

ALL THE GAME BOY, NES, SUPER NES & NINTENDO NEWS THAT'S FIT TO PRINT!

# Nintendo®

MAGAZINE SYSTEM

ISSUE #23

FEB '95

## SYNDICATE

A game with BIG guns

plus

Street Racer  
super punchout

CRAZY CHASE  
Lion King

but wait! there's more!

huge anime interview special

THE SECOND BIG PART OF OUR  
DONKEY KONG COUNTRY GUIDE

Reader's Art Special

WE SPEAK TO ARGONAUT!



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## NINTENDO PEOPLE SYSTEM

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Michael 'Man Or Myth?' Mohi

### SHOOT ALL HIPPIES

Mary 'Hello Flowers, Hello Trees, Have You Met My Chainsaw?' Gillespie

### IGOR

Andrew 'Yesssh Master' Iredale

### BRAIN CONTAINER

Skull

### ARE YOU STILL HERE?

Jane Wilde, Paul Davies, Nick Smith, Amos 'Still The Most Hated Man At NMS' Wong, Andy McVittie, Ben Smith, Michael Mundy, Blake 7, Baragoon

### THE PEOPLE RESPONSIBLE FOR BACKGROUNDS YOU COMPLAIN ABOUT

Kuen 'I'm Happy Now I Have A Super NES In My Office' Kam

Gary 'Gimme That Game Boy' Fletcher

Gary 'But I Haven't Been Overseas In Ages...' Harrod

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# THE FRONT PAGE

## THOSE OF YOU DOWN THE BACK OF THE CLASS, PAY ATTENTION!

I tell you these things and do you listen? No! You keep on calling us here and ruining my quality time devising new pavlova sandwich recipes in the newly renovated NMS Test Kitchens, and, of course, playing Nintendo. Now, let's get this straight.

- If you want advice on how to find the last seashell in Zelda - Link's Awakening you call the Nintendo Hotline on 190 224 1001.
- If you want back issues of NMS you have to send us a cheque or money order made out to Trielle Corporation for six smackeros per issue to the address at the bottom of the imprint. And for the last time there are no copies of issue four available.
- If you just want to phone us up and ask dumb questions write us a letter instead! Now have you got that? If you haven't well I might just have to wrest myself away from the NMS Test Kitchens and DEAL WITH YOU PERSONALLY! Now I have that off my not inconsiderable

chest it's time to move onto other things like life.

The more attentive of you will be aware that next issue is number 24, and it's, like, almost our second birthday. So we've decided to take a long hard look at the world of NMS and the little satellites around it.

We ask all the tricky questions and even attempt to answer some of them! How often does Mary oil her chainsaw? When did Andrew last function on the same astral plane as the rest of us? And why does Raoul from Playcorp have a cat called Platypus? Oh, and does Kristine from Nintendo really turn up to work in a tiger skin bikini?

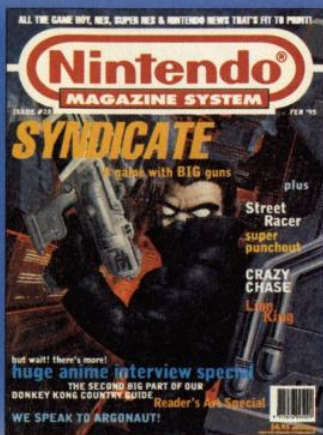
So that means you that by the end of next month you will know all the innermost secrets of the workings of NMS, including, and this is the really good bit, me divulging my most favourite pavlova sandwich recipe. (And, because we've had many requests, a cut out and make Amos Wong dartboard.)



Illustration by Derek The Drop-Bear

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Issue 23



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You know like a big dipper to call your own. Or something like that.



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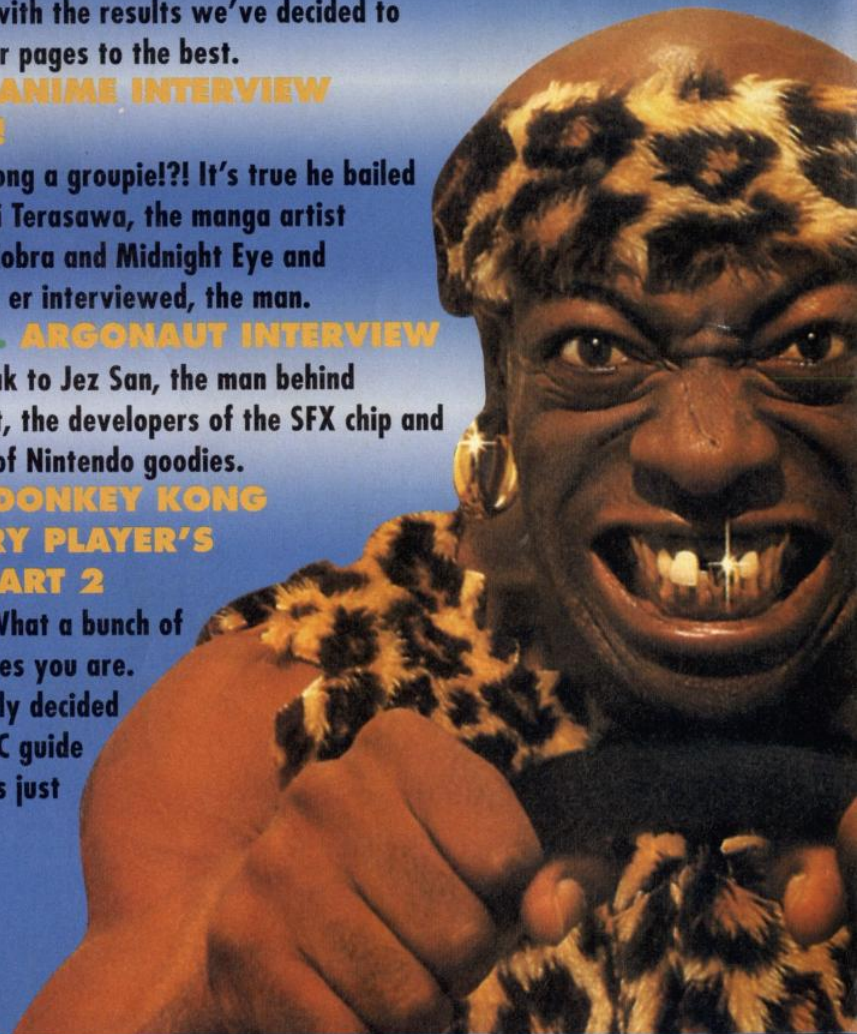
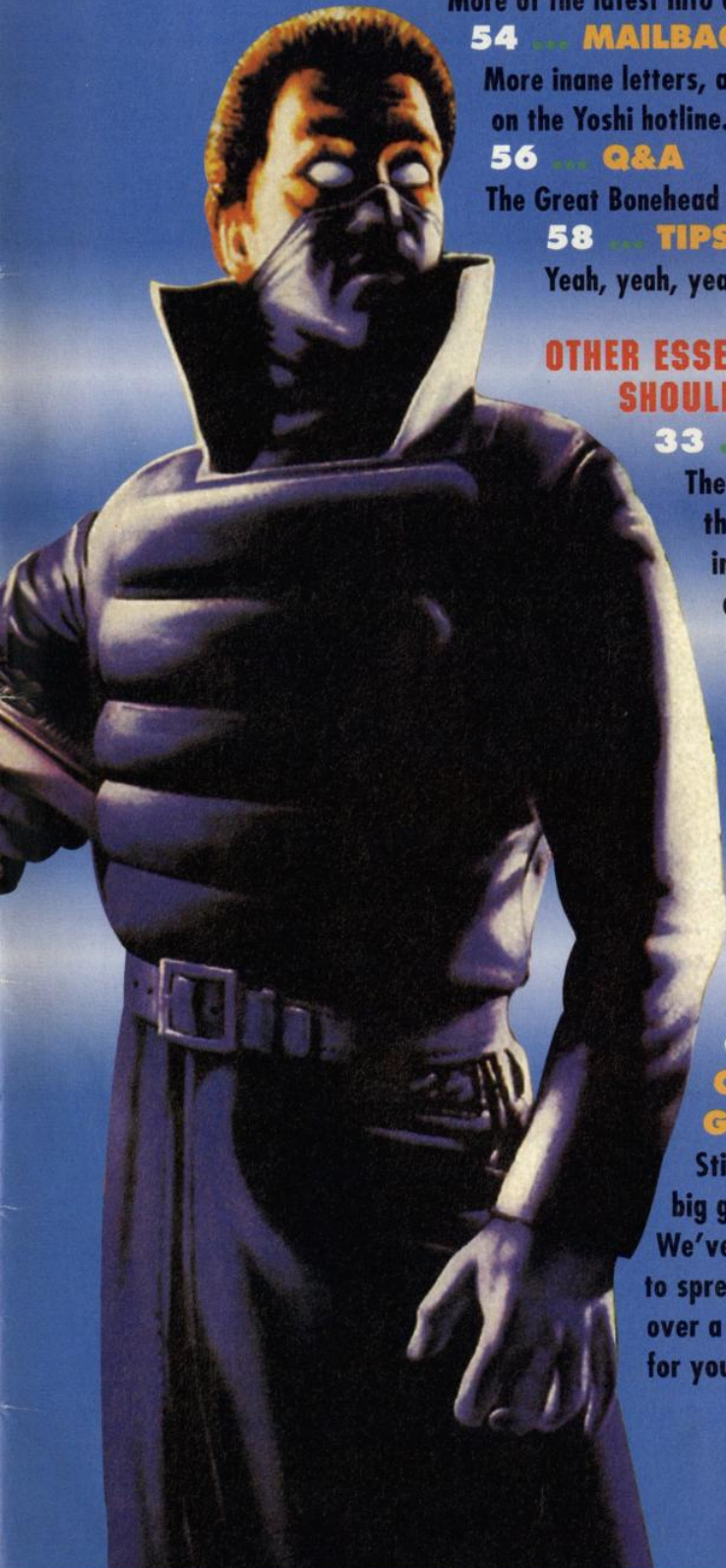
Amos Wong a groupie!?! It's true he bailed up Buichi Terasawa, the manga artist behind Cobra and Midnight Eye and drooled, er interviewed, the man.

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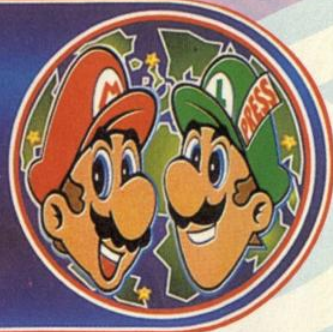
We speak to Jez San, the man behind Argonaut, the developers of the SFX chip and all kinds of Nintendo goodies.

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Still stuck? What a bunch of big girls' blouses you are. We've generously decided to spread out DKC guide over a few issues just for you...



# MMMM



## NINTENDO NEWS NETWORK

# ULTRA UPDATE

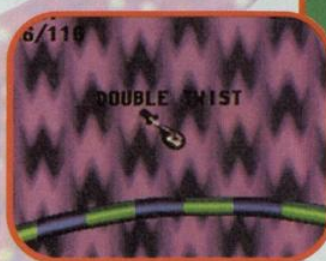
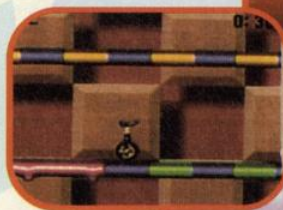
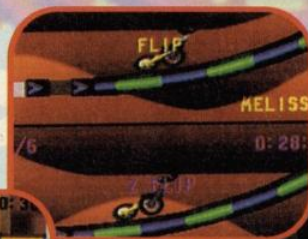
Although Cruis'n USA and Killer Instinct have been out in the arcades since last year, the final hardware specifications for the home version of the Ultra 64 are yet to be finalised. One company that has recently committed itself to the project is Rambus Inc., which will be supplying its high-speed RAM technologies. RAM, which stands for Random Access Memory, is used by a computer to store data that is about to be used in a program. As for how it will affect the Ultra 64, the Rambus DRAM (Dynamic RAM) is sufficiently faster than conventional DRAM and will result in faster, more detailed graphics.



The Nintendo Ultra 64, now with lemon scented RAM! Games faster! Clothes whiter!

# uniracers neutered!

In a strange move, Nintendo has decided not to release its most original game of the year in Australia. Uniracers is a one or two player racing game featuring unicycles (no, really?). The game is seen from the side as the unicycles dash along at high speed, performing all manner of stunts along the way to gain points. There really isn't anything else quite like it on any other format, and the gameplay is phenomenal! The object in each race is to come first, but this can only be achieved by executing excruciating acrobatic stunts, similar (in a way) to freestyle skateboarding. Each time you pull off a stunt and land you receive an increase in speed and Uniracers is one of the fastest games you'll ever play! Looking at the screen shots you may be thinking "If this game is so fast, how am I supposed to see what's ahead?" Uniracers solves this apparent problem by having each section of the track colour coded. For example, when it's blue and green, you can safely pull off stunts; when it's yellow, prepare to jump, and so



forth. Despite the bland appearance, Uniracers has an amazingly high level of animation, with the unicycles all rendered on Silicon Graphics workstations using the ACM system as used in Donkey Kong Country. It's out now in America, so if you

want a copy you'll have to see your favourite game importer, although you may need a good converter to bypass the nasty little security chip lurking inside overseas carts. Rest assured, though, that NMS will harass Nintendo Australia every day until Uniracers is released!

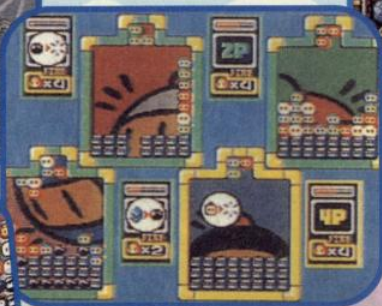
# BOMBERMAN INVASION!

# NEWS

If you thought four player Bomberman games were intense, check out this. It's Bomberman 3, the latest game from Hudson Soft and it's five player compatible! There are lots of new characters and stages, as well as bizarre additions such as strange kangaroo creatures which the Bombermen can hop around on. The 12 Mbit game has been released in Japan, but don't expect to see it here for a while, as Bomberman 2 is still caught up in distribution delays.

The Bombermen aren't content with just one new game. No, they plan to take over the entire world! Phase two of their fiendish scheme involves the infiltration of other game genres. The Bombermen have another new game out in Japan which resembles Tetris. Each player - up to four with a Multi Tap - is given a jar on the screen into which Bomberman heads drop in groups. The different coloured Bomberman heads have to be lined up in groups of three or more, but things get tricky when the bombs start to drop! Needless to say, this game contains hours of frantic gameplay and explosions marked by the quality Hudson Soft seal. An Australian invasion has not been announced.

# SUPER BOMBERMAN 3



# ruck in!

Rugby Union is by far the best game of football there is, so it's a bit of a shame that there aren't many video games based upon it. Tonkin House, however, has just released **Super Rugby** over in Japan. Tonkin House is best known for its brilliant Super Tennis, which was one of the first Super NES games released.

The football action is seen from a side scrolling point of view with the screen scaling in and out to keep all the action central, although the viewpoint switches to behind the player for goal kicks. Is it any good? We'll let you know as soon as we can get hold of a cart, although we hold high hopes considering Tonkin House's past performance in sport games. Unfortunately, there are currently no plans to release Super Rugby in Australia, although there is the possibility that it will be picked up by a UK publisher and translated into both English and the Pal format.



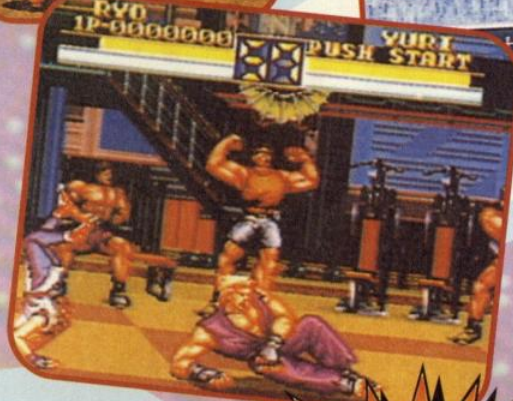
# MEGABIT BASH

The latest Neo Geo arcade game to be converted to the Super NES is SNK's **Art Of Fighting 2**. For those who don't know, it's a beat 'em up and, like many new fighting games appearing on the Super NES these days, the memory count is a generous 32 Mbits. All the characters from the arcade appear, as well as a secret fighter from Fatal Fury! Just as Art Of Fighting's Ryo was hidden in Fatal Fury Special, Geese Howard will complete the crossover and be hidden in Art Of Fighting 2. The game was released in Japan in December, but no Pal conversion has been planned.

Neo Geo beat 'em up fanatics with Game Boys are also being catered for, with a conversion of **World Heroes 2 Jet** on the way. All sixteen fighters have made it, although as with Fatal Fury and Samurai Shodown, they have been 'super deformed' to make it easier to recognise them on the low resolution Game Boy screen and World Heroes 2 Jet appears in glorious 'Super Enhanced' mode when played through a Super Game Boy.

# X-MEN AHOY

Acclaim has been working on an X-Men game starring Marvel Comics' Wolverine for the Super NES. Wolverine: Adamantium Rage is a standard platform action adventure and Wolverine is capable of a vast array of moves, with each of the six buttons on the Super NES controller being used for different purposes. There's also a new X-Men: Children Of The Atom beat 'em up coming to the arcades from Capcom. Expect something along the lines of Dark Stalkers, but with your favourite Marvel characters slugging it out in a frenzy of special moves and the like. Capcom also has a stroll along slash 'em up X-Men game called Mutant Apocalypse for the Super NES and it's out now in America.



Acclaim's Super NES game featuring Wolverine is out now.



Capcom's X-Men arcade beat 'em up is very similar to Dark Stalkers. That's good!





Square Soft, the company responsible for the Final Fantasy series and Secret Of Mana, has just released its latest production upon the adventure hungry hordes of Japanese gamers. It is called Chrono Trigger and, at 32 Megabits, is the largest game that Square Soft has produced to date. The game has been developed by three people: Yuji Horii, the creator of the Dragon Quest games; the Dragon Ball Z illustrator, Akira Toriyama; and Ironobu Sakaguchi, the producer of the Final Fantasy series. These guys are amongst the heavyweights of the Japanese RPG scene and Chrono Trigger shows every indication of being the next mega-hit.

Time travel is the theme in Chrono Trigger, with the young hero travelling back and forth through time while attempting to rectify a terrible accident that has befallen his village. He meets and is joined by other adventures throughout his journey through time, as well as his crossbow-toting girlfriend, he meets a war robot from the future, a knight who has been transformed into a frog by foul magic, an invention sprouting young lady and a bearskin-clad, club-carrying cave girl. The play mechanics of Chrono Trigger are more like old style RPG rather than the action oriented Zelda or Secret Of Mana and combat with magic and weapons is carried out in turns.

Chrono Trigger was released in Japan last December and is fighting for consumer selection against Dragon Quest VI, Capcom's Breath Of Fire II, Goeman Warrior 3 and Mother 2, an oddly titled RPG that graphically looks like a NES game but is absolutely huge, both in terms of game depth and popularity. There are currently no plans to bring any of these games to English speaking markets, although with the popularity of RPGs increasing in Europe and America, this situation may change.

# Chrono Trigger



The Frog! The Frog!!



Chrono Trigger is just one of many RPGs currently popular in Japan.



Below Enix's text heavy Dragon Quest VI is doing big business in the Land of the Rising Sun.



Capcom's Breath Of Fire II.



Above Konami's wonderful Goeman Warrior 3 is more action based and even has platform bits in it! "The stranger Mother 2"





# NEWS

# front mission

When one thinks of RPGs, mediaeval settings full of demons, dragons and dungeons usually spring to mind. And with the exception of the fab Shadowrun, most RPGs have been just that. However, RPG supremo, Square Soft, has just released yet another RPG in Japan and there's not an enchanted mushroom to be seen anywhere! The game is Front Mission, the setting is a post 2000AD new world order harbouring a conflict between two super powers. One of these super powers is the United States of the New Continent, comprising of North and South America, the other is the Oceanic Community Union, made up of the many Asia Pacific nations, including Japan and Australia. What these two forces are fighting about is anyone's guess, though no doubt it's got something to do with global domination. Where you, the player, enters into the story is in controlling the fate of the four main characters.

Front Mission takes up 24 Mbits of memory, most of which is used to store the incredibly detailed graphics. Buildings, roads, bridges, trees - and everything else - have been drawn with painstaking attention to detail, and the mobile suit battle droids are among the best we've ever seen! Of course, a game that sounds this good has to have some drawbacks and, unfortunately, Front Mission looks unlikely to be translated into English.



Cool! An exploding bridge!



Let's suit up and smash stuff!



# SIM CITY

Here's something we thought would never happen - Sim City 2000 on the Super NES! HAL Laboratories of Japan has managed to squeeze our favourite God game into a 16 Megabit Super NES cartridge and it looks like all the features will be included, as well as Super NES Mouse support! It's not due to be released in Japan until the middle of the year, but it will hopefully be translated soon after.



# competition winners

## Radical Rex

Robert Walker, Smythsdale Vic; Brett Dayman, Mundijong WA; Renai Le May, Broken Hill NSW.

## NBA Video

Nicholas Parkin, Colonel Light Gardens SA; Andrew Bird, Jurien WA; Kaz Pociask, Ashfield NSW; Matthew Crowley, Holgate NSW; The Crap Game King (but we know who you are), Watsonia Vic; Daniel Torocsik, Wodonga Vic.

## Sony Vortex

Winner: Nicholas Ticumber, Frankston Vic. Runners Up: Rees Meakin, Floriat WA; Joeline Cooper, Bolton Pt NSW; Amon Chary, Maroochydore Qld; John Jones, Oakey Qld.

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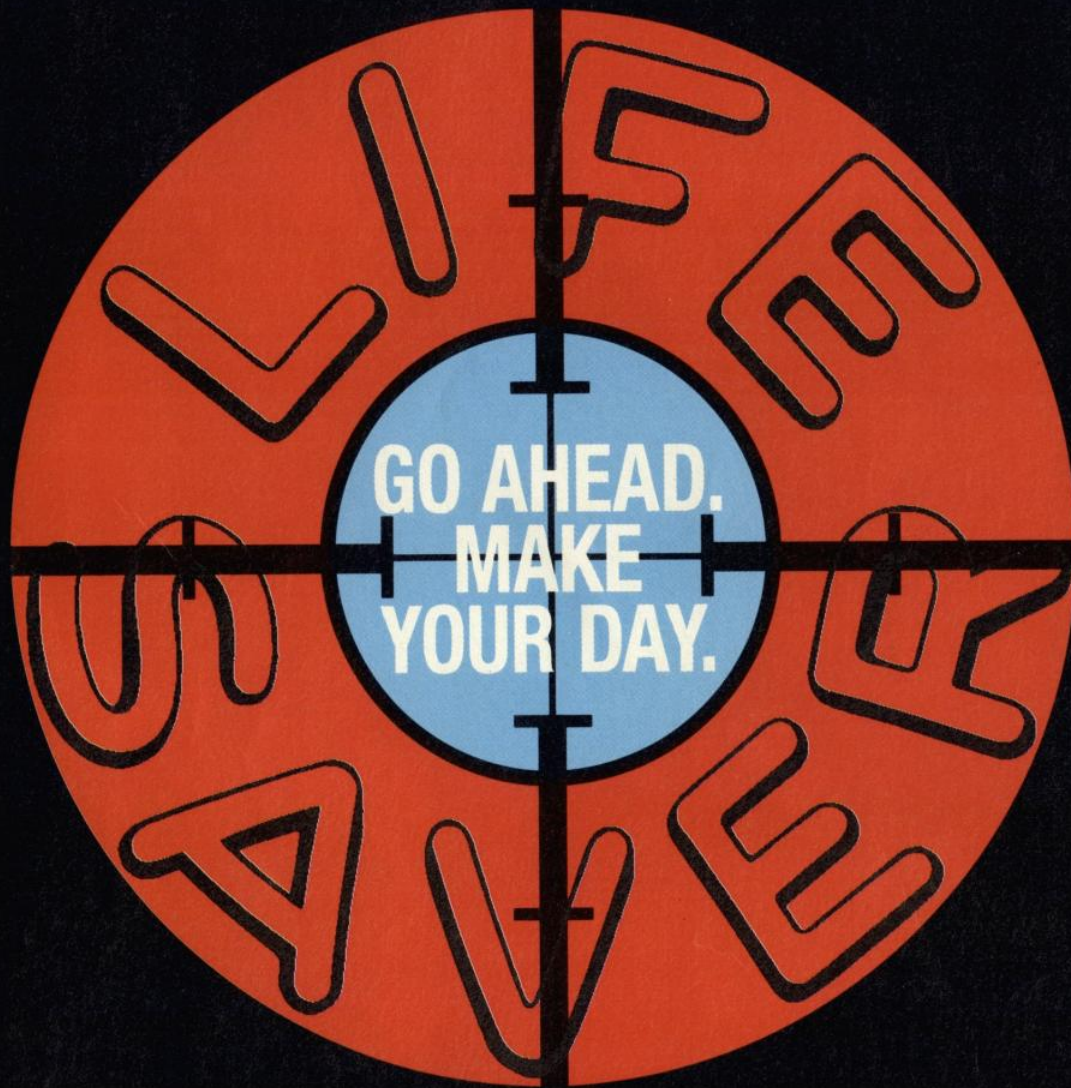
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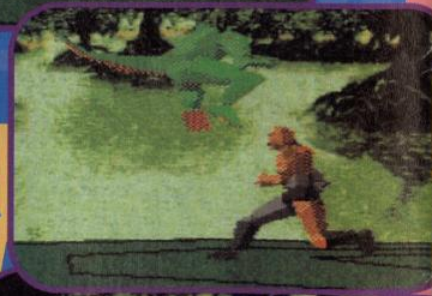


When NMS spoke to Jez San recently, he mentioned the development of a polygon beat 'em up which would use an FX chip. Since then work has progressed and we can now show you pics of the almost complete game.

# FX FIGHTER



The game style resembles that of Virtua Fighting and Tekken, although the quality of the polygon graphics on the 16 bit Super NES can't hope to match those generated by 32 bit arcade hardware. The characters have been created on Silicon Graphics workstations and a specialised animation program has been supplied by a company called Wavefront, whose other customers include Capcom and Taito. Because all the fighters are three dimensional, the action can be viewed from any angle and the perspective shifts to follow the fight. As with any fighting game worth its salt, the characters in FX Fighter have many deadly moves including various strength kicks and punches as well as impressive special attacks.



# HATER

The Super NES is well and truly swamped with fighting games at the moment, so any new ones are going to have to be pretty good to rival the likes of Super SFII. However, while all past Super NES beat 'em ups have been flat, two dimensional, sprite based games, FX Fighter's 3D graphics put the game in a whole new dimension! FX Fighter is due to be ready for release in April and we'll let you know what we think of it then.



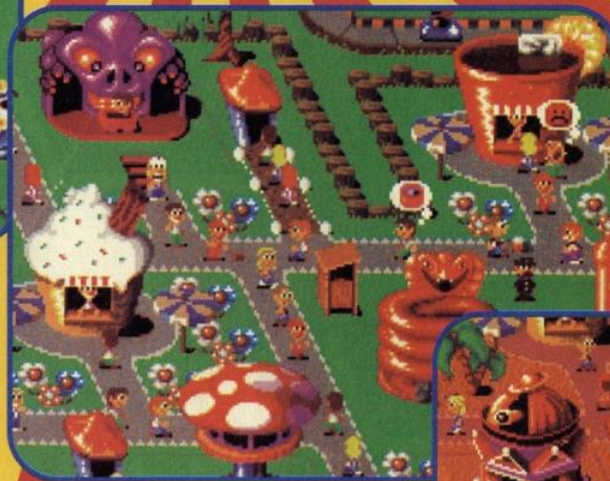
Super NES owners are spoiled for choice when it comes to average platform games and beat 'em ups, but those longing after an involving game in which the player has complete control face a long search. Fear not, though, for Bullfrog has seen your plight and has converted one of its most popular recent PC strategy sims to the Super NES.

# THEME PARK



Theme Park on the Super NES promises to have just the right quantity of fun, strategy and addictiveness that made it a success on PCs and you'll have the opportunity to enjoy it when it's released this month.

Theme Park, for those of you unfamiliar with the PC game, is a complete simulation of an amusement park with you as the CEO. And as the spotty kid who puts ice in the drinks at the snack bar! Yes, in Theme Park you control everything, and if you don't manage it all in a proper and orderly manner, you're fired! Starting with cheap attractions like bouncy castles, you woo the public and watch the gate takings rise so you can build huge, twisted rollercoasters designed by yourself. Once the people come you have got to make them stay. Not by trapping them in mirror mazes for eternity, but by giving them a perfect world which they never want to leave. The sort of place where there's always a vacant loo, never a queue to get on a ride, and the hot chips have just the right amount of salt on them. Mmmm... Hot chips are good!



**GET 'EM WHILE THEY'RE HOT!**  
Unfortunately, Metro Games will only be releasing Theme Park in limited quantities so make sure you're quick if you want a copy!

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Call (03) 427-9996 for more details. This upgrade is NOT approved by Nintendo

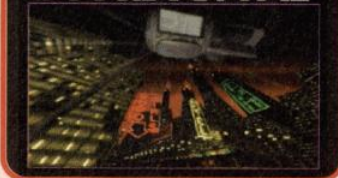
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# REVIEW

## SUPER NINTENDO ENTERTAINMENT SYSTEM

### SYNDICATE



#### CART SPEC

- BY: BULLFROG
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: STRATEGY
- CART SIZE: 8 MBIT

#### GAME FEATURES

- NO. OF PLAYERS: 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Practice. Sound

#### GAME INFO

- GAME ORIGIN: Gang warfare in the 21st century
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Conquer the world
- ALTERNATIVES: Populous I & II, Cannon Fodder

#### GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Effortless

**X** Weapon control

**A** Fire

**B** Nothing

**Y** Agent control

**L/R** L: Highlight an icon  
R: Highlight an icon

**S** Start: Pause game  
Select: Team work

#### GAME CREDITS

- DEVELOPED BY: BULLFROG
- DISTRIBUTED BY: OCEAN
- MADE IN: UK
- ARTWORK: © BULLFROG

**D**on't worry, love, they're only actors. No one gets hurt. The comforting voice of your parents as you prepare to endure your first horror film, over Sunday dinner. Joe Dangerous is carving a bloody path through some futuristic city; there's arms exploding, heads popping and even Joe is dragging a badly fractured leg behind him. If you look closely you might even catch a glimpse of his thigh bone glistening in the street lamps. Still it's just pretend - they all break for coffee just like anyone else - so you may as well tuck into that roast 'cause it doesn't matter. And with this valuable lesson learned you grow up into a perfectly well-rounded human being, ready to take control of your first crime syndicate. It is the future, and Syndicates are the last word in world domination. Your world.

A team of four custom-built cyborg agents await your command, with instructions issued via CHIPS inserted into their necks. These agents feel no pain though they are not impervious to damage, nor are they invincible. They're also not the only death machines stalking the streets as other Syndicates are out there too. It's a battle for control over the city, the country and eventually the world.

This is the premise for Bullfrog's chilling new Super NES title. It invents a scenario in which players are not only responsible for securing their 'patch', but ensure their conquered ground works best for them. So it's about money, and with money comes power and with more power it's possible to go out again to secure greater areas in which there is potential for gaining more money. And on and on.

Look it's all very simple. Allow us to explain...



# SYNDICATE

(RIGHT) Killing civilians is a shameful practice but, in this game, they're usually working for the enemy.



#### COMMENT



**PAUL D.**

Any apprehensions players may have about PC-to-Super NES conversions are laid to rest with the arrival of Syndicate. Often computer stuff is viewed as too boring, and therefore best ignored. Or PC snobs doubt the Super NES's ability to handle such complex products altogether. Well there's no support for either argument here as this conversion is superb. Any differences to the original don't compromise the action; they just give the game a more light-hearted feel. The tremendous depth and intense nature of the missions are unaffected. Like all the best games Syndicate really hooks you into the action so that in a very short time the agents are transformed into indispensable underground heroes and you absolutely will not allow them to get hurt - whatever the cost. Wicked grins meet the development of a new weapon and the command to execute all offenders in especially immoral areas inspires a terrible satisfaction and, well, it's what you've been asked to do anyway so what the heck! Join 'the family' and allow yourself the luxury of Syndicate.

#### GOING ABROAD

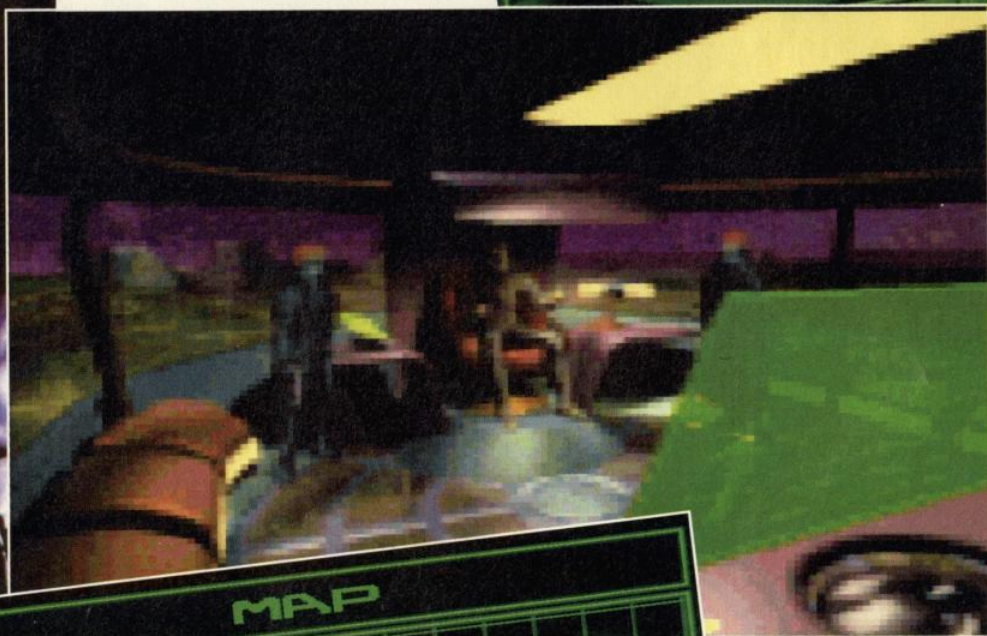
A Syndicate, by definition, is a bunch of people working for the same enterprise. The player in control of this particular Syndicate is actually second in command to a higher, faceless authority. It is this authority who calls the shots by initiating battle strategies which the player follows as closely as possible in order to prove successful. A world map is displayed at the beginning of every mission, with potential territories for the taking highlighted. Accept the challenge and a Mission Brief is issued, detailing targets and advising the best course of action. The more experienced your team becomes the more territories are open to conquest. In the end, you'll want to take them all!





### UNNATURAL SELECTION

Though they are perfectly capable of toting the most advanced weaponry as defence and may counter the most complicated of security devices with specialist equipment the basic structure of a cyborg is the prime consideration. Modified limbs, organs and even brains are available to increase a cyborg's manoeuvrability, stamina and decision-making ability. If only NMS had it so good.

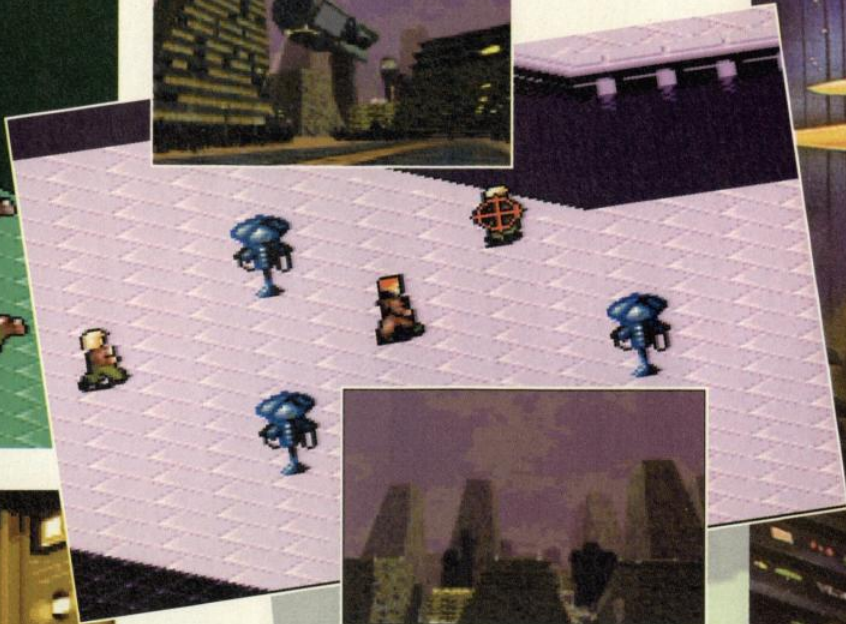


(ABOVE) To save time some cities feature cool modes of transport.

# REVIEW

## SUPER NINTENDO

ENTERTAINMENT SYSTEM



### MOVE IT! MOVE IT!

Agents are driven by three basic personality traits: Perception, Intelligence and Buzz (Adrenalin), or IPA for short. These are adjustable as a group or for individuals. Perception enables agents to make accurate shots and, when not being directed by the player, perceive whether a situation is safe to handle alone or best entered as a group. Intelligence helps in the speed of this decision making and in confrontations it is the Adrenalin rush that enables agents to react fast enough to avoid becoming a victim. In a bad situation the Syndicate leader can boost all IPAs to their full capacity so the agents have a better chance of survival. This temporary enhancement of ability is also useful for launching surprise attacks on large groups of enemy Syndicate groups, though this practice sometimes backfires once the effects of the artificially induced rush have worn off.

### COMMENT



**PAUL B.**

There's no denying Syndicate was an absolute winner on the PC. So it comes as little surprise that the Super NES version is

just as good, if not better. Naturally there have been graphical adjustments to make the game playable without the need for a mouse or keyboard. Yet I found the new control system all the more accessible and the new sprites just as fluid and entertaining as their predecessors. The missions are just as intricate, if not as infuriating, as the original and require concentrated thought and patience. This mixture of strategy and blast-fest has made a truly successful leap from floppy to cart, and if you're a fan of either style then this is undoubtedly the one for you.



(ABOVE) Agents carrying too many weapons or gadgets can share them out with the rest of the gang. Lewis here has two persuadatrons.





## FAMILY FEUDS

Though solo players become thoroughly engrossed in the intense strategies required, friends can't quite pick up on the excitement by simply observing the carnage. Realising this, Bullfrog have included a neat two-player option in which players may co-operate or compete directly to steal a lucrative patch of cyber city for their Syndicate.



(ABOVE) In the research lab fortunes are spent developing improved body parts and weapons, ensuring your team is the best on the streets.



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

## BREAKDOWN

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

## LONG-TERM INTEREST

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

## GRAPHICS

▲ Superb attention to small details. Animations are of a high standard and all character design is ace.

**86**

▼ Exploring interiors of buildings by scanner alone is a chore.

## SOUND

▲ Chilling cyber-punk music plus great gun-shot effects create a moody atmosphere.

**84**

▼ Not quite punchy enough.

## PLAYABILITY

▲ Intricacies such as the necessity to develop new weapons and improve cyborgs help create enormous depth. Passcodes prevent having to replay early missions. The two player option is a real bonus.

**92**

## LASTABILITY

▲ There are fifty missions in all and adversaries are always a match for even the most precise leaders.

**87**

▼ The content of the missions is the same each time you play.

## OVERALL

Highly addictive and superbly designed. A unique strategic blast powerful enough to blow the cobwebs from the brain of the most forlorn games player.

**91**

# REVIEW

## SUPER NINTENDO ENTERTAINMENT SYSTEM



### CART SPEC

- BY: UBISOFT
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: RACING
- CART SIZE: 8 MBIT

### GAME FEATURES

- NO. OF PLAYERS: 1-4
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: N/A
- OPTIONS: Oh yes!

### GAME INFO

- GAME ORIGIN: This motor racing game is based on the sport of motor racing. It's also similar to Road Rash, though only slightly.
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Impress friends with incredible driving skills for two days solid!
- ALTERNATIVES: Dare I say it - Mario Kart!

### GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

**X** Front attack

**A** Side attack

**B** Accelerate

**Y** Turbo

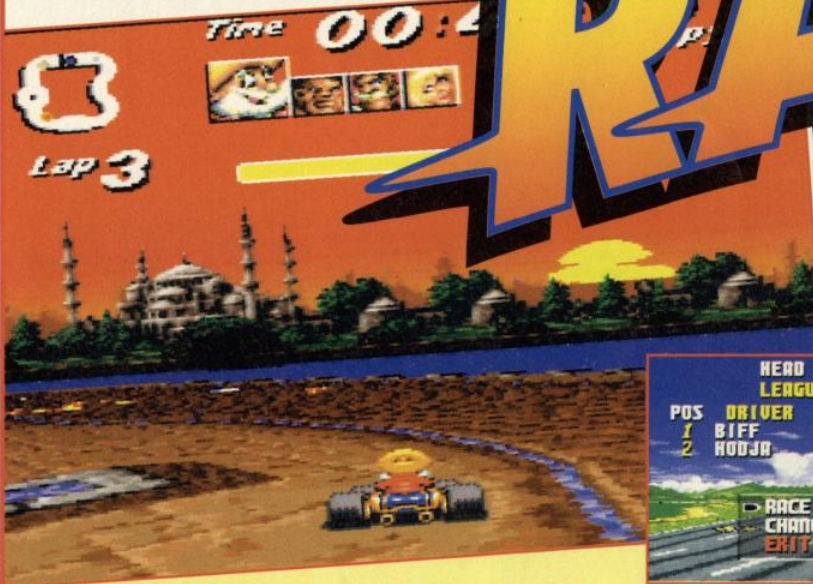
**L/R** L: Punch left  
R: Punch right

**S** Start: Choose driver  
Select: Nothing

### GAME CREDITS

- DEVELOPED BY: VIVID IMAGE
- DISTRIBUTED BY: UBI SOFT
- MADE IN: ENGLAND
- ARTWORK: © 1994 UBI SOFT

Here's a tricky poseur for you - what kind of intro do you write for a game where the sole object is to race at hair-raising speeds around a series of dangerous courses whacking the seven living shades out of any competitor who dares to get in your way? Do you write an amusing one detailing each of the eight characters' hilarious special moves? Or perhaps a factual one telling the readers that one to four players can compete simultaneously without one single jot of slowdown. You might even take the cynical approach and go on about its similarities to a certain other split-screen racer. But me, I prefer to cop out and write a feeble intro like this and hope that the readers will skip it and go straight into the review...



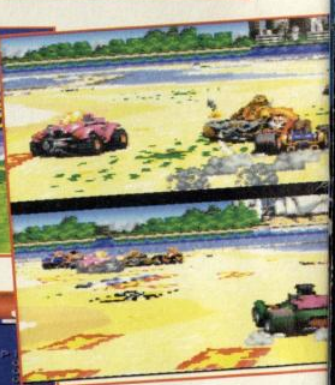
### IT'S NOT THE WINNING - IT'S THE TAKING APART!

Somewhat magnanimously, this game allows potential gamers the choice of eight characters all of which are more than willing to race on your behalf. As you are bound to expect each has their own special racing abilities, to say nothing of their special attacks. So, heck, let's go and meet them...

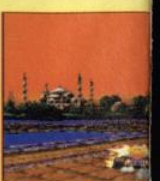
NAME: FRANK  
AGE: 100  
COUNTRY: TRANSYLVANIA  
COMMENTS: Frank's driving style is a bit like your dad's - slow and in the middle of the road.  
VEHICLE: The sort of low-slung custom caddy that he thinks impresses the girls.  
SPECIALS: Screaming Banshee Attack and Big Monster mash.  
HOME TRACKS: Where else but in a graveyard in the shadow of a haunted house. Watch out for the bumpy gravel sections.



# STREET RACER



NAME: HODJA NASREDDIN  
AGE: 4003  
COUNTRY: TURKEY  
COMMENTS: What a bearded bundle of chuckles Hodja is - unless you cut him up through the chicanes. Then his ancient magic is brought into play to fry your sorry ass!  
VEHICLE: More magic carpet than motor vehicle, capable of remarkable feats.  
SPECIALS: Magical Force Field and Rubber Ottoman Dagger Swipe  
HOME TRACKS: Istanbul is twisty, cobbled and full of short cuts!



### MODES AND ROCKERS

It's not all race, race, race you know. In fact Street racer offers players a bewildering array of play choices only a few of which actually have anything to do with racing at all. They are as follows...

### CHAMPION THE WONDER COURSE

Yer honest-to-goodness normal racing comes in a fair myriad of forms itself. First off there is the Practice mode available in 1-4 player varieties, then there is the Head-to-Head - again for 1-4 players where each player chooses their own tracks and number of races. Next there is the Championship

which comes in yummy Bronze, Silver or Gold flavours. Here the computer tailors the challenge to suit the ability of the characters competing. Finally there is the Custom cup where players can create a season of races in whatever number or order they flippin well like.

### LET'S GET READY TO RUMBLE

One for the complete moron this. The basic idea in this game is to charge around an open track at top speed and try to barge your opponents off the edge into oblivion by whatever means necessary. There are three levels of play. For simpletons there's the Arena where a wall surrounds the course that can only be broken through if it's hit more than once. For idiots there is barrier with gaping holes already built in and for the few sandwiches short of a picnic brigade there's the no—barrier-full-on-gibbon-alert mode. Great for practising all the characters' special attacks, though, and quite a grin in four player mode.

### A GAME OF ONE HALF

What better way to relax after a hard Rumble than by donning a pair of studded tires and taking to one of three surface types (Wood, grass and ice) and having a good old kick around. Street Racer allows players the option to do just this with a further choice of having time limit or goal limit matches. You can even put after-touch on the ball!



### COMMENT

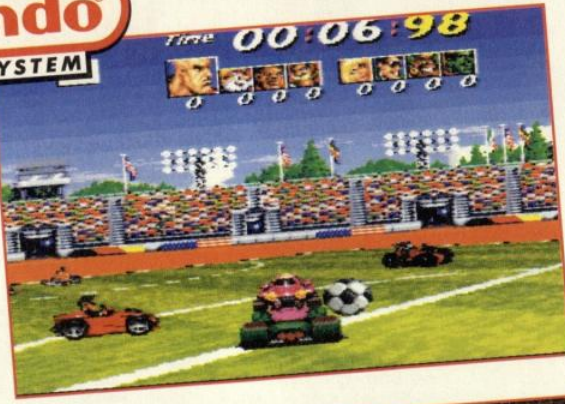
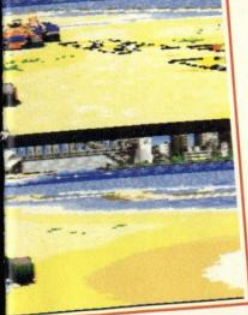


This is my kind of game - you can play as dirty as you want and you get bonus points for it too! Lowdown rottenness aside this is one of the

### ANDY

best racing games I have played for some time. In one-player it's challenging, two-player's a smirk, three's a broad grin and four makes your teeth fall out. This is totally due to the sheer playability of the game, with speedy responsive motors, devilishly hazardous tracks and lots of ways to annoy the competition. The Soccer and Rumble modes are an interesting addition too but pale somewhat next to the real racing action. It's a classic so buy it.

# STREET RACER



**NAME:**SUZULU  
**AGE:**40-SOMETHING  
**COUNTRY:**AFRICA  
**COMMENTS:**Not as mean or strong as he looks. Stealth and handling play a major part in Suzulu's driving style.  
**VEHICLE:**A bit of an eco-warrior, Suzulu's car is made entirely of natural products like sticks, rocks, skins and rhino heads!  
**SPECIALS:**Rhino Charge, Rhino Head and Voodoo Stick Poke.  
**HOME TRACKS:**The wide open spaces of the African plains are broken only by the occasional joshua tree or termite mound.



**NAME:**BIFF  
**AGE:**19  
**COUNTRY:**USA  
**COMMENTS:**Not the sort of guy to engage in polite conversation, Biff clobbers with his baseball bat first and ask questions later. He is vicious but fair and treats all the other drivers exactly the same - with complete contempt!  
**VEHICLE:**A 4WD beach buggy that would handle like a dream if only Biff wasn't the driver. Not too speedy either.  
**SPECIALS:**Monster Grapple and Baseball Bat Punch.  
**HOME TRACKS:**Like the driver these tracks are fairly simple, usually being dirt ovals where snazzy cornering and max aggression is the key.



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

## PLAYBACK TO THE FUTURE

Feel a bit good about winning that last race? Like to see that bit where you whipped someone in the

face with a wet beach towel and sent them careering off course again. Then simply pop into playback mode and you can watch the whole shebang all over again from each character's viewpoint or from a variety of camera angles. Blimey, that's really clever.



## STREET RACER CHAMPIONS



## COMMENT

Anyone seeking a furiously fast, freaky kind of four-player racer should snap this one up double quick! Street Racer boasts so many features it's untrue, and they're all put to surprisingly good use. Four-player mode works much better than expected, and the highly adaptable game-play makes all the difference in close competitions. Just to clear any doubts over how the four-player split-screen actually works so well, remember how unimportant it is to see behind or above the car when the middle distance is all that concerns the driver. It looks odd but, honestly, it's all that's required. Both the soccer and Rumble options are rather insubstantial but a laugh nevertheless, so it's great to see these included as a bonus to a great value cart. Street Racer is super charged and super cool. Music to cry for though!

## PAUL



NAME:RAPHAEL  
AGE:23  
COUNTRY:ITALY  
COMMENTS:He's rich, handsome and a great driver. So he hasn't got any friends, whatsoever.  
VEHICLE:A slick Italian sportster that's quick off the mark but handles like a slightly damp slug.  
SPECIALS:Gold Chain Grapple and Stereo Horns. HOME TRACKS:Cater for speed freaks, Raph's countryside courses require great skill.



NAME:HELMUT VON POINTENEGGER  
AGE:RETIRED  
COUNTRY:GERMANY  
COMMENTS:Whatever you do don't mention the war, or the World Cup.  
VEHICLE:A tough-as-old-jackboots racer with three distinct advantages - triplane wings. Narrow tires make it a bit suspect around tight bends.  
SPECIALS:Spinning Side Saws and Walking Stick Strike.  
HOME TRACKS:Disused airfield tracks are a racer's dream.

NAME:SURF SISTER  
AGE:IT'S RUDE TO ASK!  
COUNTRY:AUSTRALIA  
COMMENTS:Phwooaarr! Arrooo! Arrooo!  
VEHICLE:Big on style, low on speed but great for those sandy courses.  
SPECIALS:Mr Blobby-style beach balls pop out of her wheels and she uses her charms to lure opponents before flicking them away with an eye-watering Beach Towel Flick. Ooyah!  
HOME TRACKS:Take a wild guess! Keep on the racing line and stay out of the water!



NAME:SUMO SAN  
AGE:UNKNOWN (FROM THE FUTURE)  
COUNTRY:JAPAN  
COMMENTS:This ex-sumo champ doesn't mind throwing his weight around and uses hi-tech future gadgets to win.  
VEHICLE:Strange and futuristic with gadgets of a strange futuristic nature.  
SPECIALS:Electric Shock, Sumo Splash and Sumo Smack.  
HOME TRACKS:Set in a neon future city with a smooth metal surface and disorienting flashing lights.

# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

## BREAKDOWN

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

## LONG-TERM INTEREST

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

## GRAPHICS

▲ Neat, tidy, well animated and above all else speedy and, flippin' eck, no slowdown! Not even a bit. Even in four-player mode!

**91**

## SOUND

▲ Cool revvy noises and effects...

**80**

▼...but you'd have to be a fan of the testcard to get into the tunes.

## PLAYABILITY

▲ The word playability was invented especially for Street Racer. It's fast responsive, fun and you get bonus points for being dirty!

**92**

## LASTABILITY

▲ Lots of courses, soccer, the rumble, different cups, guaranteed luffs for up to four players and even a few secrets to discover. Opportunity to develop racing skills too.

**90**

## OVERALL

A thoroughly smart racing game that encourages some really devious play. An absolute must-buy for speed demons with like-minded mates.

**92**

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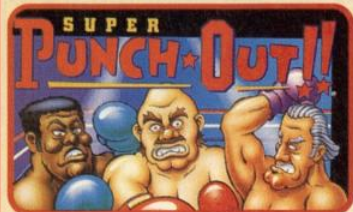
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# REVIEW

## SUPER NINTENDO ENTERTAINMENT SYSTEM



### CART SPEC

- BY: NINTENDO
- PRICE: \$69.95
- RELEASE: OUT NOW
- GAME TYPE: BOXING
- CART SIZE: 8 MBIT

### GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: Yes
- OPTIONS: Yes

### GAME INFO

- GAME ORIGIN: Began as a comical boxing game in the mid eighties at the arcade, then got a new lease of life on the NES as Mike Tyson's Punch Out
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: 2nd fighter in the WVBA Major Circuit
- ALTERNATIVES: Boxing Legends Of The Ring

### GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

- A** Knock out punch
- B** Right punch
- Y** Left punch
- UP** Guard up/direct punch to the head
- L/R** Left: Dodge left  
Right: Dodge right
- S** Start: Pause/start

### GAME CREDITS

- DEVELOPED BY: NINTENDO
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: NINTENDO

Boxing simulations have been around for a long time, and it could be easy to see why people could get pretty bored by the standard bouts that are offered with every game that comes out. Well Super Punch Out is your average sort of boxing game with a different angle to all the seriousness that most boxing games come with. Here you have to trade blows with the most diverse lot of boxers, all with their own unorthodox way of fighting.

### MINOR CIRCUIT

#3 GABBY JAY

FROM: FRANCE  
AGE: 56  
WEIGHT: 110 lbs.  
RECORD: 1-99

Let me win. I've lost so many times I forget how winning feels.

### MINOR CIRCUIT

#2 BEAR HUGGER

FROM: CANADA  
AGE: 32  
WEIGHT: 440 lbs.  
RECORD: 17-12

Watch out! I am a killer - (a Bear Hug)

### MAJOR CIRCUIT

#3 BOB CHARLIE

FROM: JAMAICA  
AGE: 26  
WEIGHT: 140 lbs.  
RECORD: 24-13

People who can't feel the rhythm are so lost. Do you have the rhythm?



## IN THIS CORNER...

Yes, ladies and gentlemen, in the Nintendo Video Boxing Association, where Don King and his electric haircut would be right at home, prepare yourselves for the ultimate challenge. Slug your way through sixteen of the world's toughest (and ugliest) opponents and take home the belt, the glory and one hell of a hospital bill for your troubles. Sounds easy, huh? It would be except for one small problem, the guys you're up against are also the world's dirtiest fighters. No they, don't punch below the belt, they all have a special attack and when the odds are against them they aren't afraid to use it.

# Super PUNCH OUT



### COMMENT

What a blast from the past! Super Punch Out has been translated perfectly to the Super

### NICK

NES. Apart from being souped up from the original, including the new challengers and other graphic touches and speech, the game still has the appeal that made the original so much fun.

Once the controls are mastered the first circuit challengers are pushovers. But that's where the easy part ends. From there on the opponents are really tough and finding the weakness in their defences is sometimes frustrating. The option of saving your stats and wins after each circuit is a welcome relief, mainly because some of the fights are so close that the thought of having to start all over again isn't amusing.



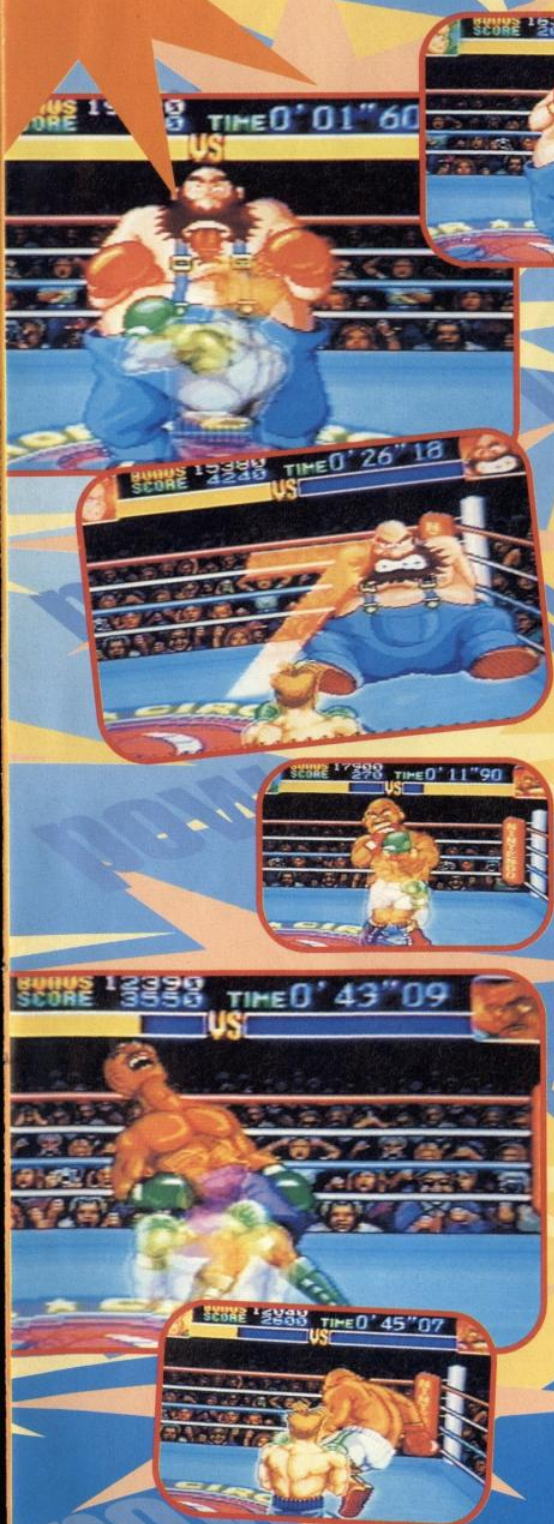
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## AND IN THIS CORNER...

There are four circuits and four fighters in each circuit. To become champ you have to start as a contender in the easiest class and then defeat the champ in that circuit to progress to the next level of competition.

The fighters have come from all over world, each with their own background, fighting ability and style. There are the Minor Circuit, Major Circuit, World Circuit and the Special Circuit, the fighters in this lot are too powerful and too quick for the other fighters so only the best stand any chance of defeating them.

One of the main lessons you learn in any contact sport is to not underestimate your opponent, so don't make the mistake of thinking that any of them is a pushover because they've made it to where they are for good reason.



## DOWN FOR THE COUNT

With all boxing games, you have to learn an equal amount of defence and offence and only with a balanced combination of both will you have chance of winning. During a fight your opponent will come at you with a wide range of offensive moves and if it is their special attack, only a well timed duck or block will prevent you from kissing the canvas. For defence you can dodge left or right, duck or guard from head blows and body blows. When on the attack, a well timed punch can dizzy your opponent and that can be the start of the turning the tables on your foe. Here you can deliver a body blow or jab to the head if you time it properly.

Each round lasts three minutes and in this time you must either KO your opponent or if you can knock you opponent down three times it becomes a Technical Knock Out (TKO) Exceeding the time limit results in match over and the opponent automatically wins.

Your opponents can use a special attack to knock you out faster, but what can you do to change this from a one-sided affair? At the bottom of the screen is a power meter and the more normal blows you deliver to your opponent the more it fills up. Once it has it will start flashing and it's now time for the heavy hitting to begin and you can use your knock out punch. If you catch you opponent off guard you can let him have it with uppercuts and hooks to the body and head. These punches deliver more damage than normal punches, but if you are hit again, the meter level drops and you have to build it up again.

# REVIEW

## SUPER NINTENDO

ENTERTAINMENT SYSTEM

### 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

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YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

### GRAPHICS

- Large sprites and plenty of humorous touches
- The view point makes it hard to judge defence in some cases and the animation could have done with a few more frames

# 80

### SOUND

- The jeering of the opponents is sometimes really hurtful. (Yeah right!)
- Some of the effects are pretty basic.

# 77

### PLAYABILITY

- Interesting enough to really get into it.
- Some fighters are darn impossible.

# 85

### LASTABILITY

- With eight positions to save your game in the competition amongst friends for the best times and scores will keep it going.

# 72

### OVERALL

A well thought out game and near arcade perfect, this will have amateurs and experts battling along for a while.

# 80

# REVIEW

## SUPER NINTENDO ENTERTAINMENT SYSTEM



### CART SPEC

- BY: CAPCOM
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: SPORTS
- CART SIZE: 12MBIT

### GAME FEATURES

- NO. OF PLAYERS: 1-4
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: NA
- OPTIONS: Heaps, it's a soccer game...

### GAME INFO

- GAME ORIGIN: Based on the ancient ritual of kicking around the heads of enemies after battle.
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: 3rd country in the comp
- ALTERNATIVES: FIFA, Sensi, Kick Off 3, etc.

### GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Not good

**A** Shoot

**B** Slide tackle

**Y** Curve

**X** Shoot

**L/R** Left: Curve  
Right: Curve

**S** Start: Pause/start  
Select: Buy it and find out

### GAME CREDITS

- DEVELOPED BY: CAPCOM
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: CAPCOM, I GUESS.

Thanks to the recent World Cup in the USA there has been a resurgence in the popularity of soccer games. Even companies not usually associated with sports games have stuck their finger in the pie, hoping for a lucrative slice. Unfortunately, Capcom's effort has come some time after the feverish excitement has died off, but does it have the gameplay to compensate for its late arrival?



### COMMENT

Why, oh why do software houses insist on foisting third-rate soccer games onto the world? Let's face it,

**ROD**

with a few honourable exceptions (FIFA International Soccer, Sensible Soccer and Striker) every soccer game ever programmed has been a dog. Capcom's Soccer Shootout is a Maltese Terrier - a few good points but mostly very annoying.

The gameplay is stilted and slow (just like Andrew!) and suffers from the common problem of making it difficult to marshal your team in any sort of coordinated fashion. In particular, the lack of a Player Select button or any indication as to which player you are controlling is intensely frustrating if you are trying to chase down a long ball or running opponent. Then when you do figure out who you are controlling, there's not much you can do with him really. The gameplay options and control are about as responsive as the truck in the Stunt Race FX bonus stages.

So what are the good points? Well, the graphics don't suck completely and the automatic action replay is very good, showing details of animation that you would otherwise miss as you concentrate on chopping an opponent's legs out from under him. Oh, and the cart really hurts if you throw it at the back of somebody's head!

# Soccer Shootout



## KICKING THE BALL AROUND

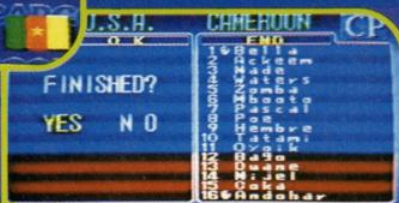
There are a number of options designed to cater to players of all skill levels.

Exhibition Match - No one plays for any particular stakes, instead it's used to promote the friendly side of the sport.

Main Game - You play against teams from all over the world. All Stars - Play soccer with the best in the world! A more challenging game for the experts.

Indoor Soccer- Precisely what it says, there aren't any out of bounds in this game so it becomes less stop and start.

# Soccer Shootout



## TRAINING

To be the best isn't easy work. You have to train yourself and improve your skills with practice. The training involves six skills and, depending on how well you do, points are gained and at the end of training a final score is given, determining if more training is needed. The training takes you through dribbling, shooting, corner kicks, free kicks and slide tackles. Some are harder than others to master so prepared to put some time in.



## COMMENT

**NICK** There are a lot of soccer games on the market these days, so it's hard to find one that has all the feel and realism you want from a game like this. Soccer Shootout is a nice looking game but lacks playability. Now I don't mind soccer in a vid game format but if it's all presentation and nothing else it is going to suffer. The graphics are smooth and the movement of the players is really good. With most sports games, the player you have control has an arrow over their head, in this game there isn't anything, so most of the time instead of playing the game, you are trying to work out who you are.

The sound in the game is okay, with some sampled speech and noises. Even with all its options I got bored pretty quickly, and was put off by the fact that trying to score a goal was an impossible dream. Fans may like Soccer Shootout, I didn't, but give it a whirl and make up your mind.

## PENALTY KICKS

The other game in Soccer Shootout is a penalty kick competition. Competing against other countries, the idea is to either block a goal from your opponent or to shoot a goal. It is viewed from behind the goal net and the scoring is best out of five.

# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

## 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"/>
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	LOW	FAIR	GOOD	HIGH

## LONG-TERM INTEREST

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	LOW	FAIR	GOOD	HIGH

## GRAPHICS

- ▲ Nice animation and rotation of the field.
- ▼ It's hard to judge where the ball is.

**86**

## SOUND

- ▲ Simple speech and FX.
- ▼ Too bland for this type of game.

**76**

## PLAYABILITY

- ▲ Training is sort of amusing for a while.
- ▼ No skill select, so you're thrown into some pretty tough opponents straight away.

**67**

## LASTABILITY

- ▲ Enough options to warrant a good go at it.
- ▼ Frustrating gameplay will put off a lot of people.

**71**

## OVERALL

Soccer is soccer to some people, so if you just can't help yourself give it a try at your own risk.

**65**

# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: NINTENDO
- PRICE: \$49.95
- RELEASE: OUT NOW
- GAME TYPE: PUZZLE THING!
- CART SIZE: 8MBIT

## GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: Three
- OPTIONS: I guess so!

## GAME INFO

- GAME ORIGIN: Based on the timeless classic Tetris
- GAME DIFFICULTY: Depends really
- SCORE TO BEAT: Round game round 40
- ALTERNATIVES: Tetris & Dr Mario, Pac Attack, Super Puyo Puyo

## GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

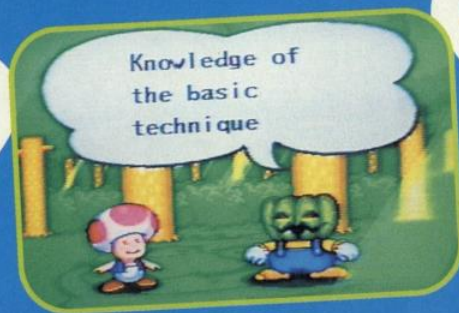
- A** Pick up thing
- B** Pick up row of thing
- Y** Kick
- X** Climb
- L/R** Left: Kick  
Right: Kick
- S** Start: Pause/start  
Select: Beats me!

## GAME CREDITS

- DEVELOPED BY: NINTENDO
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: NINTENDO

# WARIO'S WOODS

Wario's Woods obviously owes its existence to the classic Tetris, but what has Nintendo done to make it different? And is it different enough to warrant purchasing? And why is it called Wario's Woods when you control that little mushroom chap Toad?



## WHAT TO DO

The object of the game is to clear the screen of the little monsters which rain down from above. To do this you must match up a row of two or more monsters of the same colour. Rows can be horizontal, vertical or diagonal and, when they are in place, a bomb must be placed next to the monsters so as to destroy them. If it looks like you are having it too easy, Wario appears and throws more bombs down at you. As Toad, you can run around the confines of the playing field and pick up the monsters and bombs, and place them where you like.





## HOW TO DO IT

There are several modes of play to amuse yourself with.  
 Vs. Computer - Take on Wario's henchmen in a simultaneous match up on the screen. Both playing fields appear side by side and the idea is to force your opponent to lose by making stupid mistakes or by clearing your side of the screen of monsters.

Vs. Two Player - Same as the above option, however the game is be played with yourself and a friend. The more you play this option, the more strategy you learn, and the more ways you can demolish your opponent.

While playing chain reactions will sometimes occur which clear more than one lot of monsters from the screen. When this happens a vertical row of those same monsters appears on your opponents side. Occasionally, an egg will drop down and it must be picked up and thrown, or else a row of monsters drops down from above.

If you destroy lots of monsters quickly, your opponents ceiling will lower, thus reducing the amount of space that they have to play in. If you destroy four or more monsters of the same colour at once a diamond appears, and if you make it explode all the monsters of the diamond's colour will explode as well!



## MORE MODES!

Round Game - In this game you have 100 rounds of Wario's Woods to contend with. The game becomes increasingly difficult and faster, with monsters that need to be hit twice to be defeated!

Time Race - Pick a difficulty level and play against the clock. Increase your skill and set record times for others to beat.

Lessons - This a really cool idea. It takes beginners through the game, explaining what each button does and introducing basic techniques that can be built upon during the game.

## COMMENT



**NICK**

Normally I don't give puzzle games much more than a sideways glance, mainly because of their repetitiveness. That was until I got Wario's Woods. It plays like Tetris, feels like Tetris but incorporates a whole new angle that proves to be deadly. After I mastered the fiddly controls and started playing, I lost track of time and found myself glued to the spot trying to get further and further. This was the first puzzle game I'd really given a chance and I found it a lot of fun. Give Wario's Woods a burl, and be pleasantly surprised.

# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

## 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"/>
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	LOW	FAIR	GOOD	HIGH

## LONG-TERM INTEREST

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YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

## GRAPHICS

▲ Clear, colourful screens and sprites.  
 ▼ Unavoidable eyestrain after a few hours of play. Take a break!

**82**

## SOUND

▲ Fun little jingles.  
 ▼ But they turn into a death concerto after a while.

**75**

## PLAYABILITY

▲ Instantly playable and fun.

**83**

## LASTABILITY

▲ Lots of fun against a friend or the computer.

**80**

## OVERALL

A great, easy game that rates high on the addictive scale. Parents will love it!

**82**

# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: KEMCO
- PRICE: \$79.95
- RELEASE: OUT NOW
- GAME TYPE: CLOWN KILLER
- CART SIZE: 8 MBIT

## GAME FEATURES

- NO. OF PLAYERS: One
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Three
- OPTIONS: Four Joypad settings

## GAME INFO

- GAME ORIGIN: The "I Hate Clowns!" fan club
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Wearing a red nose
- ALTERNATIVES: There's not many games quite like this. In fact none that we could think of, except maybe Spindizzy Worlds.

## GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

**A** Jump

**B** Jump

**X** Jump

**Y** Jump

**L/R** Nothing

**S** Start: Nothing  
Select: Nothing

## GAME CREDITS

- DEVELOPED BY: KEMCO
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: KEMCO

I like a laugh. When I was young my mum took me to the circus and I laughed at the clowns. It was funny when they fell down. Now I'm grown up, and the circus is gone. All I've got is my Super NES. But it's okay, cause my mum bought me Kid Klown In Crazy Chase for Christmas. Now I can make the funny little clown run for his life. He does what I tell him to. He has no choice, you see. I can make him do funny things at the press of a button. He makes me laugh when I want him to. In fact, it's time for his treatment right now! Ha ha ha ha ha! Time to die, cutey pie!

## A SLANTED VIEW

If you're a bit tired of looking at horizontal platform games (with the exception of Donkey Kong Country, of course), Crazy Chase will provide you with a welcome change of perspective. The closest comparison would be the excellent puzzler Equinox (a kind of isometric view) and, like that game, it's tricky at first. Looks great though, eh?



## COMMENT

At last, a game which encourages you to maim the cute character! Of course, you're not really supposed to let Kid Klown be tortured, but doing so is so satisfying! There's usually enough leeway in the time limit and on the

## ANDREW

hit point meter to allow you to punish Kid at your pleasure at least once per stage and this is a nice change from the usual objective of most games to get through without a scratch. This is typical of many Japanese games in which the idea is not so much to beat the game as quickly as possible, but to have an enjoyable time while playing it. And I did have fun playing Crazy Chase. Although it's basically a platform game viewed from an angle, most of the usual elements associated with platform games, such as jumping on baddies' heads, are missing and, despite the somewhat limited and repetitive gameplay, you never tire of making Kid run for his life!

# Kid Klown

# CRAZY CHASE



King: "Please Kid Klown, save my daughter, Princess Honey!"



BlackJack wears into super-hyper-mega-really-fast-drive...



In his excitement, Kid mistakenly presses the Pan Button instead of the Molecular De-stabilizer



## RUN! RUN! AS FAST AS YOU CAN!

You're on the run with not even enough time to stop and tie your shoe laces! Not only is your course blockaded by all manner of hazards, there's a strict time limit enforced by a bomb planted at the end of each level! If you're too slow it will detonate, obstructing your path to the next stage. If that's not enough to give your reflexes a good workout, you also have to pick up four icons in your travels: a heart; a diamond; a club and a spade. Miss one and you'll have to repeat the stage again and find the missing icon!

# own in AZZY ASFE

## I'M GOING TO CATCH YOU AND EAT YOU!

There are many balloons floating around the paths you take, each concealing an icon. A well timed jump will make Kid leap up and grab them, revealing their contents. Some balloons hold coins which up your score, others contain HP pills that restore your hit point meter - look out for coins and pills lying around on the path too! The pills in particular are very important as the game ends if the obstacles get the better of you and your health meter reaches

zero. A word of warning: not all balloons are good for you!



## AND THEN I'LL SPIT YOU OUT!

What game is complete without a bonus level of some sort? Sometimes an obstacle-induced mega high jump propels you into the sky, where extra coins await. Unfortunately, there are also flying weights which, upon contact, send you plummeting back to earth!

Other bonus games include an air-hockey simulation and a "hit-a-cretin-as-it-sticks-its-head-out-of-the-ground!" game, just like in the arcades. Kind of.



### AMOS

## COMMENT

The perspective and control of Kid Klown takes some getting used to. Initially you'll be pissed off as you think you've cleared an obstacle or grabbed a balloon, only to find that you've done neither!

Then as you get accustomed to the view and time your jumps correctly, you'll be giddy with joy as you find yourself avoiding seemingly ridiculous obstacles! Discovering that you've missed an icon after making it to the finish in time will make you want to pull your hair out, but at the same time the "one more go" factor will keep you at it again and again in a rather masochistic, but enjoyable, manner. Despite the distinctive view, the play mechanics aren't that different to, say, the mine cart level in Donkey Kong Country, so the game isn't quite as original as it seems at first. Still, the extra challenge of the viewpoint and later levels (yes, they do become nail shredders) coupled with the amusing gags Kid Klown faces if you're too slow make this game worth checking out.

# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

### 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

### GRAPHICS

▲ Good looking sprites and Kid has some great expressions of terror! Backgrounds are detailed, varied and colourful. Lots of amusing deaths to watch!

**84**

### SOUND

▲ Good effects and soundtrack.  
▼ Nothing particularly special. Some gritty-sounding samples.

**79**

### PLAYABILITY

▲ Fast and tense with never a dull moment and quite funny in parts, too! Some truly fiendish obstacles!  
▼ A tad unforgiving at times.

**83**

### LASTABILITY

▲ Has a strong "one more go" factor, despite intense frustration levels at times.  
▼ Not enough levels!

**72**

### OVERALL

Sick of boring platform games? Then check this out - it's different and it's fun! But it's a shame the ride is over so soon.

**78**

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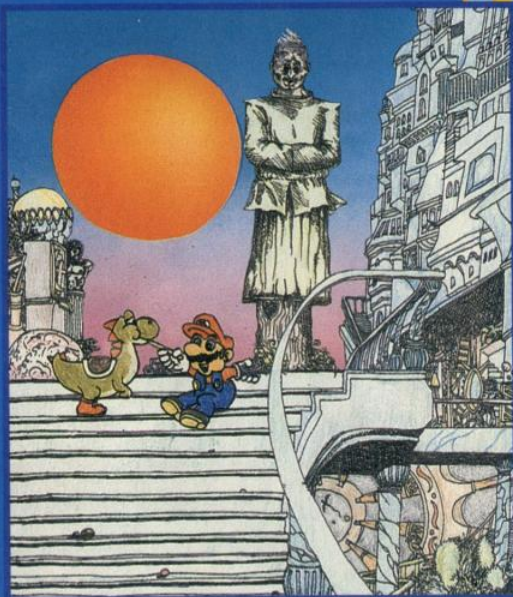
# Food

Impressed we was. Most impressed. We put out the call for the strangest place that Mario and Yoshi would hunker down for a

snack and we nearly expired under the deluge of entries. In fact it took Mary nearly a whole day just to open them...

Then we had to call Fat Boy in to judge the entries, he is, after all, an expert on the subject of food and related areas, and here are some of the best entries we received.

winner



◀ Numair Abbas of Curtin, ACT is responsible for this extremely detailed view of the Mario and Yoshi dining experience. (Oh, and a big hi to his mum!)

▶ Many people worked in the same theme as Costa Theodosiou, Dean Park in NSW, but we just liked his a lot.

winner



winner

▼ Troy Proudfoot of Yamanto in Queensland rendered this pic that sees Mario dropped into the middle of *Speed* with Keanu Reeves asking the question on everyone's lips: "Who is driving the bus?"

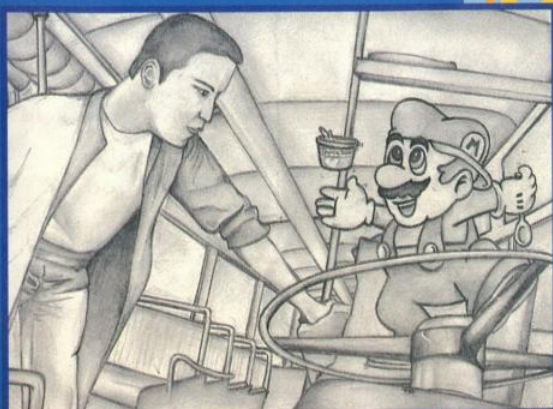


winner

▼ El banditos Mario and Yoshi hold up the corner store in search of a feed according to Graeme Metcalf of Dapto, NSW.

winner

▲ Mario goes Indy? It's true and what's Yoshi doing in a headband? Only Daniel Torocsik of Wodonga, Victoria can answer these questions?



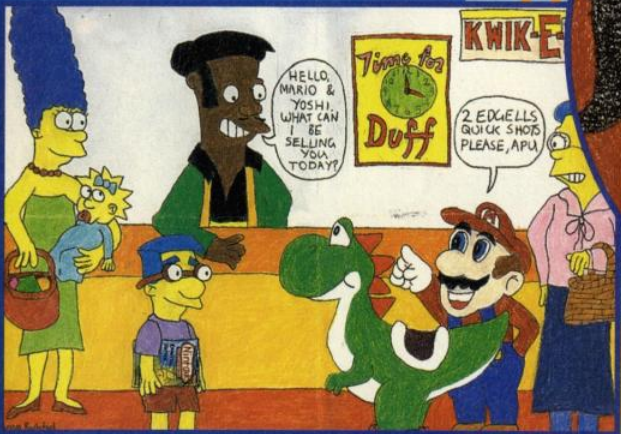
# Food

► Stimpy's brain, a frightening place, but not enough to put Mario and Yoshi off their food according to Daniel Hewson of Lonsdale, SA.



► Julie Hoffman of Tinana, Queensland has plonked Mario and Yoshi on the road to the Outworld.

▼ Daniel Whittaker, Boambee, NSW gets the lads to pop into their local Hedgehog Cafe.



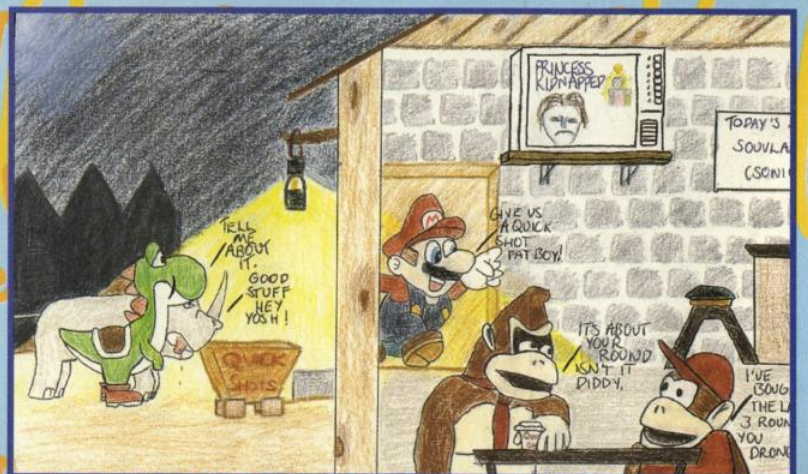
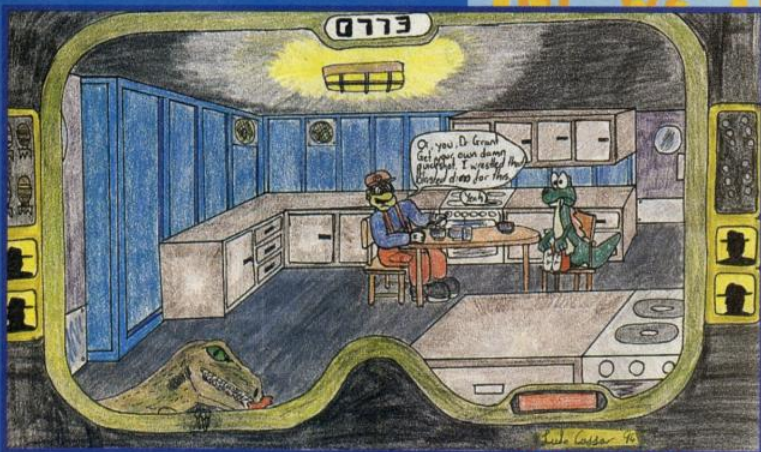
▲ We thought it may be a message from Mr Prassard, but no! Darren Rochford of Neerim South, Victoria has made a trip down the the Kwik-E-Mart.

► Graham Jacoby of Greenwood, WA sends the stars of the big and little screens down to the Iguanodon Store.

▼ Knowing it would appeal to Mary, Luke Cassar, Bankstown, NSW placed Mario and Yoshi in the middle of Jurassic Park.

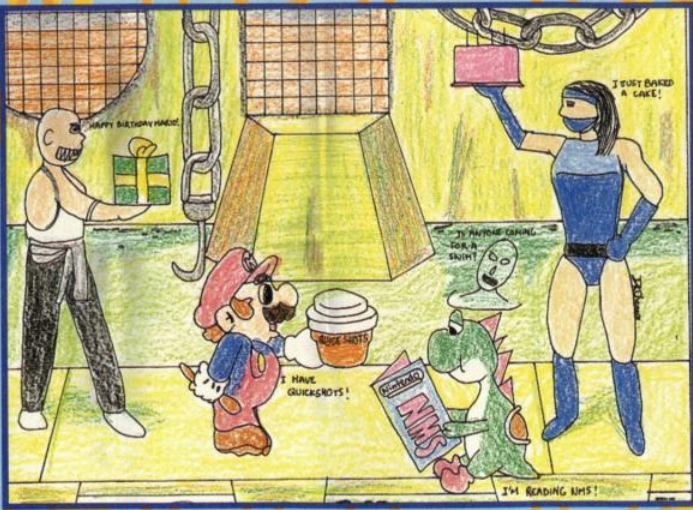


▼ According to Ashley Knop of Parkville, Victoria, Mario and Yoshi join Donkey, Diddy and Rambi for a feed.



It's the Dead Pool picnic with Derek Cheong, Merewether Hgts.

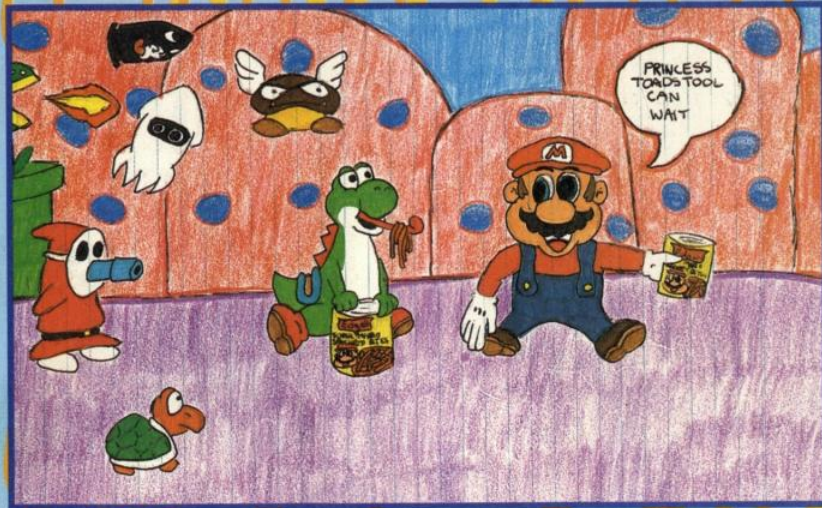
# FOOD



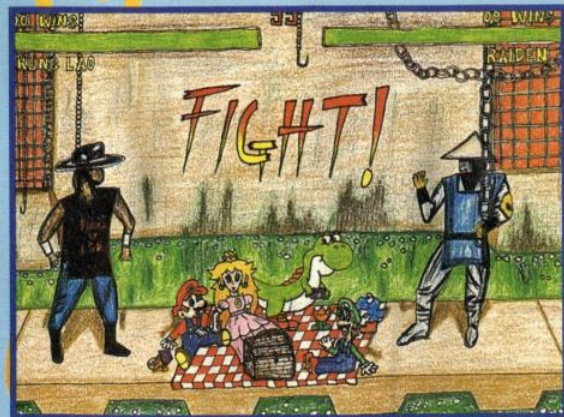
► K. Conrad of Wagaman, NT reckons that Mario and Yoshi need a good feed after a hard day's gaming.



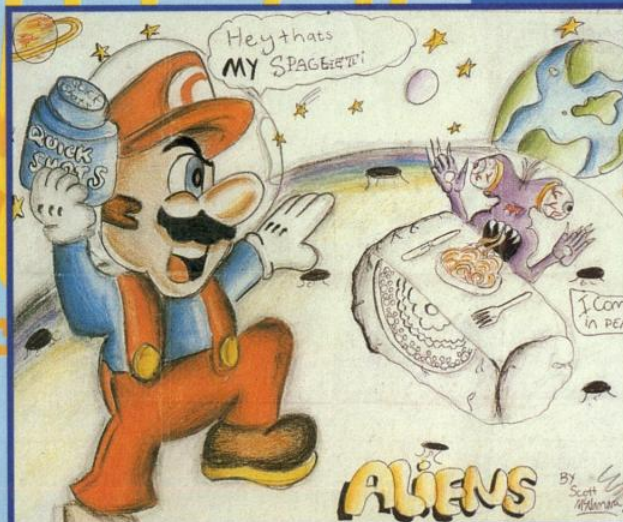
▼ Paul Hodgson of Wodonga, Victoria show an uncaring Mario and Yoshi putting their stomachs before the Princess.



▲ Now you really know what's in those tins thanks to Michelle McLernon, City Beach, WA.



▲ Many followed this theme but we particularly liked the effort of John Fulford from Kempsey, NSW.



▲ Simon Sackville of Glen Iris, Victoria is just silly.

◀ I come in peace indeed! Thanks to Scott McNamara of Eaglehawk, Victoria for the Mario on the moon pic.

Where on Earth would Mario & Yoshi need Edgell Quick Shots to survive? **Fat Boy's Kitchen!**



◀ Kenny Lam of East Burwood, Victoria asks a pressing question ... and comes up with the answer!

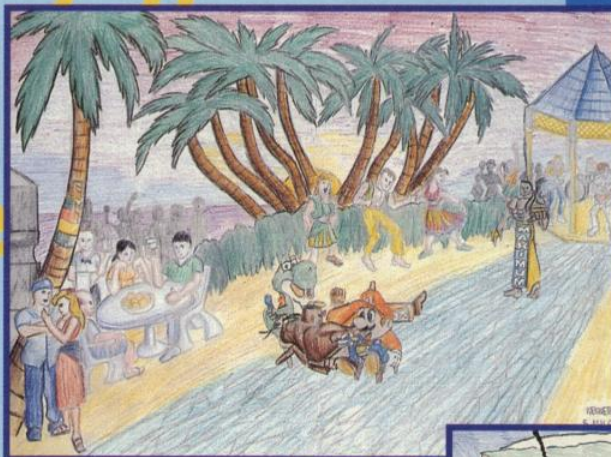
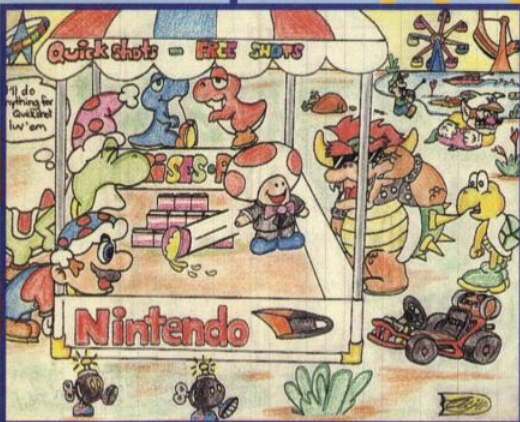
# FOOD



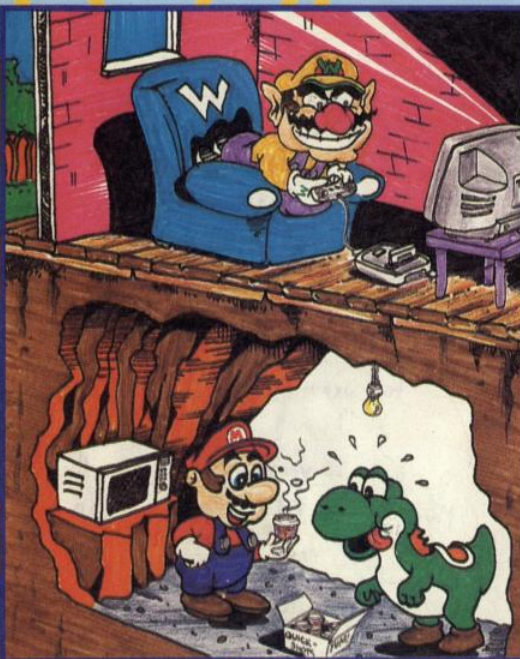
◀ Ellison Roman of Hornsby Heights in NSW placed the lads in a variety of silly places and well, we like them all, so we're printing them!



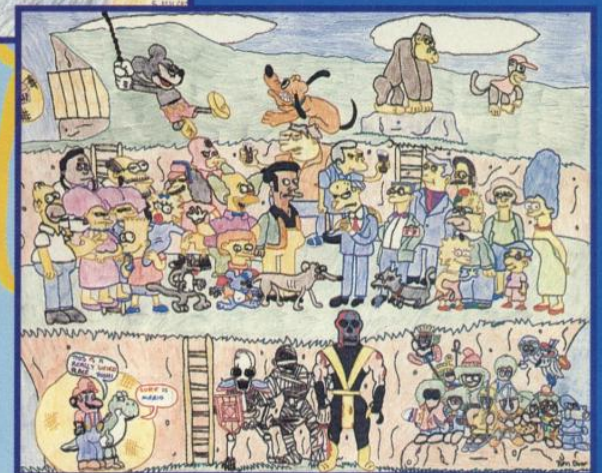
▲ Straight to hell for our heroes according to Lee McCormick of Bendigo in Victoria.



◀ A Dee Jay vs. Dee Jay clash? Still not enough to put Mario and Yoshi off their food.



Now that's all we had room for, but there were heaps of really good entries so we're sorry if yours didn't get published. In the meantime keep on drawing because we have an absolutely humungous drawing comp to announce next issue.

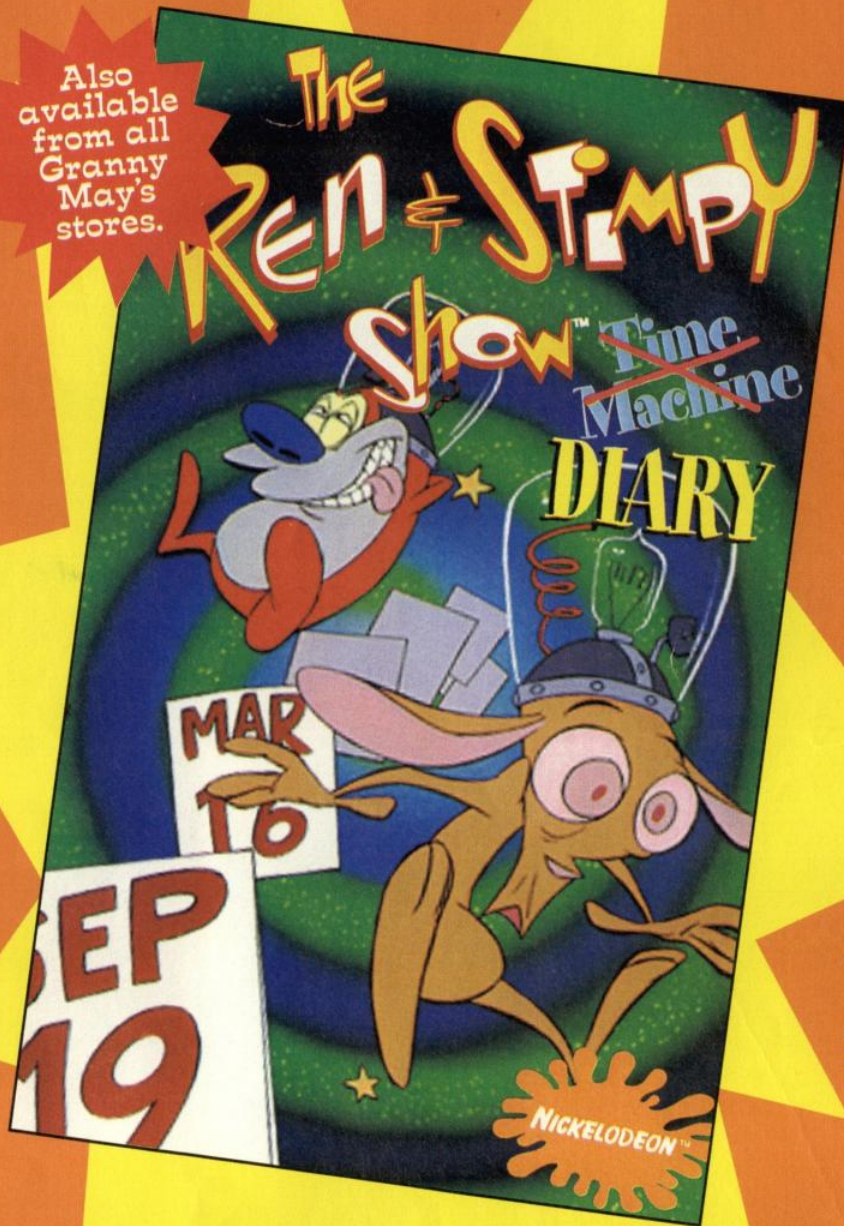


▲ Clint Blakemore of East Maitland, NSW managed to squeeze lots of our favourite people into his entry so we thought we'd print it.

◀ Karl Welsh of Croydon, Victoria reveals what really happens at Chez Wario.

# Limited edition Ren & Stimpy Diary

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# REVIEW

## GAME BOY

I say, that World Cup nonsense seems to have sparked a unstoppable flood of soccer games. Here's one for the Game Boy!

### SOCCER



#### CART SPEC

- BY: RAGE SOFTWARE
- RRP: \$44.95
- RELEASE: OUT NOW
- GAME TYPE: SOCCER
- CART SIZE: 2 MBIT

#### GAME FEATURES

- NO. OF PLAYERS: One
- HEAD TO HEAD: Nup
- BATTERY BACKUP: No
- CONTINUES: N/A
- OPTIONS: Lots

#### GAME INFO

- GAME ORIGIN: Bunch of blokes running around a field chasing a ball.
- GAME DIFFICULTY: Average
- SCORE TO BEAT: 6-0 against the computer.
- ALTERNATIVES: FIFA Soccer, Kick Off

#### GAME CONTROL

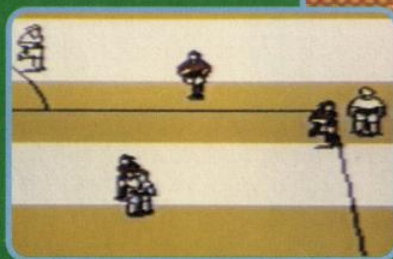
- CONTROL: Joypad
- RESPONSIVENESS: Sluggish

- A** Short kick, overhead kick, headers.
- B** Power kicks, sliding tackles, goal kicks, free kicks, corners, throw-ins.
- S** START: Starts and pauses the game dummy.
- S** SELECT: Choose options

#### GAME CREDITS

- DEVELOPED BY: RAGE
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: RAGE

# SOCCER



#### COMMENT

Sports games are often a miserable mess on the Game Boy. The combination of lots of small sprites running around and the Game Boy's underpowered, small, blurry screen can often end up a rather unpleasant mess. Soccer, though, features large, distinct sprites, but this causes players to flicker if

#### SKULL

there's more than three or four on screen at once. Having large players also causes gameplay problems, mainly because you can't see enough of the pitch to allow you to set up running plays with your team mates. In fact, often you can't even see your team mates! Another thing that bugged me is that the speed of the game seems to vary throughout the game. One minute you're streaking down towards the goal, the next you're shuffling along like a land mine victim. Speaking of land mines, perhaps they should have scattered a few around the pitch to make things more interesting...

#### MAN O MAN

Squad selection, naturally, is all important. Create your team of eleven from the sixteen players on show. Each player has stats covering speed, control, shooting, tackling, strength, passing, heading and an injury meter. However you can also play two teams of differing standards with equal abilities by choosing Equal Skill from the option menu.

# REVIEW

## GAME BOY

### BREAKDOWN

STRATEGY	■	■	■	■
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	■

LOW FAIR GOOD HIGH

### LONG-TERM INTEREST

HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	■
YEAR	■	■	■	■

LOW FAIR GOOD HIGH

### GRAPHICS

▲ Reasonable sized players and the pitch scrolls smoothly and keeps things in perspective.  
 ▼ Bad flicker when the screen is crowded. Sometimes the scrolling can't keep up with the ball.

**60**

### SOUND

▲ Decent crowd static and a very loud whistle!  
 ▼ The ball makes an odd 'boing' noise when kicked.

**70**

### PLAYABILITY

▲ The game is pretty fair and you never feel cheated.  
 ▼ But it's difficult to score, mainly because you can never see enough of the pitch.

**70**

### LASTABILITY

▲ The computer plays a decent game.  
 ▼ The lack of a two player mode is a major bummer and the game isn't as addictive as other Game Boy titles.

**65**

### OVERALL

Soccer is soccer is soccer. This game isn't particularly outstanding, but it isn't really bad.

**70**



## SLIDE THE NIGHT AWAY

This little Game Pak has all the features and options of soccer on any format, and plays just as well. Choose Knockout, League or Championship modes, then elect to be one of 24 International sides. The teams have differing skills and vary mainly in control pad response. You can also vary the game speed, weather, wind, goalie's hand size, and game duration.

The tactics setting will let you know where your players will be and in no time you'll be passing accurately around the field. Controls are simple: A button is for passing, B button is for shooting and tackling, and the throw-ins and goal kicks are easy to aim and execute. Tackling accurately is also easy to master, so do it legally and you can increase the injury meter on your opposition as well as decrease the stress level on your good self.

### COMMENT



**BLAKE 7**

Multiple teams, three different competitions, individual player attributes - the only thing Soccer doesn't have is the option for two player action, though this isn't really missed. Passing is simple and tackling, well it's always a joy taking out opponents but watch out else you'll get penalised. I had a small problem with the flashing screen but not enough to stop me running the batteries down!

## COACH'S CALL

You can have eleven of the biggest, boofiest players on your team but you still need to select your strategy and formation before heading onto the field. The Formations option allows you to chose a variety of on-field formations. You can also chose from a variety of strategies including Normal, Attack, Defend, Break, Cautious and Open.

# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: DISNEY SOFTWARE
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 24 MBIT

## GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: 3
- OPTIONS: Difficulty & sound

## GAME INFO

- GAME ORIGIN: The video-game interpretation of Disney's The Lion King
- GAME DIFFICULTY: Moderate
- SCORE TO BEAT: Reach 'Watch Out'
- ALTERNATIVES: Jungle Book, Aladdin, Mickey Mania

## GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Okay

**X** Throw (Adult)

**A** Roar

**B** Jump

**Y** Slash (Adult)

**L/R** L: Nothing  
R: Nothing

**S** Start: Paws  
Select: Nothing

## GAME CREDITS

- DEVELOPED BY: WESTWOOD
- DISTRIBUTED BY: VIRGIN
- MADE IN: USA
- ARTWORK: © 1994 DISNEY

Disney's The Lion King is destined to become the year's cinematic success story, just as its young hero Simba is destined to become King. Now Virgin and Disney Software have their video-game interpretation ready it's time for NMS to decide its fate.

Just in case you haven't the first clue of what The Lion King is about, here's the gist. Simba is Mufasa the Lion King's firstborn son and, as such, immediately becomes the next in line for his father's throne on Pride Rock. One day everything the light touches will be his. It is a proud occasion.

Watching, miserable, in the shadows is Scar - Mufasa's brother. Always desperate for recognition, the second-in-line is now relegated to third. He's not a happy cat. Scar decides to scratch this miserable itch once and for all with the aid of his partners in crime, a gang of cruel hyenas. Together they plot to destroy Mufasa and lay the blame on Simba, so disgracing the young cub, with the aim of banishing any rightful Lion King for good.

The revelations which follow are best left for you to discover yourself by seeing the film. However it's something else when players are handed control over Simba's destiny, and this is the case with Disney's The Lion King game.

## ROAR MATERIAL

The quality of animation in The Lion King makes young Simba as endearing as he is in the film. The way his legs scurry as he clammers over ledges is great, when he roars the hairs on the back of his neck stand on end and to see him roly-poly down slopes is cool too. None of this is just for effect however. Simba's roar, even at this early stage, is so powerful it stuns some of the smaller jungle animals, and is especially useful in startling those pesky Porcupines, exploding the bombastic blue beetles and giving the pink monkeys a nasty start. Keep An eye on Simba's roar meter, however, as a good lung-sized belt completely empties it rendering subsequent roars about as frightening as a kitten's mew. It is advisable then to wait for the meter to refill before trying to bully any other defenseless critters.

## COMMENT



### PAUL

As a fan of all things Disney and, in particular, the blockbusting film upon which this game is loosely based I was very much looking forward to getting my claws into The Lion King. What I found though left me slightly disappointed. Make no mistake, the game looks amazing throughout with the brilliant stampede section being particularly impressive. The film's music is nicely conditioned too and there are some really crisp speech samples bunged in for good measure. However the concepts of gameplay and fairness seem to have been somewhat neglected. It's tough from very early on, but more as a result of missing (or seeming to fall through) a platform or failing to grab a ledge. Hmmm. Also, in the later levels, there's almost too much to contend with, what with foes always getting the first hit in and deadly drips of lava or falling rocks sapping away Simba's precious energy. Things to make you go Grrrr! All in all joy to behold but still a pretender to the throne in my jungle book.

# LIO



(ABOVE) Swing, Simba! Swing your furry little lion pants like the wind, young cub.



# THE LION KING

## SLASH FOR GUMS 'N' NOSES

Now that Simba has grown up into a handsome young lion you'd think that he might have learned to fight fair. No such luck. If anything he fights even dirtier and, dare I add, more girl-like than when he was a mere cubling. So instead of sticking up his mitts for a good old toe-to-toe Queensbury rules scrap - like a real man/lion. Simba gets all stropy and lashes out with his claws, smiting those within range with, ooh, a very nasty scratch indeed. For those stubborn, hard-to-shift foes Simba has another form of attack in his primary-school-hair-pulling-slap-py-face-wrestle-throw-type move. This is executed by getting in close and pressing the X button and is bound to send 'em scurrying home to mum.

(BELOW) Ooh, you cow, I'll scratch your eyes out etc...



## BUG ON OUT

The levels in The Lion King are littered with bugs and beetles of all shapes and sizes for the cub-king to collect. Some of these refill Simba's roar meter, some his life meter and others are just there for the fun of it. Collect enough of these little critters, though, and you enter one of the bug-collecting games at the end of the level. These games invariably involve one or both of Simba's companions, Timon the meerkat and his warthog mate, Pumbaa. The idea in these mini games is to collect as many bugs as possible within a fairly generous time limit. And in this game bugs make prizes - collect enough of 'em and watch those much-needed one-ups roll in. Be aware of the nasty redback spiders though, one touch from these and it's an early mud bath for your rain forest rangers.



## COMMENT



Dedication's what you need to survive in this game, and how! Guiding Simba safely through the levels is a matter of great precision and

## ANDY

even greater patience. The problem lies mainly in the gameplay that allows no quarter for the inaccurate or the forgetful - pixel-perfect precision is required on more occasions than sometimes seems fair, but, once you've conquered that all that's needed to re-negotiate the levels with miraculous ease is a good memory as the levels aren't that long and the same stuff happens each time. But that's platform games for you and, to its credit, the game looks and sounds great, and there's something nice about controlling a little cartoon Lion. Also none of us have finished the game yet and I keep coming back for more. Not a platform giant like DKC, Mario or Jim but one that'll keep you busy for a while and that's bound to appeal to Disney nuts everywhere.

## REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

### 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"/>
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	LOW	FAIR	GOOD	HIGH

### GRAPHICS

▲ The graphics are well-drawn and coloured with great backgrounds. The animation is absolutely brilliant throughout. Just like having the movie on a cart. Almost.

**90**

### SOUND

▲ If you loved the movie tunes as Paul did, you'll want to sing along. Like Paul did.  
▼ However if you found them unbearably jolly your teeth will be grating as soon as the game starts.

**91**

### PLAYABILITY

▲ Simba is very responsive for a cartoon lion and fun to control.  
▼ Sometimes the gameplay is unforgiving. Certain bits seem to get the better of you every time.

**82**

### LASTABILITY

▲ It's big and most incredibly hard in places. Well worth a bit of perseverance though.  
▼ Toughness might cause some to wimp out.

**85**

### OVERALL

Brilliant graphics, great sound but not quite a classic. An enjoyable platformer nonetheless that's more suited to the patience-of-a-saint game nuts out there.

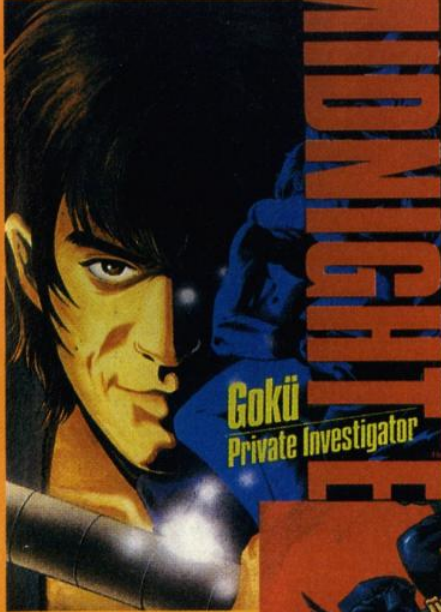
**83**

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# ANIME INTERVIEW AHOY!



Gokū  
Private Investigator



Fanboy Amos couldn't contain himself when he heard that manga and anime legend Buichi Terasawa was going to be at the *Kaboom!* exhibition at the MCA in Sydney. Off he rushed, autograph book in hand, to meet his idol. Amos surprised all by proving that he is not quite as stupid as he looks, (or as our best testing indicates) by bluffing his way in behind the scenes and managing to secure an interview with not just Terasawa, but also Junco Ito, the president of A-Girl Co. and producer of Terasawa's work!

Some of you may already be familiar with his manga *Cobra* and *Midnight Eye*, which have been available in English for some time through specialist comic shops. *Cobra*

accessed, any military base or satellite can be infiltrated and the man is for hire - if the price is right! The successful manga also spawned two equally excellent anime episodes, directed by Yoshiaki Kawajiri of *Wicked City* fame.

**NMS:** How did you get into manga and animation?

**Buichi Terasawa:** Actually, I originally wanted to make movies, and I thought that creating manga and anime was a good stepping stone towards that goal. After I'd established myself in these areas I'd planned to move into movies, but I make more money doing what I do now!

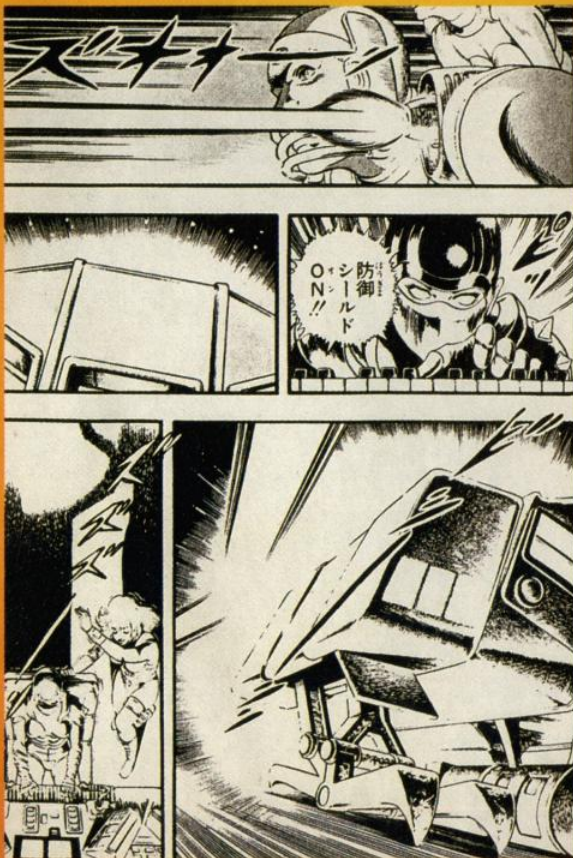
**NMS:** So would you still like to do a live action movie of *Cobra* or *Midnight Eye*?

**BT:** Only if I have total control in the project, as with a movie that's adapted from manga, anime or any other source, the end result may not live up to the original...

**Junco Ito:** There have been many offers, but when conditions, budget and timing are right, we'll give it a try. To fully realise Mr Terasawa's work would require a big budget and state of the art special effects, something like *True Lies*.

# anime

A H O Y



originally appeared in Japan's *Shonen Jump Magazine* during the 1970s. A sci-fi adventure following the exploits of Cobra, a smooth talking hero-type specialising in tricky situations containing lethal babes, killer cyborgs and romance, the manga was very popular and ran for several years. Over 20,000,000 copies have been sold in Japan, not to mention the production of anime for TV and cinema. The mega-babe factor of the stories has even resulted in the release of the pinup book *Cobra Girls!*

*Midnight Eye* is a detective story set in near-future Japan after a massive earthquake. Following a near death experience, private investigator Gokū is given a new eye which houses a sophisticated interface that enables him to hook up to any computer in the world. Any information can be

**BT:** Who knows? With the computers I'm using for my manga, I might even experiment in combining live action with animation.

**NMS:** So do you see computers being used more in anime in the future?

**BT:** Only a few animation companies in Japan have computers capable of producing animation - it's still in early stages. If the various companies and other countries got involved in new technology we may see fully computer animated features. I'm having more success in using computers for my manga at the moment.

**NMS:** In Japan, many classic TV anime shows like *Space Cruiser Yamato* (released as *Star Blazers* over here) and *Gatchaman* (*Battle Of The Planets*) are being re-released as a "deluxe collection" on video or laserdisc. Do you plan to do the same with *Cobra*?

**Ji:** No, but Buichi is working on a few *Cobra* projects at the moment. There's a new manga and an anime feature in the works. Mr

Terasawa has also been the the first to release a full colour manga in Japan - traditionally, manga is produced in black and white.

Junco then produced a few pages of the forthcoming full colour *Cobra* series.

Terasawa mentioned earlier that he'd been using computers to produce his manga lately by colourising scanned illustrations, creating some on the computer directly, and layering foreground/background elements. Some amazing special effects for action sequences have been used, only made possible with this technology. Junco then showed us Buichi Terasawa's finished manga set in mediaeval Japan that's also been produced using this technique.

**NMS:** Do you prefer working with computers on your manga now that it is possible to produce work like this?

**BT:** Each method has its pros and cons. With computers, the result is more interesting, but it takes five times longer to produce! Using traditional black and white methods, I could illustrate a lot more within the same amount of time. But my computer generated work can be used for other things in the future. For instance, I'd be able to "lift" a particular background to use in a computer game or anime.

**NMS:** In the past you've mentioned that you enjoy James Bond and Dirty Harry movies. What other influences do you have?

**BT:** Anything can spark an idea in me; I might see a particular person one day and the way he or she looks and dresses might inspire the style of a character. I find now, though, that scenarios or elements in anime are in turn influencing films.

**NMS:** You worked with Yoshiaki Kawajiri on the *Midnight Eye* anime, are there plans for further collaborations?

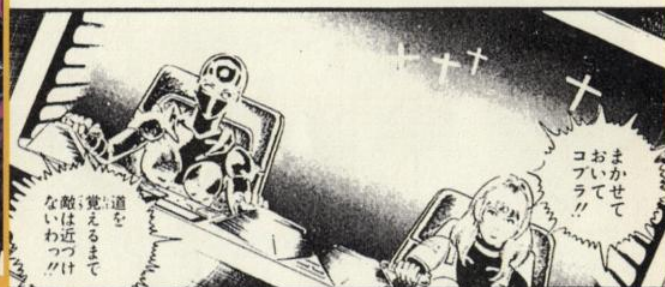
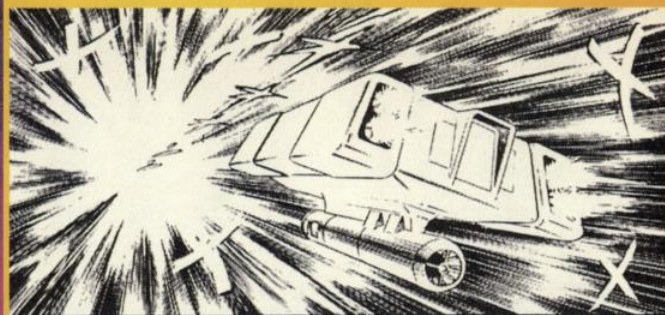
**BT:** Not at the moment, but I will be directing the forthcoming *Cobra* anime. I believe that anime hinges on the original story and scenario - if the material is good, there's really no need for a collaborator. In the case of the *Midnight Eye* anime, Kawajiri was able to adopt my style of work completely.

**NMS:** When will the *Cobra* anime be released, and what do you think of the English versions of manga and anime released in the west?

**JJ:** It'll be released late 1995. We haven't seen any translated anime, though in our travels, fans have said they prefer the subtitled versions. Because the languages are so different, it's sometimes hard to find good translators.

**BT:** But there's still a lot more to come from Japan, so keep a lookout for it as well as communicating with the people releasing anime over here and in Japan.

Many thanks to the translator who helped out with this interview.



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# REVIEW

**Nintendo**  
ENTERTAINMENT  
SYSTEM

AJCC

**KICK  
OFF**

IMAGINEER

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INDUSTRIES, INC. LTD.  
ORIGINAL PROGRAM BY DINO DINI  
REGISTERED TRADEMARK OF  
IMAGINEER

## CART SPEC

- BY: IMAGINEER
- RRP: CLASSIC \$
- RELEASE: OUT NOW
- GAME TYPE: SOCCER
- GAME SIZE: 4MBIT

## GAME FEATURES

- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: And toe to toe
- BATTERY BACKUP: Nope
- CONTINUES: Nope
- OPTIONS: Aplenty

## GAME INFO

- GAME ORIGIN: Kick Off originally appeared on the Amiga a few years ago and was very popular
- GAME DIFFICULTY: Adjustable
- SCORE TO BEAT: 3rd round of league tournament
- ALTERNATIVES: Goal 2, Tecmo World Cup Soccer

## GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Delicate

**A** Sliding tackle, trap, pass and shoot ball

**B** Blocking tackle, head and chip ball

**S** Start: Pause

**S** Select: Substitute player

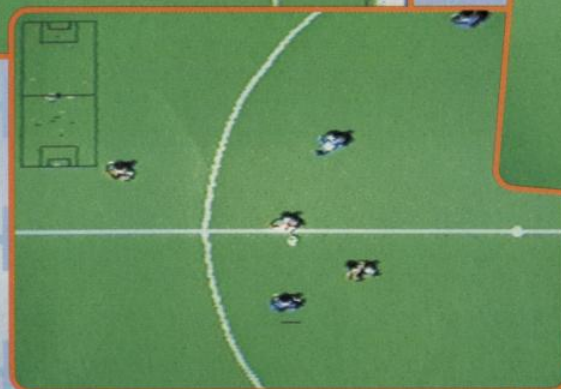
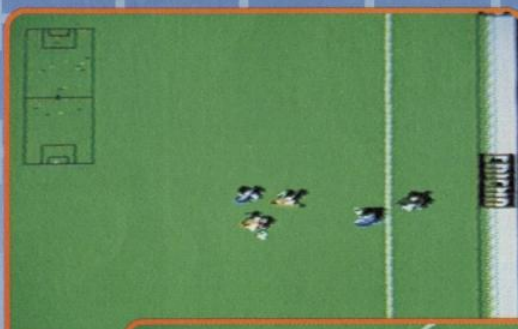
## GAME CREDITS

- DEVELOPED BY: IMAGINEER
- DISTRIBUTED BY: MATTEL
- MADE IN: JAPAN
- ARTWORK: IMAGINEER

It's a wet day and you're stuck at home with a friend and your trusty old NES. Your other carts are finished and fully explored, the Woman's Day crossword is done, so it's time to reach for the ol' faithful head-to-head sports cart full of sheer competitive fun that you can play till Diego comes home.

Kick Off is such a cart. Of the soccer carts on the NES, Kick Off has the edge. The blistering pace and precision passing put the game up with some of the Super NES soccer games, though it suffers somewhat from small players and fiddly controls. The game is fairly easy to pick up but is desperately hard to master.

# KICK OFF



## MULTIPLE MODES, MAN!

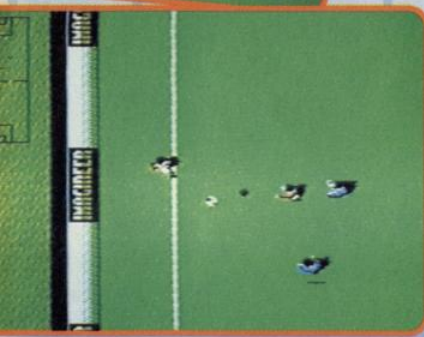
Practise Mode - Is just that.  
International Friendly - Is reasonably friendly and another good starting point.  
The League - Is played over fourteen weeks, (each team plays fourteen games). It is decided on a point scoring basis, two points for a win, one point for a draw.  
The Cup - An eight team knockout competition, to progress you must keep winning.  
Euro Trophy - Eight teams are divided into two groups of four. Each team in Group A plays each team in Group B. The winner and runner-up in each group progress to the second round.

## COMMENT



### BLAKE 7

An intimate encounter with your game system ... not. Frustratingly fiddly, this soccer format is only to be mastered by the terminal recluse. If you can spend a few hours in practice mode then a few more playing international skill against division four and if you don't succumb to the urge to crush your control pad, you just might pick up enough to enjoy a good ball passing ballet. I couldn't. The options prolong the game's interest for a short time, but even with a strong tail-wind, a soggy pitch, and a half-time tactic change the game remains basically the same. Sound is thankfully sparse, limited to whistle blows during the game. The graphics are a little small for the speed of the game and a little disappointing to the Super NES soccer fan; that is, a little dated. Apart from the bruised shins and histrionics, Kick Off contains all the elements of real life soccer: off sides, penalties, yellow and red cards and, in the event of a draw in the Cup or Euro Trophy modes, the game is decided by a penalty shoot out. In two player mode, the game has some redemption, the fast action makes for some excellent head-to-head clashes. Die hard soccer fans may enjoy this one, but I'm giving it a miss.



## CONTROL FREAKS REJOICE!

There are sixteen teams to choose from, and the options screen lets you select pitch condition, skill, game speed and tactics. There is also a team selection option which allows you to hand pick your players, though this seems to be a cosmetic function as the difference is hardly noticeable. Two substitutions are allowed per match, it's a good idea to save these for the times when one of your players is injured or sent off. The sixteen teams do vary slightly in skills, but the team you choose to play doesn't really effect your chances of winning.

# REVIEW

**Nintendo**  
ENTERTAINMENT  
SYSTEM

### 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"/>
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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"/>
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YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

### GRAPHICS

- ▲ Smooth scrolling and quality 8 bit movement
- ▼ Players are a little small

**52**

### SOUND

- ▲ No crowd participation
- ▼ No crowd participation

**55**

### PLAYABILITY

- ▲ Great fast action soccer, two player recommended
- ▼ Passing accurately is very hard to master

**43**

### LASTABILITY

- ▲ Always worth pulling out for one more try.

**43**

### OVERALL

This makes for a pretty cool game of soccer if you're stuck at home, but you'd be better off heading for the nearest arcade for that real soccer hit.

**40**

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IS NO LONGER A GAME

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# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

## JURASSIC PARK

### CART SPEC

- BY: OCEAN
- PRICE: \$109.95
- RELEASE: OUT NOW
- GAME STYLE: PLT/SHOOTER
- CART SIZE: 16 MBIT

### GAME FEATURES

- NO. OF PLAYERS: Two
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Huhh?

### GAME INFO

- GAME ORIGIN: Sequel to the game of the movie
- GAME DIFFICULTY: Easy
- SCORE TO BEAT: Err...I didn't look
- ALTERNATIVES: Super Probotector (Super Contra), Alien 3, Star Wars.

### GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

- A** Nothing
- B** Jump
- X** Dodge
- Y** Shoot
- L/R** Change weapons
- S** Start: Pause  
Select: Nothing

### GAME CREDITS

- DEVELOPED BY: OCEAN
- DISTRIBUTED BY: SONY
- MADE IN: JAPAN
- ARTWORK: OCEAN

Ahhh. The sequel of the game of the movie... With nary a whiff of a sequel to the movie in sight, Ocean have jumped the gun and created a follow up to the game of the movie. And yes, it's a platform game...



# JURASSIC



## A FRIEND IN NEED

To keep the action flowing and to give poor players more of a chance in two player mode Ocean has seen fit to include an energy equalisation system by which the more injured player can share energy from the stronger player. This encourages teamwork by making the players look after each other so as to preserve their own life! Two player dino slaughtering has never been so much fun!



# RAPASIC PARK

## Part 2 - The Chaos Continues



**IN AND OUT**

The most original feature of JP II is that the levels are not just left to right but are often also several layers deep. When you reach the end of a stage and it seems you can go no further, look out for a door frame or a clearing in the bushes marked by a flashing red arrow. Sometimes they take you to a single room with an ammo bonus but often the only way off a level is to explore all possibilities.

**COMMENT**

A lot of people are going to be disappointed by this, as the first Jurassic Park game was quite enjoyable due to its involving gameplay and variety in game styles but, unfortunately, Ocean has taken the easy way out by making a dull platform game and slapping the JP logo all over it. The game itself isn't particularly bad and the two player option is always a welcome addition, but the action is very repetitive and lacking in challenge. The dinosaurs all have very simple attack patterns and aren't too hard to knock off, even if they do come charging onto the screen giving you little time to react.

**ANDREW**

The only thing that stands out about Jurassic Park II is the way you can move in and out of the screen to alternate rooms and pathways. This makes exploring areas more interesting and I'm surprised no one has used this idea much before. It can be a bit disorientating at times, however, as the graphics don't offer many reference points in the way of scenery, with always the same clump of bushes or pile of crates to look at. Jurassic Park II may keep you and a friend occupied for a few afternoons but I wasn't very impressed.

# REVIEW

## SUPER NINTENDO

**BREAKDOWN**

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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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"/>
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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

**GRAPHICS**

▲ Nice dinosaurs.  
▼ The backgrounds are repeated far too often and are fairly dull anyway.

**74**

**SOUND**

▲ Tense cinematic soundtrack to spur you on.  
▼ Dolby Surround encoded. The gun effects are a bit lame.

**87**

**PLAYABILITY**

▲ Responsive controls and fluid action.  
▼ Too repetitive. Not really much to do other than shoot and run.

**88**

**LASTABILITY**

▼ You can see just about everything there is to see within a few hours thanks to the mission select screen, so there's not much to keep you coming back.

**73**

**OVERALL**

A letdown considering the potential offered by the first game and not as good as other games of this type. Try before you buy or rent it first.

**80**

# SPAWN



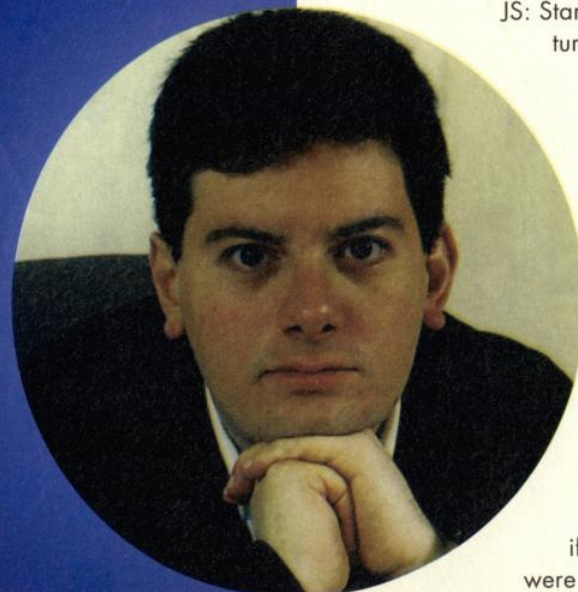
**THE COMIC FROM HELL  
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# JEZ & WHO'S STARBUCKS

## NINTERROGATION

We recently bailed up Jez San, the head honcho of Argonaut Software, for a chat about what he enjoys on his toast in the morning.

Oh and I believe we also managed to discuss the SFX chip and some of the cool games Argonaut have developed including Vortex, Starwing and Stunt Race FX.



### NMS: How did you start Argonaut Software?

Jez San: I started programming when I was very young and I got my first computer at 12; I was programming by about 13; and I was programming and writing books commercially by the time I was 16.

I left school at 18 and started Argonaut. Actually I really started Argonaut when I was about 15, but I wrote my first game when I was 18. In '84 I had my first successful game, Starglider, and that made enough money to get an office and hire another person. Then we hired a few more people and did Starglider 2 which made even more money, and we just grew from there. We've done it slowly but surely and we've now got seventy people working here.

### NMS: Why did you develop the SFX chip?

JS: We had a deal with Nintendo to do three three-dimensional games. We started doing one of them on the Super NES and showed it to them - it was a kind of battle zone game, a bit like Spectre. They liked it but they wanted more polygons and more things happening. However there is a limit to what the processor inside the unit can do that is three-dimensional because it wasn't originally designed to do that. So we suggested to them that they let us design a 3D chip. We were doing Starwing at the same time so the chip and the game went along side by side.

### NMS: So what sort of deal do you have with Nintendo?

JS: Our deal with Nintendo means that we could develop games speculatively. The games that we do with Nintendo, we work jointly with them. So with Starwing, Stunt Race and Starwing 2 we've worked very closely with their people in Japan in their office.

### NMS: What Nintendo games are you currently working on?

JS: Starwing 2. There's much more strategy, you can turn around and explore the world which you couldn't do in the first one. Also it's a two player game with split screen.

### NMS: How about SFX games for other companies?

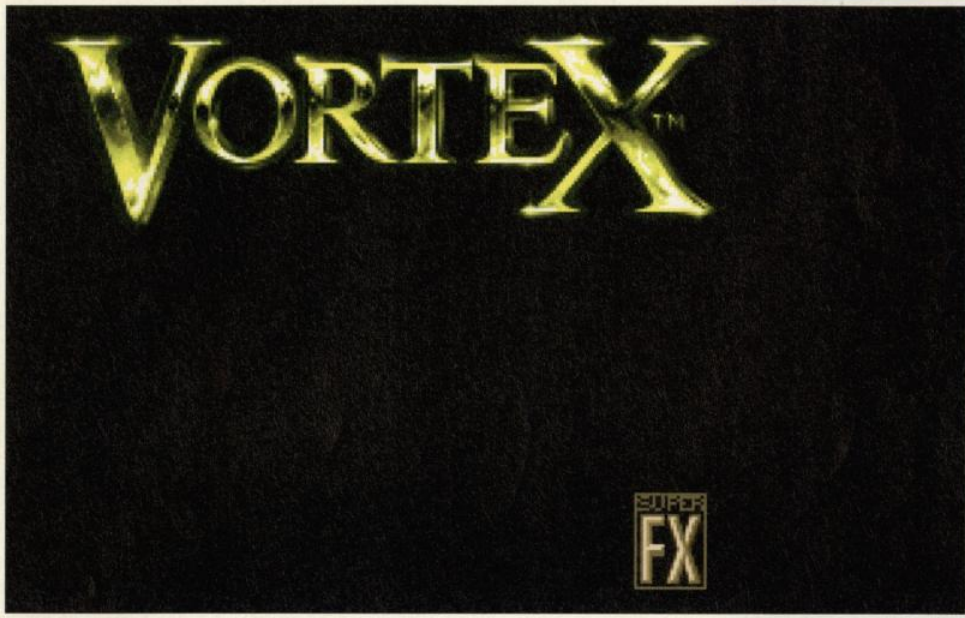
JS: We did Vortex for a small company in America called Electrobrain and this company is just about big enough to sell it in America, but they have a very small worldwide presence so Sony picked up the game for Europe and Australia.

Vortex was done 100% in England and so we were able to go totally off the wall and free think and do different things than we'd do if we worked with Nintendo on it. We were able to do the kind of things that we wanted to do.

**NMS: What other games have you got in development using the SFX chip?**

JS: We're doing another game which is a martial arts game called FX Fighter which we're developing for a very, very large company in America.

All the basic stuff is there and we're working on all the different moves and strategy, so it will probably be



finished soon, but don't expect to see it until the second quarter of 95.

It will be a fighting game but it probably won't have blood because we're not really interested in gore, we're interested in action. We're much more interested in gameplay than showing gratuitous violence.

**NMS: But Argonaut have developed such games before.**

JS: We have violence in our products so I can't deny that, but I think blood is unnecessary for the actual game.

People just make a big deal about the blood in Mortal Kombat and it's just silly. You can take it to the extreme. I saw a game on the Atari Jaguar called Kasumi Ninja which obviously thinks the more blood, the more it will sell, so every time you hit an opponent, you get bucketfuls of it. And it just looks silly, like a Monty Python film.

**NMS: Is there a third generation SFX chip in the works?**

JS: We did design a whole range of FX chips for Nintendo, and they chose which ones they wanted to manufacture. Whether they ever bring out the third one is purely up to them. They probably won't though because the second one will last them perfectly well until the Ultra 64 comes out.

**NMS: So what does the future hold for the SFX chip?**

JS: There's another year or so's worth of mileage out of the SFX chip, just because the Ultra 64's around the corner doesn't mean that people are going to throw their old machines out overnight and the SFX chip is a good bridge because it gives the machine the 3D capabilities and texture mapping which the Ultra 64 has.

There will be several SFX games this year, not just by us, I understand that Nintendo is secretly working on some games using the SFX chip.

**PHWARRR!!!**

**Jez answers all your technical questions!**

**What's the power drain of the SFX chip?**

Lower than we're allowed, it's 50-100 milliwatts, but it's not significant. One of those fancy joysticks you might buy elsewhere would drain more power.

**How much faster does the SFX chip run?**

The main processor inside the Super NES runs at 2.5-3.5 megahertz and the minimum amount of clock cycles for any instruction is two and typical is three or four. You could say that the SFX chip runs at 21 Mhertz and executes one cycle per instruction, so it's 21 times faster, but that isn't the end of the story.

The SFX chip has multiply hardware and that can do one multiply in one tick so that's 21,000,000 multiplies a second. The Super NES processor would be about 300 to 400 times slower. For the 3D maths - the rotating of objects - you need to do a lot of multiplies and the SFX chip was built to do 3D operations very fast. So, for some

things it's hundreds of times faster than the original processor; and for other things it's only ten or twenty times. It depends on what you're doing but for 3D maths it's very good.

**Most SFX games seem to only be 4 to 8 Mbit does this mean there's more potential?**

One of the advantages in real time 3D games is that you don't have to store every single animation frame of every single character. For example in a fighting game, if it was a game like Mortal Kombat of Super Street Fighter 2 every single frame of every single character's every single movement has to be stored in the cartridge separately and that costs a lot of memory. So you're talking a 20 or 30 Mbit game by the time you've got all the animation frames in there.

Whereas each animation frame consists of an image and the image is either digitised or hand drawn but it costs memory. In a 3D, real time game like the SFX chip can do you don't have to store every image, you just store one three-dimensional image and then the SFX rotates the image around all the angles so it could save you thousands of Mbits in memory. An 8 Mbit SFX game might be 100 Mbit or more of a regular game. So it's kind of like compression in a way.

We can do extra sprites as well, that's another feature. The original Super NES can only have 128 sprites on the screen and even then it can only have 32 small sprites on any one line across the screen. That's why in some games the sprites disappear occasionally. The SFX chip can have an unlimited number of sprites and each one can be rotated and scaled individually, which you can't do with the original Super NES.

The SFX compliments what the Super NES does, it doesn't take away anything it just enhances. The Super NES is an excellent machine in its own right but it was built to do scrolling games and platform games and the SFX was built to help it do 3D.



# WILDCATS™

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Yep, it's the usual number of lunatics and raving idiots gracing the Mailbag pages. If these people can't think of anything intelligent to say why don't they just send me food. Oh, and to whoever thanks for the coconut ice. Pity it was stale. Send food and words of wisdom to Mailbag, PO Box A305, Sydney South NSW 2000.

# mailbag

## DEAR FAT BOY

This is Toad. Do you remember me? No, of course not, nobody does! I was that little mushroom retainer who needed rescuing in Mario 1, and the Mushroom in Mario 3 who jumped around, and the character who nobody used in Mario 2.

Now, here is my point.

1. Mario - in every single game
2. Luigi - in most games, finally got his own game (game? more a school geography lesson than a game)
3. Princess - for the last time, she's in the castle
4. Bowser - the arch enemy in every game
5. Yoshi - ever since being created in Super Mario World has had all the love in the world
6. Toad - who...?
7. Wario - Yoshi part two

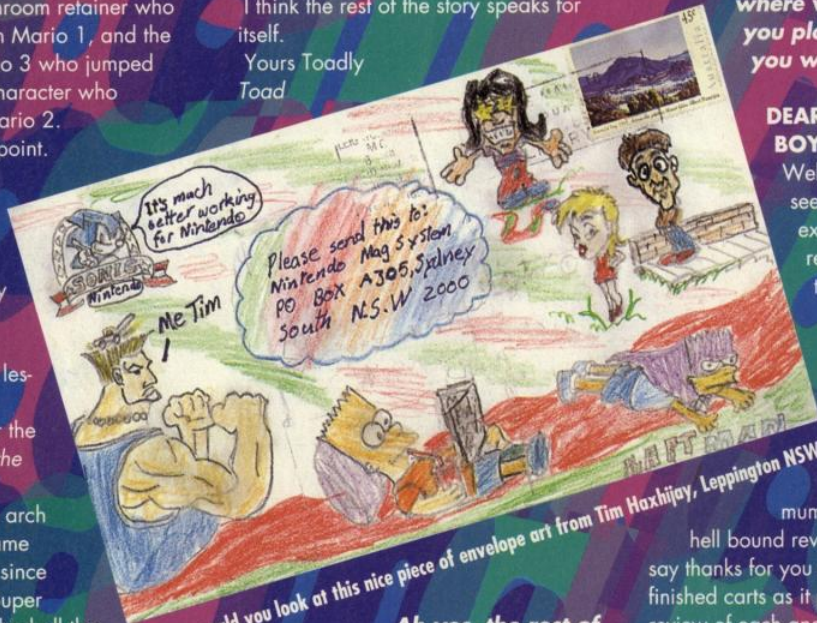
Let me put this in one sentence. GIVE ME MY OWN GAME! Call it Toadinator and keep Yoshi and Wario out of it!

Here's the basic idea: The princess has just hired a scientist to build some new weapons for killing Bowser's army. In doing so he is making a lot of noise so Mario, Luigi, Toad and Princess Toadstool go out for a walk. As soon as they're gone the scientist (which just happens to be Wart) contacts Bowser and tells him where they are, "Great" says Bowser, "steal all the weapons you made and bring them back to the castle". Meanwhile Mario and co. are walking along until Bowser suddenly jumps out with his sons, Larry and Morton. After a struggle they manage to capture all three. But Toad manages to save himself but when he tries to save his friends Bowser has taken them away. Toad runs back to the palace to get a weapon but finds there are none left except an ordinary machine gun. Toad

takes it pulls on his leather jacket and puts his sunglasses on and yells, "HASTA LA VISTA BOWSER!"

I think the rest of the story speaks for itself.

Yours Toadly  
Toad



Ooo-er would you look at this nice piece of envelope art from Tim Haxhijay, Leppington NSW.

Ah yes, the rest of the story does speak for itself. Toad was then picked up by a couple of men with a van, driven off and slapped in a padded cell for the rest of his gaming career.

## DEAR FAT BOY

In NMS issue 8 you said "Basically, thanks to Nintendo's responsible attitude to programming, these classifications shouldn't affect what you can buy in any way!! Ha! What a load of bull. I went to Myer with my mum to ask if I could play Mortal Kombat II. The salesperson said "No, you can't because it's MA15+." So what are you talking about?

Evan Euripidou  
Melbourne, Vic  
P.S. Why did they give Stunt Race FX a G8 rating for?!

So you might have run into a spot of bother down at your local gaming emporium but that's not Nintendo's fault, it's the store's policy. What you need to do is complain to the

store (or get your mum to do it), and in the meantime do your cart shopping somewhere where they'll let you play the games you want to buy.

## DEAR SIR COUNT FAT BOY

Well let's take a look see here! NMS's most excellent game reviewing rating system has taken the game world by storm! All reviews are genuine and accurate, thus we as the gaming population receive maxi-

mum benefits from your hell bound reviews. I also have to say thanks for you guys only reviewing finished carts as it polishes your overall review of each and every game. Well done to all you guys at NMS for producing the most brilliant and highly polished games mag that can be sought after. Also, I'm sending over a mega, dynamite pavlova sandwich just for you Fat Boy.

Brett Gardner  
Qld  
P.S. Stay Australian!  
P.P.S. And never, and I mean no way should you lose your appetite. Keep burpin' man!

As this sensible lad Brett has noticed we take a long time to rate the games that we review. There is no point in reviewing an unfinished cart - though some other mags don't seem to have our scruples - and we try to make sure that you get an accurate view of the games we review.

## YO FAT BOY

So, how's it hanging? Any way, I would like to congratulate you on how you handled

those little suck face Mr Lonely Lovers.

Yes, I am another kid with a Super NES (the one and only). The bummer is that I only have one game at the moment, Street Fighter II do you know how many times you can slock that smeggin' game!

My friend Danny Boy has offered me his Mortal Kombat, with the grunting dragon, for two control pads. I mean it is fair, but I will probable get bored with it too, hey!

So, the almighty Fatso, how large is your vocabulary (even though it is an absolutely cool one). I mean, in Issue #20 you gave Mrs Robinson a load and with only one word 'Why'? I've got to mosey on home (even though I'm already there), so see ya!

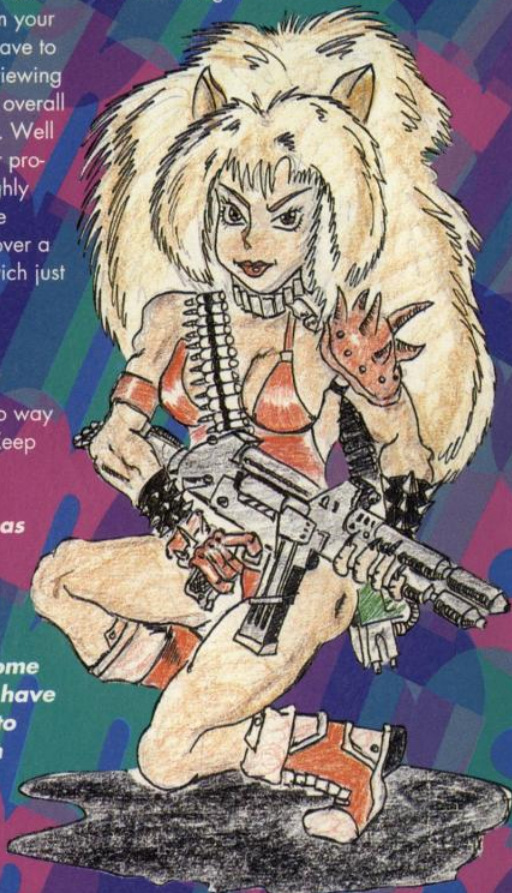
Yours faithfully,  
Your psychopathic SNES head,  
absolute SNES head and utmost follower.

Adam  
Boorgoon, WA

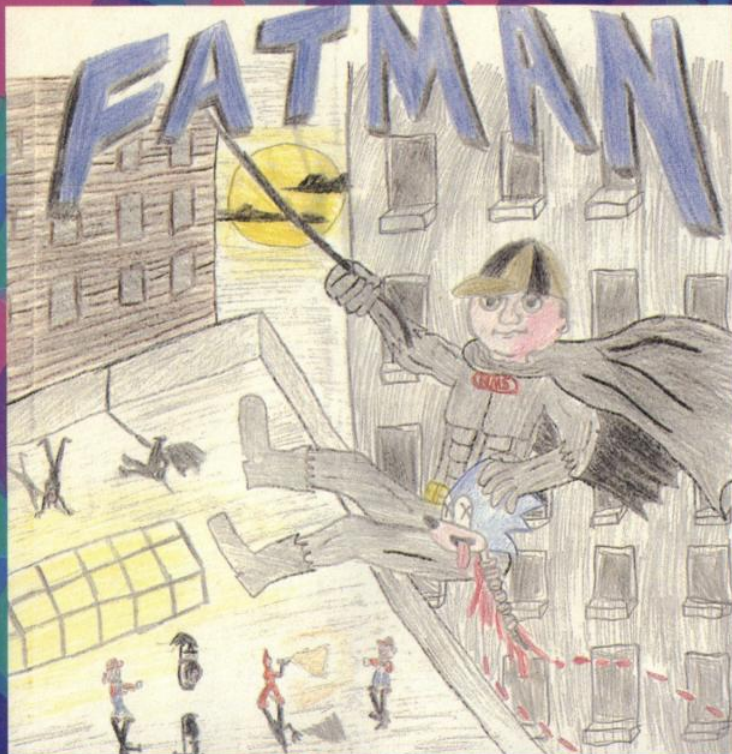
Adam, Adam, Adam why should I bother to waste my precious fingers writing a longer reply to Adam's sad mother? I could be devoting my time to more useful things like ... erm ... eating.

## DEAR FAT BOY

Take this! SPLITCH! And that! SPLATCH!! And these! SPLITCH! SPLONTCH!! SPLAT!!! Ahh, now that I've discarded all my year old yoghurt, let me ask you something. What's the atomic weight



Budding amine artist Jeremy Brown of Forbes, NSW is responsible for this.



I was rather taken by Fatman, unfortunately it came without a name and address so I'll just have to attribute it to Anon.

of cobalt? You don't know? Well, who cares? Anyway, what is happening with the 64 bit job, hey? How much will it cost down here in lil ol' Australia? Anyway, I bet you won't print this. Bet you won't. Bet you won't. But who cares? Not me! (I think).  
Weird  
Somewhere

**Loon alert, loon alert! Those nice men who came and picked up Toad will be around in about half an hour.**

**DEAR FAT BOY**

If you'd be kind enough to allow me to slag off one of the many sad guts that write in to you on all too often a basis, thanks dude.

To Salastrannan Sithas, Elven Noble, United Elven Nations, Ansalon, Krynn. Do you have any semblance of a life? Do you have even half an idea on how to pay out on people? Firstly loser, it helps if you know what you're talking about. An if you knew anything about Dragonlance, you'd know:

- a) Most Ogres disappeared in the years after the Cataclysm
- b) Elves don't hate Ogres or anything else for that matter - they revere life of all forms and won't kill anything without praying for forgiveness first
- c) There's no such thing as the United Elven Nations. It's one country, Dropkick!

I really hope you learn to have an idea of what you're talking about before you say something stupid again. Fat Boy was right to react as if you need a sedative, 'cause either your TV has killed both your brain cells, you were deprived of oxygen at

birth and you have trouble grasping reality, or you're just too cowardly to sign your real name and address in the fear people will give you crap for having no life. Write back to NMS with your actual address next time, and start to worry if you live in Perth.  
Anton Avila  
Bickley, WA  
P.S. Thanks to Fat Boy for letting me get this off my chest, if you print this letter so the Elven Noble reads it, it'll be much appreciated. Good mag, incidentally.  
P.P.S. To Shang Tsung of the Outworld. You might wanna try getting a life too, sad case.

**What is this???? Space cadet month?**

**DEAR FAT BOY**

You crummy, nit-picking, funking irriot. You are fatter than Stimpy the cat and Prime Possum. Here are some titles I think should be on the Game Boy:

1. Mighty Morphine Girlie Rangers
2. Learn songs with ... THE DUMMI BEARS
3. Lois, Clarke and the latex suit
4. Fat Boy and the Shiny Rat

Jish  
Crezned, NSW  
P.S. Unky Bunk!  
P.P.S. Shiny Rat!  
P.P.P.S. SEGA! SEGA! SEGA!  
P.P.P.P.S. Publish my letter!  
P.P.P.P.P.S. Gimme Samurai Shodown for Game Boy!

**THE YOSHI-JOSHI HOTLINE**

**DEAR JOSHI**

Hi!, Yoshi here. Your luck has run out,

I've already got the leading part in the new games. By the way, the postman gets my issue of NMS to Dinosaur Land on time, because he takes the special zone, which leads right to my house. Anyway, when Joshi was a baby, he couldn't see that well, so he thought he was being raised by Mario, but it was Luigi, because Mario was raising me on shells, and sometimes an occasional berry. I've starred in three games on the Super NES, but Joshi has starred only on one. What systems have you got? I've got a Super NES with a Super Scope and twenty games, a NES with seven games and a Game Boy with a Booster Boy and nine games. I've also got every issue of NMS. At Christmas and for my Hatchday, I'm going to get the 32 bit Nintendo and the Ultra 64. Well, till next time. Glorpl  
Yoshi

**I believe that this a close approximation of intelligent correspondence between the residents of Dinosaur Land which is a bit of a worry.**

**DEAR FAT BOY**

This letter is for Mrs Robinson, So Adam Babyson, go get her! What the hell do you think you are doing in Issue #20?? You probably wrote the letter to shut



I haven't quite figured out what this is yet, but I like Ben Roediger's effort. He comes from Gawler, SA.

Adam up because he wrote a stupid letter and Fat Boy gave a very well done answer. By the way, babies like Adam and his dumb friends shouldn't send their stupid letters to any mag, because a new magazine, Be Stupid Magazine, is a good magazine for

their letters. My point is that they should not send letters to mags if they want to expect angel like answers. So, Adam and your dumb friends, go and watch Play School then Baywatch. You will not find me I promise.  
Fat Boy's brother  
Bad Boy

**Ah, the ever popular Mrs Robinson receives another sack full of mail.**

**YO, FAT BOY!**

How would I get a Game And Watch?  
Tim  
Victoria

**You really want a Game And Watch you sad, sad excuse for an N-head then you will love Game Boy Gallery, a collection of five huuge Game And Watch games on one Game Boy cart. I personally would rather give up bacon than have to face playing it.**

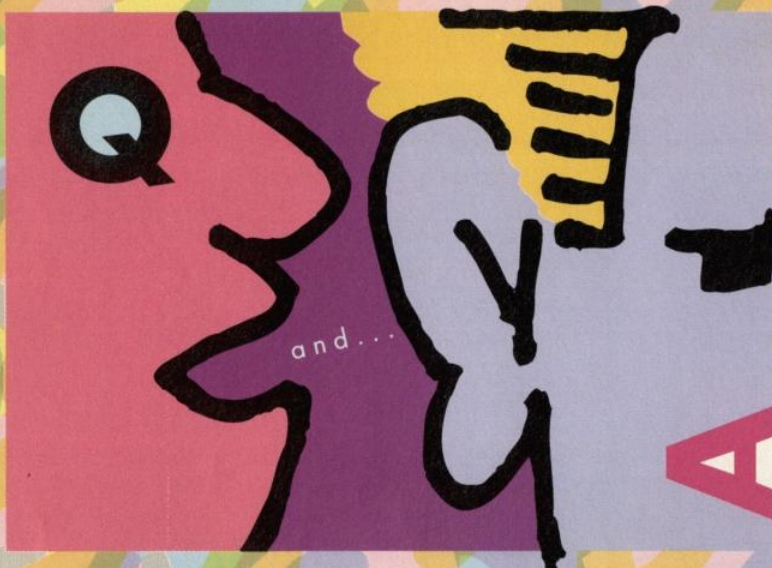
**DEAR FAT BOY**

I'm writing upon concerns that games aren't available for the PAL Super NES at wanted release dates. Us patient individuals wait so long and sometimes they don't arrive anyway!! Games such as SFII, if it does become available in Australia. Don't worry about it 'cause we ain't gonna buy it if it's \$60 plus. Get bent Capcom. Why did the idiots make SFII anyway, it would have been preferred if it were the Super Turbo Version. And if it's got tinny, distorted voice reproduction, that will make it definitely unwanted. It's gotta have perfect clear vocals, like Street Fighter II Turbo. I've started to desire MKII instead, but SFII turbo still is better than MKII, gameplay wise. Now a little quiz, will there be SFII turbo (with clear vocals) or SFII for Super NES? And also will there be a 32 bit upgrade for Super NES or will there be more games with graphics and sound and gameplay of Donkey Kong Country? Thank you Fat Boy, I'll send you a huge cake or something if I see a reply.  
Devoted reader  
Rufus K

**DEAR FAT BOY**

I totally agree with Adam Robinson's mother in issue #20. Adam shouldn't have got the complete idiot of the month.  
HIS MOTHER SHOULD HAVE!!!  
Sean Cuisick  
Portland, Vic

**Too right.**



**Q** 1. What on Earth happened to Akira for the Super NES?  
 2. I can't find the game Dragon anywhere, what happened to it?  
 3. Who will be releasing Samurai Shodown?  
 4. How much will the Ultra 64 cost?  
 5. Are there any plans for another Zelda game on the Super NES?  
 6. I want to get Street Fighter II so which is better, Super or Turbo?  
 Travis Markwick, Berri, SA

**A Skull:** 1. It has been delayed for a few months but it should be available in the UK fairly soon. It may be released in Australia later on in the year.  
 2. It got pulled back and had the gameplay tweaked, but it's still too slow and over complicated for its own good. That's not why you can't find it, though. It's currently in distributor limbo,



Super Turbo action ahoy!



Mmmm... Tasty!

*desperately waiting for someone to release it in Australia.*  
**3. No one in Australia, so if you want it you'll have to get an import copy.**  
**4. Nintendo execs will say "under US\$250" till they're blue in the face, but we'll just have to wait and see what that figure becomes in Australian dollars.**  
**5. There are no plans (that I know of) to release another Super NES Zelda game but there will be one for the Ultra 64.**  
**6. Super Street Fighter II is the best beat 'em up for the Super NES. Of course, Super SFII Turbo is better still, but you can only play it in an arcade or on the 3DO. Doh!**

**Q** 1. Why are you named Skull?  
 You may remember this question from the distant past.  
 2. Do you print every single question that gets sent in, or just the ones you feel like putting in?  
 3. What happens to the ones that you don't print and how do you

answer their questions?  
 4. Nintendo is one company, right? So how come there are so many different versions of games and stuff? (eg. Super NES and Famicom.)  
 5. If copying games is illegal, how come there are devices made for copying carts?

By the way, my name is spelt Mickiy, not Mickey. I am not, repeat not, named after a mouse. Please try to spell it right this time. (The emphasis is on try, and I'm sorry my "i" looked like an "e".)  
 Mickiy,  
 Glenhaven, NSW

**A Skull:** 1. Oh no, not you again.  
 2. Just the ones I feel like putting in, although I don't know what possessed me to use yours.  
 3. If you really want to know, just put yourself in a box and

post yourself to me. Make sure you put your name on the box so I know it's you inside, then you'll find out what happens to letters I don't like. Heh heh!

**4. Don't ask me boring questions like that. Pester Fat Boy, or something.**  
**5. The devices themselves aren't illegal but it is illegal to sell or trade copies of games, which is the only reason why someone would want such a device in the first place.**  
 As for the misspelling of your name, think nothing of it. No, don't thank me, the pleasure was all mine.

**Q** This is not a question, but something I would like to point out. I think that the makers of Mortal Kombat are extremely unsure on how they should spell the name of the Thunder God. In MK it was Rayden and in MKII it is





Raiden.  
May I please have something for my troubles?  
Louis Snell,  
Pi Pirie, SA

**A Skull:** Most observant of you. The correct spelling is Raiden, which means thunderbolt in Japanese. The Americans like to spell it with a "Y", but they can't spell anyway, let alone whizz by themselves. You may have my blessing.



Nice thighs.

6. Look, there will not be a poster of Chun Li!
7. They make my job easier.
8. Er, no. Does that mean you don't use your fingers to pick you nose?

**Q** 1. I've recently played Doom and Syndicate on a friend's PC and I think they are the best games I've played in ages. Will I be able to play these games on my Super NES?  
2. Will Rebel Assault be

- released on the Ultra 64?  
3. Should I buy Stunt Race FX or Super Mario Kart?  
4. Where in god's name is the flame thrower in Zombies Ate My Neighbours?  
5. When will Rise Of The Robots and Clay Fighter II be out?  
The Iceman,  
Kilburn, SA

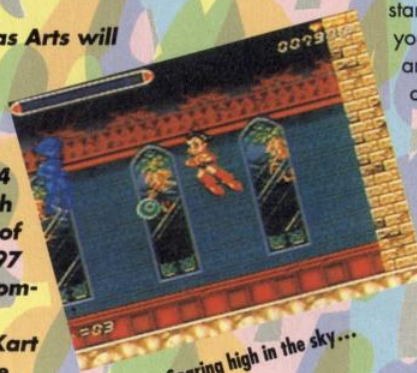
**Q** 1. When is the X-Men Super NES game coming out and when are you going to review it?  
2. When is the Astro Boy game coming out in Australia?  
3. Is there a Robotech game on the Game Boy or Super NES?  
4. When will Akira be out?  
5. Can you put a poster of Chun Li in your mag?  
6. What do you mean no! I want Chun Li in your mag now!  
7. Don't you hate it when letters are full of crap?  
8. I can touch my nose with my tongue. Can you?  
David Sinnott,  
Benalla, Vic

**A Skull:** 1. Check out the news section.  
2. Never. Unfortunately, Astro Boy isn't popular enough outside of Japan to warrant a translation. At least that's what the people who make those decisions probably think. How many of you grew up watching Astro Boy and Kimba on ABC? Those were the days...  
3. There's a Macross game out for the Super NES which is pretty cool. Once again, unfortunately, it's only available in Japan so you best be heading to your friendly importer for a copy. Cybernator is a pretty cool mecha game, too. It was cool when they had Robotech on TV. Now you just get crap like the wussy Power Rangers. Bah!  
4. See the first letter.  
5. No.



A stylish pic from Jeremy Brown of Forbes, NSW.

**A Skull:** 1. Syndicate is reviewed this issue but is only available on import at the moment. An all new Doom will be seen on the Ultra 64, and will be available with the machine's release in mid to late 1995.  
2. No, but Lucas Arts will undoubtedly release some excellent Star Wars games for the Ultra 64 to coincide with the re-release of Star Wars in '97 and the forthcoming prequels.  
3. Buy Mario Kart if you want the best two player game available and Stunt Race if you mostly play on your own.  
4. The flame thrower can be found in level 45. Or you could use these Action Replay codes. Player 1: 7E1C E699 Player 2: 7E1D 0699  
5. They should both be available in America now, but release dates for Australia have (once again) yet to be announced.



Soaring high in the sky...

**Q** Dear Skull, Have I completed Super Mario World yet? I can get 99 lives in minutes and I've found all the switch palaces and Reznor fortresses. At the start it says I've completed ninety stages. I've also completed the special star stages so I put it to you, Mr Skull, is there anything left to do or can I finally rest?  
Allan Talbot,  
Ingle Farm, SA

**A Skull:** No, sir, you cannot rest. There is a total of 96 stages to complete. Remember, every stage marked by a red dot harbours at least one secret exit so I suggest you check that you've found the secret and normal exits to each level, and don't forget the ghost houses. Now get away from here and get back to work!

**Q** To Lord Skull, I'm going to have to call Doctor Who to investigate your activities here on Earth. You may be required to show reason why you are residing on Earth to the Intergalactic Council. Anyhow, my questions are as follows.  
1. Will you suggest a new game that incorporates good wholesome moral values to the game manufacturers?  
2. Can you tell me some good sport and strategy games.  
3. Will you tell the advisors on the Hotline to answer the phone?  
If you answer these questions I'll put in a good word for you to my peers.  
Agent Etarhoalphagammaepsilon of the Intergalactic Council

**A** What?! There must have been a terrible mistake. My visa says I can stay for as long as I like on this planet, no matter which reality level I choose to be in.  
1. Certainly not!  
2. John Madden '94 or '95 is one of the best sport sims around and fairly strategic - for a sport game at least.  
3. Advisors, answer the phone!

# SECRET OF MANA



High action intro stuff is called for here according to our designer Gary. Hmm, don't know about that myself, but you never know what might turn up in the next few lines...

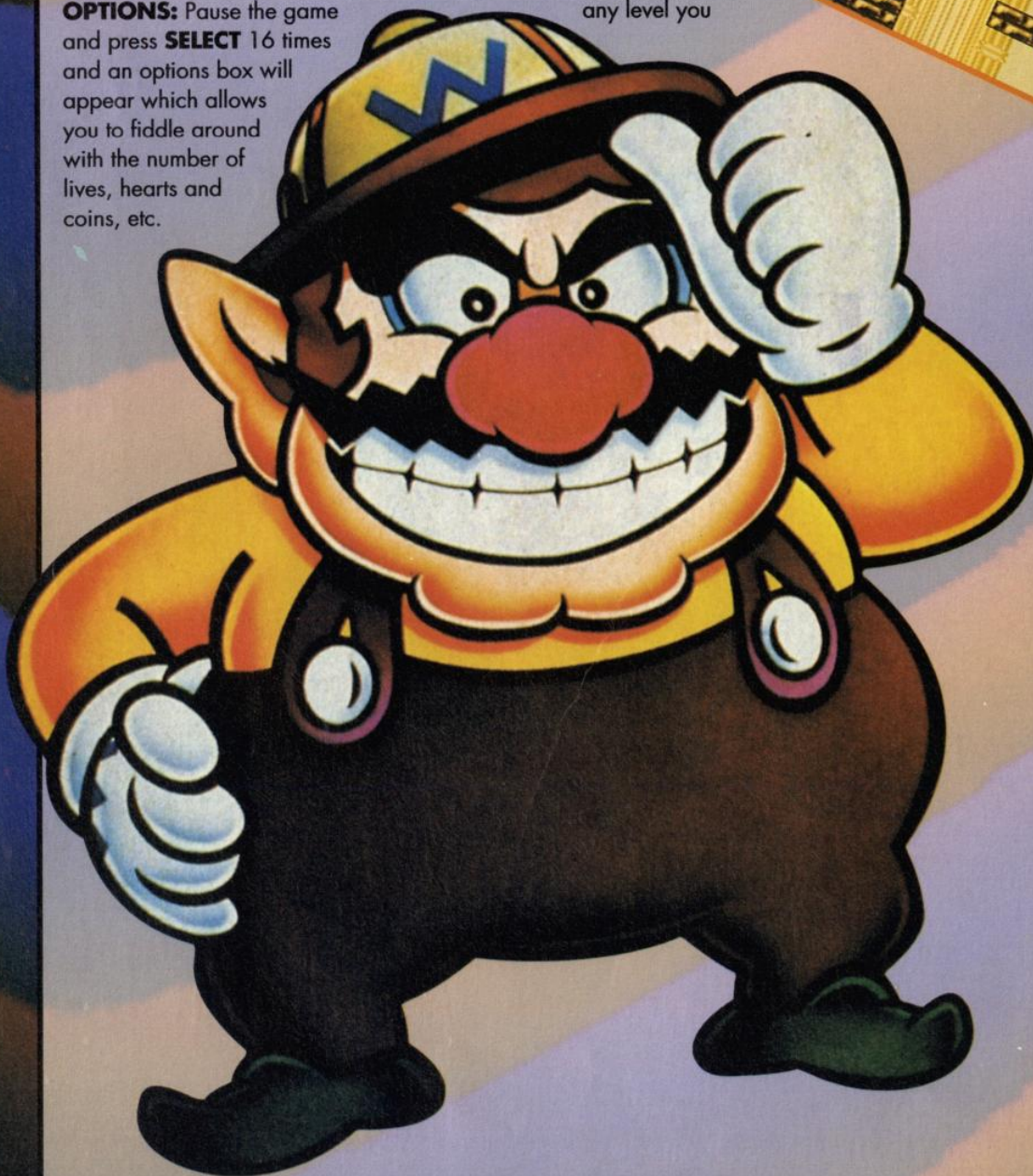
Mmmm ... still waiting, but in the meantime send your tips and cheats to Tips & Tactics, PO Box A305, Sydney South NSW 2000.

## tips & tactics

### GAME BOY

#### WARIO LAND

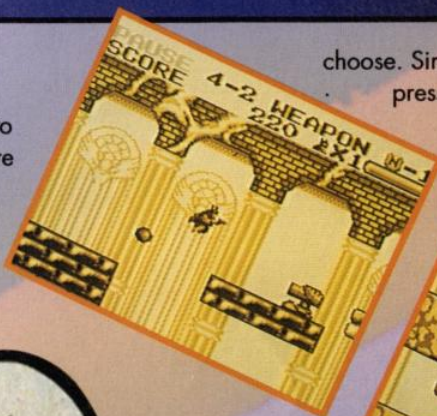
**OPTIONS:** Pause the game and press **SELECT** 16 times and an options box will appear which allows you to fiddle around with the number of lives, hearts and coins, etc.



#### BATMAN

##### LEVEL SELECT:

Unfortunately, you have to finish the game first before you can use this cheat but once done you will be able to return to any level you



choose. Simply complete the game and press **START** whilst holding **SELECT** on the title screen and the level select will appear.



#### TURRICAN

##### STAGE WARP:

You may have read the invincibility cheat in a past issue of NMS (Press **A, B, B, A, B, A, A, B, A, A, B, A, A** on the title screen) but Mark Jones from the Sunshine Coast tells us that after entering that cheat you can press **SELECT** and **START** to see Mr Turrigan warp off to the next stage.

### NES

#### BOULDERDASH

**LEVEL CODES:** Those who have fallen and can't get it up may get a helping hand from these codes. Or something.

Ice World: **635870**

Ocean World: **840467**

Volcano World: **752053**

Sand World: **840137**

#### METROID

**PASSWORDS:** Samnang Vann from Marsden in Queensland sent us these two codes for Metroid. Unfortunately, Samnang tells us that these codes will leave you with little energy, so you'll have to be a decent

player to survive.

This code sends you to the start of the Mother Brain area with the normal suit:

**9G7?zg KKVgG4  
OICx11 AOIGzR**

This code also starts you in the Mother Brain area, but you'll have the protective white suit:

**Oi7iR7 OKubWK  
04xzbX m800u8**



## SUPER NES

### MORTAL KOMBAT II

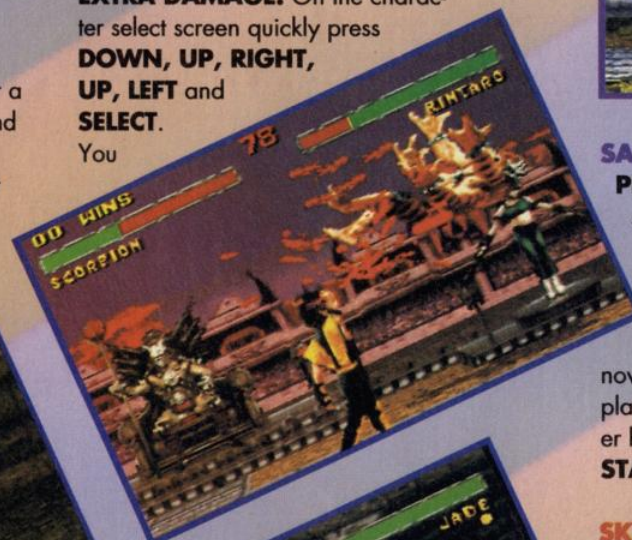
**WARP TO SMOKE:** On the character select screen quickly press **UP, LEFT, UP, UP, RIGHT** and **SELECT**. You should hear a swishing sound then choose your player and you'll warp to Smoke!

**WARP TO JADE:** On the character select screen quickly press **UP, DOWN, DOWN, LEFT, RIGHT** and **SELECT**. You should hear a swishing sound then choose your player

### EXTRA FATALITY

**TIME:** On the character select screen quickly press **UP, UP, LEFT, UP, DOWN** and **SELECT**. You should hear a swishing sound and the fatality time will be doubled!

**EXTRA DAMAGE:** On the character select screen quickly press **DOWN, UP, RIGHT, UP, LEFT** and **SELECT**. You



### SAMURAI SHODOWN

**PLAY AS AMAKUSA:** Takara has done a splendid job converting this Neo Geo classic to the Super NES and there's even a "be the boss" cheat included.

Wait until the Takara logo appears then press **A, Y, X** and **B**. You should now hear Amakusa whoop. Now select Vs play and when you and a pal choose a player hold down the **L** and **R** buttons and then **START**.

### SKYBLAZER

**HIDDEN LEVELS:** Glen Sumich of Winthrop, WA, has these hints for Skyblazer. At the Gateway of Eternal Storms (after completion), press **UP** and you can access a hidden bonus level. This leads to a shrine where the old man gives you an energy hit point and allows you to play a boat level called Ship To Nowhere. In this level hang on to the boat when you see the waves crash, while avoiding the enemies.

### PASSWORDS:

Begin second continent with 99 lives:

X	△	X	△
O		△	X
X	O		
	O		

Begin last level with 99 lives and 8 hit points:

O	△	O	O
O	X	△	
X	O	X	△
△	X	△	O

### BLACKTHORNE

**LEVEL CODES:** From Peter Brodie of Cronulla, NSW, comes the codes to this game. Well, what else do you want me to say?

Mine level 2: **FBWC**  
Mine level 3: **QP7R**

and you'll warp to Jade!

### WARP TO NOOB SAIBOT:

On the character select screen quickly press **LEFT, UP, DOWN, DOWN, RIGHT**. You should hear a swishing sound then choose your player and you'll warp to Noob!

**WARP TO KINTARO:** On the character select screen quickly press **UP, DOWN, DOWN, RIGHT, RIGHT** and **SELECT**. You should hear a swishing sound then choose your player and you'll warp to Kintaro!

**WARP TO SHAO KHAN:** On the character select screen quickly press **RIGHT, UP, UP, RIGHT, LEFT** and **SELECT**. You should hear a swishing sound then choose your player and you'll warp to Shao Khan!

twice!

should hear

a swishing sound

and you'll only have to hit your opponents once or

## WILD GUNS

**STAGE SELECT:** On the character select screen hold **DOWN** on the D-pad and **SELECT** then press **A** four times, **B** four times then **A, B, A, B, A, B, A, B**. Do this correctly and after you choose your character you will skip the first level and go straight to the four selectable stages. Do the code again to play the Last Duel.



## CLAYMATES

**WARPS:** Warp locations sent to us by Stephen Scoglio of Wyndham Vale in Victoria.  
**Warp 1:** Jump four times above the first flower in Clayton's yard.

**Warp 2:** Jump four times above the magnet in Cape Clayneveral.

**Warp 3:** Jump four times above the monster maker in Lilly Pods.

## POWER RANGERS

**LEVEL CODES:** Here are the codes for the stages and the special battle modes from Robbie Herschausen of Port Pirie, SA.

- Area 1: **3841**
- Area 2: **5113**
- Area 3: **3094**
- Area 4: **1970**
- Area 5: **8624**
- Area 6: **2596**
- Special mode: **0411**
- Special mode: **1007**
- Special mode: **1212**

## ZELDA 3

**TIPS:** Jaie Lewis Robinson sent us a few neat tips for one of the best Super NES adventures ever. Go to any mysterious pond and throw in an empty bottle. It will be returned to you full of green potion! To get the red boomerang enter the mysterious pond in the light world (under the waterfall) and throw your boomerang in. When it comes back it will be red and will now travel further and faster!



# ACTION REPLAY CODES

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

## GAME BOY ACTION REPLAY CODES

### SUPER MARIO LAND

**0A01 09C2** - Mega jumps.  
**0C17 03C2** - Lets you play as Princess.

### COOL SPOT

**0103 E4DB** - Infinite lives.  
**0164 E5DB** - 100% cool points.

## SUPER NES ACTION REPLAY CODES

### SUPER BATTLETANK 2

**7E10 E350** - Infinite 120mm shells.  
**7E10 E763** - Infinite 7.62mm gun.



have to put these codes in one after another with a space between these and any other codes. Oh yeah, it only works with an AR MkII.

**7E05 0C00**  
**7E05 0D00**  
**7E07 41FF**  
**7E07 7600**  
**7E08 9FFF**  
**7E05 0F00**  
**7E05 0E00**  
**7E06 FF00**  
**7E06 F800**  
**7E09 4C00**

### STUNT RACE FX

**07E5 9A80** - Unlimited time.

**07DD C6B9** - Always finish first.

**OBC7 0D05** - Choose any car.



**7E10 E802** - Infinite phalanx gun.  
**7E12 48FF** - Infinite fuel.  
**7E10 E503** - Infinite laser guided missiles.  
**7E10 E402** - Infinite patriots.  
**7E10 E601** - Infinite smoke bombs.  
**7E10 E902** - Infinite night scope.  
**7E00 AD00** - No damage in main game.  
**7E0A 2A00** - No damage in sub game (turn AR off before destroying last target).

### POWER RANGERS

Stephen and Guy of Kenmore Hills in Queensland hired this game and found these codes.

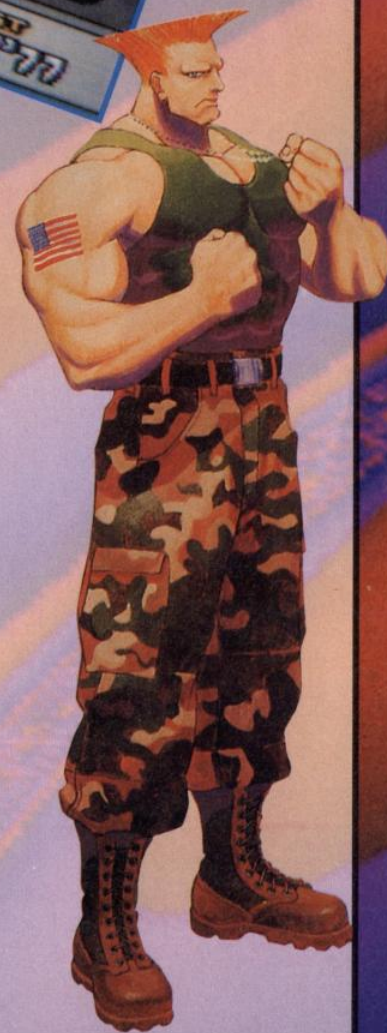
**7E04 C070** - Unlimited energy.  
**7E04 F202** - Unlimited lives.  
**7E04 F401** - Unlimited bombs  
**7E04 C270** - Unlimited power for Megazord magic.

### SUPER STREET FIGHTER II

**7E00 BF10** - No background.  
**7E1D 3F0A** - Turbo speed.

### NBA JAM

Stephen and Guy also hired this game, and here is a collection of codes they found for it. You get mutant dunks, or something, and you



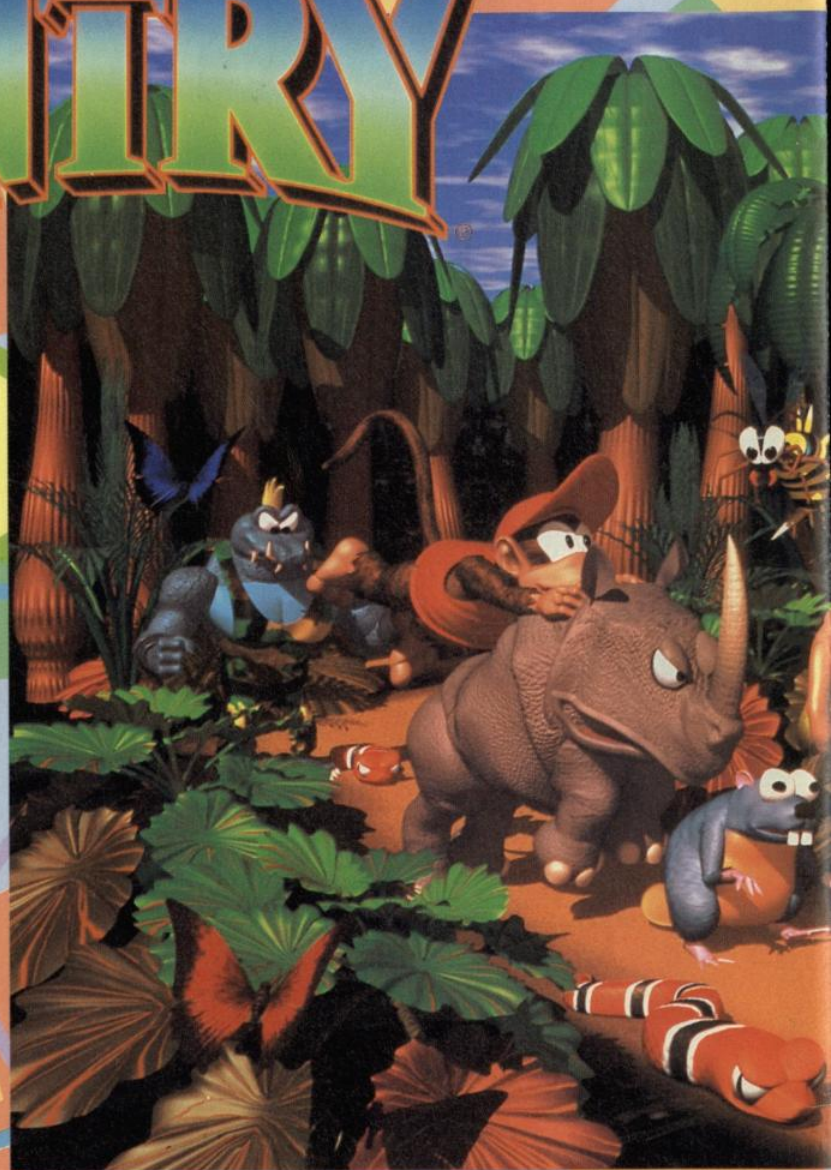
# DONKEY KONG COUNTRY

The mailbag continues to overflow with tips for Donkey Kong Country so we've picked out the best and put them on these pages. Our thanks go to everyone who sent in tips but there are many more secrets in this huge game and we want you to find them!



## WARP OUT!

Here's a neat warp that bypasses much of the first half of the game, thus making it much easier to finish the game in under one hour. From the start of the game make your way to the first of Funky Kong's Flight Centres and hop in his jumbo. Fly through the first stage and rapidly press B when you're flying between the follow-



ing levels: Jungle Hijinks and Ropy Rampage; Cranky's Cabin and Reptile Rumble and between Coral Capers and Funky's Flights. Having a joystick with auto fire sure helps, but the trick can be done with a fast

thumb. Anyway, this warp will take you to various parts of the 'Orang-Utan Gang' stage.



## SUPER JUMP

Have you noticed a few goodies scattered

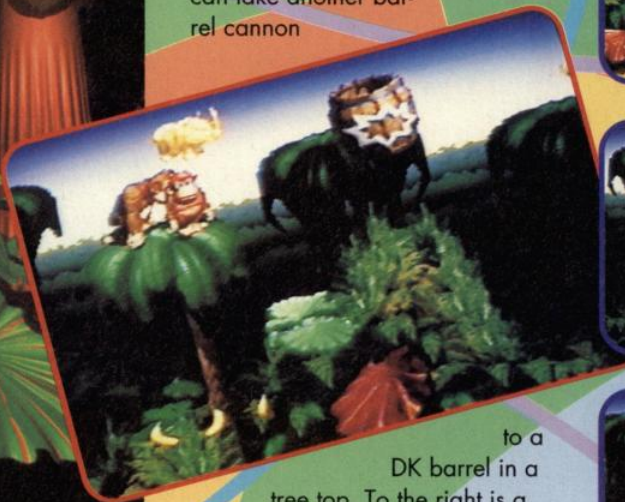
# TIPS PART 2



## KONGO JUNGLE

### Barrel Cannon Canyon

There are a few quick short cuts in this level which will make getting through it a breeze! Firstly, jump back up the hill above the entrance then jump into the floating barrel cannon. This sends you to the tree top, from which you can take another barrel cannon



to a DK barrel in a tree top. To the right is a Rambi token on another tree top and from here you can jump into a barrel cannon which will send you to a conveniently placed save point. Make your way past the jumping Kritters until you reach a barrel cannon surrounded by two jumping Kritters. Do not kill these Kritters! Walk under the ledge that the Kritters and the barrel cannon are on and jump up into the barrel cannon from below. Above is a moving barrel cannon, but you don't want to get into it. Instead, you want to launch yourself out and bounce on the Kritter to your left just as it is at the peak of its jump, then hold left to land on the tree top. Above you is a barrel cannon which will take you almost all the way to the exit.

## MUST FIND BONUS!

To know whether or not you have found all the secrets in a stage look at the name on the map. If there's an exclamation mark after it then all has been found, if not then you'll have to go back and look harder!

around that, no matter how hard you try, you just can't get to? What you need is an extended jump, and this is how you do it. When you come to the edge of a cliff or tree top press Y to roll (off the edge) and then press B to jump before the roll through the air stops. This technique will become second nature to you once mastered and makes it a lot easier to get through certain parts of the game.

## MONKEY MINES

### Mine Cart Carnage

They had to go and put a mine cart death ride in the game, didn't they! Fortunately, there is a way around it. At the start you are supposed to jump into the barrel can-



non, but instead you should jump over it, then push left against the wall. You'll fall off screen, but don't worry because you'll land in a barrel cannon which will send you to the end of the stage! All you have to do is jump one Krash.



### Stop & Go

This stage can get rather frantic when you're dashing to the next switch with a RockKroc on your tail! Good thing that there's an easy way to cheat through it! All you have to do to skip almost the entire stage is walk back into the entrance at the start!

## VINE VALLEY

### Orang-Utan Gang

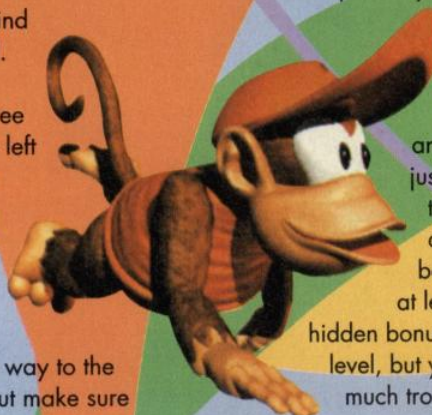
If you go left at the start of this stage you'll find a steel barrel. Throw it against the tree top at the far left of the screen and when it bounces back jump on it. You can ride the barrel all the way to the first Zinger but make sure

you jump off in time.

When you get Espresso, go back to the first DK barrel and fly left to a platform directly below the starting point. There's a cave to the left



in which you'll find a bonus level. Another bonus level can be reached with the help of Espresso. You can do it with Diddy but you'll have to be good at doing super jumps or you'll fall short. At the ledge where the golden N is found, jump to the right and you'll find a pathway below the usual vine path. After a second long jump you'll come to a cliff and a barrel. Don't just stand there, throw it at the cliff and go get the bananas! There are at least three other hidden bonus stages in this big level, but you shouldn't have much trouble finding them.



### Clam City

Hidden near the start of this stage is Enguarde and the golden K. When you swim up above the clam, keep pushing against the left wall and you soon find them. With Enguarde leading the way the rest of the stage is easy.



### Bumble B Rumble

Use young Diddy to defeat this boss. Hold the barrels and let Queen B fly straight into them. When she's red and invulnerable, pick up a barrel and keep running! This way Queen B won't catch up with you when you pick up the replacement barrels.

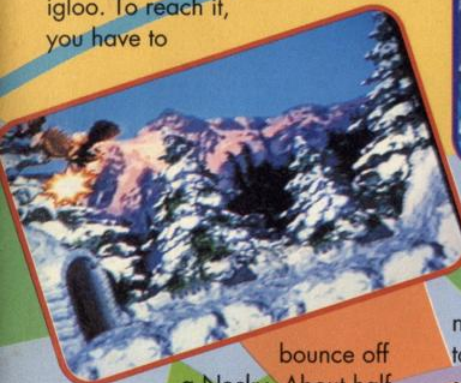




## GORILLA GLACIER

### Snow Barrel Blast

This is where the game starts to get a bit tricky, and the ice and snow don't help matters. At the start you can get to a bonus stage via a barrel cannon above the igloo. To reach it, you have to



bounce off a Necky. About half way through the level you will see a Rambi token followed by a Necky and a series of barrel cannons. When you're in the third barrel cannon shoot yourself directly down. This will send you into a barrel cannon which will take you along the bottom of the



### Slipside Ride

There's not a lot to this stage, other than precise timing. The only thing you have to remember is



that the red vines take you up and the blue ones send you down. When jumping between the Zinger-infested vines it's easier to use the small agile Diddy than big fat Donkey!

### Ice Age Alley

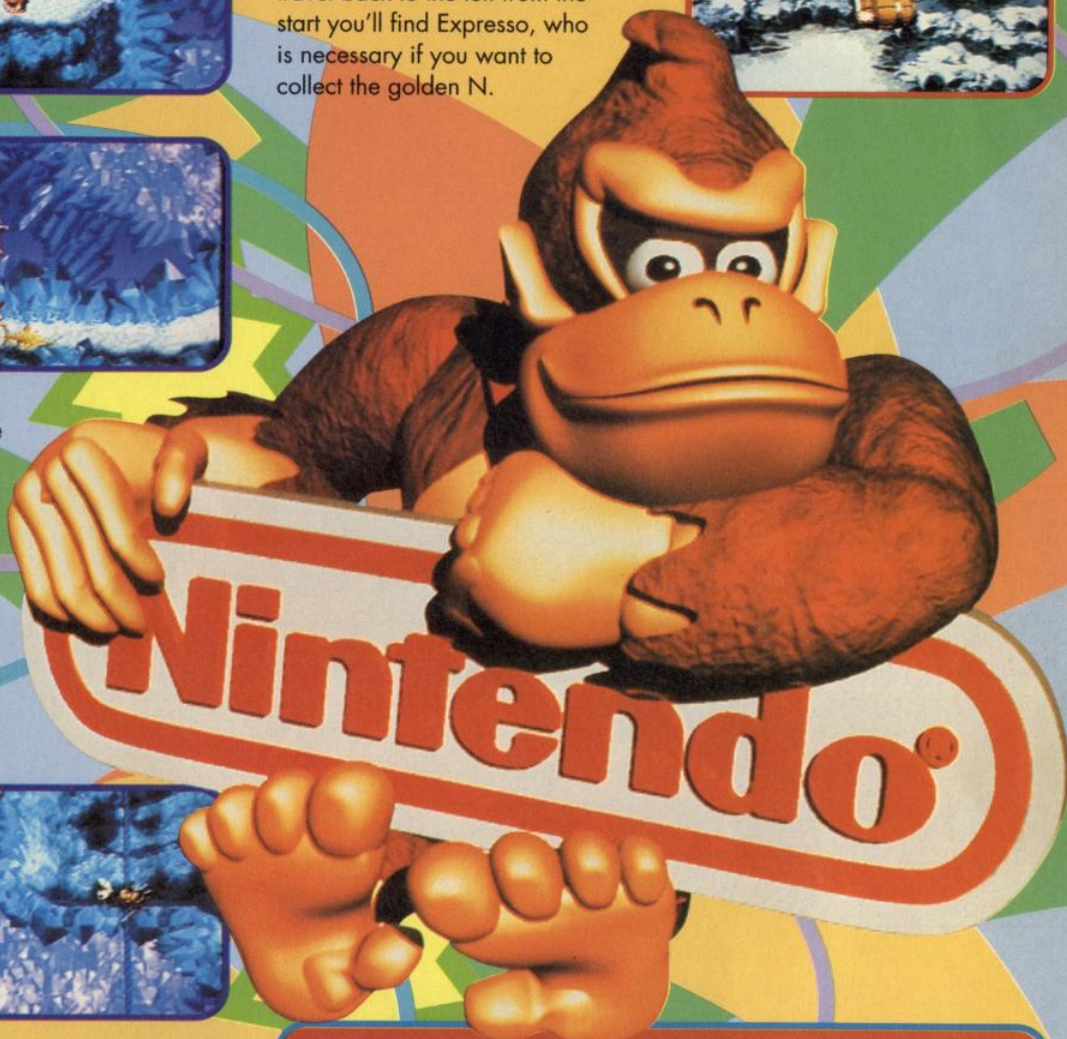
This stage is a lot like Snow Barrel



screen to the end of the stage, thus avoiding a very treacherous stretch of barrel cannons and Zingers!



Blast, but, fortunately, with a lot less barrels. Unfortunately, however, we've yet to find any really cool short cuts, although if you travel back to the left from the start you'll find Espresso, who is necessary if you want to collect the golden N.



## NEXT MONTH

We investigate the unhealthy rumblings going on in Kremroc Industries Inc. and get to the bottom of the Chimp Caverns. Of course, we expect you to have already completed the game and got 101%. What?! You only got 100%?! You must not have found the secret, secret level! Go back and start afresh, or wait for the next issue of NMS.



NOT THE NEXT ISSUE

# Homeboy dunk

The American label Motown Records has set up a division called Motown Interactive Entertainment Software dedicated to bringing black music artists to the world of video games. Its games label, Motown Games, possibly inspired by the insipid Charles Barkley basketball game of late as it is planning to release a basketball game featuring such illustrious rap stars as Public Enemy, LL Cool J, Queen Latifah and House Of Pain, among others.

The game, with the odd title of RayJam Volume One, is due out about now in the States but no release date for Australia has been set. However, the licensing opportunities are endless.

Don't be surprised to see a James Brown driving game in which you ride shotgun, a Lethal Enforcers style Too Short game and a Street Fighter clone featuring Flavor Flav and Dr Dre.



PE plotting their move from the stage to the Super NES...

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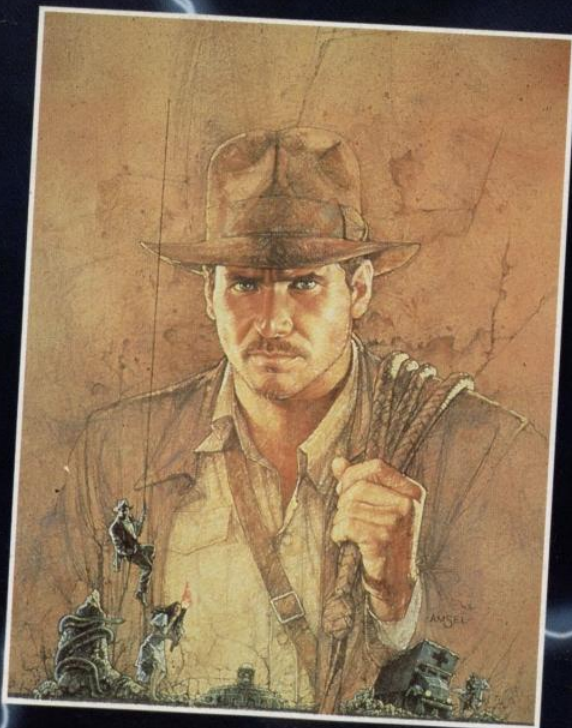
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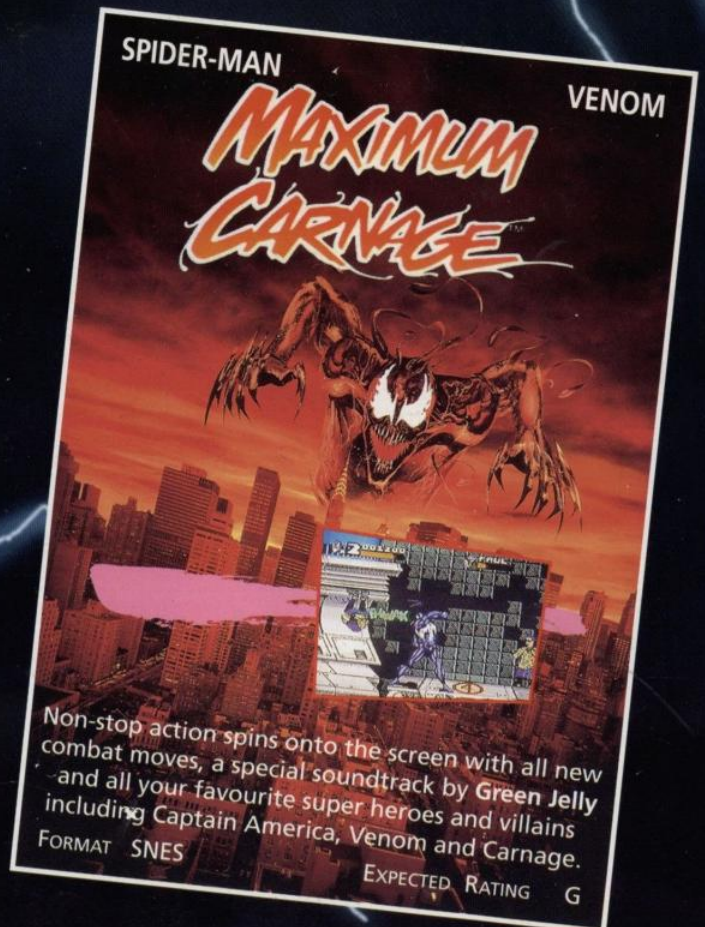
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