78

RACING TIP 1: Cornering technique

Always balance speed with control when cornering. Keeping gas full on whilst steering too hard causes all cars to lose traction, whereas being too cautious generally involves slowing down unnecessarily so time is wasted regaining speed. Hair-pin bends require the use of brakes and Boost injection for cars to pull in close to the barrier and power away but the general rule is to make as little adjustment as possible.



WHITE LAND

Though confusing and maddening at first, White Land is one of the most fun circuits in the entire game once its secrets are known. It's also right up there with the most bizarre...

1. Slip and pride

All four cars tackle the first, extended right-hand bend in a unique way. 4WD finds it easy to trundle around, hugging the corner quite tightly without much fear of slipping. Coupé is easy to right should it slide out of control, though clipping the inside curve neatly then gently edging round the rest is best. F-Type fares better when drivers tap the R button lightly to keep swinging the back end of the car out slightly. 2WD's traction is good enough to attack the corner like any other.



2. Taking the hump

The first snowy hillock encountered isn't too damaging on the suspension, so it's okay to let the cars settle on their own accord after air surfing for a split second.



3. S-slippy

Like most of the S-bend/ chicanes in Stunt Race FX the one approached on the fly-over bridge is made light of by powering straight on through.

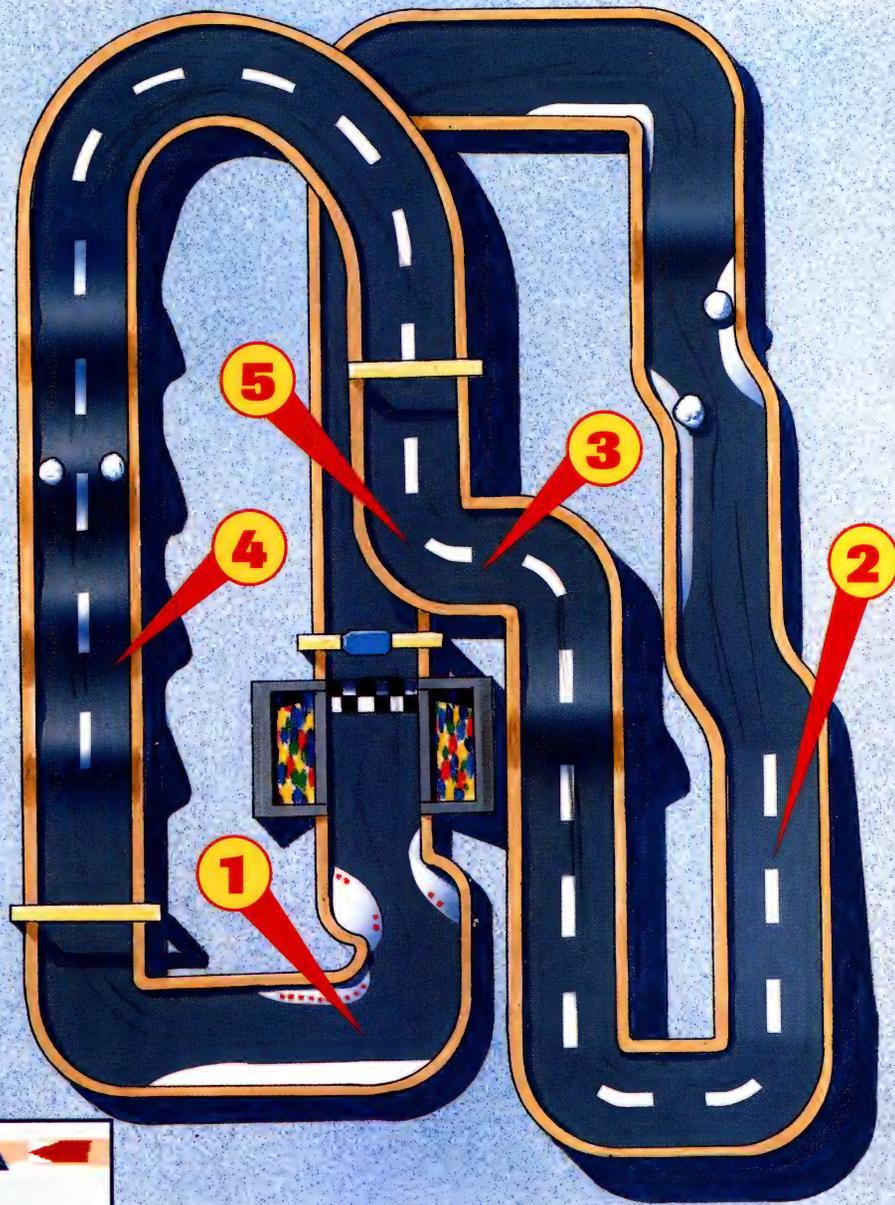


4. Rattling rivets

Short of slowing down completely and gently nosing down each and every one, a driver's only hope of saving face and speed here is to perfect the timing of jumps to soften the blows. A Red, damage-repairing gem awaits all survivors on the other side.

NINTENDO'S BEST-RECORDED COURSE TIMES

4WD - 2' 28" 63
Coupé - 2' 32" 07
F-Type - 2' 26" 94



(ABOVE) Lift off! 2WD's bridge stunt is cool. Pity it leaves a driver's chance of a record time in the deep freeze!

5. Jumparama

Not only does 2WD look impossibly cool, it can perform the impossible too! At the start of any race or time trial, as 2WD passes beneath the fly-over bridge, press the jump button and watch 2WD soar into the sky, whereupon it lands on the fly-over. Incredible! Well, not really because this actually puts it back half a lap. Gnnh!

NIGHT CRUISE

Head-on collisions are common for drivers who are unfamiliar with the many road obstacles found on this circuit. Fox McCloud is available to help, but only those who know his secret.

1. The slalom

A series of four traffic islands line the road. To their left is a Damage Repair gem, to their right is a Speed Boost. Obviously the boost is the most useful to skilled drivers, however its collection involves some nifty manoeuvring as a line of traffic cones block the exit to this route.



(ABOVE) As Coupé stumbles into the crash barrier the Starwing logo falls loose. See 'Cunning' for more info.

4. Cunning

Dislodging any of the Starwing logos causes Fox McCloud to fly his ARWING down the stretch of road referred to in point 2. He drops a bonus Speed Boost into the left-hand lane.



2. Left! Left! Left!

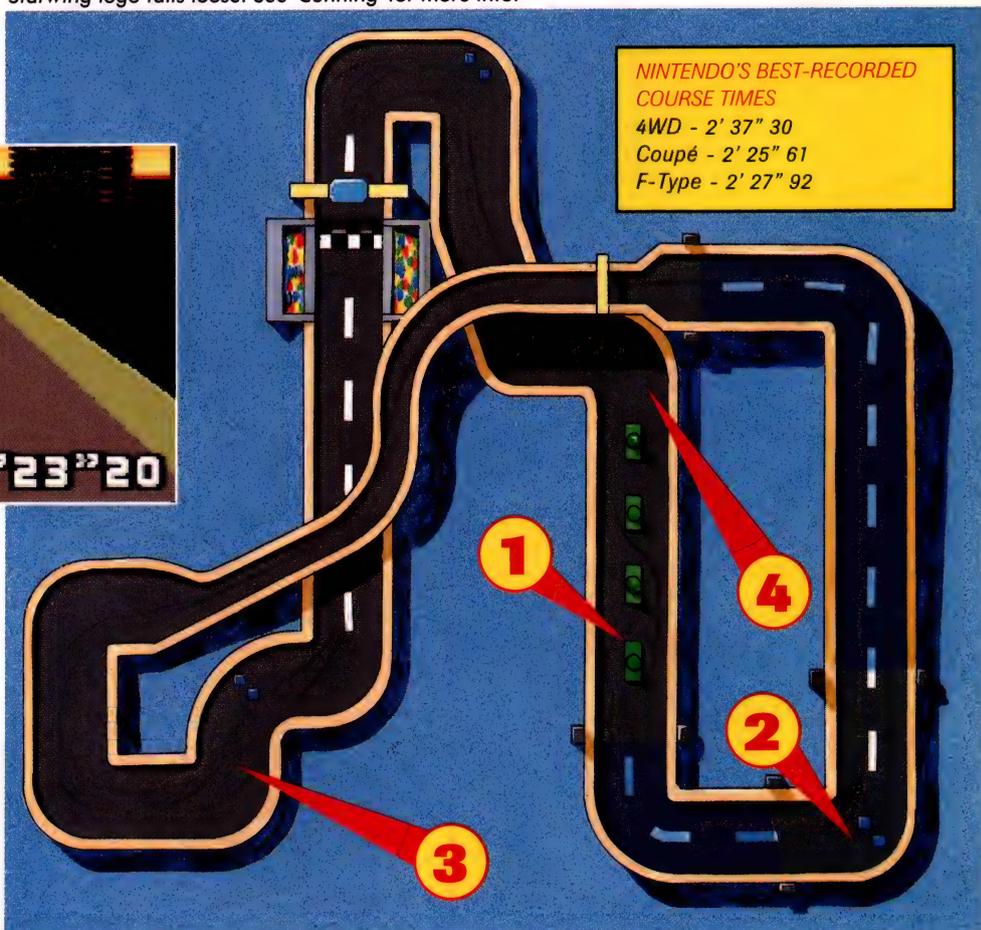
After leaving the first tunnel, during which the inside left corner is clipped, keep extremely close to the inside corner of the next left turn. This is doubly helpful as it avoids smashing into the pair of crates left lying in the road.



(ABOVE) Actually this corner is going a bit wrong for Coupé. Still, at least it's managing to avoid those crates.

3. Flight crates

From the air this right-angled series of bends looks impossible to negotiate. There's really no cause for alarm because all cars find it no trouble to just glide through like an ARWING down its launch chute...



RACING TIP 2: Weight control

A car's weight distribution is an important consideration for expert drivers. This may sound spurious but circuits such as White Land prove otherwise. Controlling cars as they fly off the tip of a verge or struggle to maintain a flawless run over a series of ramps necessitates balancing the car just right in order to make perfect landings each time. Speed is maintained and damage kept to a minimum.



NEXT MONTH...

...buckle down for the Master Class. We also reveal some of Stunt Race FX's best kept secrets alongside the NMS team's fastest course times.

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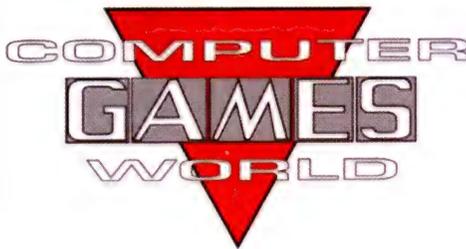
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VIDEO GAME.



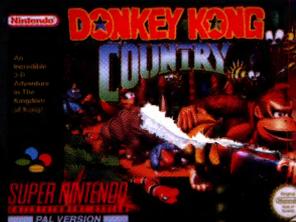
HUGE FUNKY
MONKEY GRAPHICS



WET AND WILD
ACTION



THE PRIMATE
FOR EVERY CLIMATE



LATEST
RELEASE

"THE MOST STUNNING SUPER NES GAME
TO DATE 96%" - NMS