

ALL THE GAME BOY, NES, SUPER NES & NINTENDO NEWS YOU

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ARINGAL NEWS
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Nintendo®

MAGAZINE SYSTEM

ISSUE #22

JAN '95

FEEL THE FORCE

Super Return Of The Jedi

all the latest
news on the

ULTRA 64

the new

Nintendo 32 bit
em

straight from
Japan

plus

Illusion Of Gaia

WARIO BLAST

Jurassic Park 2

pitfall

PLUS LOADS OF COOL THINGS TO WIN &



5012

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THE X-CITEMENT RETURNS IN DECEMBER!



Marvel, X-Men including all character names and likenesses: TM & © 1994 Marvel Entertainment Group, Inc. All rights reserved. Distributed by Fleer Corp.

• **All-new original artwork**
hand-painted by today's hottest comic and fantasy artists!

• **Chromium**
Fleer's first! Ten Cards painted by Julie Bell and Boris Vallejo

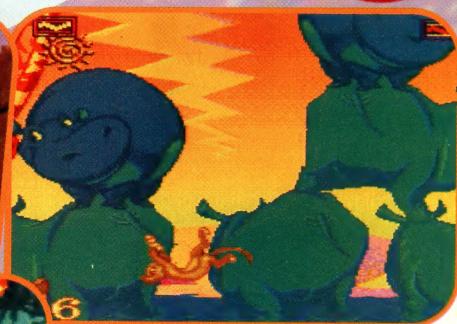
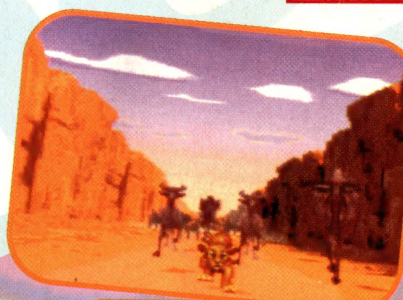
• **Power Blast**
Nine etched foil cards. Depicted in all their glory by Dave DeVries

• **Suspended Animation**
Ten plastic cards, four showing the front and back of the characters, painted by Gary Ciccarelli

THE ROAR OF THE JUNGLE



Disney's latest 'classic' animation is the rather fabulous *The Lion King* and, as with most Disney films, the game is not far behind. The *Lion King* tells the story of Simba, a young lion cub growing up in Africa and the game takes you on his journey across the land, showing you all the scenes from the movie and introducing you to all the featured characters. It's been developed by Virgin Interactive Entertainment in close collaboration with Disney and an excited Disney executive has been quoted as saying "Never before have players been able to participate so fully in the emotional experience of the film." He also said "*The Lion King* game is brought to life with unparalleled animation, non-stop action and dramatic confrontations." Yep, you guessed it, it's a platform game, although there is a token Mode 7 bit which sees young Simba fleeing a stampeding herd of wildebeest (much like Sony's *Mickey and the moose*). Virgin's *Lion King* is due to be released by someone sometime soon, so stay stuck to NMS for more lion-related lunacy.



Timon the meerkat eyes some tasty treats.

EA SPORTS '96

Not satisfied with being the best, Electronic Arts has just cranked out the 1995 spec versions of their ever popular EA Sports series. As is the standard for EA Sports' games, the latest versions are even smoother and have more options, etc. than the previous



NBA action ahoy!

year's efforts.

How do they keep doing it?!

NBA Live '95

promises to be the ultimate basketball game, and with its FIFA

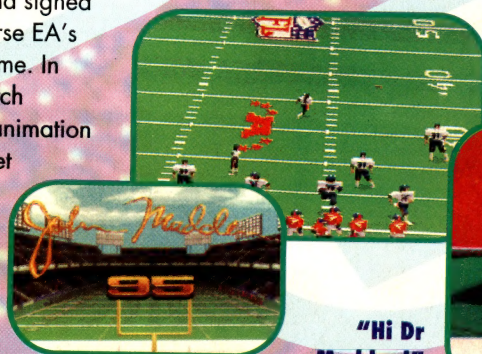
like gameplay, backed by EA's vast experience in creating top notch sports games, no one's going to argue! All the NBA teams are included as well as all the current top players, including big man Shaq.

Gridiron fans will be pleased that good old John Madden has gotten up off of his couch and signed another deal to endorse EA's American football game. In

Madden '95 the pitch scrolling and player animation has been improved yet again and the viewpoint has been altered slightly to give a better overall view of the game.

With more new plays and a total of 32 teams to choose from, Madden '95 is bigger and better than anything else on the market!

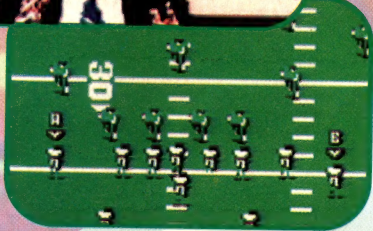
Madden is also making an appearance on the Game Boy in glorious Super Enhanced colour. The Game Boy version is obviously somewhat cut down to fit on the Game Boy, but the developers promise to retain the feel of the Madden series.



"Hi Dr Madden!"

"Excuse me, I have to go to the bathroom."

HI EVERYONE! WELCOME TO MADDEN '95 FOOTBALL!

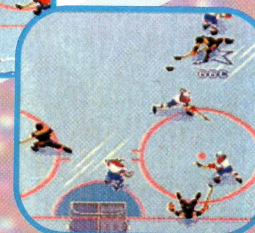


NHL '95 is once again licensed from America's National Hockey League and the NHLPA, so technically it will be an exact simulation of the '95 season. As with Madden '95, EA's ice

hockey game comes in for what are mostly cosmetic changes in the animation department, as well as the addition of new teams. The game also gives you the option to dabble in the managerial side of running a successful hockey team by letting you

trade players to make your team stronger. There hasn't been a decent golf game released in ages so fingers crossed we'll get **PGA Tour '95**. This version actually does have vast improvements over the previous versions with a new game engine and far more options than you'll probably ever look at, let alone use. This certainly looks like a game that could put a serious strain on some father/son relationships when it comes to sharing the television!

Unfortunately, we're not sure if Metro Games will be releasing any of these games down here because when we called them nobody answered the phone because they were all out watching a silly horse race.



"I say, my caddy's just started talking in Japanese!"



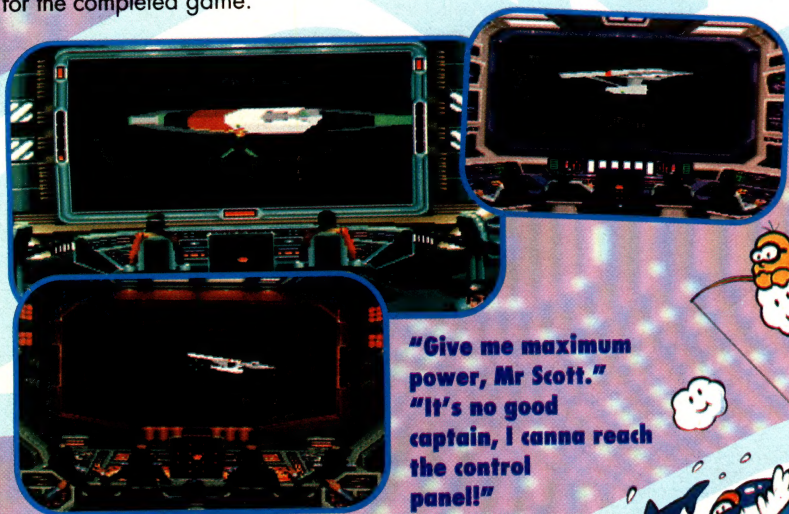
NEWS

STARFLEET ACADEMY

Do you have what it takes to be a Starfleet captain? Would you go boldly where no one has gone before? Before your application can be accepted, we'd like you to take a little test...

Interplay's latest Star Trek game for the Super NES, *Starfleet Academy*, gives you the chance to sit in the biggest seat on the bridge of a starship. Go from humble rookie at the Academy to a full fledged Starfleet Commander, just like Kirk or Picard! However, you don't just have to be a goodie goodie two shoes Federation officer, you can also choose to join the ranks of either the Romulan or Klingon Empires!

The game is seen from the bridge with polygons used to make up other ships. There is a fair role-playing element, too, with your missions requiring you to visit planets in distant galaxies to meet, trade or wage war on the multitude of alien races. *Starfleet Academy* is quite a bit different to the disappointing Next Gen game and we hold high hopes for the completed game.

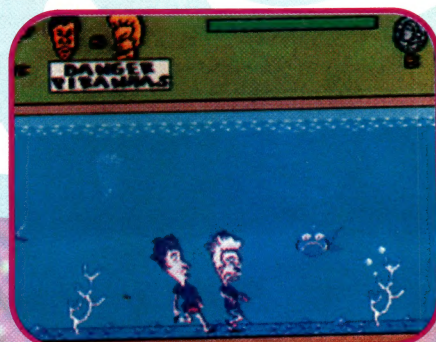
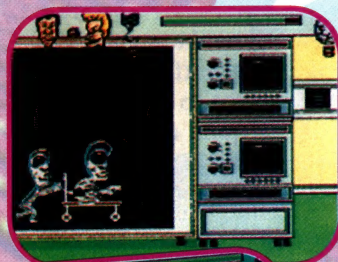


"Give me maximum power, Mr Scott."
"It's no good captain, I canna reach the control panel!"

MARIO STRIKES BACK!

With Donkey Kong currently the star of the Nintendo camp, many people have been wondering where and when his arch enemy Mario will turn up next. Where's the sequel to *Super Mario World*? Be patient, my pretties, for it is on the way. Mario will return to the Super NES next year in an all new adventure set to make his first Super NES game look like a stroll in the playground! The new Mario game will take up a whopping 44 Mbits of memory and will possibly be a two-player adventure featuring Wario! When will it be out? Will the cart contain Nintendo's new 32bit processor? Find out soon in NMS.

beavis & butt-head



"Hey Butt-head, I wonder if she's a diver?" "Ask your mother."

That reprehensible duo of social misfits, Beavis and Butt-head, have got their own game out in America. It features the disgusting pair getting up to all sorts of hooliganism in an effort to sneak into the Gwar concert. The game is a lightweight walk along and avoid the baddies affair but the emphasis is on the humour generated by Beavis and Butt-head's anti-social antics. The very dull graphics, like the cartoon, are drawn as Beavis and Butt-head would draw them and the game contains an overload of nose-picking related obscenity, attracting an M-13 rating in America!



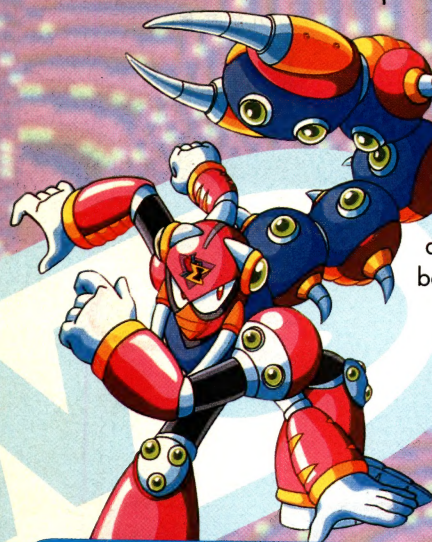
How long till we can explore the delights of *Super Mario World 2*?

MEGAMAN X2

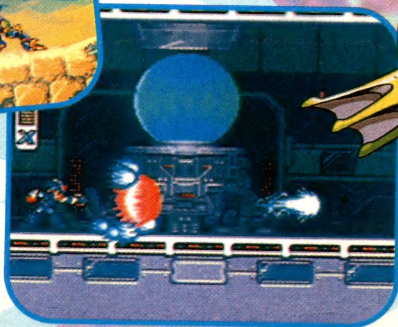
NEWS



Megaman has at last made his second appearance on the Super NES in an all new action-packed platform blaster. Entitled Megaman X2, Capcom's blue-suited marvel has eight terrible new robots to go up against, each taking on the attributes of animal such as a crocodile, a scorpion, an ostrich and even a snail! Needless to say, Megaman has acquired a line up of formidable weapons including an awesome new fireball. Megaman X2 currently isn't scheduled to be released in Australia although Japanese versions are available now and the American version will be out early in the new year.



Megaman's new found abilities include this whopping fireball.



STAR WARS AND OTHER COMICS

If you can't wait for the 20th anniversary re-release of Star Wars (complete with new sound and effects) in cinemas in 1997 and the three prequels to follow, take a look at the latest Dark Horse Star Wars comics. **Dark Lords Of The Sith** continues

over two six issue parts and follows the paths of a group of young Jedi knights caught in the middle of a resurgence of the dark side. Issue one is on sale now. The **WILDC.A.T.S.** are a team of Kherubim heroes who are constantly fighting to the death against their arch enemies, the evil

Daemonites. Their monthly comic will be out in March, along with that of their Image stable mate, **Spawn**.



POCKET PAC-TRIS

Namco's Super NES puzzler Pac Attack, a curious blend of Tetris and Pac Man, has made it to the Game Boy in a blaze of Super Game Boy Enhanced colour. The different game types are included and we assume Pac Attack supports the Game Boy's Gamelink system, so head-to-head battles can be waged on the go.



X-KALIBER BACK FROM THE GRAVE

Remember Activision's X-Kaliber 2097? We reviewed it back in in issue 15 where it received the lowly overall rating of 42. A very sad effort, indeed. So why are we reminding you? Because Sony Electronic Publishing, in its infinite

wisdom, have decided to re-release it. Those of you in the market for a sub-standard stroll along beat 'em up take note, X-Kaliber is exactly that.

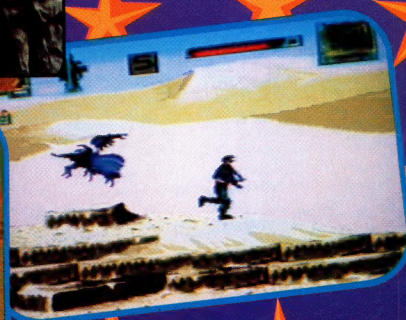
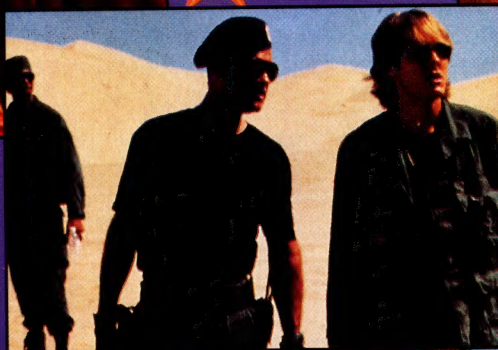
PREVIEW *SUPER NINTENDO* ENTERTAINMENT SYSTEM

stargate

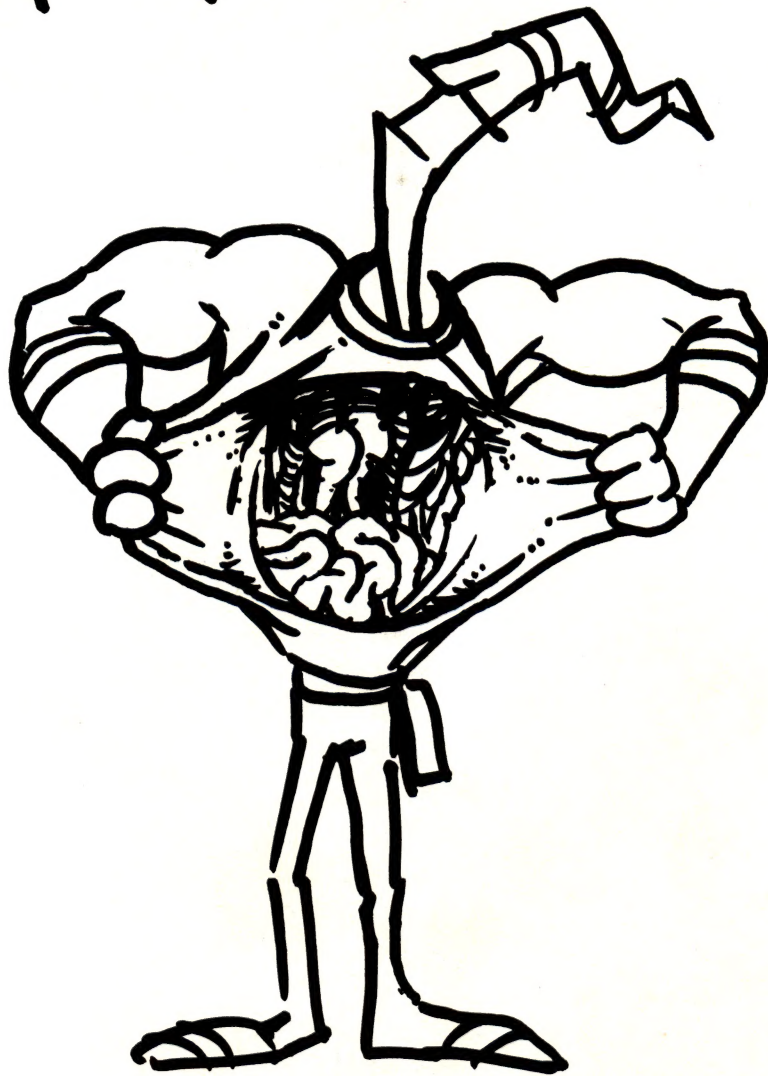
Stand by for Stargate, a \$60 million Hollywood sci-fi blockbuster set to hit the screens this summer. The film's hero is a bloke called Colonel Jack O'Neil, a well 'ard macho-man-type geezer who's been sent on a top secret mission that's so secret he doesn't even know what it is!

Anyway, archeologists have discovered some ancient stone tablets near the pyramids in Egypt which hold the key to travelling through to the underworld. Needless to say, evil forces wish to take control and our hero, played by Kurt Russell, is obliged to put a stop to it.

In the game you play Colonel Jack and you basically have run around a platform based environment shooting some rather nasty looking bugs and evil Egyptian dudes. There are also a few Mode 7 based levels thrown in to spice up the action. The 16 Mbit game is due out sometime early this year. Stay tuned for the inevitable review.



HE HAS NO SPINE,
BUT HE'S ALL GUTS.



EARTHWORM
JIMTM
SNES[®] • MEGA DRIVE



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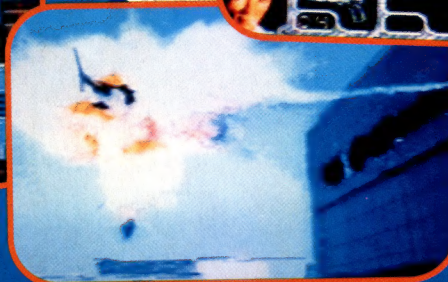
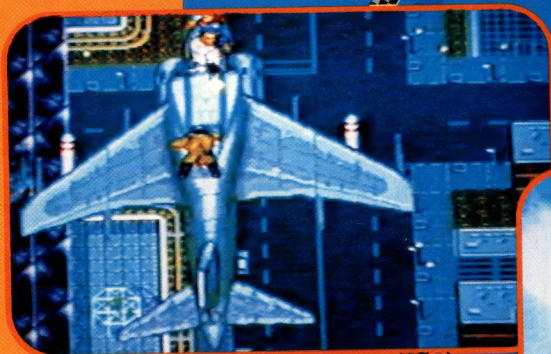


Arnie's recent film *True Lies* had a much better reception from critics and at the box office than his previous flick, *Last Action Hero*, and he's hoping the Super NES game will do likewise. After all, *Last Action Hero* was probably the worst game ever released for the Super NES, with one UK mag rating it at minus eight!! Fortunately, old iron head Arnie doesn't have much to worry about because we've seen a preview version of *True Lies* and it's looking quite smart!

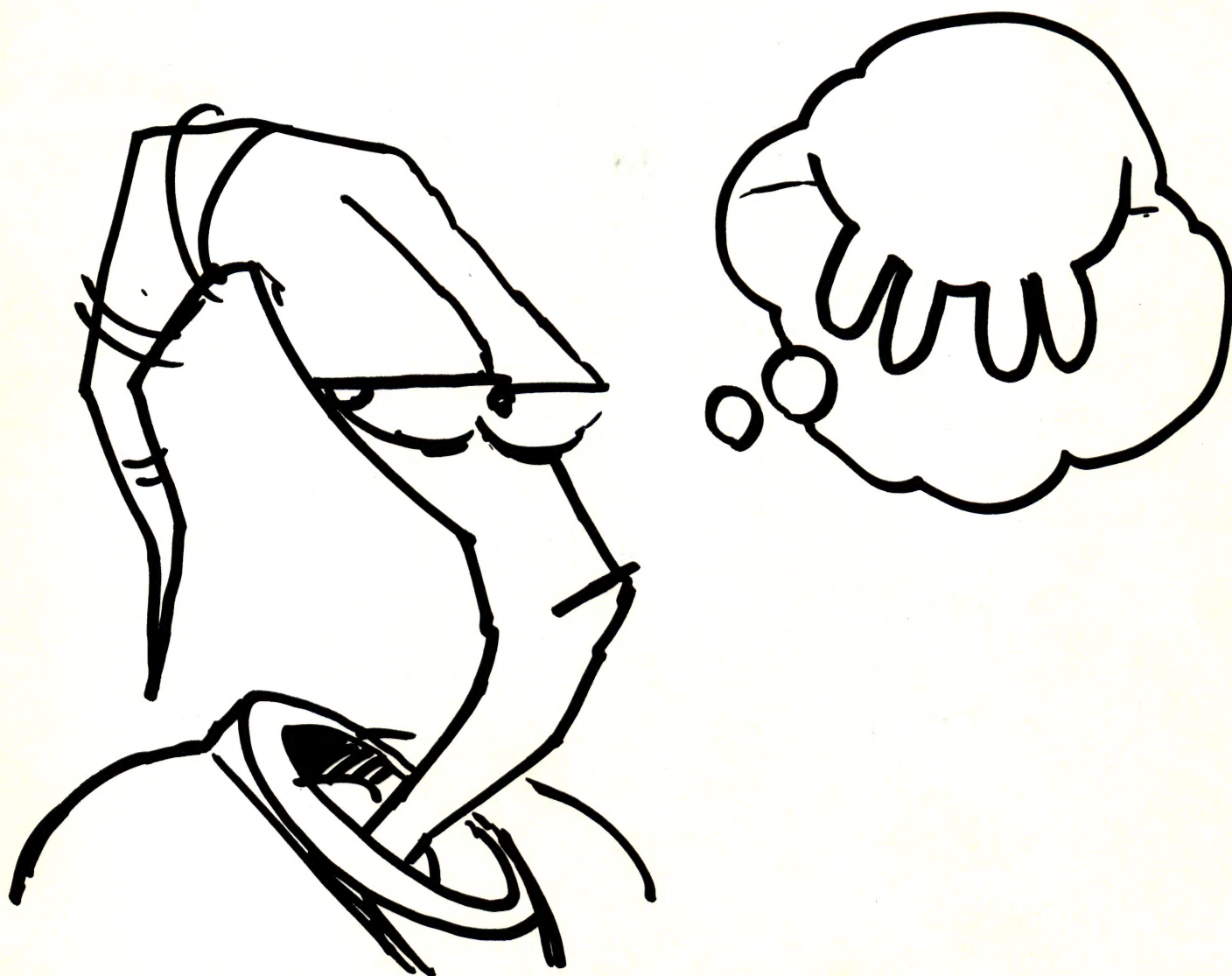
The action is seen from above as you guide Arnie through eighteen levels of terrorist-terminating mayhem, your mission being to stop the terrorists before they detonate the stolen nuclear warheads. Or something. Like any good film licence, the game follows the plot with each level resembling part a scene from the film and the levels are linked with nice still images from the film.

True Lies is being developed by Australia's own Beam Software and so far they've done a pretty smart job. We especially like the shopping mall level where you can get the shotgun. Innocent bystanders beware! Look out for a full review soon, perhaps next month?

TRUE LIES



He HAS A THING
FOR COWS.



EARTH WORM JIM™

SNES® • MEGA DRIVE



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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: JVC
- RRP: \$139.95
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 16 MBIT

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** 3
- **OPTIONS:** Passcode, stereo etc...

GAME INFO

- **GAME ORIGIN:** The third film in the Star Wars series
- **GAME DIFFICULTY:** Tough
- **1ST DAY SCORE:** Got to Wicket's level
- **ALTERNATIVES:** Super Star Wars, Super Empire Strikes Back

CONTROLS

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

- | | |
|--|-------------------------|
| X Activate power - up | A Block |
| Y Use weapon | B Jump/jump spin |
| L/R Look up or down
R: Look up or down | |
| S START: Pause
SELECT: Choose power - up | |

A new Death Star is under construction and the Empire is stronger than ever. Under the guidance of the Emperor the domination of the universe by the Dark Side looks complete. But there are still heroes determined to fulfil their own destiny. Luke Skywalker, Leia and Chewbacca prepare to free Han Solo from the criminal clutches of Jabba The Hutt. If they're successful the next mission takes place on the forest moon of Endor where, with the help of an Ewok or two, the Death Star's shield generator must be destroyed. Providing there's still no hiccups it's down to Lando and Nien Numb in the Millennium Falcon to blast every TIE fighter into oblivion, Han, Leia or Chewie to get the shield down, and Luke to cross sabres with Darth Vader and the Emperor. But the ultimate test still remains - fly the Millennium Falcon into the metal labyrinth of the Death Star and destroy it once and for all.

Following the plot of the film closely, players get to choose between Luke, Leia, Han Solo, Chewie and Wicket the Ewok. Each character has at their disposal a unique set of skills, with Luke using the force and Solo sticking to his good ol' blaster. But players have to familiarise themselves with vehicles as well as characters with the landspeeder, Speedbike and Millennium Falcon all having integral roles to play. One last word of advice - beware the Dark Side!

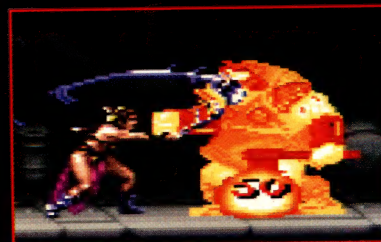


Super STAR WARS. RETURN



LUKE SKYWALKER

As a Jedi it is Luke's ability to use the force that makes him effective. With it he is able to control his Lightsabre like a boomerang when he throws it and rebound enemy fire with it. He also has the power to freeze all opponents on the screen, become invisible and restore his health with a bit of intense concentration. If he gets the right power-up, Luke is also able to move at amazing speed with maximum power.



LEIA

Leia likes to dress up and actually comes in three different outfits - in Bikini, as Boushh or in Rebel uniform. If she's got any she can make use of thermal detonators and in either Bikini or Boushh costume she can unleash a lethal energy beam. In the bikini, Leia uses a whip (hmmm...) to attack enemies. As Boushh she wields a staff and in Rebel uniform she has a laser. Leia also has a spin attack which she can execute when she has enough power.



HAN SOLO

Not one for the hocus pocus religion of the Force, Han sticks to his faithful blaster. If the heat is on though he can use thermal detonators or bombs, providing he has them of course. Han's bombs are especially effective at clearing a route through masses of blocks that prevent progress.



(BELOW) Negotiating these rocks to Jabba's palace proves very tricky when these droids start to get busy.



N OF THE JEDI



CHEWBACCA

Like his long time buddy Han, Chewie uses a blaster. He also has access to thermal detonators. Chewie's special attack is a fireball spin which takes care of enemies approaching from both sides.



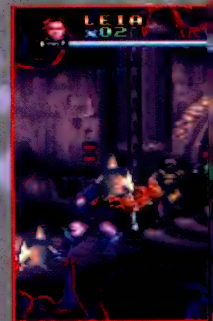
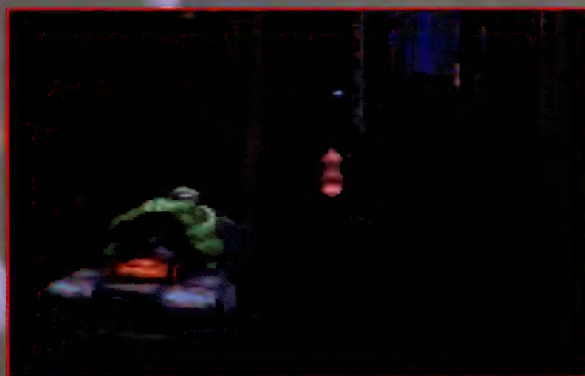
WICKET

Obviously he only turns up on certain levels on Endor where he is at home among the huge trees. Wicket comes armed with a bow and arrow and the little fella even knows how to work thermal detonators if he gets hold of them. Wicket's arrows make useful rungs for climbing, sending him higher and higher into the trees.



STAR WHEELS

The action isn't all pedestrian. Often our heroes have to get in or on something that moves very fast. The very start of the game sees the Landspeeder moving across the deserts of Tatooine, dodging rocks, rolling over pick-ups and acrobatically jumping chasms. Later on there's the chase in the forest on Imperial Speeder Bikes where either Luke or Leia are in frantic combat with Biker Scouts, firing the cannons and ramming when the enemy gets too close. Finally it's into the cockpit of the Millennium Falcon for some high-speed high jinx. The shields protect the ship from damage but they are depleted every time the Falcon is hit. The ship's cannons take care of TIE fighters and other enemy forces



LASER CHASER

If the player is using a character with a gun they might find a handy power-up now and then that improves it. One power-up transforms it into a blaster which is more powerful than the simple laser gun, another makes the bullets heat-seekers, and another makes the laser beam longer and thicker ensuring more efficient devastation. Eat proton death, empire scum!

(LEFT) As the Speeder Bike chase develops, trees and fallen branches loom fast and furious!



COMMENT



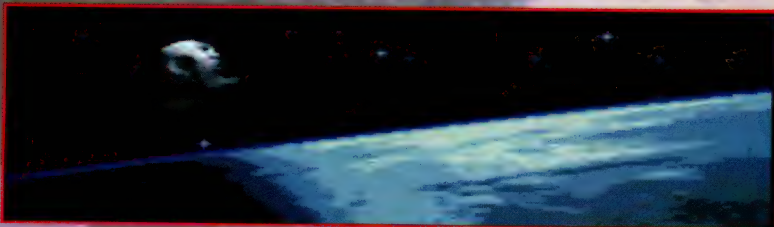
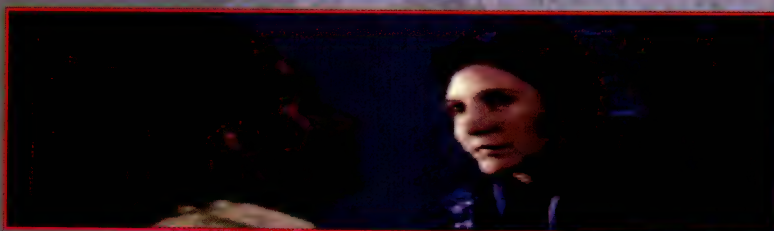
ANDY

Wow! This threequel may look alot like its two predecessors but don't let that fool you. The gameplay has been upped considerably, with more characters, more weapons, more abilities, more sound and much, much more challenge. The graphics range from ace to superb with some beautifully-drawn backdrops and speedy mode 7 sequences, and the sound has to be heard through a decent stereo to be best appreciated - it really adds a tremendous atmosphere to the whole experience. It's the sort of game you'll want to play from start to finish which, unfortunately, you'll probably be able to do thanks to the password system. However, bung it on Jedi level, crank up the volume and restrict yourself to one or two continuues and you've got one of the most thrilling platform games this year, and by far the best in the Star Wars Trilogy.

THE BEST FOR THE JOB

As has been mentioned, players get to choose the character they would like to play as. This isn't the case at all times. The game is very loyal to the film and so there are certain levels where only one character is available - only Luke can face Darth Vader and the Emperor for example. The character recommended for any mission is highlighted at the beginning of it - Leia as Boushh on the journey to Jabba's palace for example. Players are free to stick the advice of course!





THE SEARCH FOR SOLO

Split in to three basic missions, rescuing Han Solo is the first on the agenda. This involves some Landspeed action to begin with, tackling the prehistoric wildlife outside Jabba's Palace and rescuing Solo once inside, being sure to avoid mercenaries, Jabba's dancers and the Rancor Pit.

OPERATION SHIELD GENERATOR

Han is free but now Jabba's got Leia on his sail barge. Skip from barge to barge and take out the giant slug before his ship explodes. Now the action moves to Endor with a chase on the Speeder Bikes. Imperial Biker Scouts no more, it's Wicket's turn to help out by ascending his forest home with the aid of his bow and arrow.



ATTACK ON THE DEATH STAR

The action cuts to the Millenium Falcon struggling against loads of TIE fighters on the surface of the Death Star. When their struggle is over it's down to either Han, Chewie or Leia to get the shield generator out of action. But before the Millenium Falcon begins its attack, Luke has some unfinished business to settle with Darth Vader and the Emperor.

With Luke's mission complete it's down to Lando and Nien Numb to blow the Death Star to smithereens!



COMMENT



ROB

As far as faithfulness to the film goes Return of the Jedi is about as close as you can get, admitting of course that the programmers needed a degree of artistic licence to jazz up the action a bit. The most has been made of famous scenes like the Speed Bikes in the forest, Jabba's sailing barges and the Millenium Falcon's journey into the Death Star, utilising the Super NES's capabilities with non-stop action, attention to detail, Mode 7 sequences and lots more besides. Some parts of the game are really tough and constant deaths have the habit of getting a bit frustrating but while the graduation of the difficulty is a bit quirky at times, it is good practice for how intense things get as you progress. This really is a game that will exhaust you with the action. The password system is a necessary evil but will see you through the game unless you play it on Jedi level. Nevertheless, it's a superb rollercoaster of a game!

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 in-game presentation makes the most of the film using digitised stills with a bit of galactic bravado thrown in.

94

GRAPHICS

▲ The characters are faithfully animated and all of the sprites, large and small, will keep Star Wars fans satisfied.

92

SOUND

▲ All of the theme tunes are here and sound effects for the characters and the blasters sound like the genuine article.

94

PLAYABILITY

▲ The characters are easy to control, they all have differing abilities and there's loads of intense and varied action.

91

LASTABILITY

▲ On Jedi difficulty setting things are very tricky.

▼ However, the password system will see most players through the game. Use it wisely..

90

OVERALL

92

An excellent game that beats The Empire Strikes Back and Star Wars as the most successful of the three and one Star Wars and platform fans alike would be mad to miss.

JURASSIC PARK

REVIEW

THE CHAOS CONTINUES ...BUT HOW?

The movie *Jurassic Park* was based on a novel by a chap named Michael Crichton and, as is the case with most box office hits, the video games soon followed, the most successful of which was on the Super NES. Ocean made the decision to create sequels to their killer games released last year, even though there hasn't been a cinematic sequel. The first series of *Jurassic Park* games on Nintendo were overhead scrolling adventures, however the sequels have become platform games.

PART 2 -THE CHAOS CONTINUES



CART SPEC

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



COMMENT



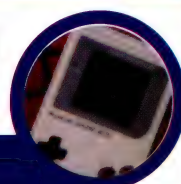
SKULL

Judging from the number of letters I've received over the past year asking for a sequel to *Jurassic Park*, I would say that Ocean's original JP games were quite popular. I particularly liked the design of the games and thought they had great potential. Unfortunately, Ocean has seen this opportunity purely in terms of dollars and seems to think that anything with the JP logo on it will sell. That may be true, but anyone who parts with their money hoping for another gripping adventure game will be sorely disappointed. *Jurassic Park 2: The Platform Game* is the most exceedingly un-imaginative generic platform game released for months! I don't know how many times Ocean has used the same game engine in the past but I have definitely played this before, albeit under a different title. This could almost be excused if JP II was a good game, but it's not. It's dull, boring, devoid of any excitement whatsoever and lacking severely in the challenge department. Ocean and its co-conspirator Sony deserve a solid bottom kicking for releasing such rubbish. This game sucks - Skull. Put that on the advertisement!

DO IN THE DINOSAUR

Jurassic Park has a large population of dinosaurs which result in innocent bystanders like yourself getting chomped. To cope with this minor hassle, Alan Grant is equipped with three types of killer weapons. His shotgun is probably the weakest out of the three weapons, but the most effective for long distance attacks; the underwater spear-gun is self explanatory; while hand grenades kill off Raptors, and the like, easily. The only downfall with the grenades is that you must be at a safe vantage point or else you're in the line of fire too. Changing weapons is as easy as pushing your select button.

RATINGS



PRESENTATION

- ▲ You can play *Jurassic Park* in English, Italian, French or German. Wow!
- ▼ Could have done with a difficulty option.

50

GRAPHICS

- ▲ Some of the big dinosaur sprites are nice.
- ▼ Nice isn't good enough! Impress us!

51

SOUND

- ▲ It's the same music as in the original!
- ▼ A roar in anger from dinosaurs when they die would have been a worthwhile inclusion.

62

PLAYABILITY

- ▲ Very simple gameplay that's easy to get to grips with.
- ▼ Too simple and slow to be of any enjoyment

65

LASTABILITY

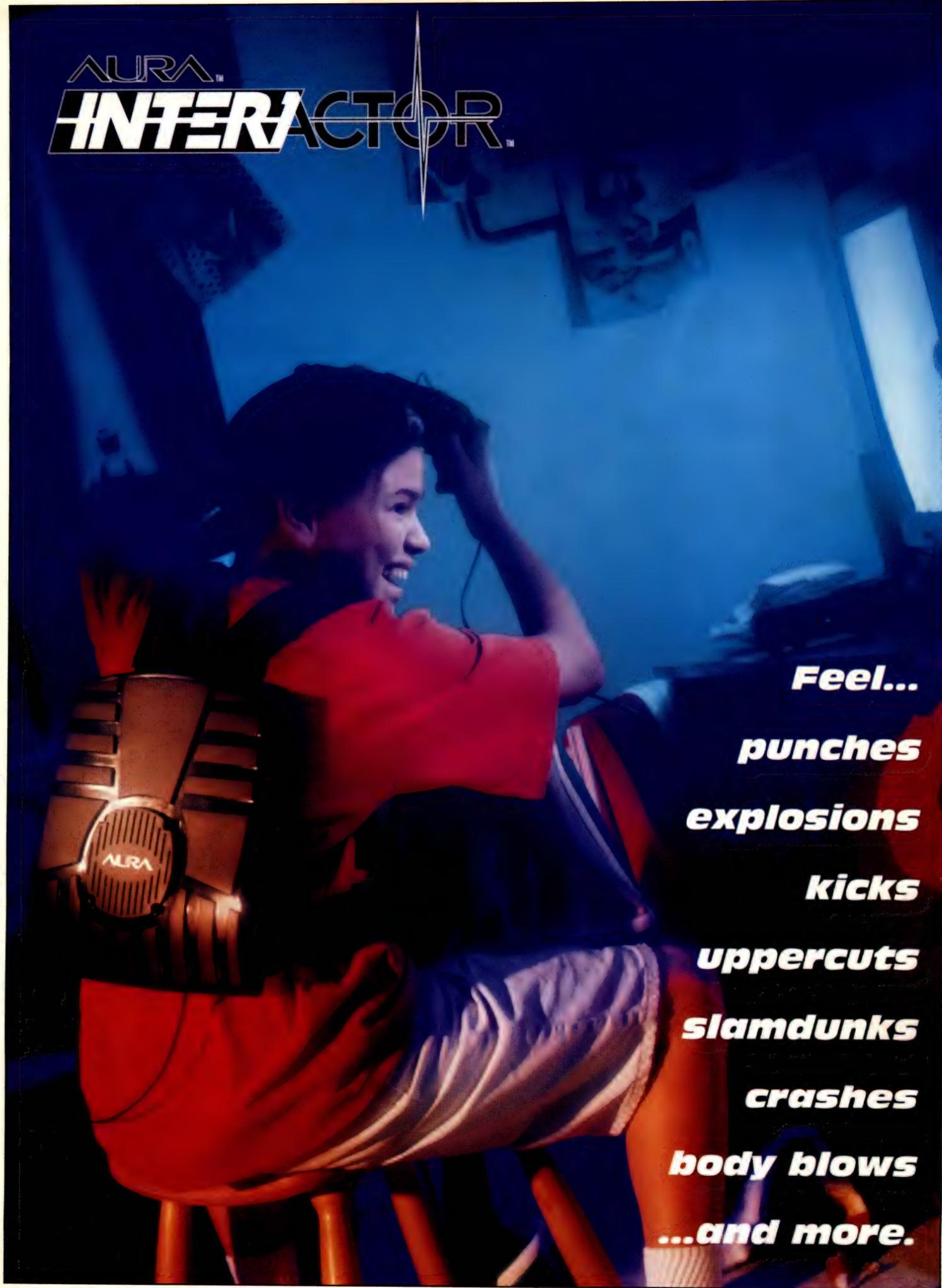
- ▼ Little to hold your interest and what there is doesn't put up much of a fight

54

OVERALL

Hmmm... I'm getting a bit sick of all these dull games that are the same, aren't you? You're not? Then check out this, there's nothing to it!

58



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REVIEW

Nintendo
ENTERTAINMENT
SYSTEM



CART SPEC

- BY: NINTENDO
- RRP: \$39.95
- RELEASE: OUT NOW
- GAME TYPE: PUZZLE
- CART SIZE: 4 MBIT

FEATURES

- PLAYERS: One or two
- HEAD TO HEAD: Think so!
- BATTERY BACKUP: Yes
- CONTINUES: Yes
- OPTIONS: None important

GAME INFO

- GAME ORIGIN: Tetris clone. Again!
- GAME DIFFICULTY: Pardon?
- 1ST DAY SCORE: Can't remember
- ALTERNATIVES: Tetris (1 or 2), Dr Mario

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Cool

- A** Pickup/Putdown stack
- B** Pickup/Putdown single
- S** Start: Pause/unpause game
- S** Select: Nyet

Is Mario is on the verge of retirement? That young upstart Wario seems to be elbowing his way into the limelight increasingly more often. And look, here he is again with a Tetris clone and the first new NES title to be released by Nintendo in quite a while.



HAVE WE GOT AN OFFER FOR YOU!

If you've played Tetris or Dr Mario, you already know the fundamentals of this game. Wario is inside a tree. Various coloured monsters are stacked in piles on the floor. A fairy at the top of the tree drops coloured bombs. As Toad, it is your job to stack similarly coloured monsters in piles of two or more in any direction (vertical, horizontal or diagonal), place a bomb of a same colour in the row ... BOOM! Less nasties to deal with. Blow up all the bad guys, and coins drop for Wario to collect before he leaves for the next tree. Simple.

COMMENT



BARAGOON

Nintendo seems to want their little family to infiltrate the wide world of games, with versions of every game that has had some success. Grab a game, alter the gameplay a tad, add a familiar face. Bingo! Instant seller (they hope). You would think, with the stacks of cash that Mr N should have, he could employ people with original ideas. Hell, of course, Wario's Woods is not original, but I didn't mind 'cause I was getting ruddy bored with platforms and beat 'em ups, and I enjoyed a game where I had to employ a few brain cells. (You mean you have some? I thought they all fell out! - Fat Boy)

Wario Woods



BUT WAIT! THERE'S MORE!

If this ... ahem ... challenge isn't enough, certain other problems present themselves to impede the progress of our little trooper. Sometimes the fairy will drop extra monsters, and there's a time limit for each tree - unless you want to be turned into forest floor pizza.



DON'T SEND ANY MONEY!

Collecting coins in a forest might seem pretty pointless. (Unless you have to spend a penny ... ha ha!) (You're fired! - Fat Boy) But save thirty coins and you have bought yourself a continue. So when Wario gets crushed by a tree, you can have another bash at it. Oh joy!

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Spiffy opening screens

90

GRAPHICS

▲ Backdrops are quite nice
▼ Moving objects were drawn with less effort

72

SOUND

▲ Such a joyous soundtrack...
▼ ...that grates on your nerves after five minutes

69

PLAYABILITY

▲ Handles well, easy to play
▼ Damn slow, and too easy on the first couple of stages

85

LASTABILITY

▲ This is a game that you can pull out and play at any time for the rest of your life. It's a test of reflexes and skill, not just to get to the ending.

91

OVERALL 80

In a world of increasing violence, it is a sight to see nice games for nice people (I am sure Nintendo could have drawn more graphic explosions)

REVIEW

SUPER NINTENDO



CART SPEC

- BY: SONY
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: FUTURISTIC SPT
- CART SIZE: 8 MBIT

FEATURES

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

GAME INFO

- GAME ORIGIN: From the familiar blood sports scenario of the future
- GAME DIFFICULTY: Medium
- 1ST DAY SCORE: 3rd league level
- ALTERNATIVES: Mutant League Football

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Sluggish

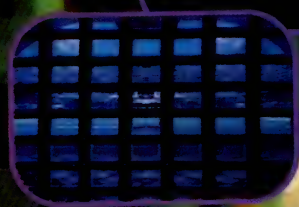
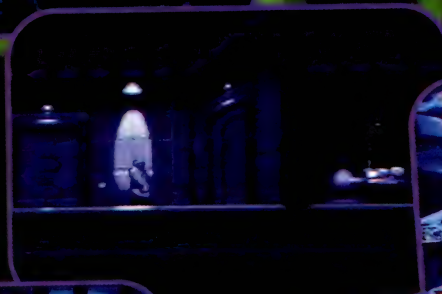
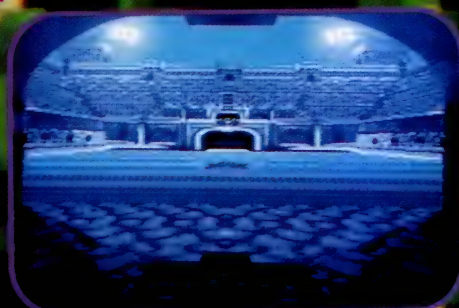
A You know, like beastly things **L/R** L/R: Nothing

B Change player **S** Start: Pause Select: Nothing

X Punch

Y Attack

The year is 2070. Now you'd think by that time most people would be at peace with themselves and one another. Oh, nooo! We've become too content with the pleasures of technology and become slabs with no lives. (Just like you, Nick! - Fat Boy.) So what is one to do with all this spare time and technology? Well, the future inhabitants decide to create mutant type creatures and pit them against humanoid type creatures in a game of football. Not soccer or rugby, but a twisted blend called... Beastball!



RIP HIS HEAD OFF!

Beastball involves two teams of players on a field with the simple objective being to get the ball into your opponent's goal. If the other team has the ball, use whatever means necessary to get it back. That's where the twist comes into it. Getting the ball back means using your body to tackle the opponents or using the weapons that are scattered around the playing field. Gee it's really handy to have those swords, bombs and shields to make things easier. There's two ways of winning the match, you can either score more goals than the other team, which is pretty ordinary, or you can simply knock the heads off the opposing side by chopping and thumping! Easy, eliminate their team and you win by default!

There is a point to all this, not just winning the game, but winning money. Money for the creators and money to patch the team up at the end of each match. If your players are losing their heads, money will fix it. You earn extra money if you decapitate the whole side as well!

Beastball



TIME TO DIE!

After a couple of practice games it's then up to you if you want to join a league and battle your way through the different levels of competition to become the champions. The league games are fought in a round robin sort of way and the idea is to get promotions by beheading a whole side or by winning by a big margin to get to the higher levels of competition. If the game is tied and the time runs out, a sudden death match is called in which each of the players runs around madly chopping the heads of the opposing team until one side is left standing!

The other option in Beastball is the unfriendly match. This pits you against a friend in a game of no holds barred Beastball, so if there is a grudge to settle, knock your friends' head off in this idealic setting. And the Knockout match, the teams are all paired up and the losers are knocked out of the competition until a winning team is declared. Simple really.

COMMENT

From the mildly impressive opening of the game, things just went down hill. There just wasn't anything that was original in Beastball. The ideas

and concepts have all been used in games from the past few years in one way or another. Graphically, Beastball is chunky and the disappearing players due to the large amount of sprite flicker was really irritating. I did manage to get past all that side of it for a while to see if the gameplay made up any of the difference, and it did become involving for around an hour or so. Playing the league matches, I noticed that some of the teams are easy to beat, however to even stand a chance of defeating the others I had to lop their heads off to win. The game isn't a total write off if you haven't played anything like this before, but it's just a shame the developers made such a shabby job of it.

NICK

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

- ▲ The intro's alright and the options are too.
- ▼ The game execution lacks a lot.

60

GRAPHICS

- ▲ Um, nice still shots...
- ▼ It's flicker city all through the game.

52

SOUND

- ▼ Eeerrghh! Turn it off!

41

PLAYABILITY

- ▲ Being a blood sport game it holds slight appeal to those of macarbie tendencies.
- ▼ Directing the players is a nightmare. Very frustrating.

40

LASTABILITY

- ▲ Fun for a few hours. Sort of.
- ▼ Badly programmed stuff like this just doesn't cut it these days.

53

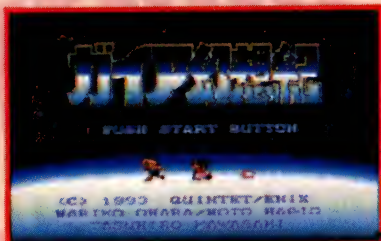
OVERALL

52

Is there really room for games as atrocious as this? No! Go buy a real game like NHL or Madden, good sport biffa with finesse.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: ENIX
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: ADVENTURE/ACTION
- CART SIZE: 16 MEG

FEATURES

- PLAYERS: 1
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: Infinite
- OPTIONS: Copy or erase a file

GAME INFO

- GAME ORIGIN: Illusion of Giga is a completely original, stand-alone title.
- GAME DIFFICULTY: Tasking.
- 1ST DAY SCORE: Retrieve the first hidden treasure.
- ALTERNATIVES: Soul Blazer, Zelda III and Secret of Mana.

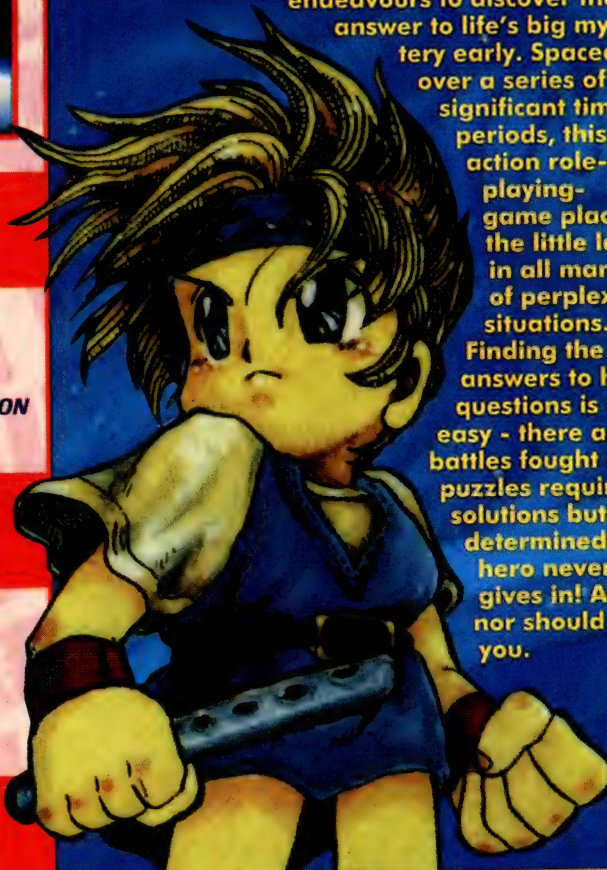
CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Perfect

- | | |
|---|-------------------|
| X INVENTORY | A SWORD |
| Y NOTHING | B USE ITEM |
| L/R L: Special sword/ staff
R: Special sword/ staff | |
| S START: STARTS/PAUSES
SELECT: INVENTORY | |

Mankind is constantly searching for something to significantly change our lives. The quest moost probably started with a stone-age lavatory in mind and has since developed into anything from rock idols to obscure religion. When reality is so irritatingly explained by scientists as some alternative form of illusion it's difficult to hit upon something 'real' in this day and age.

Clues like the huge stone heads found on Easter Island and the great Egyptian Sphinx hint at something - but what? Illusion of Giga invites players to join the search of a young boy as he endeavours to discover the answer to life's big mystery early. Spaced over a series of significant time periods, this action role-playing-game places the little lad in all manner of perplexing situations. Finding the answers to his questions is not easy - there are battles fought and puzzles requiring solutions but the determined hero never gives in! And nor should you.



ILLUSION OF GIGA



IMPORTANT LESSON

A cave in the boy's home town of South Cape is a meeting place for the hero's school mates. There they play cards all day and practice simple magic. Before the boy can embark on his adventure he learns from them the strength to summon statues with his staff and, as the warrior, his sword shares exactly the same function.



(ABOVE) Ugly boss number one rises from its pit!
(BELOW) Yet more important advice!

OF GA

Oo-er, sharks! The young hero and his girl-friend fall victim to a terrible shipwreck! Their plight lasts for days...



REVIEW
SUPER NINTENDO
ENTERTAINMENT SYSTEM

ONE GIRL AND HER HOG

It is not just for himself that the little adventurer goes in search of his treasure. A young girl plays a big part in fueling his desire to make good of his intentions. The girl has a pet pig which, however small, is no average hog! This our hero is quick to find out in the early stages of his quest. As for the girl, she crops up on occasion to set the boy tasks and even offer her thoughts on important matters.



BOY II MAN

Initially the hero of the adventure is a youngster. However because his adventure spans time as well as miles there is opportunity to transform into a future vision of himself. By entering time portals the hero meets with the Lord of Time and Space who grants the young boy many wishes - including the transformation into a mighty warrior. However, though the prospect is attractive, playing the warrior is not always so beneficial. Both man and boy have their own strengths and weaknesses but both are agile as a cat!

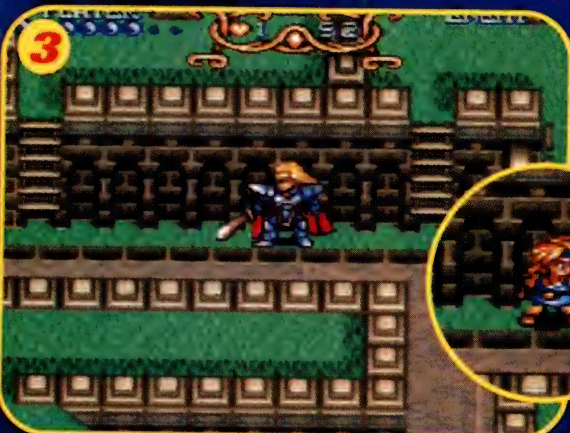


1. Out of reach?: The tiny blade of the boy has a shallow reach so the warrior's assistance is required to trigger some switches or tackle the more evasive nasties.

2. Dash it all!: Seeing as the world is such a big place it helps to know both warrior and boy have a strong pair of legs with which to run!

3. On edge: Some ledges are simply too narrow for the hero to cross in the usual manner. So, on occasion, it's fun to watch him edge carefully along a mere sliver of a pathway!

4. Dropping by: For the sake of speed it is possible for our hero to drop from small heights, taking him where he wants to go faster by finding huge short cuts across roof-tops and the like.



COMMENT

Though there is some confusion about the correct title of this game (Gia or Gaia?) there is

PAUL

no doubting its quality. What first appears as a rehash of most every other adventure title soon proves itself as a deeply rewarding, thoroughly enjoyable experience. Use of music in helping the hero's progress is a wonderful idea and the resultant special-effects present something quite different for players who think they've 'seen it all'. As is seen from this review, the young hero is blessed with many abilities from the start. A constant stream of additions raises his adventure yet further above other, shallower adventure titles. Comparing Gia to Secret of Mana, or indeed Zelda III, isn't really fair. Gia is more action based with puzzles adding to the game rather than being solely dependent on them. Still the high standard set by these games is easily matched here.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

(BELOW) After his ordeal with the first boss, our hero travels with some aztecs to the next port.



PIPE DOWN!

The greatest adventure titles always have one feature which distinguish them from the rest. Gia employs the use of music to affect the surroundings of the hero. At various points in the scenario the boy is asked to play a lilting melody of some form on his pan pipes. Rewards for his troubles are invariably stunning and always helpful. Such beautiful songs are only learned by talking to the right people, however, and finding them isn't always so easy!



(ABOVE) Q: When is a grassy knoll not a grassy knoll? A: When it's a village! How does he do that?



COMMENT

Right, here's how it is: Gia (Gaia?) ranks among the best games I've played on Super NES. Comparison with Zelda is a waste of time since it's virtually a different style of game.

For me, though, this one beats Mana for sheer style.

TIM It's an enormously engaging cart which is chock full of atmosphere. As you can see, the graphics are nothing short of stunning - which is why we've used so many screenshots for this review! The game itself first appears much simpler than it truly is - there are plenty of surprises along the way! This is one of those surprise hits which you probably wouldn't play unless somebody like Paul kept nagging you - like he did me. Now it's mine turn to nag you: get Gia. Go on. It's great. It iiissss!

GIFTED

Journeys through the time portal serve another important purpose. Sometimes the Time Lord presents the adventurer with a useful gift:

Walls fall down: For the boy, the first present he receives is the ability to break down walls with a mighty dash.

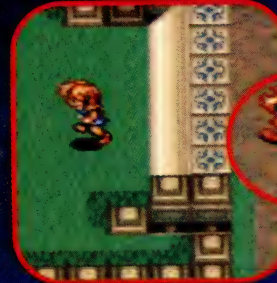
Striking distance: The warrior is gifted with the power to send bolts of energy flying from the tip of his sword!



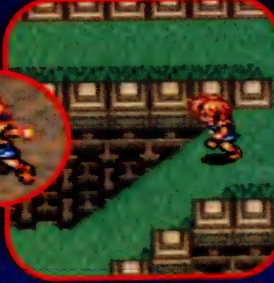
Walls fall down



Striking distance



(ABOVE) The young hero sprints down a steep hill to fly over a huge gap!



(BELOW) Gia's intro is superb! Here an island falls away into the distance.



RATINGS

BREAKDOWN

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

LONG-TERM INTEREST

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

PRESENTATION

▲ An impressive intro is followed by a clear menu of options. The overall presentation is classy and there is battery-backup for three saved positions.

GRAPHICS

▲ Every location features distinctive, well rendered creatures. Placing the hero in different time periods allows for good use of imagination from Enix. This is quality!

SOUND

▲ Each individual theme is perfectly suited to the situation it accompanies. Both music and sound effects are excellent.

▼ Some tunes are aired more than once.

PLAYABILITY

▲ Illusion of Gia affects a vice-like grip on all those who dare to play!

▼ Currently only available in Japan, the game loses some of its appeal through communication problems.

LASTABILITY

▲ The hero is presented with a huge quest, and it's one worth playing through more than once.

OVERALL

Start saving now. This is one title that shouldn't be missed!

90

92

90

92

87

91

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HITECH WORLD

NO. 1 IN AUSTRALIA

REVIEW

GAMEBOY



CART SPEC

- BY: NINTENDO
- RRP: \$59.95
- RELEASE: OUT NOW
- GAME TYPE: BLOW 'EM UP
- CART SIZE: 2 MBIT

FEATURES

- PLAYERS: One to four
- HEAD TO HEAD: Yes, indeedy
- CONTINUES: Nada
- OPTIONS: Character/battle mode level select

GAME INFO

- GAME ORIGIN: From bomb-fest obsessives Hudsonsoft
- GAME DIFFICULTY: Surprisingly tricky in one-player game
- 1ST DAY SCORE: 2nd level
- ALTERNATIVES: Super Bomberman, playing with TNT

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Good

A Drop bomb

B Stop kick bomb

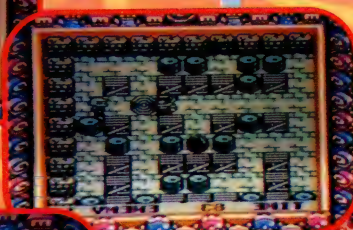
S Start: Pause/unpause

S Select: Nothing

Bombs seem to be high in popularity lately as the weapon of dispatch -why settle for perforating a victim with several holes when you can blast him into a zillion bits? Wario, in a mass destruction kinda mood, has stocked up big time on such devices in this Super Bomberman-esque Game Boy cart. Big W's opponents are none other than the explosive specialists themselves, which raises the question of why Wario gets top billing in a Bomberman-type game, which features the lads as well! Strange that...

WARIO BLAST

BOMBER



COMMENT



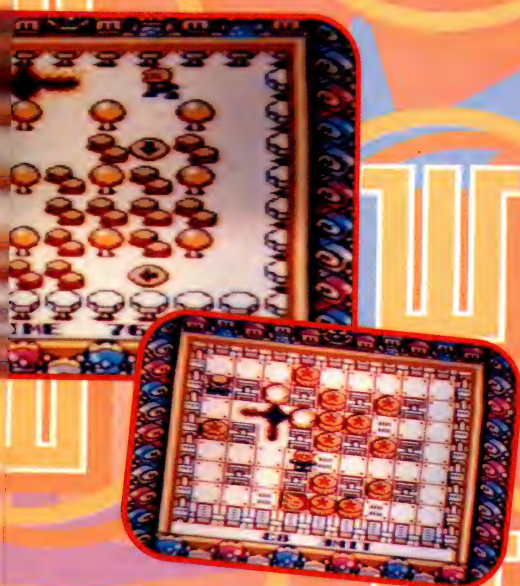
Wario, straight from his most recent adventures in Wario Land, has discovered the joys of blowing things away as he meets Super Bomberman in 32 stages of blasting fun. It is a little unclear as

BLAKE 7 to why Mario's nemesis is pitted against our regular dynamite hero, but anything's possible. With eight bosses, and five special powers to collect with there is plenty to keep the game alive. Difficulty is not really a factor: you only have one chance each game but the continues are unlimited. Only the last boss presents a major challenge. Having to scroll around the playing arena can make the action a little jilted but the fast moving strategy that made Super Bomberman so addictive translates well down to the Game Boy format. Easy to pick up, hard to put down, (at least while there's still more blast).

MULTIPLE PERSONALITIES

Actually, you can either play as Wario or Bomberman in this game. Like its Super NES relative there's a one player game as well as the excellent four player battle mode. In the normal game you blast your way through eight levels with boss confrontations in between. The play field is larger than the screen, so there's a fair bit of scrolling as you move to other areas in search of your foe. Each level has three sub-stages and the number of enemies increase as you go, but never to an overwhelming mass. Die two times in a round or exceed the time limit and it's game over.

Featuring BOMBERMAN!



BLOWN AWAY

The battle mode again sets you against up to three other opponents. There are eight mazes to choose from; blast it out on an ice stage with reforming cubes, an industrial area with vents that release a stun gas or a Game Boy version of the classic Powerzone where players have multiple full-powered bomb dropping capability! In all the mazes you already have the kick bomb ability so show no mercy and use whatever dirty tricks you have to waste your opponents!



COMMENT



AMOS

Initially titled Bomberman GB, a strange twist of events has resulted in the addition of Wario into the works, but still, a comparison to Super

Bomberman is unavoidable. Thankfully Wario Blast captures the feel of the Super NES game very well and shares many of its excellent features. Again, it's the battle mode that really makes the game, and if you've never played Bomberman, you'd best convince your pals to get a copy for multi-Game Boy mayhem - it's incredibly simple, playable and addictive! Maze-wise it's probably not as innovative as its 16 Mbit brother but a good effort nevertheless. The one-player game, however, is slightly flawed: the scrolling screen is a good idea, but in some levels when you're trying to nuke one opponent and he warps off the screen via a warphole, tracking him down gets quite tedious, especially when he starts warping all over the place! It's a pain, but it shouldn't stop you from checking this out as the good points outweigh the bad.



POWERUPS AHoy!

No bomb-fest is complete without powerups; bomb icons let you (surprise, surprise) drop extra bombs and smiley-face thingies increase your bomb-blast radius. In the one player game you get a special power at the end of a level. These include the kick-bomb ability and a zippy motorbike which can jump over obstacles, but you only have access to one special power allocated to you at the beginning of the level.

RATINGS



BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Good lookin' title and between round screens. Cute expressions on the player win/lose screens.

85

GRAPHICS

▲ Clear sprites, good variation in stages...
▼ ...characters a tad confusing in four-player mode though.

84

SOUND

▲ Minimal but good FX - great explosions. Groovy hummable tuneage.

83

PLAYABILITY

▲ Challenging one-player and smashing battle mode.
▼ Slightly flawed play mechanics in one-player game.

81

LASTABILITY

▲ Battle mode will keep you and your friends coming back for more.

87

OVERALL 85

Nothing like wasting your pals in a mad bombing frenzy! Good enough to satisfy most Bomberman fans and definitely worth checking out for the uninitiated.

REVIEW

SUPER NINTENDO



CART SPEC

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

FEATURES

- PLAYERS: One or two
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Three
- OPTIONS: Number of players, sound test

GAME INFO

- GAME ORIGIN: Based on the cartoon
- GAME DIFFICULTY: Frustrating!
- 1ST DAY SCORE: Turned it off!
- ALTERNATIVES: Just about any game is better than this!

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Horrible



Jump



L: Tiptoe left
R: Tiptoe right



Pick up item



Start: Pause
Select: Nothing

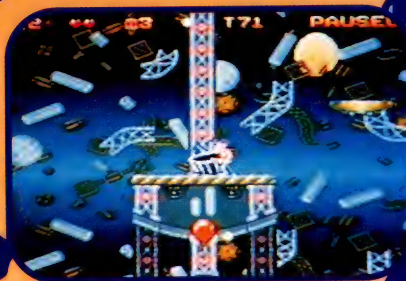


Scroll screen



Shoot

Have you ever had the urge to patrol around your house when your parents are out? No? Well neither have I, but it seems as if some kids do as Sony have decided to use this idea to develop a game about how a guy called Mighty Max and his two friends fill in their time between homework. The story may be different, but is there anything new in the format to distinguish it from all the other sub-quality platformers out there? Read on and find out...



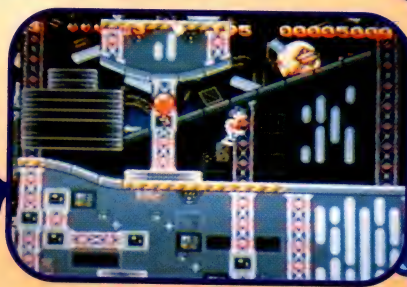
MIGHTY MAX



WHAT'S THE POINT?

The aim of this game is to collect an assortment of items and put them into some warp thingy. To achieve this you must place the items on lifts, throw them across platforms, fling them with seesaws and attach them to balloons. Along the way you can collect little icons that do nothing but add to your score, which leads to the question "Why bother?" If you're a skilled player (and very, very patient) you can enlist the help of bodyguards who assist in fending off enemies. They are concealed in each level and are revealed by jumping in strategic positions. What more can I say?

GHY MAX



BATTLE MODE

The way to beat your opponent is by slashing your treasures in the warp before him/her. If you accidentally put one of your friend's treasures in the warp it deducts the items from your mate's score, not your's. Not a bad idea, but the crusty graphics don't allow you to identify whose treasures are whose. The famous split screen mayhem that Mario Kart is famous for is used in the two player mode of this game though regrettably to no benefit. Oh well.



BEN

COMMENT

Unless you're a particularly devoted fan of Mighty Max there is no reason why you should play this game. It is extremely frustrating, partly due to the fact that the switches etc. blend into the unattractive background, just like Wally does in the Where's Wally? books. Other boredom additives are the absolute lack of direction and excitement, terrible controls and sad sound and graphics. In two player mode you have a split screen where you have to try and beat your friend by collecting all the goodies. Unfortunately this is the only good point about the game but it's not a spectacular enough feature to make you want to add it to your collection. I am still left wondering why Nintendo continues to allow companies to consistently pump out such rubbish. There is a market full of great two player games so, unless you're a complete and utter fool with more money than sense, I suggest you clear your mind of this game and turn the page.

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 lot of effort must have gone into the title screen. A whole hour maybe.

40

GRAPHICS

▼ Weeny sprites, lacking animation and dull backgrounds. Not very impressive. In fact, not impressive at all.

38

SOUND

▼ Hardly exciting or inspiring.

42

PLAYABILITY

▼ You have no idea and little control of what's going on.

50

LASTABILITY

▼ This game will last about two minutes before you ask yourself "Why am I playing this game?!"

28

OVERALL

36

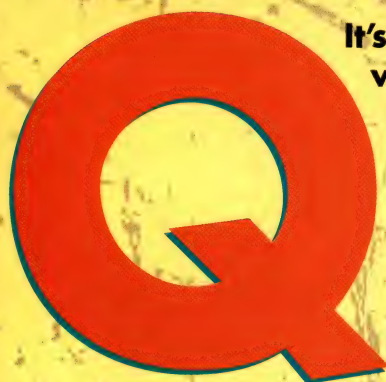
A pathetic pile of doggy doo just waiting to be scraped up by someone like me and flung at the wall in disgust.

WILDC.A.T.S.TM

COVERT-ACTION-TEAMS

*A new team of comic superheroes
is coming to town in March '95*





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 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 type="checkbox"/>
1-7 hours	<input type="checkbox"/>	<input 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 speci-
fy the number of hours per week.

- ☐ Listen to CDs or tapes
- ☐ Play sport
- ☐ Watch videos
- ☐ Go to the movies
- ☐ Other (please specify)

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

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

About your Games and stuff

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

	a	b
Super NES	<input type="checkbox"/>	<input type="checkbox"/>
NES	<input type="checkbox"/>	<input type="checkbox"/>
Game Boy	<input type="checkbox"/>	<input type="checkbox"/>
Super Game Boy	<input type="checkbox"/>	<input type="checkbox"/>
Nintendo Scope	<input type="checkbox"/>	<input type="checkbox"/>
Other (please specify)	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input 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 type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Another games mag review	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Friend's recommendation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Renting it	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shop demo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Something else, namely	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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)

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)

20 What do you think of different sections of NMS?

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

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

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

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

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!)





**THE COMIC FROM HELL
LAUNCHING MARCH '95**

REVIEW

SUPER NINTENDO



CART SPEC

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

FEATURES

- PLAYERS: One
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Why do we have to tell you everything?
- OPTIONS: Look, I'm sick of this!

GAME INFO

- GAME ORIGIN: Fancy version of an old old game
- GAME DIFFICULTY: Easy
- 1ST DAY SCORE: HOT!
- ALTERNATIVES: Swinging through the jungle on vines?

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Okay



Hit



L/R: Special



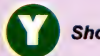
Jump



Start: Pause
Select: Toggles weapons



Nothing



Shoot



P!



GETTING AROUND

In the original Pitfall you had about three actions; run, jump and swing. Fortunately games are somewhat more sophisticated these days and the hero of this adventure can do a fair bit more. He is considerably more manoeuvrable and can change course in mid-air. Small gaps can be negotiated by dropping to his belly and wriggling forward like a snake. You've also got a few handy weapons to help you contend with the local wildlife. Your ever useful sling can be used at close range to whack marauding vermin or you can use it to hurl small rocks across the screen. You also get boomerangs which swing across the screen taking out anything in the way. What video game would be complete without the mandatory smart bomb? Not this one, for they are used to wipe out all enemies within the blast radius, except, of course, for the bosses.



FALL THE MAYAN ADVENTURE



SWINGING ALONG

There are three types of vines which can be used to your advantage. Vertically hanging vines can be climbed up and down, giving access to new areas. Swinging vines do exactly that, and you must use them to gain access to distant branches. The other type of vine is the type which lets you loop your sling around it so you can slide at high speed across vast distances.



COMMENT

ANDREW

What's with it these days? Are software companies so devoid of new ideas that they have to dredge up old 'classics' and dress them up for re-release? At least Pitfall: The Mayan Adventure is an improvement over the original, which was only a classic because there was nothing else out at the time. The new game you've seen many times before. Run. Jump. Swing on vine. Yawn. The graphics are quite nice, but you'd expect that these days. The sound, usually a load of crap in most games, is actually quite fitting of the game and the ambient noises of your surroundings help to enhance the atmosphere. However, the play mechanics could have been better as the character you control sometimes seems to have a life of its own, especially when jumping on and off vines. Often it's hard to keep the action flowing smoothly because to get somewhere without being hit by a monkey or something means you have to go out of your way to get in the right position to kill it from. The levels are too short for the most part and very linear, despite the inclusion of many hard to reach bonuses. In fact, most people should be able to get through the levels on their first go and still manage to collect most of the bonuses. Sadly, Pitfall will probably be forgotten as soon as the next hyped-up platform game comes along. I recommend you rent it for a few days rather than buy it.

RATINGS

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

PRESENTATION

- ▲ Nothing remarkable.
- ▼ Nothing remarkable.

80

GRAPHICS

- ▲ Lots of detail in the backgrounds and the sprites are well animated.

88

SOUND

- ▲ Heoray! No cheesy tunes to be heard here.

92

PLAYABILITY

- ▲ Nothing particularly bad about the control and there are a few nice touches like the bungee jumping.
- ▼ Unfortunately, it's stock standard linear platform action, i.e. run, jump, shoot baddie, etc.

85

LASTABILITY

- ▼ Play it, stick it on the shelf and forget it.

68

OVERALL

81

It's a platform game just like all the others.

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EXCLUSIVE

I Stalked Jean-Claude!



by Mary "Demis Roussos" Gillespie

DATELINE: Shadaloo, South-East Asia. Allied Nations Forces, led by Colonel William F. Guile, must rescue 63 relief workers being held hostage by the megalomaniac warlord, General M. Bison, before the General's 72 hour deadline runs out...

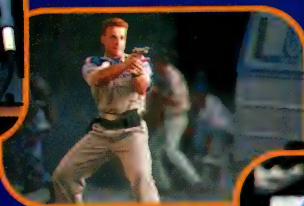
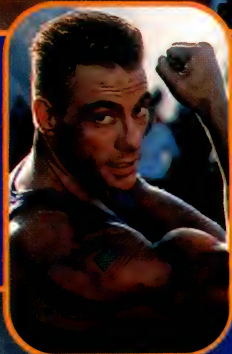


The Shadaloo civil war has just entered the seventh month of conflict when warlord General M. Bison, played by Raul Julia (of *Addams Family* fame who died late last year), brings the crisis into the world arena by kidnapping 63 Allied Nations relief workers. He will execute them if a ransom of \$20 billion is not paid within 72 hours.

Colonel Guile, played by Jean-Claude Van Damme, is given permission to launch a rescue mission to free the hostages, but his unit can't act until he discovers the exact location of Bison's secret fortress. He enlists the help of two down-on-their-luck street fighters, Ken Masters (Damien Chapa) and Ryu Hoshi (Byron Mann); and his British Intelligence Officer, Cammy (our very own Kylie Minogue) and concocts a plan to infiltrate the Shadaloo crime ring lead by Bison's arms supplier, Viktor Sagat (Wes Studi). As the crisis builds the Global News Television reporter, Chun-Li (Ming-Na Wen), becomes the wild card. Does her agenda include getting more than just the story?

Your favourite beat 'em up, *Streets of Rage II*, has finally made it onto the big screen. From Thursday, January 12, 1995, Guile, Cammy and the rest of the crew make their debut across Australia in this live action feature.

But there's more! The actors in the movie (that's all the characters from *Super Streets of Rage II* plus one new one, Captain Sawada), were also filmed against a special blue screen background, and that footage has been digitised for inclusion in the new game, *Streets of Rage III*, due out in the arcades very soon.



THE STORY SO FAR...

As you read in NMS a few months ago, we managed to sneak Mary onto the *Streetfighter* movie set on the Gold Coast disguised as a bikini clad E. Honda clone. Now, she might have been labouring under the impression that she'd come up with an ingenious way of getting out of work and being paid for it, but, in fact, she was horrified to discover that she was expected to work when she got there. There followed a hectic schedule of eating, drinking and hanging around the sound stage, interspersed with bailing up some of the stars including Jean-Claude Van Damme and Wes Studi for pithy discussions on things like their best score on *Streetfighter*.

JEAN-CLAUDE VAN DAMME - GUILLE

"*Streetfighter* the movie is very funny, very fresh. *Streetfighter* started as a video game, but we have made it into a movie using the characters from the video game and we have given them personalities in the film, so it's different to just the game. "I know all the techniques of Guile so I will use those techniques and then the kids will go 'that's Guile for sure'. But I've got something special up my sleeve as well.

"For the stunts we have some cable stuff so the bad guy can throw me twenty metres away. But when my character starts flying I will be sitting down, watching my stunt!"

WES STUDI - SAGAT

"Sagat is a man who is caught up in his own way of life. He's the leader of the Shadaloo Tong. Since Bison stands a good chance of achieving world domination, so it's much better to be on his good side where he might have the chance to usurp him," says Studi.

"World domination's not a bad thing, people might think it's a bad thing but if you're the person who's dominating then it's not a bad thing, is it?"

MIGUEL NUNEZ - DEE JAY

"The only reason I'm with Bison is so I can get paid. I actually think he's a nut. He's smart, but if it wasn't for me

he would be nothing. But I know one day Bison might take over the world. So I joined up with him 'cause he's a maniacal genius, but I've got the smarts to make it all happen. So I start to see things aren't going the way I planned, so I had to get out," says Miguel.

But Nunez is also a fan of the games, nominating the *Streetfighter* series and *MKII* as among his favourites.

"I used to always play with Blanka. But Dee Jay is a new character that just came out in the Super edition, so now I play with Dee Jay all the time. A lot of kids like Dee Jay, I think he's the number one character in Japan."

GRAND BUSH - BALROG

"My character's name is Balrog. He's on the side of good and Bison's on the side of evil. And we are trying to stomp out all the bad in the world, as usual.

"They had me do all the moves, everything is stiff - my thighs are still burning. It feels like somebody pounds them every time I walk out. So, I have a work out that I've been doing for the past two months - getting big, getting strong," says Bush of his role as Balrog.

PETER TUISOSOPU - E. HONDA

"The character's name is Honda and he's a sumo wrestler from Hawaii. That's a nice touch because right now the two top sumo wrestlers in Japan are Samoan and I'm a full blooded Samoan myself. In the movie I'm a partner with Chun Li and Balrog. We're the World News crew.

"I've played Honda a couple of years now, so I know all the Honda moves. But two years ago, not in my wildest dreams would I have thought 'I'm going to play this guy in a movie'. But that's what's funny, because a lot of the other cast members have never seen it or tried it but I've played the game a while now and it's just totally unbelievable here now!

"Honda's the guy that doesn't really care about himself as much as he would care about his two friends, Chun Li and Balrog, he's always watching their back. And even when he has to get mad or get into action it's because some harm has come to his friends, his partners. Honda is definitely a giant sweetheart, until you get him mad. Don't piss him off, and everything will be fine!



While Mary was up there she managed to lay her hands on some top secret stuff to do with the Bison Army including sections of the Bison Troopers's manual.

INTRODUCTION

Welcome, Bison Trooper! By joining the Bison Army, you have made a bold career choice, full of opportunities for excitement, travel and pillaging. As you already know from your time in the training centre, your fellow Bison Troopers come from all walks of life and every corner of the globe. What they have in common is a love of adventure, a streak of cruelty, and a long police record.

But this diversity among Bison Troopers leads to an obvious problem: one of communication. How, for example, does one co-ordinate a three-prong attack on a hospital when the Troopers involved speak a diversity of languages and dialects? Fortunately, General M. Bison in his infinite wisdom has provided a solution. By beginning his quest for world domination in the South-East Asian country of Shadaloo, he is able to take advantage of that nation's simple and easily learned language, Shadoti (pronounced SHA-dot-EE). Most new Bison Troopers, whatever their background, find they can learn enough Shadoti to terrorise a prisoner in a matter of days. So, take off your helmet and jackboots, settle down, and NI LERNU PAROLI SHADOTI!

Hail to General M. Bison!

Dee Jay

Major Domo to General M.Bison

THE BISON TROOPER'S CREED

I (state name) hereby swear my eternal, underlying allegiance to General M. Bison, and promise to obey his orders unthinkingly without regard to my personal safety. I further swear to terrorise people from all walks of life on an equal basis, without regard to race, religion, creed or sex, so help me Bison.

Mi, (Via Nomo), per ci-tio promesas mi aperteno eterna a Generalo Bizono, kaj promesas obei sia ordoj senkunsideri, sen rilate al mi sekureco persona. Mi plu promesas terari homoj de ciu aspektos da vivo sur bazo egala, sen rilate al raso, religio, kredo, au sekso, tiel helpo mi Bizono.

THE BISON SONG

Bison troopers, standing tall
We prefer our enemies are small
Marching through old Shadaloo
We are rotten, through and through
Our leader may be mad and crazed
But we are well and regularly paid!

*Trupanoj Bizono, estimo alta
Ni preferas nia makamikos malgranda
Marsi tra shadaloo antikva
Niestas putra, tra kaj tra
Nia cefo eble frenezas kaj manio
Sed nia estas bonpagi kun konsisto*

ABOUT SHADOTI

Shadoti (SHA-dot-EE) is spoken throughout the Southeast Asian nation of Shadaloo (SHA-daH-LOO). Among the other tongues of Asia, it is something of an anomaly. It has often been called the Basque of Indo-China, for it shares with that language the distinction of having little relation to any other dialect in its immediate geographical area.

Linguistically, Shadoti is a member of the Indo-European group, and is thus easily acquired by native speakers of most Continental languages. But its simplified rules of grammar, spelling, and pronunciation make it accessible to speakers of non-European languages as well.

SOME NOTES ON PRONUNCIATION

A Shadoti word has one syllable for every vowel in it. When two vowels come together, each is pronounced separately. A word has as many syllables as it has vowels. The stress ("accent") always falls on the second last syllable.

Developing a good international Shadoti accent requires practice and attention. Speakers who do not make a continuing effort toward proper pronunciation show varying influences from their native languages. We Bison Troopers tend to have trouble keeping our vowels pure, causing unstressed vowels to lose their distinctiveness, producing muddy speech. These tendencies must be resisted if one is to be easily understood by victims of all nations!

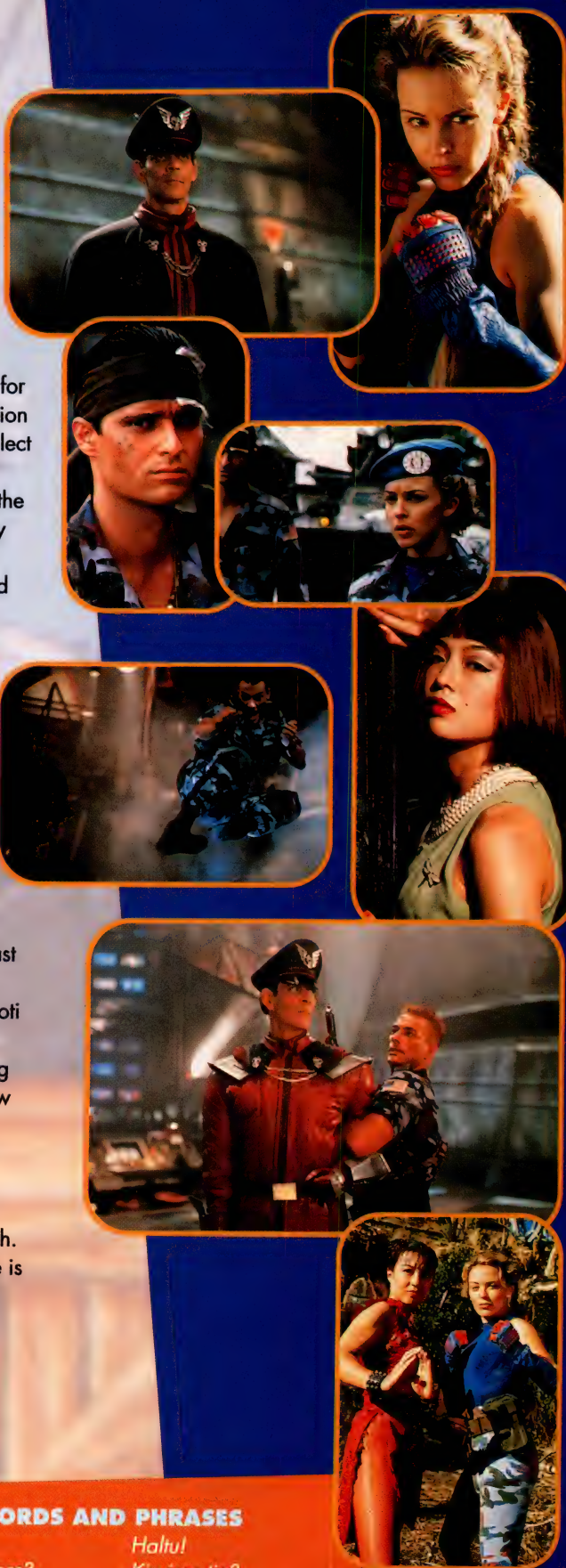
COUNTING

One	Unu
Two	Du
Three	Tri
Four	Kvar
Five	Kvin
Six	Ses
Seven	Sep
Eight	OK
Nine	Nau
Ten	Dek

Time's up. Shoot the hostages.
Tempo fini. Mortpafu la garantiuloj.

USEFUL WORDS AND PHRASES

Halt!	Haltu!
Who goes there?	Kiu iras tie?
What is the password?	Kio esta la pasvorto?
Stop or I'll shoot!	Haltu alie mie mortpafos!
Keep moving or I'll shoot!	Konstante translogigu alie mi mortpafos!
Hail to General Bison	Hoji Generalo Bizono!
Hello	Hoji Generalo Bizono!
Goodbye	Hoji Generalo Bizono!
Have a nice day	Hoji Generalo Bizono!



COOL CARDS

OOH WEE!

MATT GROENING

Simpsons Trading Card Series II



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



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



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

COMPETITION

We've got some of the Amazing New Product that we told you about last issue to giveaway! Yep, it's an Amazing New Product that really is!

WOW!

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! The Game Saver also has a built-in half speed slow motion facility which works much better than any joypad slo-mo device.

Now normally you'd have to trundle down to your local gaming mecca and give the person behind the counter around eighty bucks for one of these, but because we're such nice people here (and we've got friends at places like Sprint Electronics) we've got five to give away!

To win one all you have to do is send us the saddest joke you can think of on the back of an envelope to I Can't Even Make My Mum Laugh, PO Box A305, Sydney South NSW 2000, by Wednesday, February 8, 1995. The five jokes that are so bad that they make Mary crawl under her desk get a Gamesaver to call their own!



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. © Nintendo Co., Ltd. All rights reserved.

EARTHWORM JIM


A superhero that's a worm? Yep! An Earthworm to be precise and his name's Jim. This has to be the most "seriously bent" platform title in years. Guide our cult *SuperNematode* through heaps of wild levels dealing with level bosses such as "Major Mucus" and "Professor Monkey for a Head" 95% - *Gamestar*

\$129 CALL  NOW

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The latest in FX technology. Enter the Vortex, visit strange worlds and return with the missing pieces of a stolen super computer. Transform into a Sonic Jet, Walking Robot, Hard Shell Tank or Land Burner. Full 360° action.

"you wont want to stop" - 94% - *NMS*
"this game kicks" - 93% - *Gamestar*

\$119 CALL  NOW

DONKEY KONG COUNTRY

"This is what you bought your SuperNES for. Mix all your fave sort of games and the most incredible graphics. The result? Well miss this and miss the game of the year." 96% *NMS*

\$95 Save! 

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Super Street Fighter II \$99

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Jungle Book \$59 • MKII \$59

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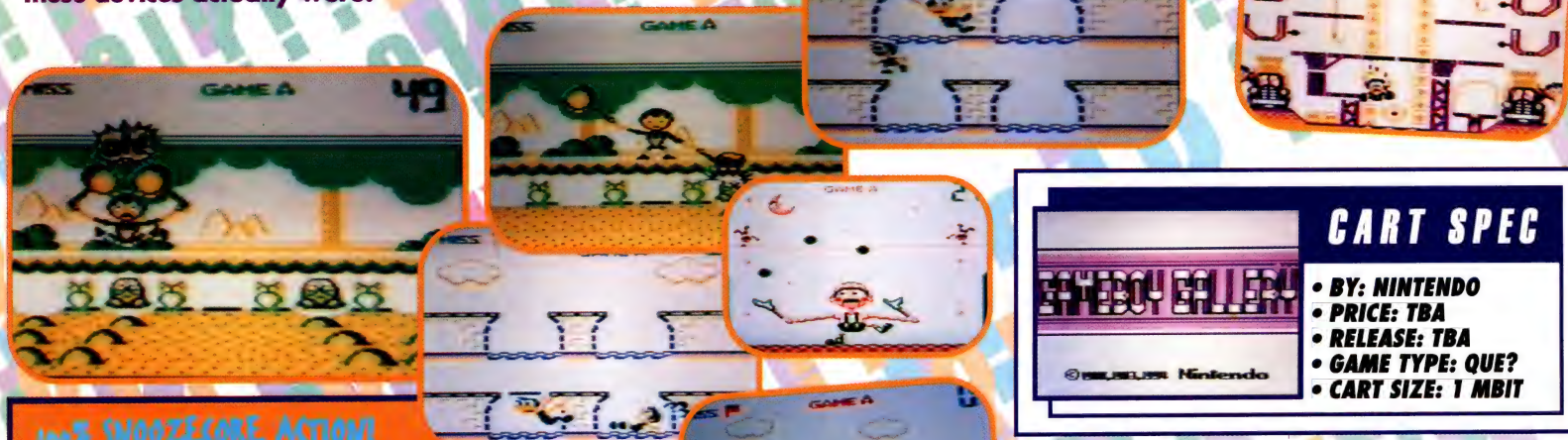
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REVIEW

Game And Watches were an essential accessory way back when I was a wee lad. A palm-sized slab of gaming addiction that also kept time and woke you up in the mornings, the numerous models were avidly collected by many. Unlike its newer (and more sophisticated) brother, the Game Boy, each one was programmed with a single game that was repetitive, but challenging and fun nonetheless - for a while anyway. Game Boy Gallery puts five games from this Jurassic gaming period onto a single cart for those nostalgic types pining for their long lost toys and people who want to experience first-hand, the utter tedium that these devices actually were!

the Game Boy Gallery



100% SNOOZECORE ACTION!

You too can experience riveting gameplay that involves juggling balls in the very cleverly titled Balls; bashing pesky rodents before they get to your cabbage patch in a stomper of a game called Vermen; and even a bit of meaningless flagwaving in, err, Flagman! But wait! To pep up your adrenalin level a few more notches, in Manhole you can scurry around with a slab on your head to save cheesy-faced idiots from falling to their death (as if that's a bad thing); or help load concrete slabs onto trucks in a treacherous factory setting in the rather aptly titled Cement Factory. As a bonus for those unfamiliar with the look of a Game And Watch, playing this via a Super Game Boy gives you a partial view of the device as a border. Whoopee.

COMMENT



AMOS

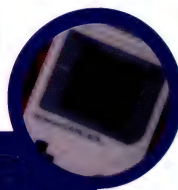
I gotta admit, playing Manhole again after all these years did bring a fleeting smile to my lips. Unfortunately, boredom set in so quickly I switched to playing the other games, but within nanoseconds my eyes glazed over and catatonia set in! To say that they're simple and boring is a drastic understatement, but to be fair, mega youngsters wishing to test their reflexes may get a modicum of enjoyment from this cart. A better approach could have been to use those "classic" games merely as a base on which to create something with more depth, but by opting for an almost direct conversion, all that's been achieved is revealing what an utter waste of time those games were! With so much more interesting stuff available with wide age appeal, I really wouldn't recommend this to anyone. Not even for its novelty value.

CART SPEC



- BY: NINTENDO
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: QUE?
- CART SIZE: 1 MBIT

RATINGS



PRESENTATION

- ▲ Two difficulty levels. Exit game option in pause mode!
- ▼ Catchy, tasteful title screen ... not!

GRAPHICS

- ▲ Captures the laughably simple, dull, zillionth-megabit look of G&W games perfectly!
- ▼ Ditto.

SOUND

- ▲ Sounds exactly like it did all those years ago...
- ▼ ...weedy tunes with uninspiring FX.

PLAYABILITY

- ▲ Great for reflexes.
- ▼ No variation except speed and numbers, it gets tedious very quickly.

LASTABILITY

- ▼ Err...none whatsoever.

OVERALL

I can't believe these actually used to be fun! Avoid like cat-hurl. You have been warned.

60

100

58

50

40

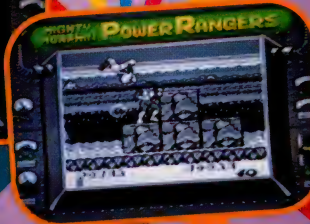
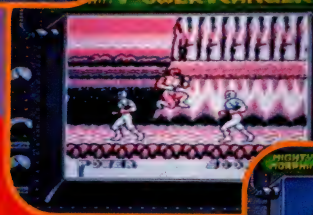
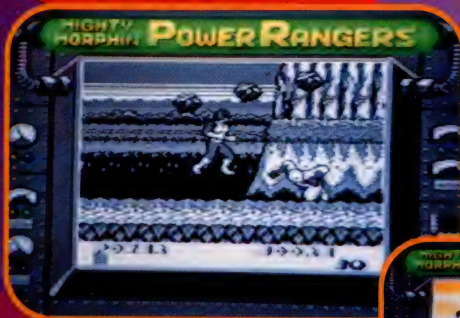
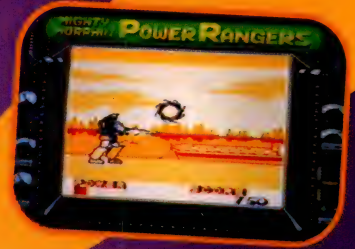
40

REVIEW

mighty morphin power rangers



Poor plots, ham acting, crappy effects, unconvincing creatures. Yes, it's that Japanese TV show that was ripped off by an American company - you know the one that replaced the Japanese actors with wholesome American ones - has made its appearance on the Game Boy, and it's just as good as the TV show...



CART SPEC

- BY: BANDAI
- PRICE: TBA
- RELEASE: OUT NOW
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 2 MBIT

RANGER JIM

Each ranger has the same moves, a standing punch, crouching punch, jump kick and a flying kick. Also each has a special weapon (mostly melee weapons, but Kimberly, the pink ranger, has a bow for long-distance attacks). But using your special weapon will drain your ranger's energy. And energy can only be recovered by getting a good score on the bonus stage, or sometimes the bad guy will drop power icons or invincibility tokens.



COMMENT

Oh woe is me! I have received one of the crappiest games produced to review. I am not a fan of the TV show this game was based on, and this game has not changed my view. This trashy platform game is five levels of sheer frustration and boredom. Obstacles include kamikaze warriors, grenade lobbers, hovering sentinels, spiked platforms, acid pits, laser beams and electrified floors. Even the end of level bosses are easy once you learn their pattern. Beat Rita Repulsa and you receive a congratulatory message, and the credits ... very, very dull. When the moment I received this cart, Andrew started laughing, so I knew this was going to be a crud game, and, oh boy, I was not disappointed. If you (or your parents) have more money than sense, then this is a game for you!

BARAGOON

RATINGS



PRESENTATION

▼ Intro screen plus meet the ranger demo. Very poor.

27

GRAPHICS

▼ 2D graphics attempting to look 3D. All rangers look the same.

35

SOUND

▼ Usual beeps and crap music expected from the Game Boy.

30

PLAYABILITY

▼ Enemies disappear when scrolled off screen. Lack of variation in fighting style makes it very dull.

20

LASTABILITY

▼ You will probably play it until you complete it, lend it to friend and never ask for it back.

17

OVERALL

I only played it because I was paid to. And I don't think I said crap enough in this review.

25

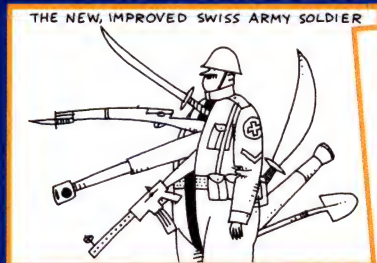
COMPETITIONS

I'M CRACKED

The NMS team loves a laugh. When we aren't being bowled over by the antics of Ren, Stimpy or the Simpsons we love nothing better than to sit back and relax with the latest copy of Cracked and laugh ourselves silly.

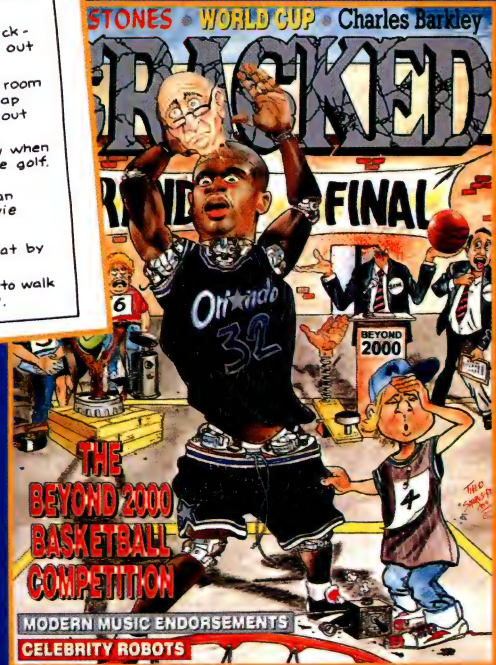
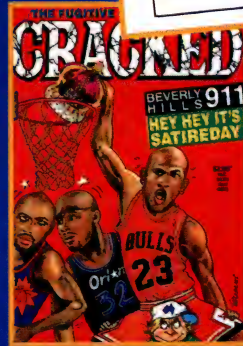
So it's rather fortunate that we've teamed up with the japesters at Australian Cracked to give you the chance to win one of the fifteen Cracked Jammin' mag packs up for grabs.

Each pack contains two editions of Australian Cracked, two Cracked postcards, a basketball calender and a basketball poster mag. To win one, send your funniest basketball jokes (extra points for bad taste!) to us at I'm Cracked!, PO Box A305, Sydney South, NSW 2000, by Wednesday, February 8, 1995.

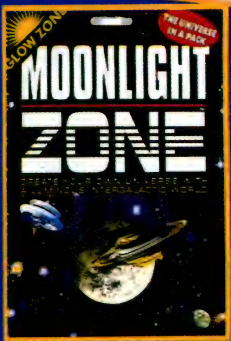


6 SIGNS THAT YOU'RE LAZY

- You get motion sickness just getting out of bed.
- You convert your room into a compost heap rather than take out the garbage.
- You need a caddy when playing miniature golf.
- You take a bedpan with you to movie theaters.
- You trick-or-treat by phone.
- You didn't learn to walk until you were 17.



I WANT TO GLOW IN THE DARK TOO



Glo caps are the latest fad from America. They are small discs of plastic about the size of a 20 cent piece and they have a design on one side which glows in the dark.

If you want to win some you can enter this competition to win one of ten prize packs. Winners will each receive four packets of Glo Caps, a Glo Slammer and one each of those Stars, Moons, Planets, Simpsons, Mickey and Star Trek stickers that you put up on your bedroom wall that glow in the dark.

All you have to do to win is send your design for a Glo Cap to I Want To Glow In the Dark Too, PO Box A305, Sydney South, NSW 2000, by Wednesday, February 8, 1995.

CONDITIONS OF ENTRY

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Well here we are with another glorious batch of anime releases! There's more death and destruction than we would normally consider suitable for our readers' gentle sensibilities, but hey, what the heck.

FIST OF THE NORTH STAR (Manga M \$29.95)

Ah ha! Skull here. I thought I'd better review this video as poor Amos didn't seem up to it. Besides, I wanted to, and *Fist Of The North Star* is one of my favourite movies. It may be old, and the animation isn't nearly as slick as in most recent releases, but for sheer well 'ardness, nothing beats it! The story, set in a typical post-apocalyptic scenario, is merely an excuse for an ongoing series of fights between huge men. Anime purists will be horrified by the American dubbing, but try to ignore it and enjoy two hours of carnage and mass destruction! *Fist Of The North Star* gets a Skull DSV* rating of five stars! (*DSV - Death, Suffering and Violence)

VENUS WARS (Manga PG \$29.95)

This isn't the excellent subtitled version that screened at the Manga Film Festival earlier this year, but the English dub is good enough to make this a must buy. The two nations of Venus - Ishtar and Aphrodia are at war. Hiro Seno and his battle-bike gang The Killer Commandos are swept up in the struggle for planetary domination. Fancying themselves as gung ho biker jocks, they join in the resistance against the invading Ishtar forces and soon get a massive reality-check as they discover

there's more to war than wasting your opponents! The animation is cinematically superb (with the exception of a very dodgy live action background segment), the mecha is fantastic, the battles are huuge and there's a good story underneath it all ... as well as a cat that deserves an Academy Award!

CYBER CITY OEDO 808 PART 2 (Manga M \$19.95)

In this episode, members of the Cyber Police are being stalked by a mysterious cyborg that ends their life in rather gruesome ways. It seems that a corrupt cop has sold classified information on his comrades to an unknown buyer, with the spate of deaths being a direct result. Chief Hasegawa also has problems,



THE GUYVER PARTS 1 & 2 (Manga M \$24.95)

Nothing like being smothered by some living bio-mechanical slush in order to transform into a dead-hard superpowered hero! That's exactly what Sho goes through after he comes into contact with the Guyver device one afternoon. Pre-transformation, he's your average handsome but geeky school-going teen. But afterwards, he's faster, stronger, and armed with mega-destructive weapons! Unfortunately, his rather odd appearance doesn't

increase his luck with girls...

In no time he's doing battle with members of the Chronos Corporation, whose operatives are genetically enhanced to morph into hideous creatures who love to snap limbs off hapless victims! They too, are after the Guyver device, y'see. Plotwise it's hardly original, but the Guyver itself is quite an interesting take on combat armour. Characters are well designed and the animation is pretty good. The dub, however, is not quite as well done as, say, *Cyber City*, but if you like superpowered beings in battle with maximum bloodletting, then this is for you! If you really like it, check out the original manga from specialist comic book stores and the American live-action version which has been retitled but the name has escaped my memory...

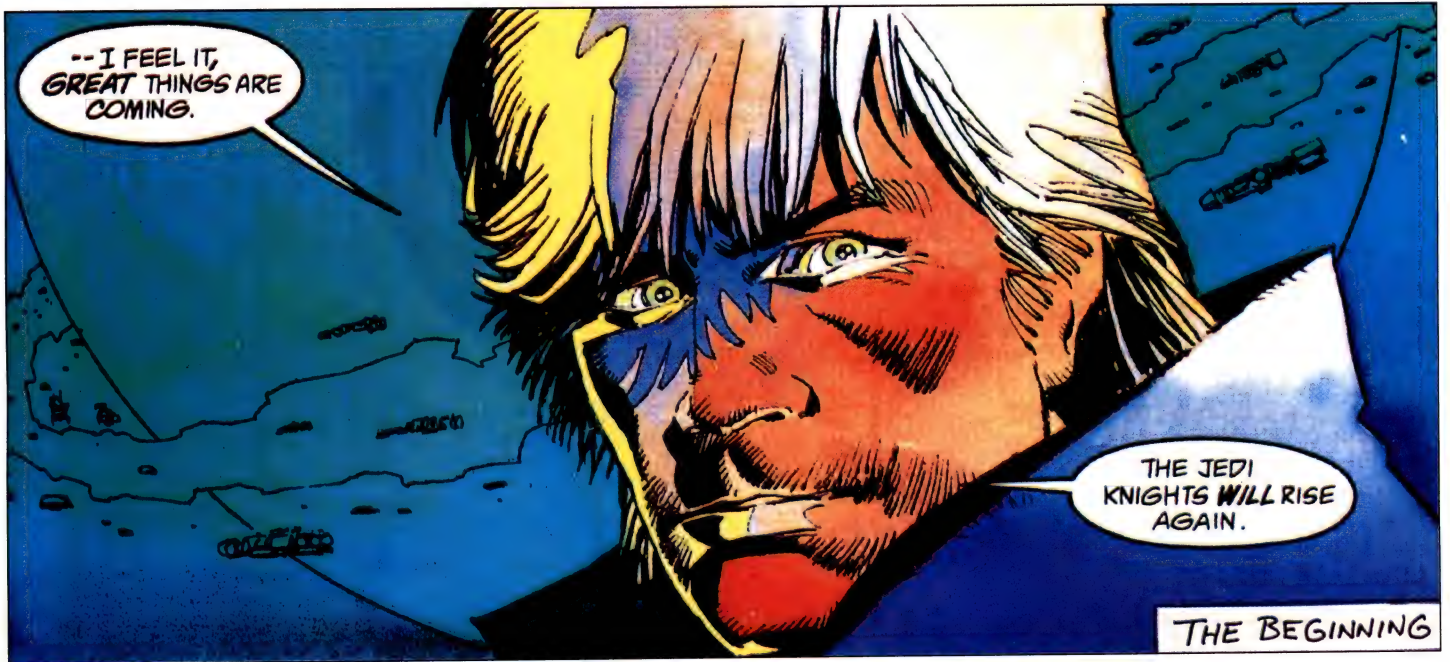
anime

A H O Y

with the military proposing a new method of law enforcement that would render both himself and his operatives defunct. Benten's on the trail of a gang smuggling human body parts, undoubtedly for some sick purpose, and Gogul's helping out his ex-partner (and mega babe) Sarah who's on the run from the Special Forces Unit. Needless to say, the man is steering himself to big trouble! Yep, just another day in the life of the those who uphold the law in Oedo. Again, the animation and direction are excellent, with the cool looking mecha designs you'd expect of this anime. Lots of action, mass destruction and spectacular deaths will keep fans happy, so if you liked the first part and want more, check this out!



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DARK LORDS OF THE SITH and
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coming soon.**



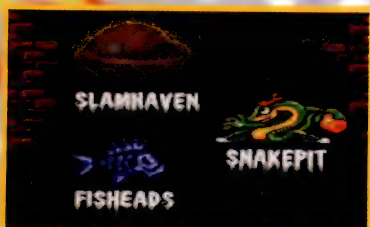
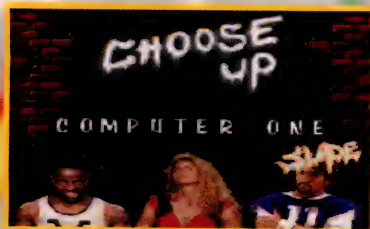
CART SPEC

- BY: VIRGIN
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: SPORT
- CART SIZE: 16 MBIT

Surprisingly, there's not an NBA star to be seen in this Virgin basketball effort. Instead we have a trio of jam-shorter South Central homies out on the municipal court, each of them trying to prove their superiority in the world of hoops, and each of them prepared to put their money where their mouth is. Starting with \$300 you get to bet units of \$100 on the outcome of each game; if you win you take the money, and if you keep losing until you're skint you're out. So, pick a player from either Chill ('Quick 'n' Slick'), Roxy ('Long Shooter') or Slade ('Fast 'n' Loose') and prepare to take on your rivals in seven different one-on-one competitions.



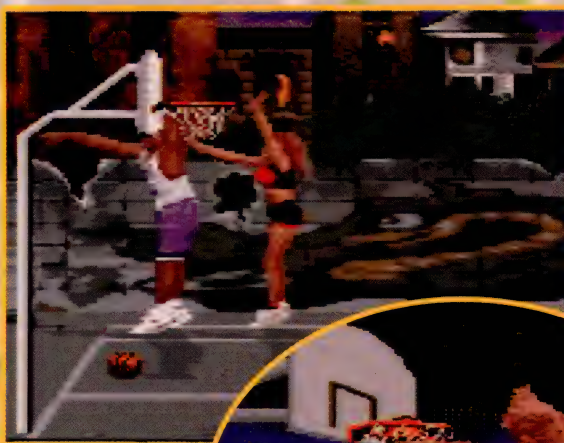
(ABOVE) Chill shoots, but was he standing on the magic cross?



(ABOVE) Before the game you can choose your players and your venue.

BOOMSHANKA!

To the untrained observer all seven game variations look very similar, which is probably because they ARE very similar, with only subtle rule variations to distinguish them. Basically, your opponent passes the ball to you and you just have to get past him (or her) and score, either with a shot or a slam. The variations change the number of points you need to win, switch fouls on or off, disallow non-dunks, and rig things so you can only shoot when your player is standing on a moving cross.



(ABOVE) Chill and Roxy fight it out around the hoop, without realising that neither has the ball.

(LEFT) Roxy jams it in, while poor old Chill fumbles around below.



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BOOM SHAKER-MAKER!

Unfortunately, even the simplest game variation is made tricky by the fact that shooting is so difficult. The process of shooting and dunking is vague and whenever you lob the ball in the direction of the basket it seems to be almost pot luck whether the ball goes in or not.

JAMMIT

RATINGS



PRESENTATION

▲ Reasonable array of options, but not much else.

69

GRAPHICS

▼ Ugly-looking digitised players drift around the court. Bland backgrounds

60

SOUND

▼ Pumping but repetitive basslines, and annoying speech.

69

PLAYABILITY

▼ Requires too much effort to get not enough fun out of it.

59

LASTABILITY

▼ Very samey from start to finish.

50

OVERALL

A street basketball game without much credibility.

57



(ABOVE) Slick strikes a cool pose in spite of the fact that Chill is about to score a penalty which will win him the game.

REVIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM



CART SPEC

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

FEATURES

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

GAME INFO

- GAME ORIGIN: The rampaging success of NBA Jam
- GAME DIFFICULTY: Average
- 1ST DAY SCORE: Nearly beat all the teams
- ALTERNATIVES: NBA Jam, NBA Basketball '95 (EA)

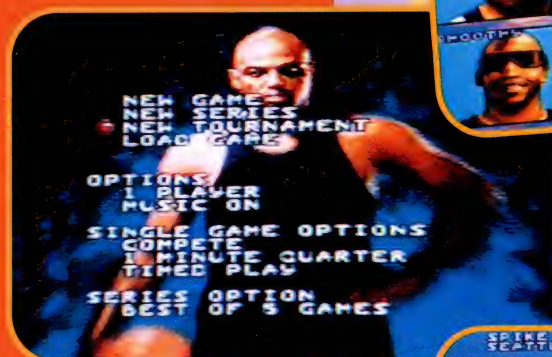
CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Okay

- | | |
|-------------------------|--------------------------------------|
| A Pass/steal | L/R L/R: Nuthin' |
| B Aw ... shoot | S Start: Pause
Select: Zip |
| X Pass/steal | |
| Y Shoot ... agin | |

There has been an influx of basketball games on the market lately, all trying to ride the wave of popularity that this sport holds over the youth of today. While most them try to be just straight forward simulations of the sport, there are a few that take it one step further. They add the high flying dunks of the super stars for an over the top slam fest. This all adds up to an offbeat style of game that defies gravity and relies heavily on surrealism. This is where Sir Charles Barkley takes the reigns and introduces us to Barkley Shut Up And Jam!

BARKLEY SHUT UP AND JAM!



UP & JAM



This basketball sim invites us to play hoops with Barkley and his homies in a competition that spans the whole of the USA. Be prepared, because in this competition there isn't any room for those who don't make the grade. The games are played two on two style and at the beginning you have first pick the team captain and his partner.

There are about twenty highly suspicious looking young thugs to choose from, each with thier own strengths and weaknesses, such as two and three point shooting, dunking ability, rebounds, steels, and speed.

Once you have chosen your team, it's time to pick the venue from seven cities across the country. Each city has its own style of court to play on, the local schoolyard, the desert or on Barkley's home court. Then pick the type of game you want to play, be it a tournament game or just one game for fun, or even a best out of five or seven series. Quarters can be from one to ten minutes and there is naturally a two player head to head option so you can play against a friend.

Once started you'll find that it plays pretty much like NBA Jam. Combine the turbo button with the shoot button when you're in the key and your player will perform an slam dunk. Each player, depending on thier strength for dunking, will have a different style.



NICK

COMMENT

Barkley's Shut Up And Jam is basically just an NBA Jam Clone. It borrows heavily from all aspects of NBA

Jam, save for a few options and the lack of an NBA liscence. Unfortunately, it comes up short trying to capture the addictiveness and fun that NBA Jam has and it's an easy game, the computer never really puts up much of a challenge. Graphics are just one of the game's flaws. From the way the sprites jerkily break dance across the screen, to the horrible colour schemes the game doesn't have that much going for it. I mean, who wants to play in a concrete ghetto? The music is okay but the injustice of the garbled effects really put a down turn on the appeal. I gave the game a good thrashing, but the more I tried the more I came to realise that to cash in the brilliance of one game you really have to put in more than a half-hearted attempt. It may sound a bit harsh, I'd be hard pressed to find anyone who would prefer this to NBA Jam. Okay, so some diehard Barkley fans will buy this on the strength of the name, but I'm sticking with what I know.

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 few options to stop the overall boredom
- ▼ Poorly executed

40

GRAPHICS

- ▲ Player portraits are okay
- ▼ Little detail during the game

38

SOUND

- ▲ Music is barely adequate
- ▼ Sound effects are garbled moans

41

PLAYABILITY

- ▲ Little co ordination is required
- ▼ It's too hard to judge jump shots and block to shots

55

LASTABILITY

- ▲ Barkley fans may indulge for a while
- ▼ Not even kids will be fooled by this nasty imitation

39

OVERALL

37

I wonder if Sir Charles actually knows he is endorsing this game?



Here we are, it's a brand new year and, shock! horror!, I have actually sighted a letter which intelligently approaches some subjects that you and I, fellow gamers, hold dear to our hearts. Feel free to send more letters of this ilk to Mailbag, PO Box A305, Sydney South, NSW 2000.

mailbag

DEAR FAT BOY

I hate pineapple on pizza (issue #17). A pizza isn't supposed to be sweet. It's supposed to be savoury. I don't know why they put it on pizza it just makes the pizza that crappy.

One of the kids at my school has a Sega Megadrive and every time I bring NMS to school he wants to read it, why? I think your mag is really cool because of the reviews and all the news about Nintendo.

Tony Silvestro
Windsor Qld

P.S. Pineapple sux.

P.P.S. Have you got anything to do with Satan?

P.P.P.S. Thanks for the free Simpsons card in issue #18.

At last! A letter that deals with one of the most important things to affect us today. Yes! The hoary old question of pineapple on pizza.

DEAR FAT BOY

This letter is to anyone at NMS who knows any anime/manga clubs in Australia. I'm really interested in Anime and Manga but I can't find any contacts etc.

If you could send me a couple of addresses and some more info it would help me immensely.

Thanks very much!!

Erin Baker

Beechworth Vic

Once more for the anime and manga fans. At the moment there are only two clubs in Australia that we know about. They are the Manga Club, 51A Grosvenor St, South Yarra, Victoria 3144; and the Kiseki Club, 198 Fern Road, Wilson WA 6107. If anyone knows of any others feel free to write to us.

DEAR FAT BOY

I am writing to you for the reason that I am sick and tired of reading other people's letters in Mailbag filled with non-

sense and stupidity. I will remind you, Fat Boy, that this magazine is a gaming magazine, not a cow waste store. I demand that you be responsible for the letters we read in your part of the magazine.

Letters from people like Heath J. Parkes are of no use to the rest of the NMS readers should be left untouched rather than published in an almost blemishless NMS mag. Letters filled with very lame insults aimed at other readers should be treated in the same way. If you're going to insult somebody, remember this: if you can't think of anything good to say, don't say ANYTHING! That should spice it up a little. And to those people who write about how "good" they are, get a life! Nobody cares how good you are, because in people's minds you're a

pathetic loser for writing about it without proof!

Changing the subject completely, I'd like to know why you guys waste valuable pages reviewing lame games. Sure, we have a right to know which one's good and which one's not, but why give two page reviews when they only deserve half to one page reviews? If you did this then maybe a proper review of Jimmy Connor's Tennis and Dr. Mario would have been possible.

And what about those ads showing people eating flavoured worms? What about those Marvel Cards? How about Crunchies? What do these have to do with Nintendo gamers all around Australia? What happened to you guys? What happened to the "100% Nintendo gruff" policy Australian gamers enjoyed and treasured?

Remember Atari? They went bankrupt because they left off the most important ingredient in the gaming world: quality. Get your act together, or you'll suffer what Atari suffered. Look, there's a whole lot of really good games out there, waiting to be reviewed in all its glory. Games like the Zelda series, Mario Kart and the new soccer games are still out there. Stop dozing in your lousy offices, go out and review them! Or would you rather have only 40% of the gaming mag world to yourself? Think about it, and learn from your mistakes.
Jerrold Abberton

Ah Jerrold, you must be a silicon-based life form if you have no need for food! But, strange as it may seem, the rest of our readers actually eat and some of them might even collect trading cards too. In short, we provide 100% Nintendo news and reviews, but we acknowledge that our

readers need some sustenance to get them through those long gaming nights.

As for the review length, it may be tempting to give a particularly dodgy game a half page review, but this is unfair, because it doesn't give us enough room to expound on just how crap that game can be.

DEAR FAT BOY

Salutory statements. Since you welcome input for your correspondancy pages, and I was gifted with time-units the use of which was undictated previously, I availed myself of the opportunity to make spread my queries and opinions toward the entertainment medium that we refer to as Video Games.

1. Everybody is, in your pages, continuously slagging off Sega. I say enough! As you said in a previous issue that I still own, "NMS is a vehicle for sophisticated debate, not for juvenile scrawlings" (or words very close to this; I can't be bothered getting the issue in question and I'm sure you'd do the same for me). To me this tagging a two-letter phrase including the words "sux" and "Sega" onto every letter signifies only one thing; fear. There is cause to be afraid, over here, Nintendo simply haven't got a hope and from what I can see the situation isn't great overseas. But on the other hand, be proud! We've got the best systems technically, and Mortal Kombat II, with its official rating tagged obediently on the cover, signifies a new era of Nintendo management; one where we are finally treated as we deserve to be in every respect! So don't give in to Sega by showing your fear, and don't let Nintendo down by ever feeling fear. We still rule, Brothers and Sisters of the Order of the Mushroom.

2. Further Sega vs Nintendo stuff I'm afraid, but on a different note, I've seen many letters particularly in your pages, regarding Sega's "pornographic" Night Trap game. Kudos to Skull for being man enough to defend Sega.

3. Yes, so THQ suck. And now that they've changed their name to Malibu, it'll be harder still to weed out their crap. But their latest, Time Trax, is quite good considering their reputation. Don't buy it, by any means, but don't knock THQ/Malibu till you've tried it.

4. Uncle Gus and all the others who proclaim their obsession with video babes to the world: get out more often, and if you must stay inside freeze-framing Chun Li's Spinning Clothesline all day, at least don't shout about it. You're giving us a bad name.

5. Following up on that, why do all videogame females insist on revealing their knickers? First there was Chun Li, and pause buttons were worn out catching the most underwear-revealing

Erin seems to be a bit of a budding manga artist herself, this is Tong-Li from her forthcoming title Young Dream Girlie V. Metal Police.



MISSION: KILL SEGA FANS



Bretton Bartleet of Rockhampton, Qld doesn't exactly see eye to eye with Tom.

frames of her animations. Then we got sick of that, so Capcom gave us Cammy, who wore nothing but what could be called military underwear. But we got tired of letting her win to see that winning pose, so they gave us Felicia the Catwoman (in Darkstalkers) who fights in nothing whatsoever aside from some Demi Moore-esque body paint. It's not just Capcom; all software companies resort to this tactic very regularly, even Nintendo (ie. the Mario All Stars ad in Japan, where Princess Toadstool becomes a sex symbol) use sex(ism) to sell games. Tom "Score pion" Goulter Wellington NZ

I don't believe it! After picking myself up off the floor, I worked my way through a pavlova sandwich or fifteen while contemplating your letter. And my initial impression did indeed seem to be true - I had indeed sighted a rare beast for these pages - a letter approaching some of the issues that gamers hold dear intelligently!

DEAR FAT BOY

My friend has a thing called a Game Doctor. It is from Hong Kong and can copy Super NES games onto a regular 3.5" diskette.

Is it illegal? Anyway he has the finished version of SSFII from America and it does not have the special finishing moves (fill the super garage) like SSFII turbo.

My friend and I both have American Super Nintendo but some Pal version games work on them eg. SFII turbo,

ries, that don't go anywhere like when I had to go to Shelbyville to buy a new shoelace. And I was wearing an onion because that was the style. (Wheeze, cough, splutter.) Now where was I? Oh yeah! We didn't have white onions cause of the war. Anyway a bunch of thugs came and complemented me on my onion. So I told 'em they could have it if they gave me their Levis. They said no, so I told them a long story that didn't go anywhere like when I had to go to Shelbyville which they called Summerville back then to buy a new ... zzzzzzz (snore) zzzzzz. Grandpa Simpson Springfield (which they called Autumnville back then).

Huh ... huh? Did someone say something?

DEAR FAT BOY

I've got every issue of NMS and all my mates (scum that they are) own Segas and say you suck. If you say no to any of these questions, I'll agree with them.

but Mario All Stars won't because of the security chip.

I have written in lots of times but you have never printed my letters. Please x 1000 print this letter (and the picture if you have room). Long live bacon (and Fat Boy for that matter) Luke Ulting Wellington NZ

We went through all of this last issue. Go back and read it.

DEAR FAT BOY

I heard you need an army to stamp out Sega lovers. Well you and me mates can't blow heads like we used to but we just tell them long sto-

1. Do you like Red Dwarf?
 2. Do you think Pamela Anderson's a babe?
 3. Do you like the Young Ones?
 4. Do you like the eight part SF2 comic?
 5. Finally, do you like the graphic novelisation Platinum Grit?
- Scott Hardie
Esperance WA.
P.S. Smeg off

1. Yes.

2. Yes, but I don't have a picture of her up in my office like Raoul from Metro Games.

3. Stupid question...

4. ...and they're getting stupider.

5. I can't even be bothered answer...

DEAR FAT BOY

You can imagine my disappointment when I got home to discover that I won absolutely nothing for my three superb, and I use the term loosely, pictures which I slaved over for weeks. Or maybe you can't, maybe you don't know good art when you see it. I really hate to offend people no matter what they've done, but to tell the truth I'm really pissed

off, I haven't ever been this angry in my whole life. I'm not paying out or trying to degrade the artwork you chose to win but I think my characterisations surpassed the standard of the entries that came out on top. And I also sent in three pictures of the entries that contestants only sent in one. And I even included a passage on each that I typed out on the origins of the characters.

I find it totally unfair that I didn't even rank first, second or third! to receive those fantastic games which I've been hanging for ever since day one.

I've shown about fifteen people my pics, even some strangers, and they all thought my pictures were indeed worthy of a prize. I'll get a hundred people to sign a petition, I'll even get a thousand if that makes you happy.

Did you pick them by blindly placing your finger on a pile of entries? Or do you hate me? Is that it? You don't even know me although you seem to think unworthily of my art, why is that? They weren't even on the front page where the good ones seemed to be. The little boy that I showed the mag to today said, and I quote "What did you win?" I said "Nothing"

He said "Why not?"

Why don't you ask the readers to write in and say which ones they liked the best or are you afraid of what the majority would say. I don't see why you would be.

At this point I am lost for words, I cannot comprehend, I just don't understand, I'm broken...

Please take this letter seriously.

Jason Steel

Gerroa NSW

P. S. Please don't be offended by my way of mind as I hope to stay in touch through your mail bag. I don't think poorly of, dislike or despise any of the people at Nintendo

Magazine System.

I just think you made the wrong decision. Please don't think less of me either as I love to read your informative magazine. Do what you will but be sure it's honest.

Modest little thing aren't you?

AMOS COMES OVER ALL SERIOUS



A Distressed Individual's sentiments were echoed by a number of readers including Matthew Thomas of Denistone, NSW.

DEAR FAT BOY

I'm disgusted, there is a traitor in your team - he goes by the name Amos Wong. I saw a programme called The Zone as I was flicking through the channels and there he was commenting about how good bloody Sega games are.

A Distressed Individual
Applecross WA

I now open the floor for Amos so he can reply -

As well as Super NES reviews, my role on The Zone includes occasional arcade reviews of the latest game to hit Timezone, and Sega's Wing War happened to be the one that week. Whether I liked it or not isn't the issue; if you're letting your prejudices get in the way of experiencing potentially great games at any arcade, it's YOU as a gamer who's missing out on the fun that's being offered. Fun, not who makes it, is the bottom line.



Q 1. Will there ever be a Red Dwarf game?
2. How can I get back issues and how much?
3. Will Myst be released on the Super NES?
Erin Baker, Beechworth, Vic

A Skull: 1. I'm going to lash you to within an inch of your life. And then I'm going to have you. There probably won't be a home version of Better Than Life, at least not until virtual reality kits become a bit more advanced.
2. Look, I must answer this at least every other month, Just send a cheque or money order made out to Trielle Corporation for \$6.00 per issue to NMS Back Issues at the usual address.
3. No.

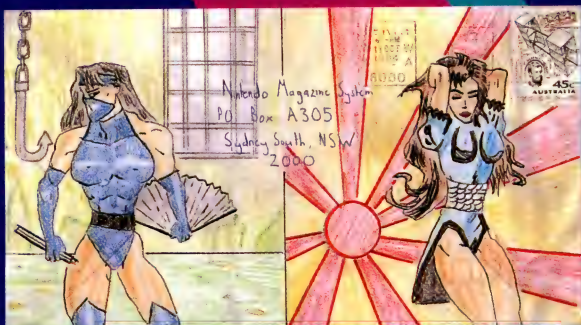
Q 1. Why is it that when I use my Game Boy Action Replay with Super Mario Land 2, parts of the levels and the map are like being whacked around the head with a dead fish? And when you turn on the AR switch the game crashes.
2. Where can I get a Game Genie for Game Boy in WA?

3. Is it even worth getting a Game Genie?
4. What do you think are the five best GB games?
5. Ditto above but worst?
6. If you don't print this, I will make you eat hedgehog tartare and raw lamb hearts and make you watch Gardening Australia and BH 90210 reruns for eternity!!!! What do you

have to say about that?
Peter A. Roberts-Cooper, Somewhere in WA, I presume

A Skull: 1. Don't worry, we've just been putting 'additives' in the water supply.
2. From a shop, I would assume.
3. I wouldn't bother, especially not if you've already got an Action Replay.
4. My favourite GB games are Donkey Kong, Revenge Of The Gator, Itchy And Scratchy Mini Golf and Road Rash.
5. I don't play crap games so I don't have a clue what you're talking about.
6. Well, I've printed it, so your threats are null and void. Now what are you going to do, eh? Pathetic...

Q 1. What can I use to clean the cart pins and the cart port with?



Hmmm ... I like it. Send me more pics like this! Thanks Tate Straker, you can have a comic too.

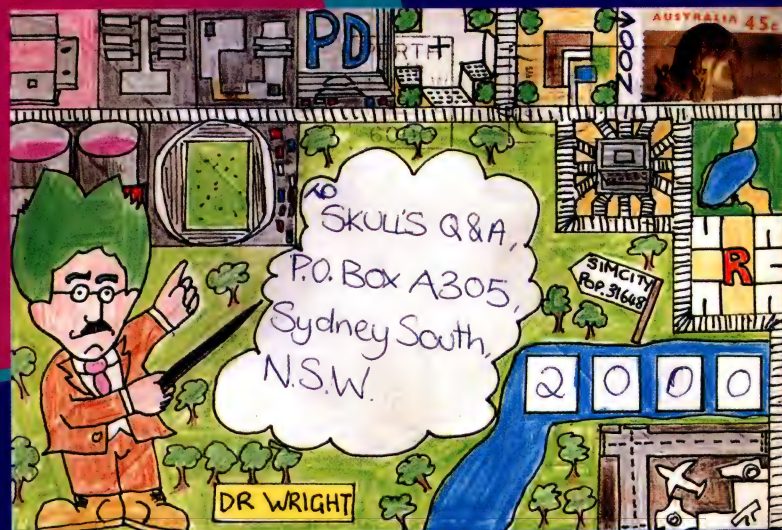
2. Are there any more games with a music soundtrack like the game Biometal had? I don't really like 2 Unlimited but it still sounded good to hear some music from pop groups. (The game really sucked.)
Thank you, O high one, for taking the time to answer my humble questions. Keep up the good work my Lord.
Ammeron Cleary, Woolgoolga, NSW

I must apologise, it seems that an incompetent editorial imbecile has been taking liberties by writing captions without my approval. Uncredited artwork, lame captions, etc. but don't worry, I know what's going on, even if no one else around here does.

I am pleased at the standard of pictures being sent to me and I would like to see more renditions of myself, remember, my generosity circuits go into overdrive when my ego is appeased, so keep 'em coming! Just don't send in stuff that's done in light pencil cause it doesn't come up well when we print it. Send stuff to me at Skull's Q&A, PO Box A305, Sydney South, NSW 2000.

A Skull: 1. There's a few commercially available cleaning kits around, or you could just use a cotton bud dipped in metho for the cart pins. Be very careful cleaning the port on the machine as any stray bits of bud could well and truly stuff it

game, simulation and fighting game?
5. I own Road Runner but I can't get past the first boss on level four. Can you pleaseeeeeeeeee help me, tell me how to beat him?
6. I also own Krusty's Super Fun House (Super NES). I've tried the JOSHUA password but I can't get it to



A nice Sim City pic from Trina Sweeney, but you forgot to include Skull Central.

up. You shouldn't have to clean the machine port anyway, as putting carts in and out is usually enough to keep the contacts clean.
2. The trend for using pop artists to do game soundtracks is fast increasing in the game industry and no doubt you'll hear more soon. Check out Green Jelly in Max Carnage.

Q 1. Dear Skull, just so my dumb and crappy sister knows, is there a Home Alone 1 and 2 on the Super NES?
2. If someone put a gun to your head and said you had to buy one of them, which one would you buy?
3. Would you care to do a review on them because I'm thinking about buying them?
4. What is your favourite platform

work, dare I ask you for help on this game too?
Unsigned Imbecile

A Skull: 1. Sadly, yes.
2. No one would ever dare put a gun to my head.
3. No, we will not be doing a review of them. Go ahead and buy them, see if I care.
4. Platform? Don't you mean platform? Hold on, maybe you do mean platform. Anyway, I like Super Mario World because Mario is one of few characters who can actually do more than just run, jump and shoot and it is probably the best designed platform game ever. Vortex is an excellent 3D game because it gives you an environment in which you are free to do whatever you want, even though the

play control could have been better. There's only one fighting game worth playing as far as I'm concerned. *Street Fighter II*, in any of its incarnations, is far, far, far better than anything else, although four years of it is a bit tiring.

5. Err, I only played that particular game once, and it held no interest for me. Try jumping on its head, that usually works in most platform games. There's a cheat for 75 lives, or you could call the Nintendo hotline. 6. I think you have to leave a space before the J.

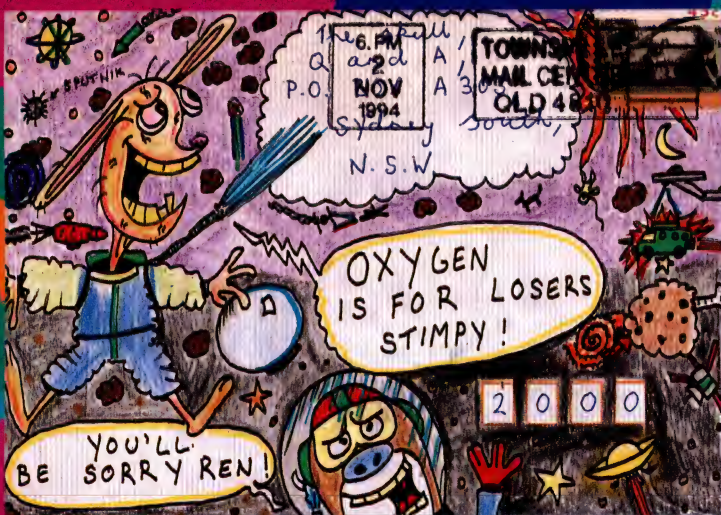
Q Dear Almighty, all powerful and ever living Skull,

As I am sure you are aware, there are some excellent samples of deadbeats in this world, but it seems to me that they are all the Nintendo experts that I was aware existed. I have searched high and low, long and far and, as yet, have been unsuccessful in my quest for knowledge. The so called 'experts' about Nintendo that I have met seem to me to have the brain capacity of retarded dead snails!

I was beginning to give up hope when a village elder I consulted pronounced you as the omnipotent God as far as Nintendo goes. So please, Mr Skull, enlighten me.

1. Rugby Union, Aussie Rules and cricket on the Super Nintendo. Yay or nay?

2. Is she or is she not? I mean Sonya in MKII? Some people say she is not, others swear they have seen her in it! She's a babe and a winner over Chun Li any day!



A brilliant double-sided envelope from Anthony Olsen. Everyone gets comics this month!

3. Why don't more games have a battery backup?

4. What, in your mind, is the best game for a dumb farmer? Jack's little brother, Tom the Ripper

A Skull: 1. Yay, nay and nay. *Imagineer's World Class Rugby* was released a while ago but wasn't particularly good, although a sequel has been released overseas. I've got no idea what's happened to the cricket game promised by Beam Software.

2. Sonya and her well toned legs can be seen chained in one of the backgrounds of MKII. I've heard that if you can find Jade and beat her flawlessly using only high punch Sonya is freed and you must then fight her.

3. Most games are too short and easy to require a battery backup. Besides, it makes the game cost more, and you don't want that now, do you?

4. My data banks are empty on the subject of

are a few dodgy ones available in Hong Kong or through some importers.

2. No. There are hardly any new games being released for NES anyway, so I don't know why Nintendo bothered making it in the first place. Eight bit technology is a thing of the past and that is where it should remain.

3. Why? The current does the job it was designed for perfectly well. (Yes, I know it's 8 bit but it's only a low-res mono screen.)

Q 1. Are there RGB outputs in the Super NES AV out socket? If so, could you please print a diagram showing which pins they are, including the L and R audio channels? 2. Is the Starwing Game Watch any good? Alexander C.C., Glengowrie, SA

dumb farmers (what a shame), however, when I consulted NMS' resident unemployed scum New Zealander, John (close enough to dumb farmer in my books), he stood there chewing his cud. Does that answer your question?

Q 1. Is there a convertor that lets you play NES games on a Super NES?

2. Is the new NES worth getting?

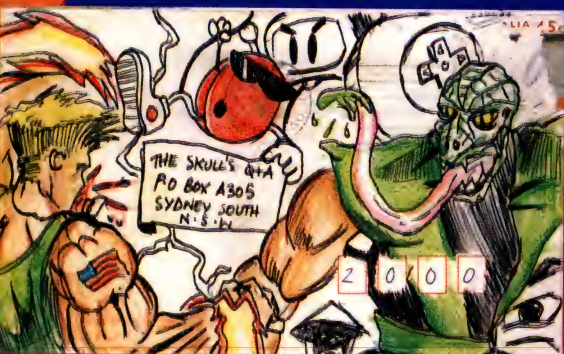
3. Is there going to be a new Game Boy? Daniel Slater, Melbourne, Vic

A Skull: 1. Nintendo has not released such a product, however there

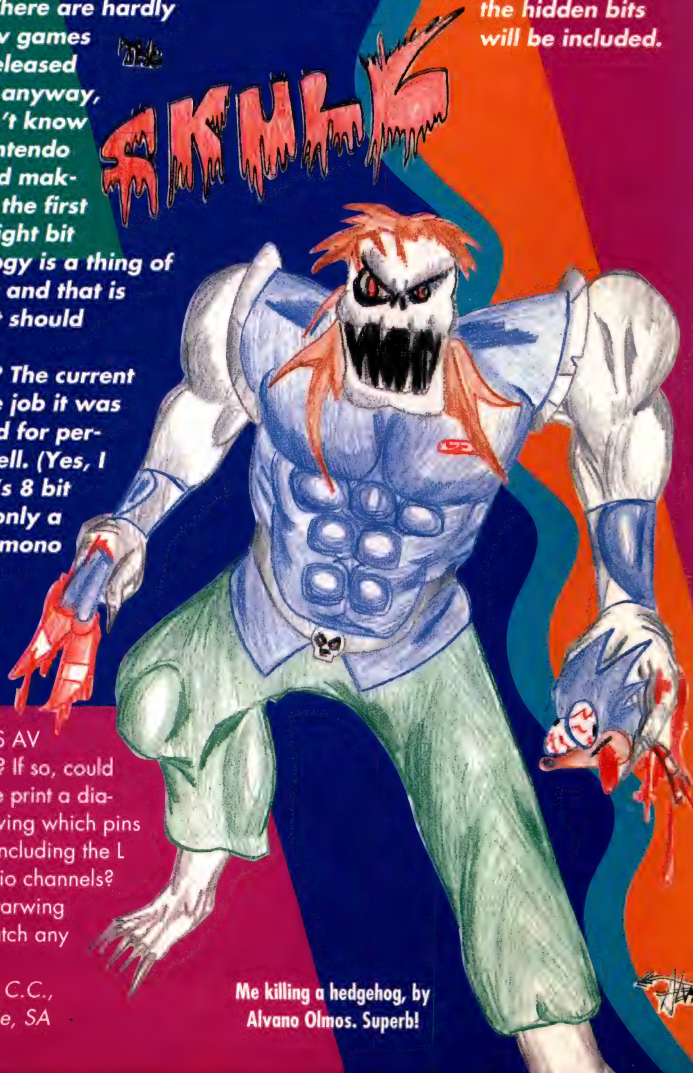
A Skull: 1. There aren't any RGB cables readily available so your best option is to get hold of a 21 pin scart cable and have a technician change the scart plug to a RGB on and split off the L and R audio. It will look hideous but if done properly you'll get a beautiful picture on your monitor. 2. Err, no. It's a piece of crap.

Q Dear Skullthorpe The Magnificent, I think we could relate. A multitude of names have also been given to myself. From Pumpotillious to Pump-Pump-Double-Pump or here on Earth, just Mr Pump. Due to the fact that I choose not to dwell in the Outworld under Shao Khan's evil rule, call me Pump. I was wondering when the NBA Jam Tournament Edition will be coming out? And will it include the hidden characters such as Rayden, Reptile and Sub Zero? Monsieur Pump, Earth Realm

A Skull: Mr Pump? Heh heh! Sounds like something that came out of the butt of Johnny Farpants! Matthew Kellett, you were foolish to print your real name! NBA Jam T.E. will be out sometime this year but it's not worth getting if you've already got the original. I assume all the hidden bits will be included.



Guile and Reptile fight for the honour of appearing on an envelope sent to me! It's from Aldrich Quai Hoi and he gets a comic.



Me killing a hedgehog, by Alvano Olmos. Superbl!



Aah, good evening and welcome fellow travellers in the great world of Nintendo. Thankyou for joining us here on the good ship NMS. As you can see here below me is where it all takes place - the engine room of the gaming world as it were. To sign on just send your hints and tips to Tips & Tactics, PO Box A305, Sydney South NSW 2000.

tips & tactics

GAME BOY

KIRBY'S PINBALL LAND

WARPS: Press **RIGHT, SELECT** and **B** together and a black cat will trot across the screen.

Start a new game,

choose a

level and you will go straight to the boss!

Press **LEFT, SELECT** and **B** simultaneously and a white cat will walk across the screen.

Start a level and

you'll go to the bonus stage! You cannot die in either of these cheats, says Jarrod Ranton of Tawonga in Vic.



WARIO LAND

BOSS CHEAT: This cheat from Jarrod Ranton doesn't let you become the bosses but it does help you destroy them.



Level 3 - In the utility shed look behind the wall where the spitter is.

Level 4 - Look behind all the brown rocks. In the smallest cave look behind all the rock walls.

Level 6 - Pick up any question mark you see. A bonus life is awarded every for 1,000 points, so shoot every dinosaur you see.

TECMO WORLD CUP SOCCER

CODES TO FINAL: Sick and tired of playing fifteen games to get to the final, asks Daniel Griffin of Latham in the ACT. Try one of these codes for your favourite team in the final.

Italy: **JJPDF134**

Brazil: **JBKDJH3DG**

Germany: **JCGPJH3D4**

Argentina: **BBHDF21D4**

NES

JURASSIC PARK

HIDDEN BONUSES: **Level 1** - In the first building look behind the wall behind the computer. In the second building go to the bottom right of the screen and look behind the wall.

Level 2 - In the raptor pen look behind every wall. In the raft section collect all the eggs for two extra lives.



Nintendo's new hotline will save

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

NINTENDO HELP SYSTEM

Holland: **DCGDKH3M3**
USSR: **LKGD223M3**

ULTIMATE AIR COMBAT

LEVEL CODES: Here are some passwords provided by David McMullen of Corella, Qld.

Stage 2 - **CWWXDK3**

Stage 3 - **DDDDDDDD**

Stage 4 - **GGGGGGGG**

Stage 5 - **JJJJJJJ**

Stage 6 - **LLLLLLL**

Final Stage - **NNNNNNNN**

STAR WARS

SHIELDS: Here's a little tip for Star Wars from David McMullen. Don't go into every cave looking for the shields that you need for the Millenium Falcon, just keep going back into an easy cave. The shield will keep reappearing!

SUPER NES

RETURN OF THE JEDI

SOUND TEST: With control pad one press and hold **Y, X, A** and **DOWN** then press **START** during any platform level. Keep doing this to get more cheats.

7 CONTINUES: On the title screen press **A, B, A, Y, A, X**. An Ewok will scream in agony if done correctly. These cheats were sent in by Jason McDonald of Baulkham Hills.

PASSWORDS: Tay Nguyen of Melbourne was the first to send us the level codes for the latest game in the Star Wars trilogy.

Tatooine: **BGFSMH**

Jabba's dance hall: **JVPLHP**

Jabba's palace: **VDLBGG**

Rancor pit: **MKYXVN**

Attack on sail barge: **LBRHFR**

Inside sail barge: **GPTDZC**

Endor speeder bikes: **DDQYZ**

Ewok village one: **TLVHFT**

Ewok village two: **NVBJJH**

Endor: **GRMJYX**

Millenium Falcon: **ZKQHQD**

Power generator: **WCBMKS**

Inside Death Star: **KXYZZD**

Over Death Star: **BWHPHZ**

Tower: **MKZYDP**

Tower entrance, Vader: **KHWKCB**

Emperor's chamber: **WDSMNN**

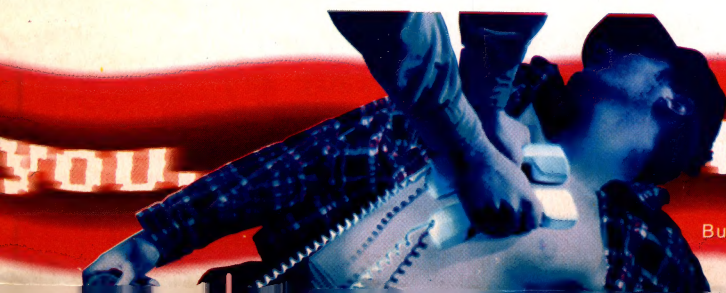
Death Star tunnel: **GWYXGN**

JUNGLE BOOK

LEVEL SELECT & CHEATS: Paul Marchant is all hyped up from playing his games so he decided to send in some cheats. On the Virgin logo press **UP, UP, UP, B, B, Y, Y, SELECT, UP, DOWN, LEFT, RIGHT, B, UP, Y**. This must be done with control pad one and must be done before the Virgin logo fades. If successful you'll hear a clicking noise, then point your cursor on the options and press **START**. A new menu will appear allowing you to select a level and to use cheats such as slow motion, levitation and more hearts. During the game press the **L** button to make Mowgli levitate and the **R** button to go into slow motion.

PAC ATTACK

LEVEL CODES: George Mandic of Cooper in SA and Joe Dinh of Hammersley in WA both sent in complete lists of codes for all 100 levels of Namco's Pac puzzler, however we can only print about a fifth of them.



Call 1 902 24 1001.

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

Level 5 - **HNM**
 Level 10 - **SRY**
 Level 15 - **MTN**
 Level 20 - **MWS**
 Level 25 - **SRT**
 Level 30 - **WHT**
 Level 35 - **TGR**
 Level 40 - **RMN**
 Level 45 - **SDB**
 Level 50 - **WLC**
 Level 55 - **KRW**
 Level 60 - **TMP**
 Level 65 - **QTM**
 Level 70 - **WTM**
 Level 75 - **SNC**
 Level 80 - **BSK**
 Level 85 - **HPN**
 Level 90 - **BTF**
 Level 95 - **RRC**
 Level 100 - **LST**
 Ending - **JFK**

STUNT RACE FX

RADIO CONTROL: Jamie Ewins of Bayview Heights sent in these course maps which show the best route to take so as to hit all three cars in the quickest time possible.

MEGAMAN X

BEST WEAPONS: Luke Garbutt thinks he's got things sussed in this game and recommends the following weapons to be used to the various bosses.

Chill Penguin: Use fire.

Spark Mandrill: Use ice.

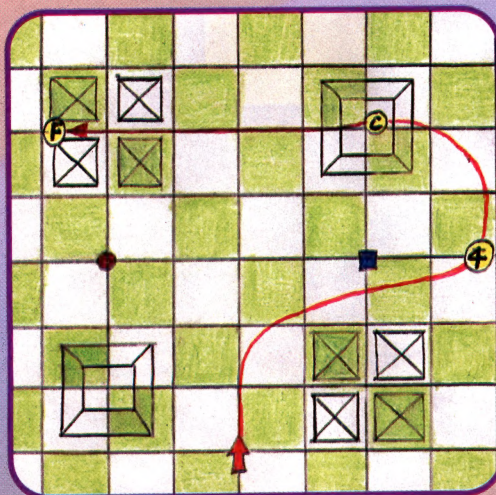
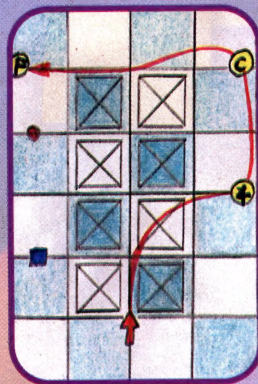
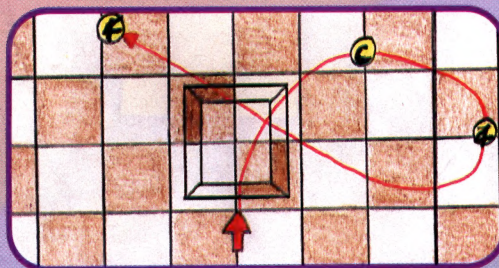
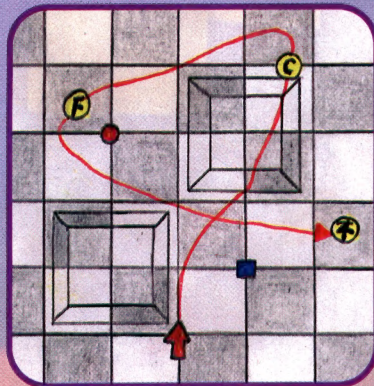
Launch Octopus: Use normal gun.

Sting Chameleon: Use normal gun.

Storm Eagle: Use normal gun.

Armoured

Armadillo: Knock off armour with spark then use normal gun to kill him.



Flame Mammoth: Use normal gun.

Boomer Kuwanger: Use homing torpedo.

KEVIN KEEGAN'S PLAYER MANAGER

TIPS: As well as the great Action Replay codes for this game, Mati Stewart also sent us a page of tips for winning in this soccer management sim.

3RD DIVISION

CONTROLS: You can get third division controls for the Anco Challenge by following these steps. Select a new game, choose your team and before you play the game press Reset. No contin-

ue and you should have easy controls.

FULL MORALE BAR: At the end of the season go to the start new season screen but instead of starting a new season press **START**. Now you will be on a screen with Kev's head, go to the coaches screen and give your team a week off. Now go back to the start new season screen and repeat this process until you have full morale.

SCORING: When going up in a match you find that most keepers have a blind spot on their near post, so line up just a little way down from the 18 yard box and shoot with the B button. When going down the blind spot is mostly far post so line up a little way

across from the corner of the 18 yard box. Using these methods you should be able to score between ten and twenty goals per match.

If you buy a player and decide that he's no good press Reset and he will no longer be on your squad, although everything else that you've done that week will also be erased.

To find cheap players that will improve a lot send your talent scout to look for a forward in the 1 class. Also, look for young players with red question marks. To get players cheaper, offer about half the asking price. If you feel confident in one of the cup finals, try to get a draw and the rematch will give you a second lot of gate receipts.

ACTION REPLAY CODES

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

NES ACTION REPLAY CODES

DOUBLE DRAGON II

These codes were sent in by Robin Martin of Gorden Park in Qld.

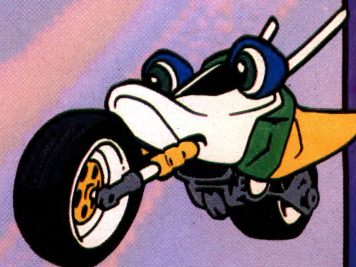
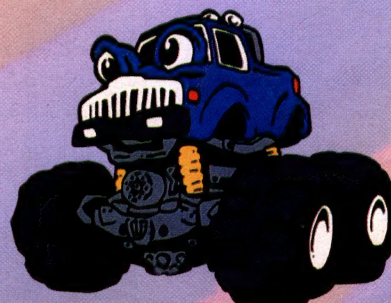
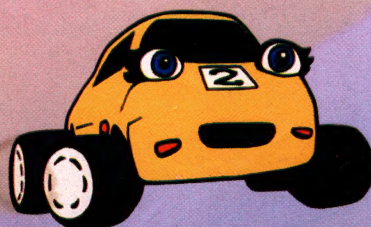
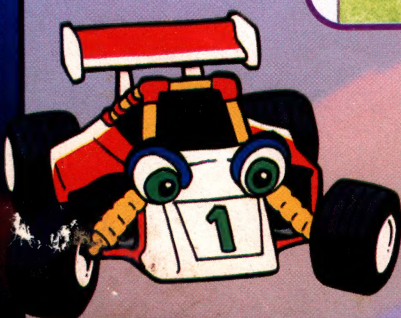
0004 3203 - Infinite lives for player 1

0004 3303 - Infinite lives for player 2

0000 2201 - Automatic jump kick for player 1

0000 0B03 - Automatic jump kick for player 2

0000 8001 - Invisibility for player 1



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LOONEY TUNES™!**

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

FIRST...

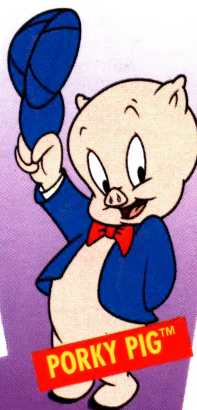
DECIDE WHO YOU'RE GOING TO SURPRISE!

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

NOW...

CHOOSE A FAVOURITE CHARACTER

Other celebrities available on request



SELECT...

YOUR SPECIAL GREETING

Find the right message.

**NEW
RELATIONSHIP!**
Offer your friendship.

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

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

**I LOVE
YOU!**
Send your love
message.

DATE?
Shy? Bashful?
The first step.

**MARRY
ME?**
Pop the question.

**HAPPY
BIRTHDAY!**
Surprise someone on
their birthday.

SORRY!
An easy way to
apologise.

THEN...

GIVE BUZZ A BUZZ TO ORDER A SURPRISE CALL

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