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Nintendo®

MAGAZINE SYSTEM

ISSUE #47

FEBRUARY '97

Wave Race 64

Surf's Up on the N64!

**Win Again!
Boogie Boards
& Swim Fins**

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YA GOT?**

**STAR WARS - SNES & Game Boy
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Film Reviews & MORE Comps •
3 Great Playguides for
N64, SNES & Game Boy •
...Pages Packed to Burstin'!**

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YOUR OWN NINTENDO 64!

Yes, we've gone completely loopy at last and have got a **Nintendo 64** which we're just gonna give away! Flip to the centre pages and you'll find your chance to tell us what it is you want to see in the magazine as it grows. Let us know what you like and think and we'll hand over the best console in the world to some lucky reader! All you have to do is complete the survey, send it off and the N64 could be yours. Don't be shy, it's your magazine after all.

Flicking through the pages of this month's mag you'll notice that we've made a few changes already. For a start there's a brand new scoring system for the games, making it easier for everyone to judge them. We're setting up more changes already, with more reviews of more events, products and shows, top interviews and some massive competitions, as well as all the usual gaming related stuff. We're planning things in the next few months that'll keep the mag right at the forefront of gaming and lifestyle.

Just like the rest of you, the NMS crew has been taking full advantage of the summer weather. I decided to let them chill out a bit before March hits as they're gonna need all their energy for the '64 when it's released next month. The arrival of the king of consoles is sure to send shockwaves through the gaming industry, and NMS aims to keep you up to date with these changes. So don't miss out in telling us what way you want things to travel...

...and get the chance of an N64 of your very own!

up front



NINTENDO PEOPLE SYSTEM

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THANKS FOR ALL THE FISH:

You done good guys - Nintendo in Australia and America; Lindy Schneider at Mattel for those gorgeous boogie boards; the guys at Roadshow Interactive for the carts; David James at Toy Options Ltd for the Star Wars goodies; Janine Allis at UIP for the film stuff; Naomi Sakaguchi for the Japanese connection; Simon Farmer at Rare; Jonathan Alley at Siren and Tim Anderson at MadMan for the Anime goods and help.

COMPETITION TERMS AND CONDITIONS OF ENTRY

Competitions in this magazine are promoted by Catalyst Publishing, Level 28, Rialto 525 Collins Street, Melbourne, Vic 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, its advertising, sales promotion agency and printers. Entries close by the end of the working day Friday 28th February 1997. The winning names will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decisions are final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. Each contest is a game of skill, not chance, and, as such all entries will be judged on merit.

What's the score?

In keeping with the atmosphere of change that's wafting around at the moment we've managed to encourage some of the graphics staff to redesign an easier, no nonsense, no numbers set of review panels. In case you're the sort who gets increased heart rate at the very mention of change, we've included a simple explanation to save your poor old corpuscles a nasty turn.

TOP BAR

This tells you the console system (N64, SNES or Game Boy), with the title of the game right underneath for when your eyes fall downwards.

TITLE SCREEN

We thought we'd put the title screens in this bit. It gives you all the chance to spot when we put the wrong one in by mistake.

CREDITS PANEL

Who did it; who sells it; what else they've done; where to get it; when you can get it; what sort it is... you know the kind of thing.

FEATURES PANEL

Down to the playing nitty gritty. This tells you the number of players, and what sort of things to expect in setting up and playing the game.

REVIEW NINTENDO 64 WAVE RACE 64



INFO

- **GAME DIFFICULTY:** Medium to very hard
- **FIRST DAY SCORE:** Won all races on Easy Level
- **ALTERNATIVES:** None! Not any!

CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** Nintendo
- **PREVIOUS NINTENDO TITLES:** Super Mario 64 PilotWings 64
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** March 1st 1997
- **GAME TYPE:** Racing Sim

FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** Game modes Riders' statistics

CONTROLS

- **RESPONSIVENESS:** Astonishing!

- S** Start/Pause
- A** Accelerate
- B** Slow down
- C** Adjust camera angles
- L/R** Not used
- Z** Accelerate



GRAPHIC EQUALISER

We want to give you a crystal clear idea of how good or bad we think a game is in all the important departments. As games change and as more genres emerge it's less useful to compare percentage scores than to know whether the thing's going to meet your playing needs or not. This ought to do it.

INFO PANEL

Does what it says really. This should give you a clue as to how the game ranks against similar titles and how tough it is to get into at the first attempt. Not all our team are expert players, and we often give a first play to the least coordinated (guess who!) to give a fair feeling of our initial impressions.

CONTROLS PANEL

As more buttons have appeared and the combinations of options have grown, so the good ol' Controls info panel has bulged to fit them all in. Sometimes one button can perform multiple functions, depending on what playing mode you're in. We can't always include everything, but all the essential info will be in there.

So there you have it...

As you can see, Wave Race 64 ranked pretty well in our ratings. Turn to page 22 and get a splash of the current top-of-the-tide racer in action.

ARE YOU GONNA WIN ONE?
Turn to page 33!



NNN



NINTENDO NEWS NETWORK

TWO-ROK?

After our massive coverage of the impressive new Acclaim title Turok: Dinosaur Hunter for the N64, rumours already abound about a sequel. Acclaim weren't saying anything but we spoke to Dave Dienstbier at developers Iguana Entertainment in the US. As usual, everything's top secret and he can't deny or confirm whether Turok 2's in the pipeline but he did tell us that they've been pulling out all the stops to finish the first Turok game in time. Most of the team even pulled a 16 hour day on Christmas Day to get everything done! As we've already shown you, the finished beast is packed with lush graphics and plenty of detailed environments. Australian distributor Roadshow Interactive are already geared up to launch Turok hot on the heels of the hardware. Meanwhile, as soon as we confirm anything about Turok 2 we'll let you know.

in development...



All the latest news from the games developers on what's up and coming for this year.

DOOM 64 MULTIPLAYER OPTION AXED

Nintendo have just confirmed that Doom 64 has been designed without the expected multiplayer 'Deathmatch' option. It seems that Midway, the company responsible for the N64 version, have hinted at slow-down problems when it comes to split screen gameplay. Partly responsible is Nintendo's reluctance in providing the 64DD and other linking equipment, which has also been implicated in the exclusion of multiplayer mode. However, we've been re-assured that this version of Doom will still blow every other first person shooter away, as all the courses, weapons and monsters have been totally re-designed, and the pixellating that spoiled other versions has been eliminated.

MORE NEW DISNEY TITLES

Prepare yourself for the usual batch of Disney goodies that come out at this time of year. Most notable of these is the new Game Boy title The Hunchback of Notre Dame, which brings together five different games all in the one cart! You'll be able to play a Tetris style block game, a platformer, a sliding tile puzzler, bowls and a balloon floating game. T•HQ, the company responsible for the release, have said that the games are all fairly simple and have been designed with younger players in mind. So even if it's not your cup of tea, it's worth remembering if you have little brothers or sisters with birthdays coming up soon.

MIDWAY SET TO RE-WORK WAR GODS 64

Midway are frantically adding improvements to their highly anticipated N64 beat 'em up, War Gods. The 3D fighting game has been the victim of much criticism in its arcade version, with gamers complaining that the opponents in later levels are too difficult, with others mourning the lack of special moves and combos. But Midway is determined to make the game a success, and we've been assured that the company are doing all they can to improve what is potentially a world beater.

LODE RUNNER 64 IN THE PIPELINE

Remember Lode Runner? The classic action-packed puzzler from ages ago? Well, word has it that Big Bang Entertainment have their noses firmly to the grindstone developing this old chestnut for the N64. However, it does promise to be an absolute corker, featuring full 3D mazes which include alleyways, ladders, various obstacles and a 'lode' of different enemies.

The idea is to create an action platform game which incorporates complex puzzle solving too. Apparently you'll also be able to change your camera angles at every point in the game to help you on your adventures (like many of the new N64 titles). But don't get too excited just yet. It won't be available until the second half of this year at the earliest, but as soon as we get hold of some new screenshots, we'll show you them.

CAPCOM'S N64 GAME UNVEILED

Contrary to popular belief, Capcom's first N64 game won't be coming from the famed Streetfighter stable. Instead, the Japanese games giant is hard at work producing a 64 bit version of their classic SNES title Ghouls and Ghosts. Currently under the working title of Ghouls and Ghosts 64, the game will be played in a full 3D environment, in the style of Mario 64. Capcom's first title will be released later this year in Japan and looks certain to make it to the West as well.

ANGELS READY TO BOOGIE!

Way back at the end of 1995, you may remember us mentioning a driving sim in development for the N64 by the name of Buggie Boogie. It was first revealed in that year in a pretty basic state at the Shoshinkai show but we've not heard hide nor hair of it since. But it seems that all this time Angel Studios have been at it in leaps and bounds preparing the all-action driving cart for an end of '97 release in Japan.

Angel Studios are also the brains behind Ken Griffey's 64-bit baseball antics and they've been working with Nintendo all this time to create a racing game like no other. It'll have plenty of unusual vehicles that you can design from a huge list of customised parts but as well as straight racing options, there'll be plenty of car combat thrown in too!

It all looks pretty impressive so far and should prove an original twist on standard racing fare.

SOARING SALES

The N64 is the fastest selling videogame system ever. Officials from Nintendo of America have said that 1.6 million consoles have already been sold since its release in the US, which knocks spots off the meagre sales of the PlayStation and Saturn, which only managed sales of 527,000 and 400,000 units respectively in the same amount of time. Peter Main, Nintendo's vice-president of Sales and Marketing said, "the 1.6 million system sales in three months makes the N64 easily the fastest selling console ever. Our sales rate is three times that of our nearest competitor when its system launched a year ago." The introduction of the '64 has helped kick the whole games industry into life too. Independent research shows that since the launch of the new machine, monthly industry sales have risen by 30% above last year.

Meanwhile Christmas has boosted SNES sales yet again, with over 700,000 Australian homes now having a SNES console. Nintendo have again reaffirmed their commitment to the 16-bit machine and with such a solid user-base will continue to promote games as long as the interest lasts. With the N64 imminent, and with the interest that this has generated, sales here for 1997 could yet challenge the US!

ROADSHOW INTERACTIVE CLEAN UP AT AVSDA'S

Aussie games distributors Roadshow Interactive are celebrating after winning the coveted AVSDA award for the highest selling games cartridge of last year, Mortal Kombat 3. They were also praised for the excellent marketing campaign that preceded the game and snapped up the Best Marketing Campaign award. Well done, Roadshow. Let's hope the success continues this year!



JUST BUZZIN'!

One of the big surprises at the Shoshinkai show at the end of last year was the unveiling of Nintendo's 'Jolt Pack' for the N64. This odd looking device can be attached to the N64's hand controller and had been designed to work as a vibrating response unit to give the player a physical buzz when something happens in the game. At the show two games (Star Fox 64 and Blast Corps) were fitted with the Pack and everyone was surprised at how effective the new unit was. Even though the effects hardly made your hair stand on end, it was clear that the new Jolt Pack provides an extra impact normally reserved for high-end arcade machines, albeit on a much smaller scale. Star Fox and Blast Corps are the only games that are adaptable for the Jolt Pack at present, but Nintendo have said that designing games for the unit is very easy. Nintendo's custom vibrator will be available in the US at some point this year, so hopefully we can expect it on these shores after that.



GAMES FOR THE BRAIN?

It's official! Parents really do think that playing computer games is good for you! According to a recent nationwide survey, nearly all (94%) of the mums and dads who were questioned thought that playing computer games was good for the ol' grey matter, in small doses of course. It's not all happy families, though. If your olds are always getting in your face about playing games too much - don't

worry, you're not the only one. Of all the families who owned either a games console or PC, almost half of the total said that there had been arguments regarding the amount of time the little angels were allowed on the latest DK or Mortal Kombat, with most parents restricting the hours on which the kids were allowed to play. Well, too much of a good thing can be bad for you, y'know!

NEW COLLEGE COURSE IN 3D COMPUTER ANIMATION

The Canberra Institute of Technology and games company Micro Forte are teaming up to provide two different 3D animation courses to attract the games developers of the future. The certificate level 4 course, which is computer game orientated, will offer places for 24 students and will introduce them

to the very latest 3D modelling programs, plus giving an insight into the whole videogames industry and the methods of working in this high-tech profession. The first course will run later this year so if you're interested in finding out more, ring the Canberra Institute of Technology on (06) 207 3100.

Win a Nintendo 64...



...turn to page 33

Christmas

Competition Winners



Phew! Did we go mad with ace compos in our Christmas issue or what?! We ran 6 different competitions with a total of 52 prizes up for grabs! Now that we've sorted out the entries enough to open the office door again we've pulled out some winners' names. You should all have received your goodies by now and just so you know what the answers were and who won what, here's the complete rundown of all the competition winners from the December issue:

DRAGONHEART

The first film we featured in December was the Dennis Quaid fantasy adventure Dragonheart. There were 5 top prize winners for this one and they each won a Prize Pack containing a backpack, a T-shirt, an honour pin, a poster and an in-season movie pass. Fifteen runners-up got double in-season movie passes.

The answers were: 1a, 2c, 3b.

The 5 first prizes winners were:

Timothy Howe, Kiara, WA
Anne Fay, Nerang, Qld
Damien McDonald, Waverley, NSW
Ian Hunter, Revesby, NSW
Adam Raszewski, Narrabundah, ACT

The 15 runners-up were:

Shaun Webster, Pakenham, Vic
Mark Mason, Deeway, Sydney
Ben Wright, Melton, Vic
Damien Falkner, Manly West, Brisbane
Christopher Roche, Richmond, NSW
Chris Redman, Willaston, Gawler, SA
Danny Hunt, Bundanoon, NSW
David Thomas, Beaumaris, Melbourne,
Matthew Riley, East Devonport, Tas
Dave Young, Forestville, Sydney
Carmelo Grasso, Sandringham, Melbourne
David Goodson, Seaham, NSW
Carl Rusbridge, Strathfieldsaye, Vic
Shannon Nankiwel, Buronga, NSW
Travis Hendrick, Longwarry, Vic

STAR TREK: FIRST CONTACT

The first prize winner of this excellent Trekkie giveaway won a set of Next Generation 'Borg' episodes on video, the CD Rom 'Deadly Tied' game and a Microsoft Windows 95 Upgrade. All the runners-up (20 in all) scored an in-season movie pass to the film.

The answers were: 1b, 2a, 3c.

The first prize winner was Tomas Cannon from Sydney.

The 20 runners-up were:

Michael O'Sullivan, Eltham Nth, Melbourne
Adam Smith, Wamberal, NSW
Nigel Power, Blackburn, Vic
Clinton Simunsen, Willowbank, Qld
David Dzioba, Lalor, Melbourne
Nathan Becker, Greenwith, Adelaide
Stephen Pirani, Oatley, Sydney
Adam Hynds, Adamstown Hts, Newcastle, NSW
Matthew Ager, Para Hills, SA
Tim Pulo, Narara, NSW
Michael Surace, North Dandenong, Vic
Aaron Humer, Cairns, Qld
Kenneth Kong, West Melbourne, Vic
Denning Coombs, Leichhardt, NSW
William Bobroff, Mt Pritchard, NSW
Regan Marchant, Trigg, WA
Kris Batteriss, Seaford, Vic
Ray Pelling, Lockwood South, Vic
Michael Fay Nerang, Qld
R. Wright, Ruse, NSW

PINBALL WIZARD!

Computerplay let us have an excellent Saitek home pinball machine to give away in this comp. You had to tell us why your life would be empty without this great gear in 25 words or less and the pinball machine went to person who came up with what we thought was the best slogan.

The five runners-up snared themselves a BoosterBoy for their Game Boy.

The winning slogan came in from Scott Traeger in Loxton, SA.

The five new owners of a BoosterBoy are:

Aaron Davis, Irymple, Vic
Carl Rusbridge, Strathfieldsaye, Vic
Chris Lambert, Nth Ringwood, Vic
Christopher Duncan, Thornlie, Perth
Danny Fellingham, Caloundra, Qld



XMAS ANIME BONANZA

Enzo found himself swapped with prizes for the Christmas Anime Action so we ran three different comps in the end.

Competition 1 was for 10 copies of "You're Under Arrest!" Episode 2 on video courtesy of MadMan Entertainment. We asked you to name the city that the series is based in.

The answer was Tokyo.

The 10 winners were:

Ryan Linnegar, Tumut, NSW
Jared Brown, Riverwood, NSW
Keith Lau, Templestowe, Vic
Brendan Weymouth, Koorda, WA
Matthew Crowley, Holgate, NSW
Ashley Murtha, Kingscliff, NSW
Mark Withington, Bathurst, NSW
Daniel Bray, Hamilton, Newcastle, NSW
Joan McPherson, Tynong, Vic
Chris Wiseman, Nicholson, Vic

Competition 2 was for a copy of Siren Entertainment's new Cyberpunk video collection. We had to restrict this to over 15s but that didn't stop you entering in droves. We asked you to name the city affected by the professor's meddling in "Geno Cyber".

The answer was Hong Kong.

The winner of this ace 3 video pack was Tim Evans from Alstonville, NSW.

Competition 3 was also thanks to Siren and we had 2 copies of "Patlabor" and 2 copies of "Castle of Cagliostro" up for grabs. We asked you to tell us which new anime film Mamouro Oshii directed in 1996.

The answer was Ghost in the Shell.

The two winners of Patlabor were:

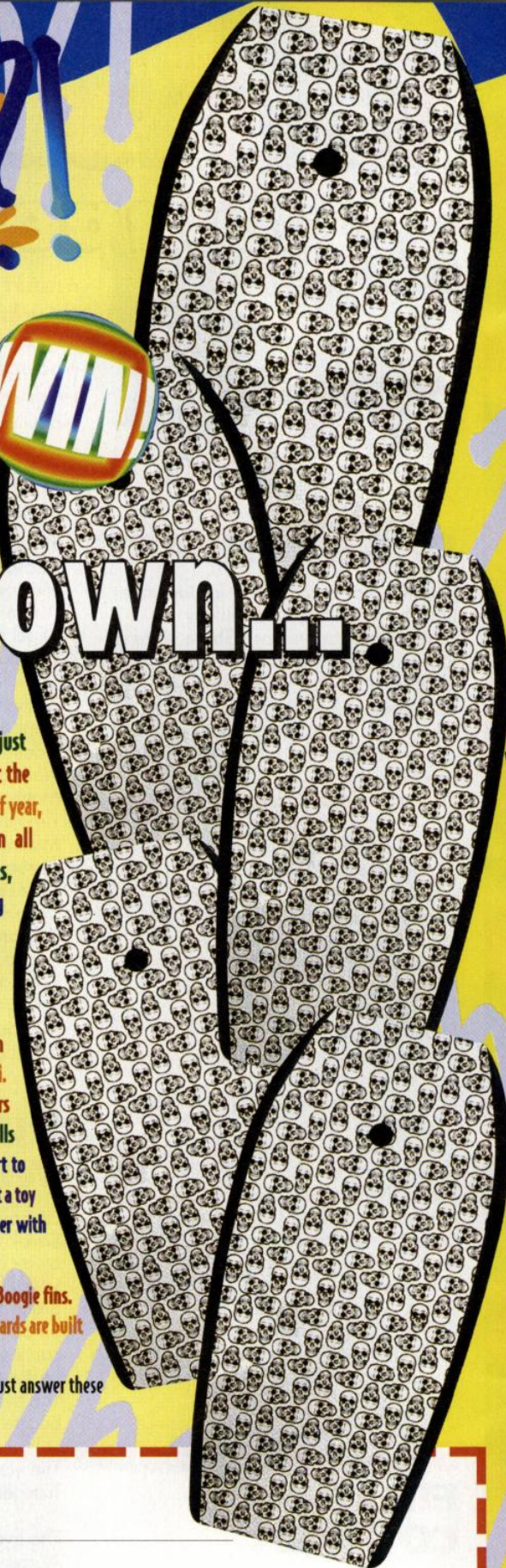
Tim Heinz, Mt Pleasant, Penrith, NSW
Jack Wang, Caulfield North, Vic
The two winners of Castle of Cagliostro were:

Milan Kostoski, Windsor, Melbourne
Daniel Hotop, Emu Plains, NSW

What's Up?!

BOOGIE

on down...



As the summer reaches its peak, just about everyone's spending their time at the beach catching some surf. At this wet 'n' wild time of year, Boogie boarding is the single most popular water sport in all Australia. Every summer, countless thousands of bodyboarders take to the seas, taking on the best (and worst!) nature has to offer. When the craze first started, surfing was the main water sport, and die-hard surfies were more than reluctant to give it a go. But as the years past, bodyboarding is now recognised as a global sport in its own right, and keeps getting more popular with every year.

If you were to ask any serious Bodyboarder what the best brand of board is, chances are they'll say Morey. Tom Morey is the godfather of Boogie boards, as he's the man who invented the first one over 25 years ago in Hawaii. Since then he's been constantly developing his ideas and searching for new designs and materials to give boarders the ultimate in performance, style and comfort. And being a graduate in mathematics, Mr. Morey has used his skills to make the boards even more responsive in the water. He even recruited 10 times world champion Mike Stewart to design and test drive the boards before they're released. Don't be fooled by the name either. A Boogie board isn't a toy for people who can't surf - it's a high tech piece of sporting equipment that cuts through the water with ease, and after a few practice runs you'll be performing all the tricks of the trade!

Mattel have let us have five ace Morey Boogie boards to give away, complete with five pairs of Morey Boogie fins. The boards are Gripper Speedstick boards with an excellent skull design to frighten off the sharks! These boards are built for both comfort and speed and the topskin has grooves and dimples to keep you firmly glued to the deck. The first five names pulled out of the surf after February 28th 1997 will each win a board and a pair of fins. Just answer these three question, fill in the rest of the form then post it off to us at the address shown below.



1. What's the name of the man who invented Boogie boards?

- a) Mike Stewart ☐
- b) Tom Morey ☐
- c) Dave Mariner ☐

2. On which island were Boogie boards invented?

- a) Australia ☐
- b) Finland ☐
- c) Hawaii ☐

3. How many times has Mike Stewart been world Boogie board champion?

- a) 10 ☐
- b) 5 ☐
- c) 100 ☐

Name _____

Address _____

Town/City _____ State _____

Postcode _____ Phone _____ Age _____

Boogie on Down Competition!

NMS, PO Box 14225, Melbourne, MC Victoria, 8001

Bruce

Springsteen

He may have been born in the USA but Bruce Springsteen is going to be hitting Australia this month on the latest leg of his world tour. Catch him at the following venues: Sydney's Capitol Theatre on the 7th, 8th, 10th, 11th, 12th February and the Palais Theatre, Melbourne 15th-17th February.

John

Mellancamp

He was John Cougar. He was also John Cougar Mellancamp. Now he's just plain John Mellancamp and he's rumoured to be touring Australia in March or April. His latest album's already heading for double gold, with sales of over 40,000 so keep your eyes peeled for tour dates soon.

Tina
Turner



Undisputed Queen of Rock, Tina Turner will be rocking the Sydney Entertainment Centre on 12th March.

Her spectacular stage show is rumoured to include special surprises from the Goldeneye movie set. In the 12 years since she launched her solo career she's played live to more than 30 million people and sold over 50 million records.

Where & when?

Bryan

Adams

Bryan Adams' "Night To Remember Tour" also reaches our shores this month. After 16 years at the top and worldwide album sales of 50 million, Bryan has just had another hit single with "18 'till I Die". Any of you thinking that his concerts will just be those soppy ballads will be disappointed as his shows are pure rock'n'roll. The tour dates are: Newcastle Entertainment Centre 1st February, Sydney Entertainment Centre 3rd-4th February and AIS Arena, Canberra 5th February.



Out & About

If you're still stuck for something to do this month then check out some of these goings on around the country:

EVENT	LOCATION	DATE
Bondi Beach Cole Classic	Bondi Beach	2 Feb
Big Day Out Adelaide	Royal Exhibition Centre	3 Feb
Kidz Day Out	Royal Exhibition Centre	3 Feb
World 7's Rugby League	Adelaide	8/9 Feb
Chinese New Year	Sydney Football Stadium	8/9 Feb
NSW v Victoria	China Town, Melbourne	8/9 Feb
Festival of Perth	Sydney Cricket Ground	15 Feb
	All round Perth	14 Feb -7 Mar

SPIDER's web

catalyst@popmail.dircon.co.uk

Valentine's Day Connection

The month of lurve is upon us again! So it was time for me to trawl the Net in search of all things lovey-dovey. The only problem is, every time you search for things on the subject of love you'll find loads of absolute drivel from pretty sad cases, chronicling every lousy relationship they've ever had. It's best to do a search for Valentine, and in amongst the usual soppy garbage there are a few sites worth checking out. So, every year at this time, grown men drive themselves crazy in the search for that perfect Valentine gift for their loved ones, and usually get it hopelessly wrong in the process. But have you ever wondered how all this lark started, and why? Read on...

To be honest, searching for Valentine related sites proved to be something of a disappointment. The vast majority of them had been created by some clueless sponges who decided to show or tell the world what they had done for their l'amour, which didn't exactly make for riveting surfing. However, if you look hard enough there are plenty of sites to help you find that special something for the man or woman of your dreams. A good place to start is the Ah, Awesome Valentine! site at <http://www.marlo.com/val.htm> which offers heaps of handy hints about Valentine gifts, and provides a card designing service in which you can customise a message of love to whoever you want. The main character in each message is a cat called Marlo Marmalade (good name!) and his canine friend JJ. With the help of Marlo, you compose a little sonnet of love to the one you desire. There are eight different messages to choose from, ranging from mildly amusing to downright stupid. However, if your beloved is into cute little animals, they're bound to work! Each message is a different poem, and can be customised by keying in the relevant names and some aspects of the subject matter. The best thing though is that it's absolutely free!



Ah, Awesome Valentine!

might think. Legend has it that ol' Val was a priest who had been arrested for helping out Christians who were persecuted by the Roman emperor Claudius II, way back in the 3rd Century. While he was in jail, Valentine developed an unhealthy interest in the jailer's daughter (not the best idea he ever had!) and on the morning of his execution he left her a little something to remember him by, signed: "From Your Valentine". Thus, Valentine's Day was born. And about ten minutes later, his head was nestling in the executioner's bucket! All together now, aaaaah...

Valentine's Day Connection

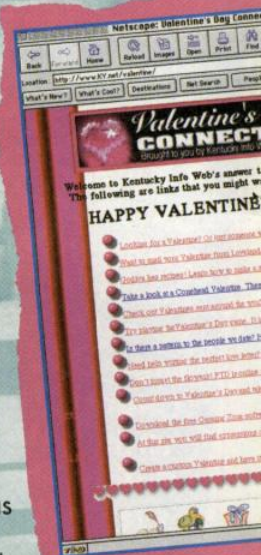
Another fun and fairly amusing Valentine site is the Valentine's Day Connection at <http://www.ky.net/valentine/>. This offers a more mature service than Awesome Valentine, featuring top tips on writing love letters, recipes of love and you can even have your dating patterns analysed scientifically! All you do is fill in the form by rating all your prospective date's vital statistics, on a score from 0 to 9, and the lurve Scientist will send back his opinions on your compatibility with them all. It won't exactly influence your choice too much, but it's interesting to do all the same. And for gawd's sake, don't show your date the results!

When you get to this site, try out the love letter tips from Cyrano, the big-nosed love machine from France. This can be a great laugh as there are no real restrictions on what you can say. All you do is key in a few choice nouns and adjectives to describe your loved one, add a few graphics if you like, and Cyrano will do the rest. The results can often be hilarious, to say the least! As with most of these sites, you can send your finished messages of love directly to the object of your desires via email.

Western Herald

If you want to know the ins and outs of this age old February festival, check out the Western Herald <http://www.wmich.edu/herald/1996/feb/7th/7297.htm>.

This is the University of Michigan's on-line student mag and you'll find the details of the origins of Valentine's Day, which aren't quite as soppy as you



LOVE AT FIRST SITE

The Love at First Site (<http://www.valentine.com/>) is one of the more tacky Valentine services, offering sad and disillusioned loners the chance to find their perfect partner over the web. You can also read some cringe-inducing love poems which are guaranteed to have you reaching for a bucket.

The most amusing part of the site is the problem page where our love-lorn internerds write to the 'Love Mechanic' with all their romantic problems. They really should get out more, y'know!

Another great section is undoubtedly the Celebrity Heart-throb page, where you can send a Valentine to one of your favourite movie stars, models or singers. So, if you want to send a message of un-dying love to Elle Macpherson, Tom Cruise, Sharon Stone or Denzel Washington, this is the site for you. But beware, this is not a free service

and you can't guarantee that your fave celebrity will actually receive the message in person, can you?

All in all, though, this site's worth a quick browse in the run-up to Valentine's Day.

Love at First Site

site of the month

<http://web2.airmail.net/atapaz/diary/>

MY DIARY ON GETTING A GIRLFRIEND

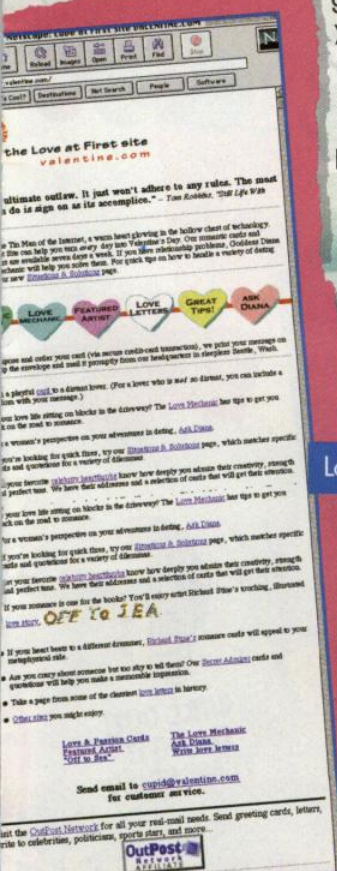
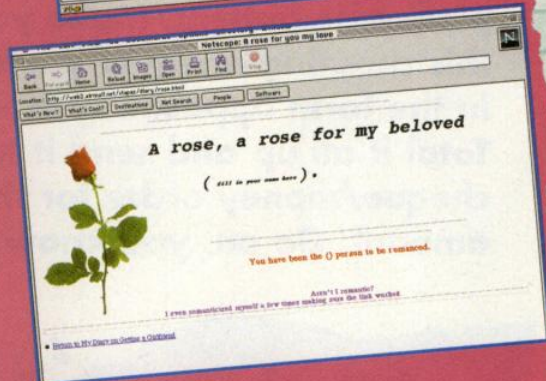
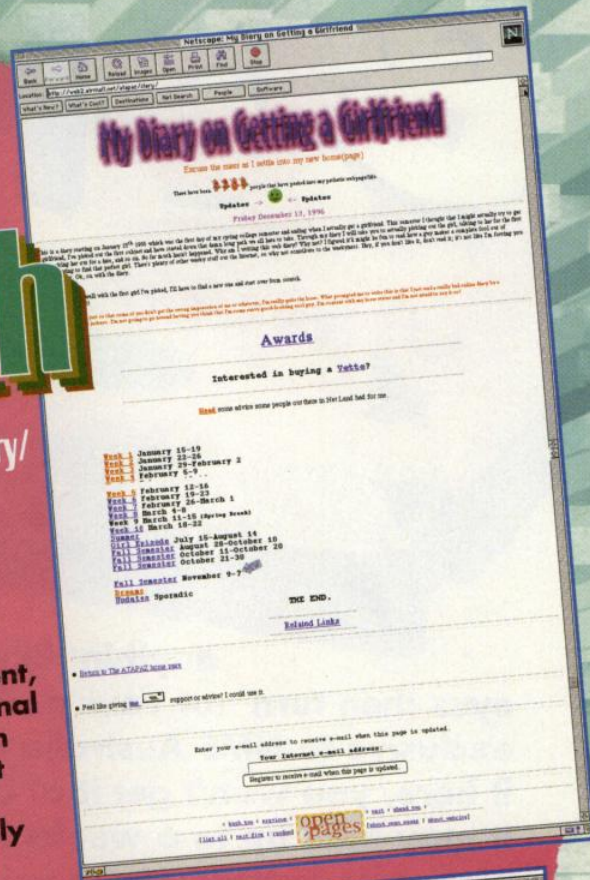
This site is the personal diary of David, an American college student, who has written down his personal experiences on trying to get it on with the fairer sex. Although not graphically stunning, this is a charming, unusual and extremely funny account on the trials and tribulations of finding a girlfriend.

David's diary starts on the first day of term, where he spots a 'vision of loveliness' in his new class, and in the following days he describes his preparations for that all-important first conversation. You can download pictures of the Valentine messages he's sent to various girls, and you can also send him advice to help him on his quest.



One of David's many 'girlfriends', Irene.

Anyone who has had problems in attracting the opposite sex will really relate to what David's saying. Like the importance of wearing the 'right shirt' before going up to a girl you don't know and asking for her number, and the sheer joy of facing rejection for the first time! In short, this is the definitive guide for boys (and girls) on how, and how not, to approach someone you fancy. Excellent stuff!



coming soon

Look out for next month's Web when we'll be searching for all the best N64 sites on the Net. Don't miss it, 'cos it promises to be a cracker!



BORN TO SH



Roll up, roll up!!
'Ere mate, come
over 'ere
and look at
the quality of
this lot! 'Ave
you seen

anythin' like it?! Feast your
eyes then turn out your pockets. All this stuff's
exclusive to NMS Australia so if you don't get
it here, you won't get it at all. Because of this
it may take up to 6 weeks for delivery so
please be patient. Make your mind up from
this dazzling array of glistening goods then fill
in the form opposite with what you want.
Total it all up and send it to us with your
cheque/money order for the '**Grand Total**'
amount. Go on, you know you want to really!

GRIM
REAPER

STICK 'EM UP!

These hand-made
mini Skulls come either
as magnets or on a
metal keyring. At about
3.5cm high, they may
be small but they're
guaranteed to put the
frighteners on anyone!
\$4.50 each for a
magnet or a keyring.
Please state which type
and design you want.



\$

\$12.50

GET A HEAD!

Hand-made and hand-painted, these
model Skulls are just the thing to
liven up your life. They're about
6cm high so they'll fit just
about anywhere you want to
stick 'em! There are 4
great designs up for
grabs this month so
start your
collection here.
\$12.50 each.



SPORTY
SKULL



CAP'N
SKULL



RAPPER
SKULL



WIZARD
SKULL

\$16.50



\$2

TOP!



EYE PATCH

BRAINS

HORNY DEVIL

4.50

THE SHIRT OFF YOUR BACK!

Buy one of these great new NMS T-Shirts and you'll be the envy of the planet! Whether you go for a cool NMS shirt or an in-yr-face full colour Skull one, everyone'll know you mean business!

Both shirts are white cotton and come in medium (38"-40" chest) and large sizes (40"-42" chest).

\$16.50 for NMS Shirt

\$21.50 for Chill Out! Shirt

1.50

MAKE GREAT PRESENTS!

More money than cent\$?

... then use this form to order your heart's desires! But make sure you fill in all the details and include your name, age and address. Then cut out or copy the form and put it in an envelope along with a cheque/money order for the **total amount** of your order and send it clearly marked 'NMS SHOP' to the address below. You don't even have to add anything for postage and packing!

T-SHIRTS

	Price	Quantity	Total Cost
NMS Shirt Medium	\$16.50		
NMS Shirt Large	\$16.50		
'Chill Out!' Shirt Medium	\$21.50		
'Chill Out!' Shirt Large	\$21.50		

SKULL MODELS

	Price	Quantity	Total Cost
Rapper Skull	\$12.50		
Cap'n Skull	\$12.50		
Wizard Skull	\$12.50		
Sporty Skull	\$12.50		

MINI-SKULLS

	Price	Quantity	Total Cost
Brains Skull Keyring	\$4.50		
Brains Skull Magnet	\$4.50		
Grim Reaper Skull Keyring	\$4.50		
Grim Reaper Skull Magnet	\$4.50		
Horny Devil Skull Keyring	\$4.50		
Horny Devil Skull Magnet	\$4.50		
Eyepatch Skull Keyring	\$4.50		
Eyepatch Skull Magnet	\$4.50		

Make your cheque/money order out for this amount.

GRAND TOTAL

(Prices include postage and packing)

Name: _____ Age: _____

Address: _____

Town/City: _____

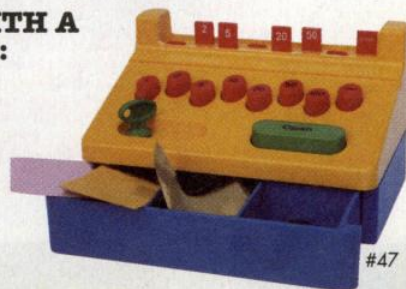
State: _____ Postcode: _____

Phone: _____

Please allow four to six weeks for delivery. Orders may be delayed if not clearly marked 'NMS Shop'. Proof of postage of your cheque/money order is not necessarily proof of receipt by the Publisher who cannot be held responsible for orders or goods lost in the mail. The representations of goods on this page are only illustrative, and the actual products may differ from the illustrations. The Publisher reserves the right to replace items ordered with those of a similar design and/or quality, depending on availability.

SEND THIS FORM ALONG WITH A CHEQUE/MONEY ORDER TO:

NMS SHOP
PO BOX 14225
MELBOURNE
MC VICTORIA
8001



A Very Brady Sequel



In the new Brady movie, mom Carol's first husband re-appears out of the blue and turns their flared and flowery world upside down. A hilarious string of mishaps takes them to a Hawaiian island as the team battle to save their family.

The original Brady Bunch TV series (first shown back in 1969) had 117 episodes in all. Although the new movies like to poke fun at the classic episodes the crew wanted to make to sure that they didn't go over the top so they brought the creator of the original series Sherwood Schwartz on board as a producer.

The production team have been keen to make sure that every 70s thing you see in the Bradys' home is really 70s. They studied heaps of original episodes and went out of their way to find things like 70s hairspray and 70s toothbrushes!

When it came to dressing the Brady family, costume designer Rosanna Norton came up with some great day-glo tops and flared pants. Plenty of polyester was the order of the day and, as

Rosanna points out, the colours they used were "definitely not found in nature!"

The filming for A Very Brady Sequel started way back in January last year around LA but cast and crew soon moved to the Hawaiian island of Oahu for the more 'beachy' bits. They certainly caused a stir among the natives while they were hanging around the beach filming and one evening several of the cast were seen taking over the cabaret at a local hotel!

Although A Very Brady Sequel marks director Arlene Sanford's first movie, she's got a stack of TV experience behind her on classic shows like Friends and The Wonder Years.

All in all, A Very Brady Sequel is bigger and better and faster and funnier than the first Brady movie so get down to your local big screen as soon as you can!

A AMERICA'S FUNNIEST 70S FAMILY RETURNED TO THE BIG SCREEN FOR ITS SECOND OUTING LAST MONTH. THE ENTIRE FAMILY FROM THE FIRST MOVIE WAS BACK IN ALL ITS POLYESTER GLORY INCLUDING SHELLEY LONG FROM CHEERS AS MOM AND GARY COLE FROM MIDNIGHT CALLER AS DAD. NEEDLESS TO SAY, THEY WERE STILL HOPELESSLY OUT OF TOUCH WITH THE 1990S AND STUCK IN A 70S WORLD OF THEIR OWN. BUT IT'S THAT CONTRAST THAT MAKES THE BRADY BUNCH SO FUNNY.

This month in Lights! Camera! Action! we take a look at two new family films from Paramount Pictures that were released last month. We've also got yet more Dragonheart goodies to give away in the shape of some Game Boy carts and some excellent new Star Wars toys to get shot of. So fill your face with popcorn, dim the lights and let the movies begin!

**Lights!
Camera!
Action!**

Michelle Trachtenberg
Harriet



"I always thought they should cast me as Harriet because we're so much alike!"

Also out last month was Paramount's new family title 'Harriet the Spy'. Based on the classic kids' book of the same name, the film follows 11 year old Harriet through the ups and downs of life in the sixth grade.

Harriet's a worldly-wise kid who fills her time by 'spying' on her friends, relatives and neighbours. Everything she sees and hears is noted down in a secret diary but when some of the kids at school (including her friends Janie and Sport) read the book, Harriet's life is changed.

You'll all recognise Harriet's mentor and companion Golly because she's played by Rosie O'Donnell who brought life to Betty Rubble in The Flintstones. You might not know Michelle Trachtenberg (who plays Harriet) though. This is her first feature film but she's been in show business ever since her first TV commercial when she was only four and she has a whole load of US TV show experience behind her.

harriet the SPY



Michelle Trachtenberg

The original book of Harriet the Spy has sold over 2.5 million copies since it was first published in 1964 and this new film is set to become just as popular. There's a great cast and a crew from the Nickelodeon kids' TV channel so everything points to a great new action-comedy film.

As director Bronwen Hughes points out, "there aren't a lot of kids' films that deal with growing up as honestly as this one does."

Vanessa Lee Chester (Janie)





DRAGONHEART

Following on from our great Dragonheart film comp in the December issue (check out page 9 to see who won), those generous dudes at Roadshow Interactive have let us have 5 copies of the Game Boy Dragonheart game to give away. So if you want a copy of this great hand-held RPG'er then answer the questions on the form below and fill in all the other details. Then cut out the form and send it to us at the address below before Friday 28th February 1997. The first five names pulled out of the leather pouch will get a copy of the game.

QUESTIONS:

1.) Who provides the voice of Draco the Dragon in the film?

- ☐ a) Sean Connery
- ☐ b) Dieter Brummer
- ☐ c) Steven Spielberg

2.) What does RPG stand for?

- ☐ a) Rotten Pigeon Guts
- ☐ b) Role Playing Game
- ☐ c) Real Player Games

Name _____ Age _____

Address _____

Town/City _____ State _____

Postcode _____ Phone _____

Send to: **GAME BOY DRAGONHEART COMP,**
NMS, PO Box 14225, Melbourne, MC Victoria 8001.



STAR WARS

USE THE FORCE!

(or just play with it!)

Next month sees the release of the completely remastered Star Wars film and we've also seen Nintendo re-release their SNES and Game Boy titles to mark this event (reviews start on page 37). To celebrate all this Toy Options have given us a heap of Star Wars Micro Machines toys to give away.

All you've got to do to win some of them is tell us the name of the three Star Wars movies. And you don't have to be Luke Skywalker to figure that out! Put your answers on the form below and fill in all your details. Post it off to us by Friday 28th February and the first 11 names pulled out of the black helmet will win one of these great prizes.

FIRST PRIZE

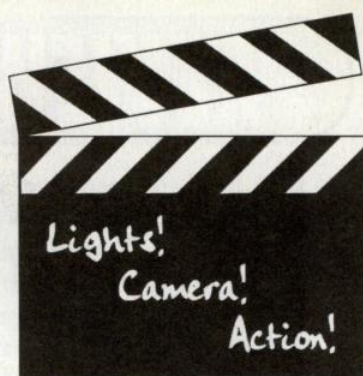
Our major prize winner will snare a Millennium Falcon Playset, a Death Star Action Fleet Set and an Ice Planet Hoth Action Fleet Set.

Millennium Falcon Playset. This great playset's about 40cm across and comes with 3 authentic Star Wars noises and a collection of 7 figures. The whole thing opens up to reveal a huge play area with hidden compartments and firing laser cannons.

Death Star and Ice Planet Hoth Action Fleet Sets. We'll also add one of each of these sets to the first prize winner. They both open up into a play area with 6 figures, firing lasers and working lift shafts, and have bonus craft and figures inside.

RUNNERS-UP PRIZES

There's a whole new range of Micro Machines Action Fleet Vehicles out too and we've got one of each of the following craft for our 10 runners-up: Darth Vader's Tie Fighter, Y-Wing Starfighter, Imperial Shuttle, Imperial At-At, Jawa Sand Crawler, The Interceptor, A-Wing Starfighter, Rebel Snow Speeder, Luke's X-Wing Starfighter and Slave 1. Each vehicle comes with two characters and its own display stand.



Runners-Up Prizes



The 3 Star Wars films are:

- 1) _____
- 2) _____
- 3) _____

Name _____ Age _____

Address _____

Town/City _____ State _____

Postcode _____ Phone _____

Send to: **USE THE FORCE STAR WARS COMP,**
NMS, PO Box 14225, Melbourne, MC Victoria 8001



With a new sheaf of N64 titles going into production each week, we thought it was about time we took another look at what's to come for the 64-bit monster over the course of 1997. We've picked six of the more interesting titles that are in development at the moment and snared some advance screenshots of them. This is the first time we've featured any of these games in the mag and although there are no firm release dates for any of them as we go to press, they're all promised for some time this year (though not necessarily in Australia). Watch this space for more news as we have it.

Clayfighter 3

GAME DATA

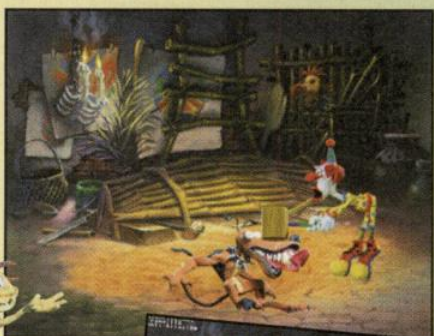
- GAME: CLAYFIGHTER 3
- BY: INTERPLAY
- GAME TYPE: WACKY FIGHTING



Interplay's latest ClayFighter incarnation is due on the N64 in the first quarter of this year in the States. The previous ClayFighter games have been a welcome relief for fans of fighting games.

Complex combos and special moves are combined with some great characters and loads of laughs. All of the original characters are set to return along with some brand new ones and a host of secret fighters.

Interplay plan to make the most of the N64's graphics capabilities with some great 3D interactive backgrounds like those last seen in Mortal Kombat. They're also promising plenty of panning camera angles and smooth movements. It's only 30% complete at present so these screens are from the M2 version of the game but it's expected that the N64 version will look very similar.



Rev Limit

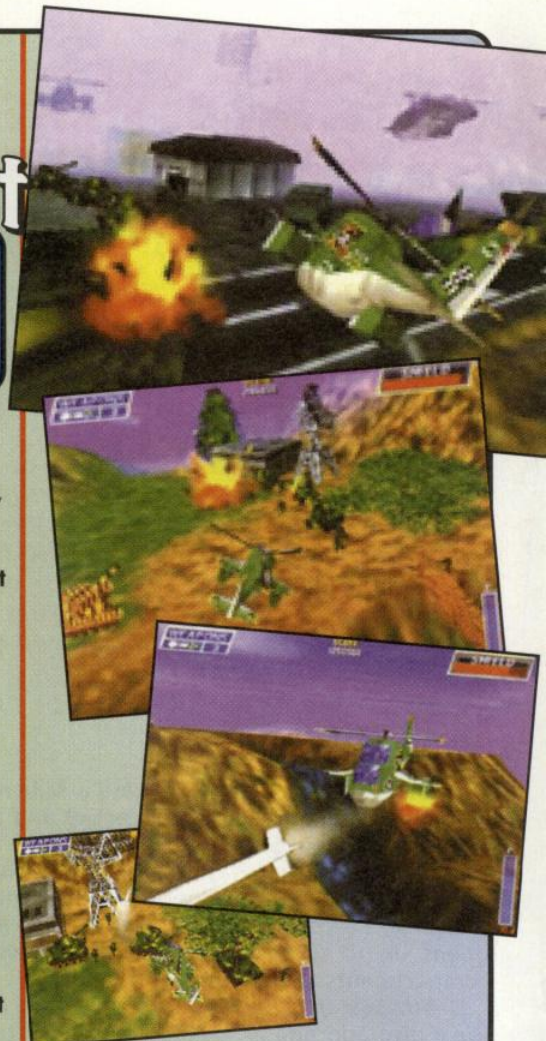
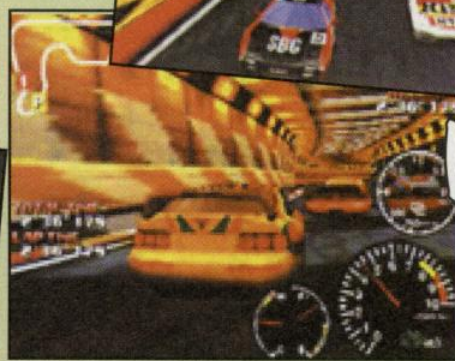
GAME DATA

- GAME: REV LIMIT
- BY: SETA
- GAME TYPE: RACING

Another new title in development from Japanese software gurus Seta is Rev Limit. Billed as being similar to Namco's Ridge Racer for the PlayStation, Rev Limit is added to the already growing list of racing games for the N64. What sets this apart is its slightly more realistic approach to road racing. It seems that skilled driving could well be more important that a 'scream up the road and shunt anyone in your way' approach. Several viewing perspectives will be on offer as will plenty of Ridge Racer style courses and environments.

There'll be three different play mode options too. Stick it out with the big boys and take on a long distance race of up to 50 laps, including pit stops. Alternatively, if you prefer shorter bursts of speed then try a sprint race of between 3 and 10 laps. The third play mode will let you hone your skills by screaming up an endless straight road and dealing with all the other traffic.

No news yet on a multi-player option but Rev Limit seems ripe for a two or even four-player split screen level à la Super Mario Kart R.



Following on from their Japanese 'smash' Shogi Chess, Wild Choppers is Seta's second foray into 64-bit gaming. So far it's been compared to EA's PlayStation hit Soviet Strike in terms of graphics with plenty of 3D scrolling landscapes, enemy installations and armoured vehicles. The gameplay, though, seems leaps and bounds better than it's 32-bit competitor. There are three complex missions that are each split into three stages that include a mix of objectives to complete. Whether you're rescuing hostages or destroying an enemy encampment, your tactical and strategic skills will need to be at their sharpest. A complex and difficult game is made more challenging by the inclusion of time limits and limited ammo.

It seems Seta are planning to make the most of the N64's versatile controller to improve the game's responsiveness. This looks set to be one of the first games that controls movement with the D-Pad instead of the analogue stick. Players will handle the controller more like a SNES one by hanging on to the left and right hand prongs instead of the centre stick. The Z-Trigger will come into play for firing missiles. By using the analogue stick to fine-tune your movements, Wild Choppers could well produce the most realistic helicopter movements seen outside of a high-end PC flight sim.

Wild Choppers

GAME DATA

- GAME: WILD CHOPPERS
- BY: SETA
- GAME TYPE: HELICOPTER SIM

Mace: The Dark Age

GAME DATA

- GAME: MACE: THE DARK AGE
- BY: ATARI GAMES
- GAME TYPE: FIGHTING



After merging with Midway last year, Atari have forged ahead with this new fighting title. Due to hit American arcades this month (the screenshots here are from the arcade version) the team at Atari are sure there'll be an N64 conversion near the end of the year. Mace is a weapons-based beat-'em-up with plenty of 3D, polygonal fighters and backgrounds. There'll be 11 new combatants in all ranging from Lord Deimos (a knight in shining armour) to Xiao Long (a blind monk with a mean line in long sticks).

Loads of combos and interactive background elements feature too. You'll need to keep your wits about you if you're going to avoid the fate of molten lava, toxic water or quicksand. So far, Mace looks really mean and moody with some great graphic and sound effects. Maybe the likes of Killer Instinct, Mortal Kombat and Street Fighter have finally got some worthy competition.



NINTENDO 64

PREVIEW

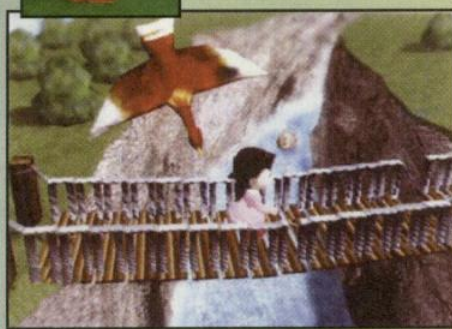
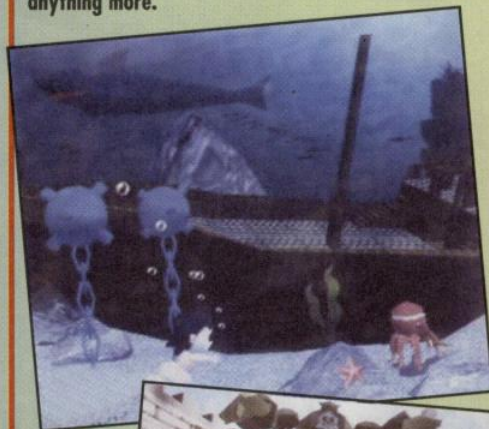


Doraemon

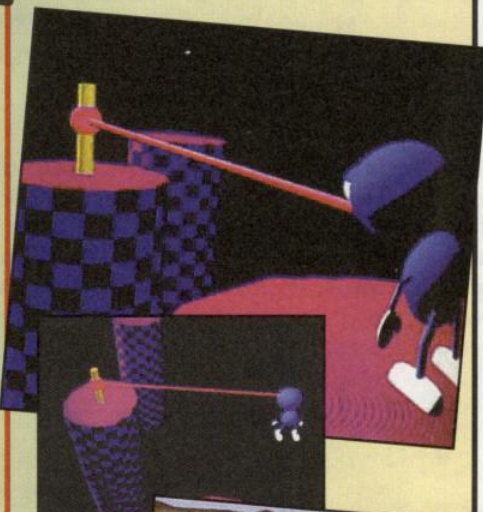
GAME DATA

- GAME: DORAEMON
- BY: EPOCH
- GAME TYPE: ACTION/ADVENTURE

There isn't a kid in Japan who hasn't heard of Doraemon. Created way back in the 1940's, it's one of those cutesy cartoon characters that become icons. Still only in the early stages of development, Doraemon for the N64 features loveable little Doraemon himself as he explores a magical SM64-style kingdom. Secret trap doors and 'miracle pockets' abound as the characters make their way across a vast 3D landscape. It's rumoured that there might be a four player turns-based option but as yet nothing's definite. They haven't even fixed on a storyline yet! Because the cartoon hasn't really broken outside of Japan it's possible that the 64-bit version won't see the light of day over here but we'll keep you posted as and when we know anything more.



Another interesting Japanese game currently in development is Chameleon Kid. Still only about 30% complete, it follows the action of the Kid who's single most impressive feature is his tongue. Yes, tongue! The Kid will explore the 3D landscape in Story Mode taking out bad guys with his powerful tongue-whipping, squeezing ability. He can also use his tongue to pole vault up to high platforms or swing round columns. Well, it's novel anyway! There are also plans for a four-way, split-screen Battle Mode too but, again, there are no fixed release date plans yet.



Chameleon Kid

GAME DATA

- GAME: CHAMELEON KID
- BY: NIHON SYSTEM SUPPLY
- GAME TYPE: ACTION PLATFORMER

That's given you a taste of what may be to come in the future for the Nintendo 64. We've not got much longer to wait now until it hits our streets (March 1st to be precise) so you'll soon all be able to experience the power first-hand. One thing's for certain: there's going to be no shortage of variety!

A SHORE THING

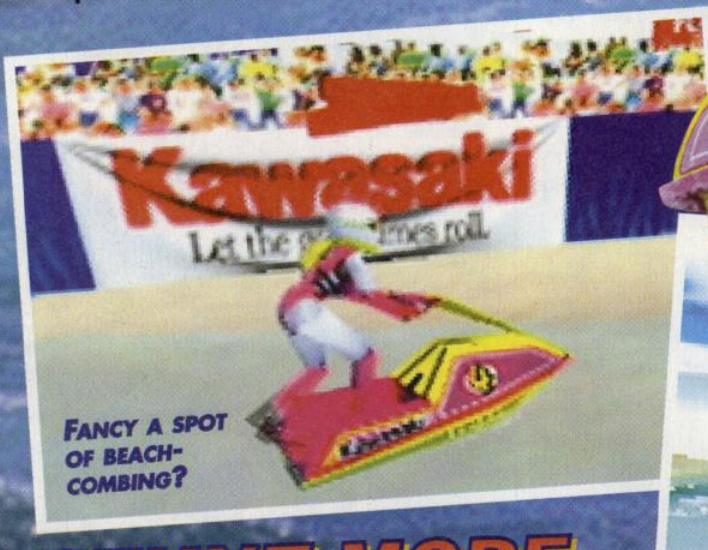
We're under starter's orders and ready to race as Nintendo present the most exciting development in racing sims ever unleashed. Nothing will prepare you for the appearance, playability and excitement of Wave Race 64, the most realistic racing game ever created!

WHO'S GOT THE POWER?

Let's face it, Nintendo must have had supreme confidence in the N64 to even contemplate developing a water based racing game. For a start, the very thought of creating realistic water and waves would leave most games developers reaching for the headache pills. But due to the whopping power of the N64's processor, the games masters in Japan have succeeded where lesser consoles feared to tread. Now, after all the waiting and anticipation, Wave Race 64 is finally here... and it's gonna be huge!!

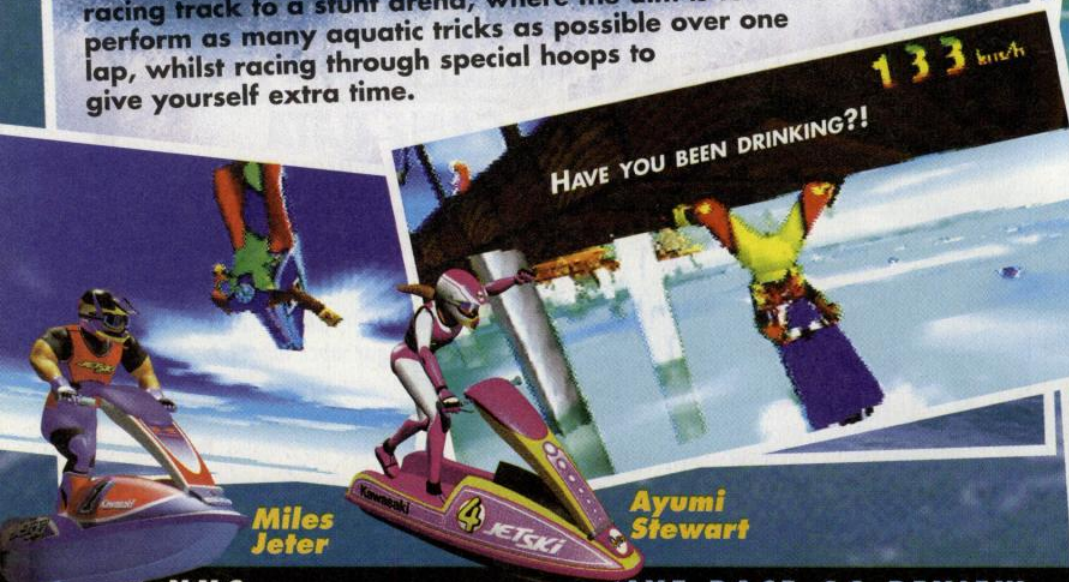
BUOY ZONE

Every race takes place over three laps of each course, with red and yellow marker buoys littering the playing area. You have to pass on the right hand side of the red buoys and left of the yellow ones. If you miss a buoy, you'll find that you won't be able to get to top speed, and five misses means you'll be retired from the race with your championship hopes shattered.



STUNT MODE

As well as the Championship and Time Trial modes, why not show off your awesome talents in the Stunt Mode. Each open course can be transformed from a straight racing track to a stunt arena, where the aim is to perform as many aquatic tricks as possible over one lap, whilst racing through special hoops to give yourself extra time.



WAVE RACE 64

Nintendo **WAVE RACE 64**

RIDERS OF THE STORM

In Wave Race you've got the choice of four of the greatest jet-ski racers in the world. Each one has his or her own strengths and weaknesses, so here's the tale of the tape:

RYOTA HAYAMI

Hayami is the youngest competitor in the tournament and makes a great choice for beginners and experts alike because of his good all-round abilities.

AYUMI STEWART

Stewart has the best start of all the competitors and her handling of the jet-ski is unsurpassed. However, she has the lowest top speed so is best used in Stunt Mode.

MILES JETER

This guy has the best turning ability of all the racers, but you'll have to be careful with the acceleration as he has a tendency to go off course which can be really frustrating when you're just about to win a race!

DAVID MARINER

The big bloke with the built-in lifejacket has the best top speed and is very stable in collisions or choppy water. The only problem is that he's slow off the start line and you may find that milk turns quicker than he does!

COMMENT LOU

Wave Race 64 is visually stunning as well as having all the elements of a classic racing game and with a control response that's second to none. Some superb water effects and some incredibly realistic sounds (like the lapping of waves on the beach and the roar of the engines) make it ace! It doesn't just look great though - it plays like nothing on earth too! With some well thought out courses and a good selection of play modes this really is head and shoulders above the competition. If you want to really see the power of the N64, you'll go watery-eyed over this one. There are only eight courses, but it'll take a while before you're up to the expert level. Truly excellent!



David Mariner



Ryota Hayami

REVIEW NINTENDO 64

WAVE RACE 64



INFO

- **GAME DIFFICULTY:** Medium to very hard
- **FIRST DAY SCORE:** Won all races on Easy Level
- **ALTERNATIVES:** None! Not any!

CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** Nintendo
- **PREVIOUS NINTENDO TITLES:** Super Mario 64, PilotWings 64
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** March 1st 1997
- **GAME TYPE:** Racing Sim

FEATURES

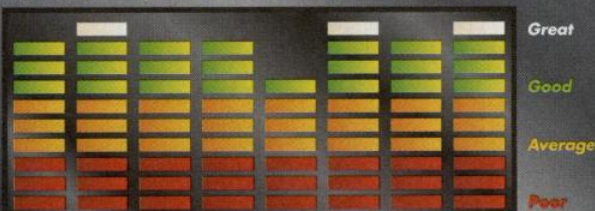
- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** Game modes, Riders' statistics

CONTROLS

- **RESPONSIVENESS:** Astonishing!

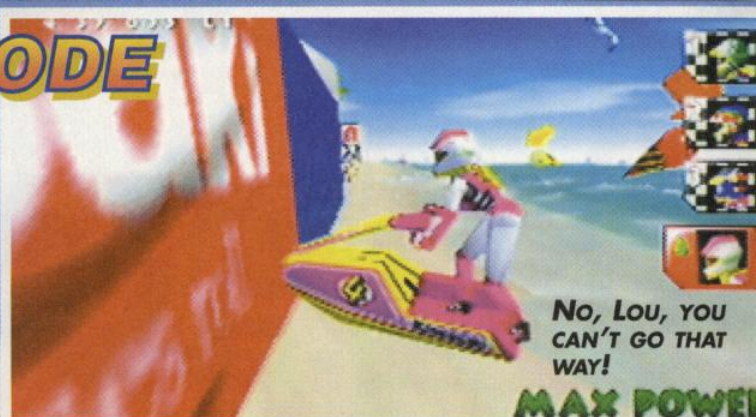
- S** Start/Pause
- A** Accelerate
- B** Slow down
- C** Adjust camera angles
- UP** Not used
- Z** Accelerate

Sound Graphics Lastability Originality Strategy Challenge Action Playability



CHAMPIONSHIP MODE

The Championship takes place over a number of races and the winner is found by calculating the best overall score at the end. You get seven points for a win, four for coming second, two for third and a paltry one point for bringing up the rear. There are eight courses available in the game in Championship Mode, with some only being accessible on the harder difficulty levels. Just so you know what you'll be up against, here's our rundown of them all.



DOLPHIN PARK

This is essentially a training ground where you can go to practice your racing and stunt skills, but it also features as a course in Stunt Mode. Watch out for those dolphins though!



SUNNY BEACH

The first course in Championship Mode isn't too hard and has been designed for players to practice their cornering skills. The water's not too choppy and the marker buoys are nicely spaced out, making it easier to go between them. But, as with the rest of the courses, it gets progressively harder as you go up the difficulty levels.



SUNSET BAY

Beautiful looking course with the race taking place as the sun goes down over a picturesque bay. This tranquil appearance is deceptive though - the surf's really choppy and if you don't get those corners just right, you'll come a cropper on floating spikes or go crashing into a brick wall!



DRAKE LAKE

The still, peaceful waters of this course will accentuate any movements you make, so be gentle with that analogue stick! Towards the end of the course, there's a group of wooden poles sticking out of the water with some marker buoys between them. If you don't get your line right, you can kiss the Championship goodbye!



MARINE FORTRESS

Beware of the rough sea and obstacles that litter this course, as the slightest mistake will mean defeat. Straight in front of you at the start, there's a huge sea wall in the way. If you're feeling brave, ride straight into it and hope that a wave will throw you over, but more often than not you'll just go flying into it and look like a complete turnip in front of your mates.



PORT BLUE

A real hair-raising course which takes place around the hull of a large ship. The waters are really choppy too, especially when you're racing up against the ship as the waves tend to throw you into the side. Once you've passed the Normal difficulty mode, a short cut will open up, and on the Expert mode that's the only route you can take.



TWILIGHT CITY

This course is only available in the Hard and Expert modes, and takes place at night through the flood-lit streets of a city. The water varies more on this course than on any of the others, with some areas being calm and others being really tough to handle. Look out for short cuts under barriers and sand bars to give you the edge.



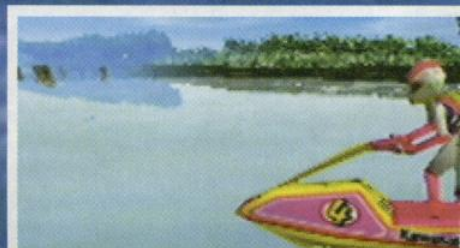
GLACIER COAST

The challenging winter course at Glacier Coast is only accessible in Expert mode. You'll need to perfect your jet-ski handling to negotiate the floating icebergs and glaciers that litter the course. If you pick one of the more robust riders, you'll be able to power through the icebergs without losing too much time. Having said that, hit them at top speed and you'll end up with a headache for sure!



SOUTHERN ISLAND

The best course in the game, without a doubt! Well, it's not just one course - it's three, due to the fact the tide goes out after each lap and totally changes the course! There are obstacles to face on one lap that just won't be there on the next, and you'll have to use every trick in the book to survive unscathed.



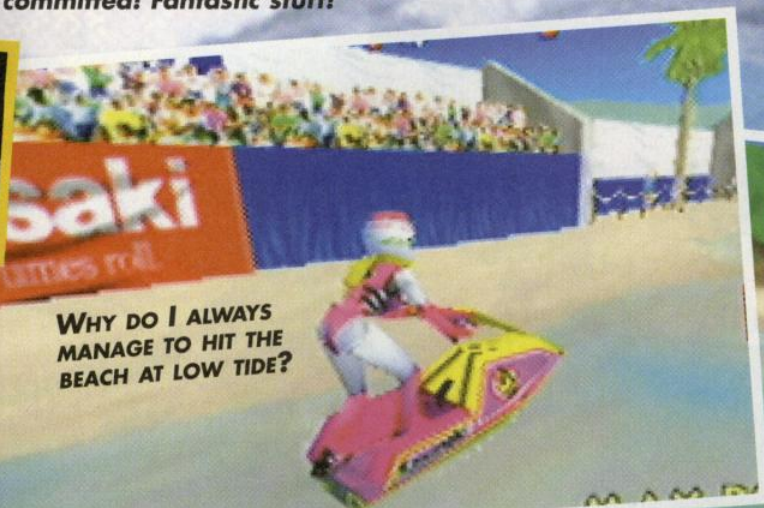
COMMENT WILL

I'm absolutely gobsmacked! Wave Race 64 is simply the best racing game ever created. As soon as you turn the game on you can't fail to be amazed by the quality of the water and realistic movements of the riders. The waves are not purely cosmetic either - they actually affect the gameplay. It doesn't matter how well you've handled the course as all it takes is one big breaker to send you flying. The control response is also quite superb, and after a few goes you'll be ready to try winning championships and breaking records left right and centre! Stunt Mode is excellent too, allowing you to experiment with the joypad to uncover some amazing tricks. All it needs is water spraying in your face for that last bit of realism! If you're still not totally convinced of the N64's power after seeing this you should be committed! Fantastic stuff!



COMMENT STEVE

For once I agree with Will. Wave Race 64 has got to be the best all-round racing game I've ever seen. It certainly knocks spots off any of the Saturn or PlayStation racers, and I'm not just saying that 'cos I work for NMS. The achievement of creating a racing sim as good as this is one thing, but using water as the surface takes the genre into a whole new dimension. I've never seen a game where the movement and appearance of water is so realistic, and the quality of movement in the characters is quite phenomenal. Even though there are only eight courses (that we know of!), the difficulty levels will make sure that you'll come back to it time and time again, and the two player option will have thrill-starved racing fans occupied for years! In short, Wave Race 64 is a fantastic achievement that makes the long wait for the N64 worth it on its own!



WHY DO I ALWAYS
MANAGE TO HIT THE
BEACH AT LOW TIDE?

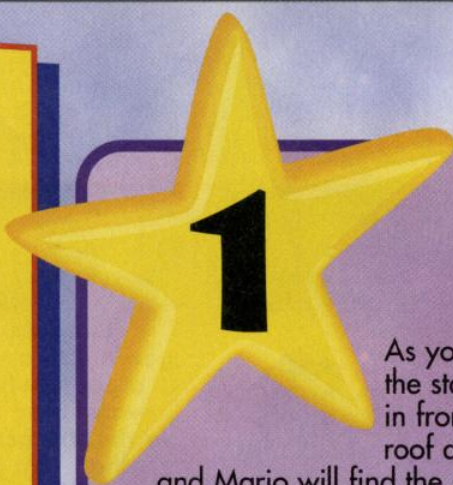


2-PLAYER MODE

Of course it's got a 2-player mode too! Double the action with a split screen, or just the opportunity to get in front of your mates and soak them with salt spray? We're just as split about what the advantages are, with Will and Enzo happy to have it head to head, while Lou's been standing behind them in 'hurry up' mode. Too many fish in the sea?

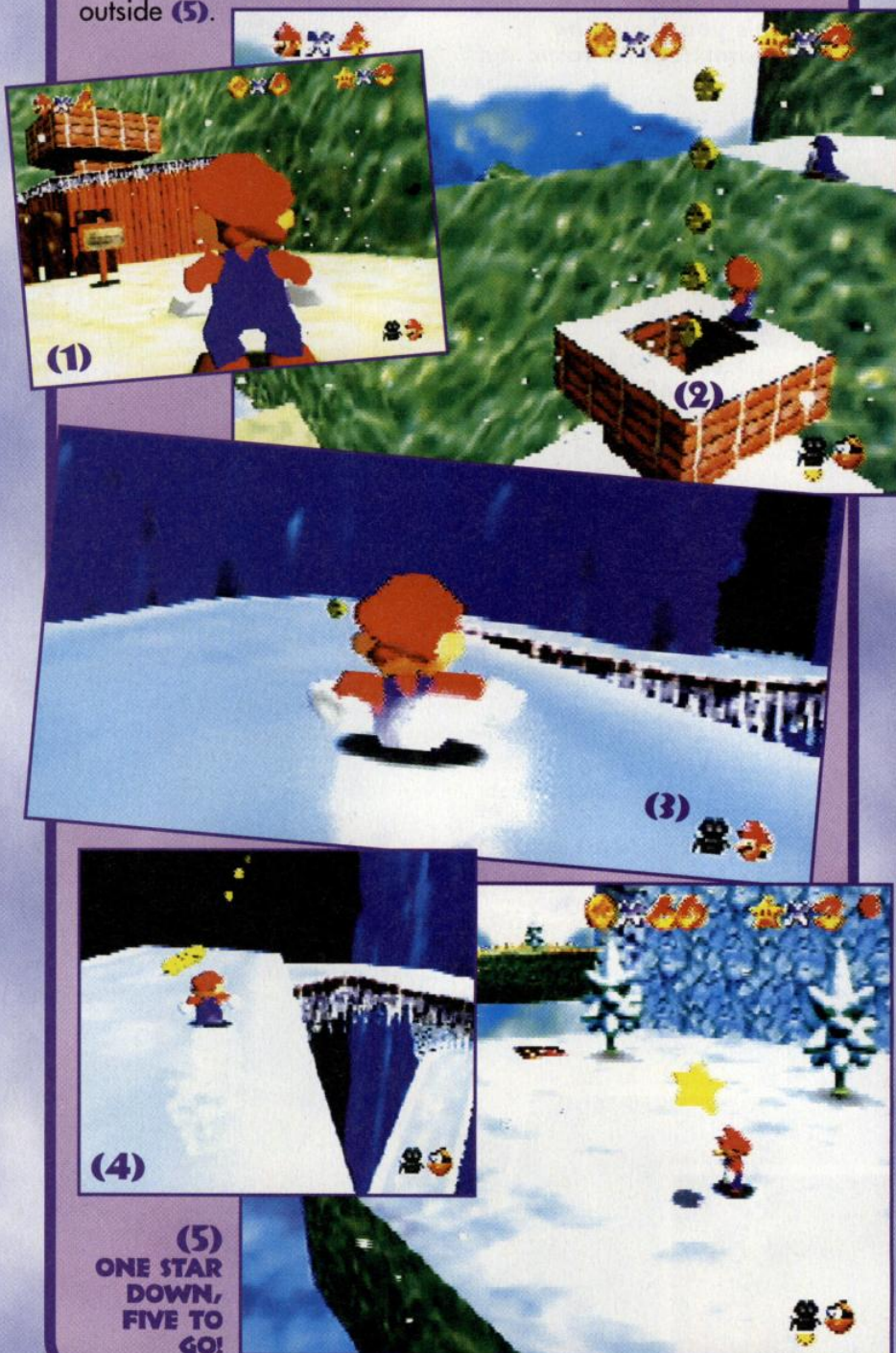


There are quite a few differing opinions here at the NMS office, and to produce a fair and objective magazine you need writers with different views. But there is one thing that everyone here agrees on, and that's Super Mario 64 just keeps on getting better and better! The graphics never cease to amaze you, no matter how many times you see them, and the sheer ingenuity of the gameplay is an absolute joy! So, find those old furry underpants and a pair of snow-shoes as we tackle the fourth course in the game - Cool Cool Mountain.



SLIDE TO SUCCESS

As you somersault down from the sky at the start, you'll see a log cabin straight in front of you (1). Hop up on to the roof and jump down the chimney (2) and Mario will find the start of a dangerous icy slide. To get the first star you must safely negotiate the twisting, turning track (3) and reach the end in one piece. Watch out though - one slip off the edge (4) and you'll be falling into the bottomless pit, so it's a lot more difficult than you might think! We recommend a few practice runs on the track at first, because you'll have to come back here later for some of the other stars. When you get to the end of the slide, just walk out of the doors and you'll find the first star waiting for you outside (5).



(5)
ONE STAR
DOWN,
FIVE TO
GO!

COOL COOL MOUNTAIN

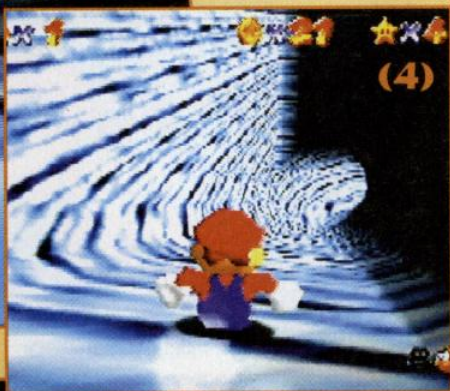
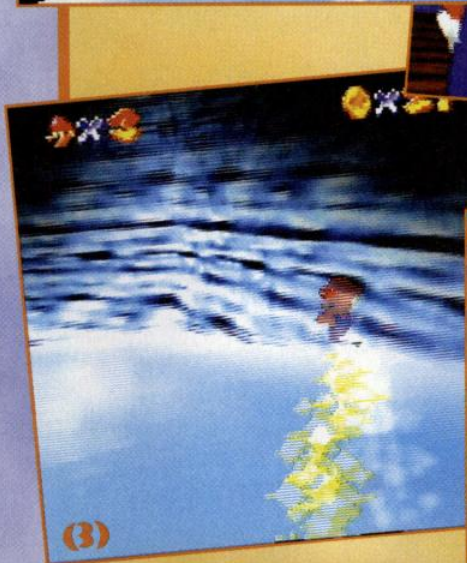
2

PENGUIN POWER

To get the second star you'll have to go back to the ice slide, but this time you'll have some competition. A giant mother

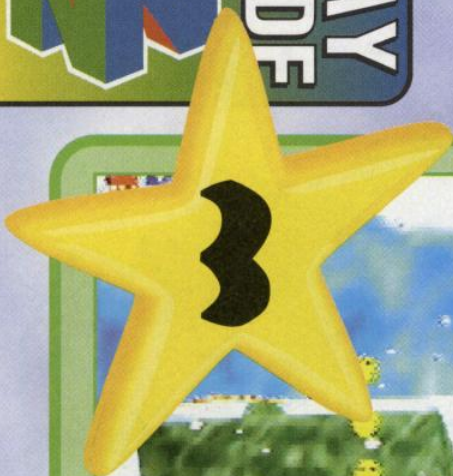
penguin (1) challenges you to a race over the course (2).

She can be beaten by fair means, as long as you know the course like the back of your hand and your joystick skills are up to scratch. But where's the fun in playing fair? About three quarters of the way down the course you'll come to a tunnel which is near the end. If you follow the first line of coins, you'll disappear into the wall (3) and find a short cut (4). Mario will finish way in front of ol' mother penguin, and even have time to grab an extra life into the bargain. The penguin will concede defeat when she reaches the end of the slide (5) and the next star will be yours.



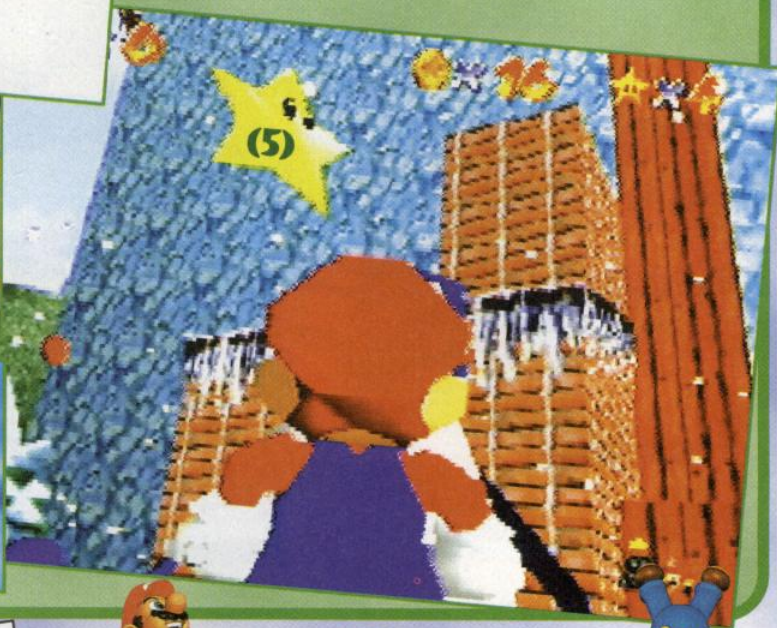
COOL COOL MOUNTAIN

The icy atmosphere of Cool Cool Mountain is our fourth destination in SM64, complete with bottomless crevasses and slippery slopes. You'll be required to return a baby penguin to his mother, race down an icy slide and even find a snowman's body. Good luck, and don't let those stars slip away from you!



BABYSITTING

Climb up on the roof of the log cabin again at the start. But instead of going down the chimney, jump up to the next ledge (1) where you'll spot a baby penguin waddling around. You'll need to sneak up behind him and pick him up (2) because if you want to score the next star you'll have to return this little stray to his mother. Carry on past the cabin and slide all the way down to the bottom (3), where you'll spot an old rope bridge (4) in the distance. Cross the bridge and be careful of the bouncing snowmen on the way. Next up there's a narrow wooden ledge to walk down, followed by a confrontation with another angry snowman. You'll then see the mother penguin again basking in her pool, so just return the baby and she'll reward you with another star (5).



JUMP AROUND

Certain areas in the game will require Mario to perform athletic special moves in order to reach them. Thanks to the N64's revolutionary hand controller you'll be able to pull off some serious gymnastics with the questing plumber.

DOUBLE AND TRIPLE JUMPS

By pressing the A Button once, Mario will perform a basic jump, but as he hits the ground, press A again and you can jump straight up higher than before. But if you press A three times in a row you'll be able to perform a jump worthy of the bionic man - complete with a double somersault to finish!

DOUBLE JUMP

TRIPLE JUMP

FULL TWIST

FULL TWIST

When you're running in one direction, pull back on the control stick and press A. You should perform a full twisting jump that can prove very useful for getting to high platforms.



4

MONEY FOR OLD ROPE (BRIDGE)!

Yes, you guessed it – it's another red coin collecting exercise and you'll have to scour every inch of the wintry terrain to find all of them. Even though it doesn't matter which order you collect the coins, you'll probably find it easier if you leave the coin on the broken rope-bridge until last, as the star will appear over the other side. To clear the gap, take a good run up and press the Z Trigger followed by the jump button to perform a flying leap. You should land just on the edge of the bridge and the fourth star is all yours!



KICK-BACK

Press A to jump when you're up against a wall and then press B. If you time it right, Mario will kick the wall and launch himself backwards.

LEG SWEEP



LEG SWEEP

By pressing the Z Trigger, Mario will crouch down to avoid any air-born menaces. If you press B while holding down Z, you'll perform a special Leg Sweep move. We're not sure what you can use it for, but it looks ace anyway!

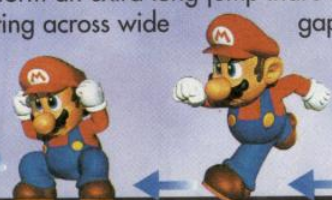
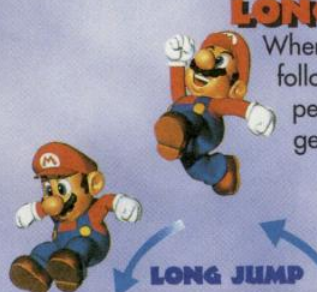
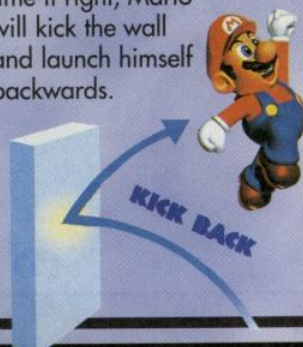
LONG JUMP

When you're running, press the Z Trigger followed by the A Button and Mario will perform an extra long jump that's vital for getting across wide gaps.

BACK FLIP

Another jump that needs to be mastered is the back flip. Just stand still or squat down then press the Z Trigger followed by the A Button.

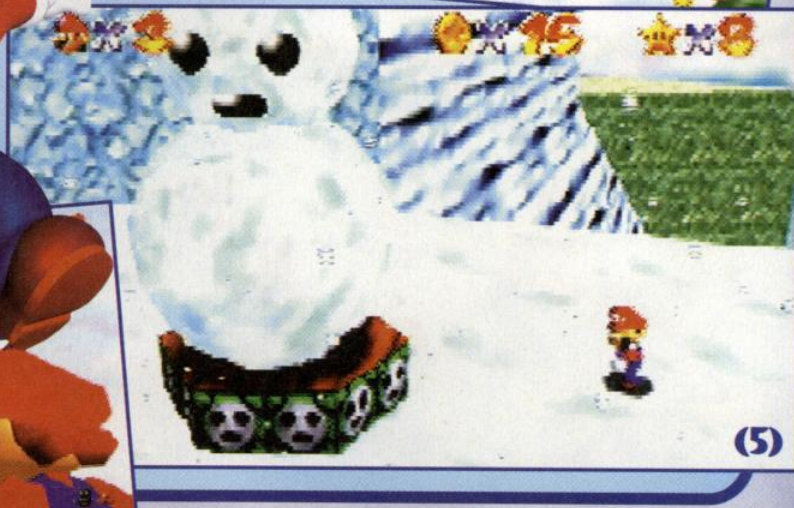
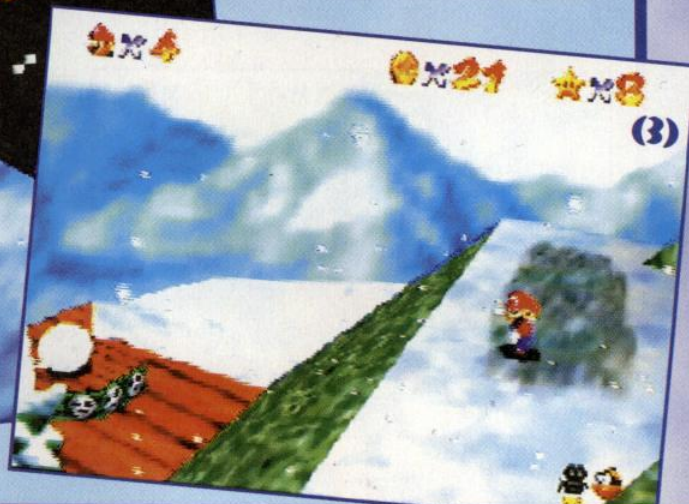
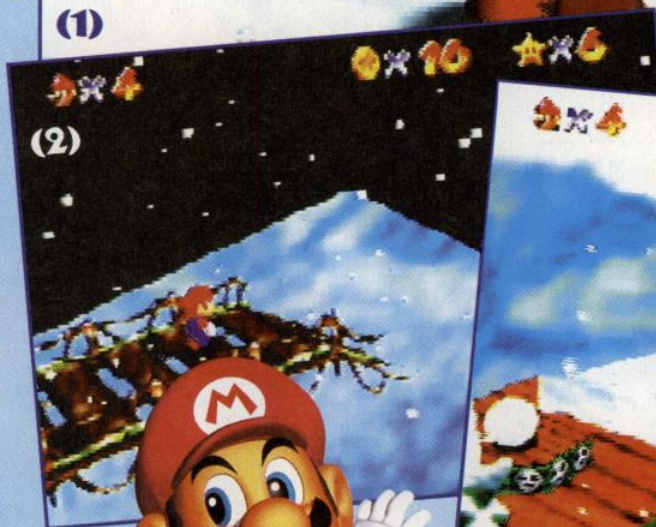
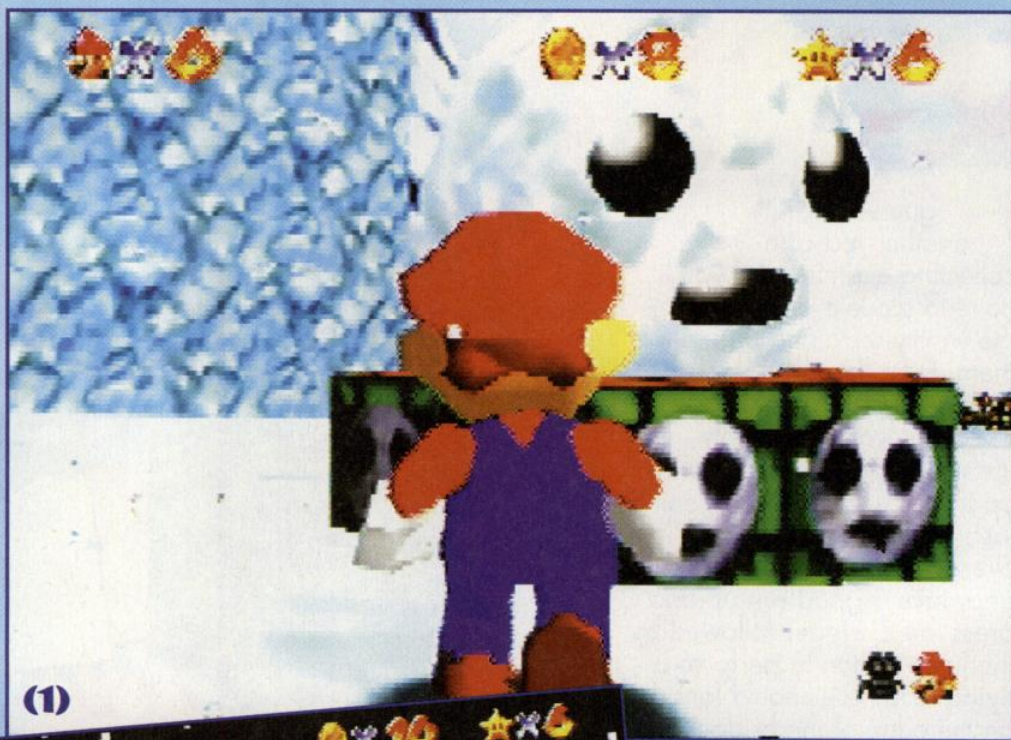
BACK FLIP





BODY BUILDING

On your travels you'll have spotted a sad looking snowman without a body (1). If you go up to him he'll ask you to find the rest of his body, and to find it you must go back to the start. This is made much easier by using the warp point at the end of the small rope bridge with a red coin in the centre. Just go to the very edge and wait for a second (2). The screen should go white and in a moment you'll appear on another small rope bridge, with the start point just around the corner. Climb on to the cabin roof and jump up to where you found the baby penguin (3). Now just go left and on the green platform you'll spot the snowman's missing body (4). The trick is to slide down the slope just in front of the giant snowball, and direct Mario into the snowman's head to make the snowball run into him and rebuild his body (5). The grateful snowman will now reward you with a star for your troubles.



6

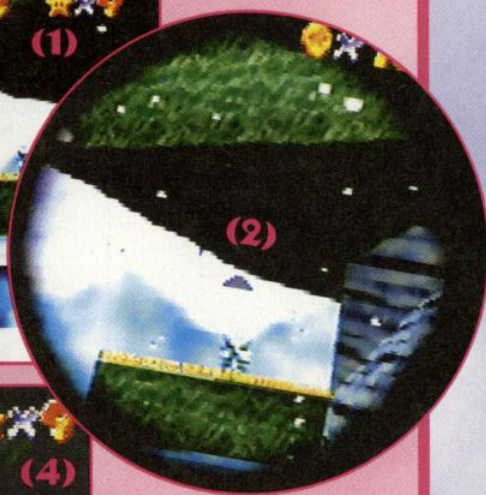
To get this star you'll have to speak to the Bob-omb Buddy and activate all the cannons. Your little pink pal can be found on the floating platform which can be reached

by using the old cable car. Once you've spoken to him, go back to where you got on the cable car and dive into the nearest cannon (1). Now, aim for the lowest level of the mountain (2) underneath the floating platform. Once you get here, follow the course around (3) and get rid of the two villains on the narrow ledge, then do a long jump over the gap and find the heart icon. You'll soon see that the platforms are pretty high off the ground (4) and Mario must use all his jumping skills to reach the second ledge where the star is hidden (5).

HAVE A HEART!



(1)



(2)



(4)



(3)



(5)

SHORT CUT!

If you're still having trouble activating Mario's special jumps, here's a sly trick to finding the final star in this world. Go back to the platform where you found the snowman's body and just jump on the spinning villain's head. The whirling propellor on top of his bounce will send you flying into the air. Now press down on the control stick while holding the A Button and you'll float off the edge. Keep doing this until you see the last star appear in the distance at the bottom of your screen. With some good timing, and a bit of luck, you should be able to float right on to the star platform, avoiding all the high ledges in between.



Well, you're now another six stars closer to rescuing the beautiful Princess Toadstool from the evil clutches of Bowser. By now you should have about 24 stars, which will open up a whole new set of courses for you to explore. Watch out for the next part of our mammoth playguide when Mario will be taking on Big Boo and his ghoulish cohorts in **The Haunted House!**

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Turn to page 67 before Bev finds his way to your home!

STAR WARS



The lengthy Star Wars series is enjoying something of a revival at the moment. All three films are being re-released next month to satisfy the needs of all those starved of Luke, Han Solo, Vader and the gang for so long, and maybe they'll attract some new fans too. Not to be outdone, Nintendo have re-released two of their best Star Wars games on the SNES and Game Boy. Will and Lou are two rebels brave enough to look at what's been and where it's all going.

A STAR IS BORN

Hard to believe, but the Star Wars phenomenon started twenty years ago, way back in 1977. Staying power is the mark of a top film, and it is generally regarded as one of the all-time classic science fiction flicks. Introducing the world to such characters as Luke Skywalker, Han Solo and Darth Vader, the film was appreciated by die-hard science fiction fans as well as the general public, and became one of the biggest grossing feature films of the decade. It also paved the way for the other two Star Wars films - The Empire Strikes Back and Return of the Jedi. And so, a legend was born.

REVIEW GAME BOY STAR WARS



CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** LucasArts
- **PREVIOUS LUCASARTS TITLES:** Other Star Wars titles
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** January 1997
- **GAME TYPE:** Platform

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** 5
- **OPTIONS:** Difficulty Control setup

INFO

- **GAME DIFFICULTY:** Hard
- **FIRST DAY SCORE:** Reached Millennium Falcon
- **ALTERNATIVES:** MegaMan series Batman Forever

CONTROLS

- **RESPONSIVENESS:** OK
- A** Jump
- B** Fire
- S** Start: Start/Pause
- S** Select: Access select screen



LUKE BEHIND YOU!



SPACE IN-VADERS

It all started long, long ago in a galaxy far, far away. This distant galaxy was under the evil rule of the Emperor's vile Galactic forces, under the command of Darth Vader - Dark Lord of the Sith. The rebels had just won their first battle against Vader and his legions of stormtroopers, and in turn had uncovered plans for the Emperor's new secret weapon. Called the Death Star, the weapon was a huge armoured space station with enough destructive power to wipe out an entire planet. So it fell to Luke, Han, Princess Leia and the rest of the rebel forces to stop the Empire before it was too late. And this is where you step in...



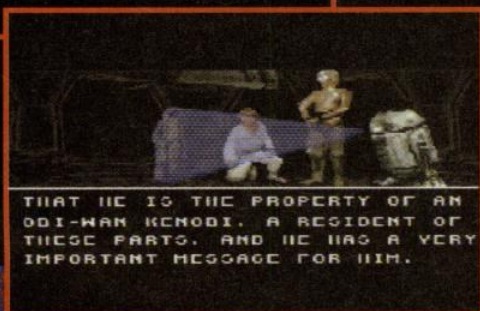


SHOOTING STARS

In the SNES game there are fourteen playing levels, each based on a classic moment from the motion picture. It's all classic platform gameplay too, with loads of power ups to find and a huge selection of villains to blast away at. Most of the game is side scrolling, with the exception of four levels which are viewed from a first-person perspective. On the Game Boy Star Wars holds eight levels of varied action, mixing the basic side scrolling and first person views with a map screen that takes you round certain stages. In the games you'll visit Luke's home planet of Tatooine and fight through the city of Mos Eisley, then the battle takes to the skies as the rebels infiltrate the Death Star and attempt to destroy it. Good luck, and may the Force be with you...



PROPERTY
IS THEFT!



IS THAT A
RED DWARF?



SNES POWER UPS & ICONS

Bonus

A straight bonus isn't worth anything on its own, but if you pick up another item afterwards its value is doubled.

Time Bonus

Need a precious few minutes to finish the level? Not a problem if you get one of these.

Health Bonus

Shoot the heart out of your opponents and use this to boost your own health.

Health Sword

Grab the Lightsaber for a special Jedi-sized top up.

Thermal Detonators

Just drop one of these and watch your enemies explode under the force of an energy blast.

Plasma Shield

This bonus will render you invincible - for a short while, at least.

Extra Life

Feel like a cat that's just been run over by eight cars? Pick this up and give yourself one more chance.

SNES WEAPON POWER UPS

Along with all this lot, you can power up your own weapon by finding one of the four blaster bonuses situated in any level. For instance, the first power up will upgrade your gun to a flame blaster, which is more damaging. The next will see you upgrade to Proton Seeker bullets and Rapid Ion blasts. But the best by far is the Plasma Wave blaster which can take out bad guys two or three at a time.





CAST LIST

In the Game Boy version, as soon as you've found another character like Han Solo or Princess Leia, you can switch between each character depending on the situation. For instance, you'll probably find that Han Solo is a much tougher character than Luke, but he doesn't have as many lives so be careful when using him. And if you manage to find Obi-Wan Kenobi, he can use the Force to bring Leia and Han back to life five times.



WHAT'S ON THE SCREEN CHEWIE?

As far as graphics go, neither game has anything too remarkable to offer, but that doesn't mean they're poor - far from it. Everything is clear on screen and the first person animation is first class even by today's high standards. In the SNES version the backgrounds are also well detailed, taking objects and colours from the film to add a touch of realism to the proceedings. Obviously, portable Star Wars doesn't offer the same standard of graphics and animation, but more than makes up for it in control response and general gameplaying top-ness.



BIG BANGS

We all remember the rousing film score that accompanied Star Wars, and suprisingly both games do it justice. The sound on the SNES version is spot on, from the opening sequence to the sound effects that go with every laser blast and explosion, all the tunes and effects complement the gameplay perfectly. While not being quite as sonically impressive as its 16-bit older brother, Game Boy Star Wars does a fine job in recreating the original soundtrack, and there are some satisfying explosion effects when you're wasting the bad guys.



RUNS
RINGS
ROUND
SATURN



COMMENT - WILL

If there's one SNES game that truly merits a re-release, it's this one. Super Star Wars is one of those classic platform shooters in the Metroid/Chaos Engine style that doesn't require a great deal of brain power to complete, but will test your joypad skills to the limit. Each level's really well thought out and is packed full of villains and bonuses to find, with the emphasis being purely on violence to the highest degree. Even on the easiest difficulty setting, you'll still be struggling to complete the game unscathed, but this gives it a touch of longevity where other games of this type fall down badly. The Game Boy version is just as taxing, and will take real gaming talent to finish with your sanity intact. To put it bluntly, if you can play these two, then you're ready for anything!

FLY ME TO THE MOON AND LET ME
SHOOT AMONGST THE STARS.

REVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

SUPER STAR WARS



INFO

- **GAME DIFFICULTY:**
Medium to hard
- **FIRST DAY SCORE:**
Inside sandcrawler
- **ALTERNATIVES:**
Phantom 2040
Judge Dredd

CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:**
LucasArts
- **PREVIOUS LUCASARTS
TITLES:**
Other Star Wars titles
- **DISTRIBUTED BY:**
Nintendo
- **RELEASE:** January '97
- **GAME TYPE:** Platform Adv

FEATURES

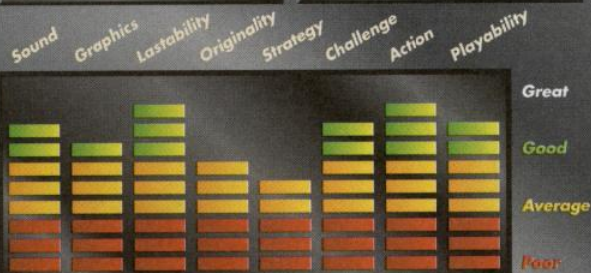
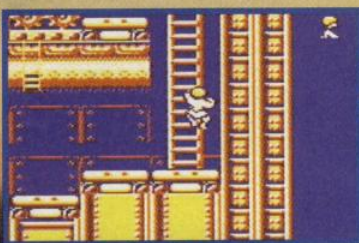
- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** 5
- **OPTIONS:** Difficulty
Control setup

CONTROLS

- **RESPONSIVENESS:**
Good
- A** Change weapon
- B** Jump
- X** Activate thermal
detonators
- Y** Fire
- L/R** Fire torpedoes
- S** **Start:** Start/Pause
Select: Change weapon

HOME & AWAY

Both the SNES and Game Boy versions start off on Luke's home planet of Tatooine. This dry, rocky place is home to all manner of twisted monsters, such as Womp Rats, Sandworms and the Sarlaac pit monster. The 16-bit game plays just like a normal platformer, with Luke and his pals jumping from level to level as normal. but on Game Boy the screen will change and you take control of a Landspeeder that transports you to different parts of the planet. However, you'd better be careful when driving the vehicle as you can still be attacked by creatures of the planet, and this will lose you health points in the next level.



BE AMAZED, BE VERY AMAZED

After successfully negotiating Tatooine, the second half of both games takes place in space and on board the Death Star, where our heroes must navigate through an uncharted asteroid field and sneak in to the Death Star itself. You'll find the Death Star is a maze of treacherous paths and full of Imperial Stormtroopers, so you'll need all your platform skills to survive unscathed. Don't expect an easy ride on the Game Boy either! Finding a way out of the Death Star hangar can be very frustrating due to all the traps that lie within this mammoth construction.

COMMENT - LOU

Star Wars on Game Boy just goes to show that you don't need full 3D graphics and motion capture technology to make a game worth playing. All you need is that touch of style and the addictive playability that sets a good game apart from a rosey one, and both of these have got bags of it to spare. For a start the Star Wars plot and storyline translates really well and the extra touches in graphics and backgrounds just add to the appeal. They're both superbly responsive, and they need to be as these are two of the toughest platformers I've played for quite a while. In fact I'd go as far as to say they're more difficult than Donkey Kong or MegaMan, which is no bad thing as we all need that extra challenge sometimes. In short, if you don't already own these games, snap 'em up as quick as you can and give yourself a real test.

DONALD

IN MAUI MALLARD



Welcome along to the first of our playguides for Donald in Maui Mallard. As we told you back in December, our web-footed warrior stars as a hard-beaked private dick (or rather duck!) in Disney Interactive's smart new platformer. A Mojo Idol which has protected the island of Maui for thousands of years has gone missing and it's up to the daring duck to uncover the mysteries of this weird and spooky place. We've put together some tips and hints to help you through the first two levels of the game: Mojo Mansion and Babalou Baby.

BONUSES

Before you embark on this new case, it's important that you know what to collect and when, so here's the lowdown on all the collectable items in the game.

FIRE BEETLES

These special bugs will roast anything that's foolish enough to get in your way, and can take out more than one target at a time.



LIGHTNING BUGS

Lightning bugs are the equivalent of homing bullets and come in very handy when the going gets tough, but they're also pretty rare so use them sparingly.



YIN-YANG

These act as energy bonuses for the Ninja (Donald's alter-ego). At the start of each stage, just collect one Yin-Yang to transform into a martial arts master.



GOLD YIN-YANG

These are special bonuses that give Donald even more Ninja energy and enhance his special moves.



GLASS OF PUNCH

Regain some of that lost energy by picking up a refreshing glass of punch.



JUG OF PUNCH

Getting low on energy? Just guzzle a whole jugful of punch to bring your health right up to full strength.



ZOMBIE BAGS

Mysterious bags of magic that'll increase your energy by 50 points.



DUCK HEAD

Hit one of these continue points and you can avoid starting the level from the beginning again if you die.



GOLD MAUI TOKEN

Cats aren't the only ones with extra lives, you know. Grab one of these and you'll live to fight another day.



LEVEL 1 - MOJO MANSION

Like all good private eyes, Donald starts his investigations at the scene of the crime. Mojo Mansion's crammed with treasures for you to pick up, like chalices, jewellery and other trinkets. The place is also crammed with creepy looking butlers who unleash nasty metal spiders, so make sure you grab as many Fire and Lightning Bugs as possible. You don't need to worry about the normal bugs, as these just collect in your gun automatically.



GRANDFATHER CLOCKS

On your travels through the house you'll spot plenty of grandfather clocks so shoot these to gain more bonuses. Some of them will even activate hidden platforms to gain access to other areas. Near the end of the stage there's a pink tube which allows you to clean up on the treasure outside, but the tube's too high up for a basic jump. So just shoot the bottom of the tube and a hidden platform should come down, allowing you to grab all the treasure.

GOLD PLATES

In the next stage you'll have to use all your grey matter to work out how to get to the hard-to-reach platforms. The trick's pretty simple: underneath your webbed feet you'll see some gold plates on the floor. Step on these to make the platforms spin towards you, but watch out - these platforms fire toxic darts in all directions, so remember to jump over the darts as the platforms roll forward.



SHOOTING BADDIES

Suddenly, everything goes dark and Donald has to rely on his instincts and a small Glow Bug to get through this level. Keep an eye out for butlers and spiders scurrying around the floor. To blast the spiders on the floor, press Down and Fire, to blast to get rid of the butlers, just hold down the Fire button to unleash a stream of shells into the unfortunate villain's torso. About four or five direct hits should do the job, and remember to fire at the grandfather clocks to gain some more valuables.



LEVEL BOSS

Get ready for your first encounter with a level boss! The giant metal spider may look menacing, but he isn't too hard to defeat. As the spider approaches, just hold down Fire and let loose a volley of shots in to the angry arachnid, but be careful of the smaller spiders that'll leap out at you from all angles. After a couple of direct hits, the spider's legs will fall off and victory seems to be yours. But no! There's still life in the eight-legged fiend yet! The limbleless torso will bounce up and down wildly, and can cause untold damage if you don't get out of the way fast. Just keep dodging and firing until the spider eventually blows up, leaving you with an extra life.



PLAY
GUIDE





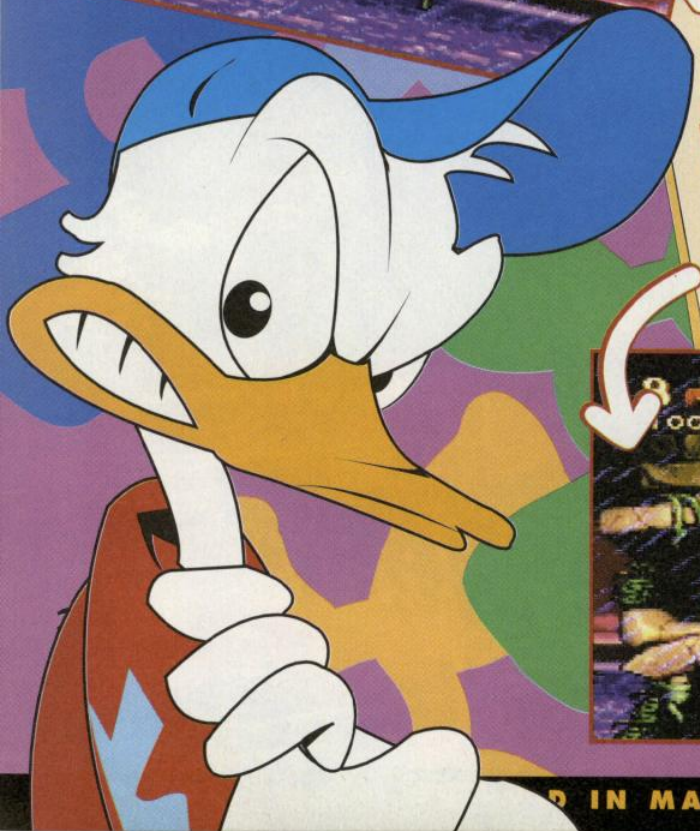
LEVEL 2 - BABALOU BABY

The next level sees our duck-billed detective searching through the steaming jungles of Maui. On his travels, he meets up with a Witch Doctor who bestows some strange powers on him. After lots of fire and brimstone and sacrificial lambs, Donald is transformed into the Ninja, a martial arts expert armed with a deadly ninja staff. At the start of each stage Donald will revert back to his normal form, and he must collect a couple of Yin-Yang coins to make the transformation. When you're playing as the Ninja, you'll find that Donald is well equipped to deal with the bad guys, as well as being able to cross large gaps in the playing area.



GARGOYLES

When you're in Ninja form, look out for gargoyles with glowing eyes in certain areas. If you jump up to them and swing your staff, you'll latch on to them and be able to swing up to different areas. Watch out for special statues too. After taking care of the target dummies that lurk inside, you can climb into them and smash through brick walls. You'll need to use these statues to complete the level. Look out for boxes surrounded by some ornate stones, which will release a stack of Yin-Yang coins and a gold Yin-Yang when they're hit by the staff or shot at.



PLAY GUIDE



WEAPONS

Donald's fighting staff isn't just used for swatting the bad guys, as it also makes a useful tool for getting round the levels. In certain areas you'll see plenty of bonuses which look out of reach. But if you hit the A button just after jumping, Donald will wedge his staff between two sides of the wall, allowing him to climb up and down steep shafts without ruffling his tail feathers.



LEVEL BOSS

This is the ultimate test of your skills so far. Along with the Witch Doctor's evil henchmen you've also got to contend with an enormous rotating blade that whirls round at random. Rather than fighting the blade as the Ninja, you'll be better off reverting back to your normal form and peppering the blade with shots from your Bug Gun.



COLLECT LOADS OF TREASURE

TARGET DUMMY

Well, there you have it!
The first two levels of
Donald in Maui
Mallard are exposed.
Watch out soon for
more ducky delights!





PLAY GUIDE

DONKEY KONG LAND 2



After safely negotiating Gangplank Galleon in last month's unravelling of this Rare classic platform masterpiece, it's time for Diddy and Dixie to really turn up the heat in Krem Cauldron. In this sticky world of hot rocks and hidden horrors they'll have to cross boiling lava lakes, avoid sticky swamps and explore the remains of a sunken galley. Good luck, and let the banana hunt commence!

STAGE 1 HOTHEAD HOP

This first hot spot has secret bonuses hidden amongst the usual perilous pets. At the start of the stage, go left instead of right and jump over the first Neek you see. Carry on and you'll come across a bunch of bananas and a treasure chest. Throw the chest at the Neek to get a Krem Coin. The bonus room is hidden from



view at the moment, but as soon as you get to the animal barrel, change into Squitter and use Select to change your webs into platforms. Go back to the left and you'll find the bonus room suspended in the sky. Incidentally, you should be able to pick up an extra life barrel and a Krem Coin on the way. After you've changed back to an ape, you'll spot a cannonball jealously guarded by a Klampon. Relieve the toothy terror of his treasure and make your way across the lava by using the Krocs. Once you've found the cannon, the second bonus room is yours for the taking!

WORLD 2 KREM CAULDRON

Throw a chest at Neek to get a Krem Coin.



Change into Squitter the first chance you get.



Another Krem Coin up for grabs!



The second bonus room's all yours!

STAGE 2 KANNON'S KLAIM



The Bonus Barrel's hidden just above the Star Barrel.

Swing on the hooks to get to the platform near the Bonus Barrel.

Let the Bonus Barrels take you to the Krem Coin.

The bonus barrel in this level is actually invisible, but it's located directly above the Star barrel. Use the hooks to your right to get to the platform, and just do a basic jump slightly to the right to activate the barrel. Now just follow the course of barrels to find a spanking new Krem Coin.

PLAY GUIDE



Collect all the stars to get yourself a Krem Coin.

Take out the Zingers with a well-placed barrel.

STAGE 4 RED HOT RIDE

STAGE 3 LAVA LAGOON

The bonus room in this stage is very easy to miss, so don't dash ahead too quickly. Make your way up to the first Star Barrel, jump on Klapper to cool the boiling water, jump in and follow the course round to the right. Rather than just going straight at this stage, make your way up the narrow passage. When you

reach a point where you get out of the water, just jump up and to the left to get into the Bonus Barrel. To get the Hero Coin, go back to the narrow passage and just to the right there's another passage where it's hidden.

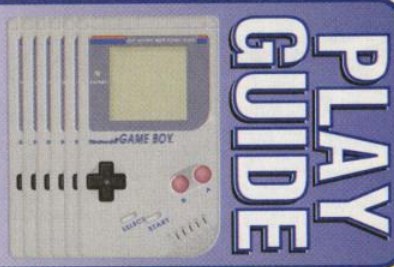
A secret passage hides the Hero Coin.

Score yourself another Krem Coin!

This is one of the toughest levels so far and will probably take a few

attempts before you can negotiate this tricky course. At the start, go right and jump on the running barrel once so it shuts, then carry it back to the left until you reach three Zingers. Throw your barrel at the top Zinger and jump over the other two. You'll then find a treasure chest which, if you throw it at the two giant bees, will reveal another Krem Coin. You'll find the bonus room suspended in the air. Once you've reached the Star Barrel, cross the lava to the next platform with a DK barrel. Now use Dixie to jump and float to a balloon which was hidden from view, and float back left until you reach the bonus room. To get the Krem Coin you must collect all the stars and cross over to the right platform to find it. You'll have to have plenty of lives to get the Hero Coin, as it lies at the bottom of the screen just after the halfway point.

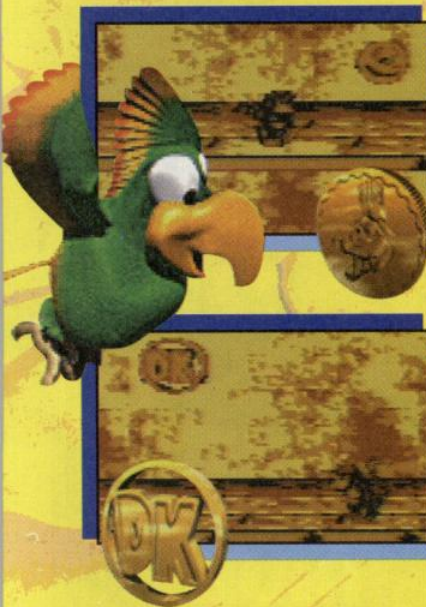




STAGE 5 SQUAWK'S SHAFT

after the start. When you reach the second blast barrel, go straight to your left instead of right and you'll land on a hidden platform with the Bonus Barrel in plain view. As well as finding the

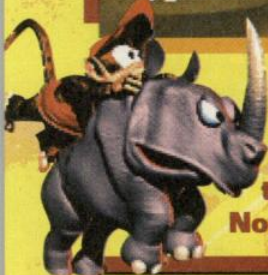
bonus room, you'll also discover the letter 'K'. To get the Krem Coin in the bonus, just bounce on all the Neeks within the time limit. One you're out of the bonus room, you'll spot a platform one step lower than the one you're on. Jump down on to it and grab the extra bunch of bananas, then get rid of the Kremling to find the Hero Coin.



STAGE 6 BARREL BAYOU

At the very start of the stage, you'll notice a partially hidden barrel just behind you. Jump up and climb inside, and it'll blast you up to the bonus room where a shiny new Krem Coin is waiting for those who can destroy all the bad guys. To get hold of the coveted Hero Coin, you'll find a point shortly before the halfway mark where

there's a selection of barrels. As long as you're playing as Rambo, follow the line of barrels, get rid of the Zinger and grab Kranky's prize. Now get outa there!



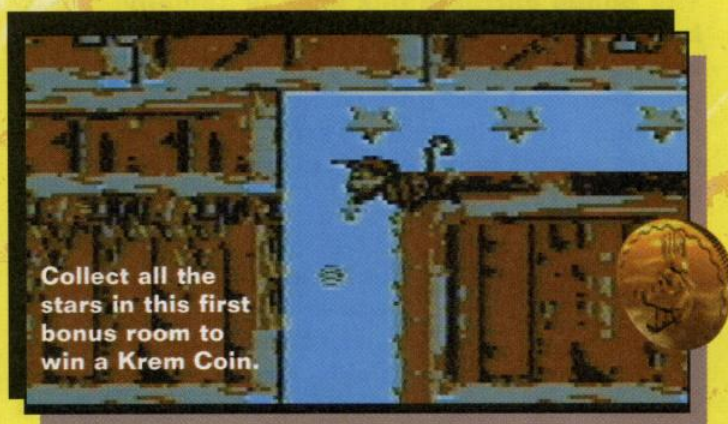
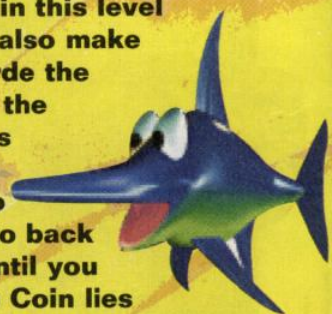
Jump into this barrel to get to the bonus room.



Grab Kranky's prize.

Darkness awaits in the sunken wreck of Glimmer's Galleon. In the absence of Glimmer the Fish to guide you, there are plenty of Light Barrels located in this level to brighten things up. You can also make things easier by finding Enguarde the Swordfish for better control in the water. The first bonus room lies directly to the right of the starting point. Go left at first to activate the light barrel, then go back right and follow the bananas until you see the bonus barrel. The Hero Coin lies in the very bottom right hand corner of the level, requiring all your sub-aqua skills to reach it.

STAGE 7 GLIMMER'S GALLEON



More swamp shenanigans in this level! The trick to this course is activating all the Krockhead barrels. This will cause the Krocs to rise to the surface, enabling you to avoid being swamped by the murky waters below. The bonus room is fairly easy to find, just go right at the start and

STAGE 8 KROCKHEAD KLAMBER



cross the first few swamps, you'll come across a single reed with a Flitter floating at the same height. Jump off the reed and bounce on the Flitter to access the Bonus Barrel. All you have to do is follow the course of barrels and reach the end platform to grab a Krem Coin.



Make good use of the Kroc Heads.



DONKEY KONG LAND 2

Locate the five stacked up barrels then bounce off the nearby Zinger to get to the Bonus Barrel.



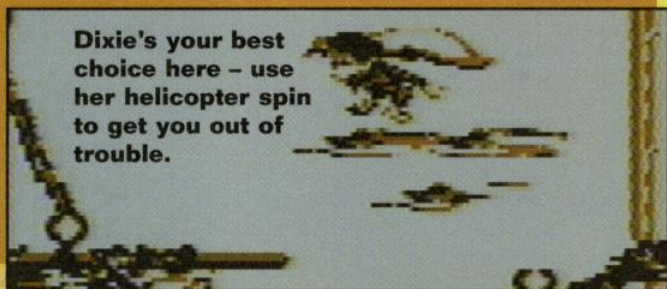
STAGE 11 KLEEVEVER'S KILN

STAGE 9 RATTLE BATTLE

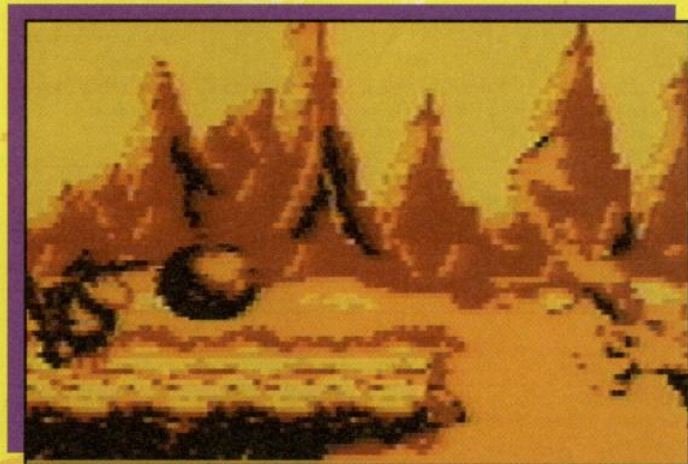
Here's the first outing for Rattly the Snake on the Game Boy, the only reptilian friend Diddy and Dixie have got! Rattly is certainly one of the most skilled members of the Kong gang, as he has the ability to jump large gaps in the playing area as well as having enough close-quarter punching power to get rid of the biggest Kremlings. In this

level you'll find the Bonus Barrel by getting to the five barrels stacked together and bouncing off the two Zingers close by. The Hero Coin is not too far from here either, but you'll have to use Rattly's Super Jump (Hold Select then release) in order to claim your prize.

Dixie's your best choice here – use her helicopter spin to get you out of trouble.



Kleevever's like a giant sword, who'll slash you to ribbons if you give him a chance. If you thought this stage was tricky in the SNES version, wait until you try and take him on now! You'll have to smash the barrels in order to find cannonballs to throw at the savage sword. The next stage of the contest involves a spot of target practice. Stand by the cannon and wait until Kleevever is directly above, then hit the fire button (B) to blast cannonballs at him. Two or three direct hits should finish him off.



Here's one stage where you DON'T want to get the point!

STAGE 10 SLIME CLIMB

Another very tough level, as you have to do everything in double quick time, due to the rising water level. Choosing Dixie will make things a little easier, because if you mis-time a jump to a platform, her helicopter spin usually gets you out of trouble. The bonus level's pretty hard to find, but just after the halfway point go up and right then up and left. You should see an

Invincibility Barrel. Jump up to grab this then dive down into the water to access the bonus room. If you have plenty of lives to spare, go left instead of right at the Star Barrel and follow the line of bananas down to grab the Hero Coin.



DONKEY KONG LAND 2

That's Diddy & Dixie safely through the swamps and lava pools of Krem Cauldron. Next up it's the perils and pitfalls of Krazy Kremland where our heroes will come up against a deviously dangerous rollercoaster ride in the Kremlings' amusement park. Most entertaining! Watch out for the next part of our playguide, comin' up quicker than a Kremling's breakfast.

SWAP & SELL

You all keep telling us what a great idea you think our Swap 'n' Sell pages are and we've been absolutely swamped with entries since we introduced the feature back in March last year. Every single entry that we receive is included in the mag eventually so please be patient with us! Because we know you're all saving feverishly for an N64, we thought we'd put in an extra two pages this month to help you get shot of all the stuff you're fed up with.

As usual, all of the entries are divided into States so you can quickly find the swappers and sellers in your area. If you want to get hold of a game or you want to get shot of one then fill in the form below (neatly please!) and post it to us at the address shown. We'll print all the address and phone number details in the mag that you send us so make sure you've got permission from the olds to send them in. If you don't want us to print your whole address just give us a town or a city and a phone number. Make sure you check before you go ringing all round the country too! Happy swapping!

DETAILS	WANTS	WILL SWAP/SELL
ACT		
JAMIE COOPER 3 Clambe Pl, Charnwood, ACT 2615 Tel: 06 258 8155	Will sell all for \$350	Mortal Kombat II (SNES) Sell Super Mario All Stars (SNES) Sell World Cup USA '94 (SNES) Sell Tazmania (SNES) Sell Another World (SNES) Sell
BEN SOUTHALL 3/8 Patton Place, Banks, ACT 2906 Tel: 06 294 3090	Zelda - A Link to the Past (SNES) (Will buy Zelda)	TMNT - Turtles In Time (SNES) Super Game Boy (SNES/GB Hardware) + more games
HARRY MAUDIS PO Box 149, Cawell, Canberra, ACT 2905 Tel: 05 292 4553	All items for sale	SNES Console with Controller \$90 Super Mario All Stars (SNES) \$70 Donkey Kong (SNES) \$70 Donkey Kong II (SNES) \$70 Buster Busts Loose (SNES) \$30 Super Advantage Controller \$30 SNES Scope with 6-in-1 game \$110 Metal Combat (Scope) \$40 (All boxed with manuals and instructions)
NEW SOUTH WALES		
BEN TINSON 13 Centre St, Quirindi, NSW 2343 Tel: 462581	Donkey Kong Country (SNES) Krusty's Super Fun House (SNES)	5 Game Boy games
RIYAD EL-CHOUFANI 19 Rochester St, Homebush, NSW 2140 Tel: 746 8165	FIFA Soccer '96 (SNES) Donkey Kong Country 2 (SNES) WWF Royal Rumble (SNES)	Super Tennis (SNES) Donkey Kong Country (SNES) Super International Cricket (SNES)
DANIEL CHAMBERS 168 Euroka Rd, Euroka, Via Kempsey, NSW 2440. Tel: 065 625247		Super Mario Land 2 (GB) \$43 Donkey Kong Land (GB) \$43 Bomberman (Game Boy) \$43
JODIE FORD 3 Coolebah Cres, Queanbeyan, NSW 2620. Tel: 06 2995591	Doom (SNES) Super International Cricket (SNES) Illusion of Time (SNES)	Killer Instinct (SNES)
DANIEL BARNARD 16 Kastelan St, Blacktown, NSW 2148 Tel: 621 5679	Micro Machines 2 (SNES) Super Mario Kart (SNES) Mortal Kombat II (SNES) Mortal Kombat 3 (SNES)	
BRENDAN LLOYD 31 Edward St, Morpeth, NSW 2321 Tel: 049 336320	FIFA Soccer '96 (SNES) Super Mario Kart (SNES)	Street Fighter II (SNES) Swap Bubsy the Bobcat (SNES) Swap
IAIN DUNN 5 Alsace Lane, Peakhurst Heights, Sydney, NSW 2210. Tel: 5335261	WWF Wrestlemania (SNES) FIFA Soccer (SNES) NBA Jam (SNES)	Mortal Kombat II (SNES) \$55/Swap Super Tennis (SNES) \$50/Swap Smash Tennis (SNES) \$50/Swap Bubsy the Bobcat (SNES) \$50/Swap
SHANE BURZYNSKI 9 Jania St, Lara, Vic 3212 Tel: 052 821 045	Super Scope + games (SNES Hardware) Theme Park/Sim City/Sim Ant (SNES) Micro Machines (SNES) Micro Machines 2 (SNES)	Donkey Kong Country 2 (SNES) Super Castlevania IV (SNES) Battletoads in Battlemaniacs (SNES)

DETAILS	WANTS	WILL SWAP/SELL
NICHOLAS JOHNSON 1/22 Spring St, Mt Keira, NSW 2500 Tel: 042 295507	Super Punch Out (SNES) MegaMan X2 (SNES) Wolverine Adamantium Rage (SNES) Rock 'n' Roll Racing (SNES)	True Lies (SNES) (Needs converter) Pro Action Replay (SNES Hardware) NBA Jam TE (SNES) (Needs converter) Super Mario All Stars (SNES)
JAMES NELSON PO Box 335, Eden, NSW 2551 Tel: 064 961772		Legend of Zelda III (SNES) Sell Secret of Mana (SNES) Sell Mario Paint + mouse (SNES) Sell
JOSEPH CARRILLO 2/4 Riverpark Drive, Liverpool, NSW 2170. Tel: 02 98224940	Super Street Fighter II (SNES)	Mortal Kombat II (SNES)
MICHAEL LEE Nr. Sydney, NSW Tel: 043 842202	Illusion of Time (SNES) Secret of Evermore (SNES)	Donkey Kong Country 2 (SNES) Sell Super Mario All Stars (SNES) Swap Super Mario World (SNES) Swap Plok (SNES) Swap Bubsy the Bobcat (SNES) Swap PilotWings (SNES) Sell
GENE BOYD 31 Arcadia Rd, Glebe, Sydney, NSW 2037 Tel: 6604104	Any Zelda game (SNES)	SNES + 2 games Jap Ran & Stimpy Timewarp (SNES)
PAUL COWLES 96 Fox St, Bollina, NSW 2478 Tel: 066 867209	Ultimate Mortal Kombat 3 (SNES)	Mortal Kombat 3 (SNES) Sim City (SNES)
MICHAEL LANGFORD 58 Bulls Garden Rd, Whitebridge, NSW 2290. Tel: 049 433786	Pro Action Replay 2 (SNES Hardware) Earthworm Jim 2 (SNES)	Stunt Race FX (SNES) Swap or \$50
MATTHEW VAN RIET 15 Anemone Place, Kirrawee, Sydney, NSW 2232. Tel: 02 95451678	Wolfenstein 3D (SNES) Doom (SNES)	Yoshi's Island (SNES)
CHRISTOPHER MOED 113 St John's Rd, Busby, NSW 2168 Tel: 6075385	Donkey Kong Country (SNES) Bubsy the Bobcat (SNES) Street Fighter II Turbo (SNES)	Ren & Stimpy (SNES) Shaq Fu (SNES) Super Mario All Stars (SNES)
ADAM LEE 5 Neerim Road, Castle Cove, NSW 2069 Tel: 02 94177135	Any N64 game except Mario & PilotWings (N64 American NTSC console)	10 NES games for any N64 game except Mario & PilotWings or sell them for \$90 or \$10 each 19 NES games for \$150 or swap for any N64 game except Mario & PilotWings + \$40 NES Console for \$25 NES + 19 games \$160 Most games come with manuals but no box
CHRIS COLVIN 63 Adams St, Cootamundra, NSW 2590 Tel: 069 424417	Secret of Mana (SNES) Breath of Fire (SNES)	Fatal Fury Special (SNES)
PETER KOLLN RMB 1960 Ourimbah Creek Rd, Ourimbah, NSW 2258. Tel: 621961	Super Star Wars Return of the Jedi (SNES) Donkey Kong Country 2 (SNES) Secret of Evermore (SNES)	Aaahh!!! Real Monsters (SNES) Wario's Woods (SNES) Street Racer (SNES)

Send to: Swap & Sell, NMS, PO Box 14225, Melbourne, MC Victoria 8001.

Name _____		I WANT:	#47
Address _____		Game _____	Console _____
Town/City _____		Game _____	Console _____
State _____ Postcode _____		Game _____	Console _____
Tel _____ Age _____		Game _____	Console _____
		I'LL SWAP/SELL	
		Game _____	Console _____
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		Game _____	Console _____

DETAILS	WANTS	WILL SWAP/SELL	DETAILS	WANTS	WILL SWAP/SELL
NABELY MUHAMMAD-HUSSEIN 11/29 Mascot Dr, Eastlakes, Sydney, NSW 2018. Tel: 02 6623610	Killer Instinct (SNES) Stunt Race FX (SNES) Warioland (Game Boy)	Donkey Kong Country 2 (SNES) Swap or \$60 Jungle Book (SNES) Mickey Mania (SNES) Donkey Kong Land (Game Boy)	JEREMY ROUGH 8 Junjaree St, Hervey Bay, Qld 4655 Tel: 071 24 4821	Sim City 2000 (SNES) Top Gear 3000 (SNES) Sim City (SNES)	Lemmings (SNES) Sell Dragon's Lair (SNES) Sell Street Fighter II (SNES) Sell Hole-in-One Golf (SNES) Sell
ANDREW WELSH Main Road, Taylors Arm, NSW 2447 Tel: 065 682130		Killer Instinct (SNES) \$75 Unirally (SNES) \$50 Art of Fighting (SNES) \$60	PETER TUROMSZA 8 Howson St, Brisbane, Qld 4122 Tel: 33435660		MegaMan X (SNES) Swap Empire Strikes Back (SNES) Swap Jimmy Connors Tennis (SNES) Swap Super R-Type (SNES) Swap Nigel Mansell's World Championship Racing (SNES) Swap Aliens 3 (Game Boy)
ROSS FORAN 20 Ballantyne Cres, Deniliquin, NSW 2710. Tel: 058 81 7041	NBA Live '95 (SNES) NBA Live '96 (SNES) Theme Park (SNES) FIFA Soccer '96 (SNES)	Virtual Soccer (SNES) Nigel Mansell's World Championship (SNES) World League Basketball (SNES) Will swap all 3 for any 1	BJARNIC WHITE 11 Dryandra St, Greenvale, Qld 4816 Tel: 077 884120	Wolfenstein 3D (SNES) Doom (SNES) Mortal Kombat 1, 2 or 3 (SNES) Secret of Evermore (SNES) Front Mission (SNES) Super Metroid (SNES) Alien 3 (SNES) Rock 'n' Roll Racing (SNES) Sim City (SNES) Aladdin (SNES) MegaMan X (SNES) Super Return of the Jedi (SNES) Spiderman & X-Men (SNES) Battle of Olympus (NES) Side Pocket (NES) California Games (NES)	SF II + Mario All Stars (SNES) SFII + Aero the Acrobat (SNES) Shaq Fu + Mystic Quest Legend (SNES) Shaq Fu + SFII (SNES) Mystic Quest Legend & Aero (SNES) Aero the Acrobat + Mario All Stars (SNES) Mach Rider (NES) Aussie Rules Foxy (NES) The Legend of Zelda (NES) Captain Skyhawk (NES) Dr Mario (NES)
PETER JOHNSON 30 Leichhardt Cres, Sylvania, NSW 2224 Tel: 02 522 9814		Donkey Kong Country 2 (SNES) \$50 Mortal Kombat 3 (SNES) \$30			
RYAN POWDERLY 54 William St, Avalon, Sydney, NSW 2107. Tel: 02 9918 2680	Super Mario Kart (SNES)	Super Adventure Island (SNES)			
ROBERT CUNINGHAME 33 Hornet St, Greenfield Park, Sydney, NSW 2176. Tel: 9823 9071	Super Mario Land (Game Boy) Micro Machines 2 (Game Boy) Any Star Wars game (Game Boy)	Lion King (Game Boy) Donkey Kong Land (Game Boy) Hunt for Red October (Game Boy)			
OWEN PARRY 5 Barcoo Pl, Erskine Park, Sydney, NSW 2759. Tel: 834 5934	MegaMan (Game Boy)				
MARTIN KIM 1/112 O'Connell St, North Parramatta, NSW 2151. Tel: 02 9683 3024	Mortal Kombat 3 (SNES) Doom (SNES) Michael Jordan - Windy City (SNES)	Yoshi's Island (SNES) Mickey Mania (SNES) Mario Paint + Mouse & Mouse Pad (SNES)	CARL OTTO C/- Post Office, Mondure, Qld 4611 Tel: 071 689843	Zelda (SNES) Mechwarrior 3050 (SNES)	Metroid II (Game Boy) Killer Instinct (Game Boy) F1 Race (Game Boy)
NORTHERN TERRITORIES			MARCUS PARSONS 6 Jesmond Rd, Helensvale, Qld 4210 Tel: 07 55731918	Rock 'n' Roll Racing (SNES) Aaahh!!! Real Monsters (SNES)	Robocop 3 (SNES) Mario's Time Machine (SNES)
SEBASTIAN KOLES 3/17 Wellington Pde, Alawa, NT 0810 Tel: 08 8189481594	Castlevania IV (SNES) TecknoMan (SNES)	Super Metroid (SNES) MegaMan X (SNES)	CHRIS LOWE 1 Healy Crt, Ormeau, Brisbane, Qld 4208. Tel: 55467193	Mortal Kombat 3 (SNES) Killer Instinct 64 (SNES) Killer Instinct 2 (SNES)	NBA Jam (Game Boy) Bill & Ted's Adventure (Game Boy) 60 in One (Game Boy)
DAVID REED 116 Rocklands Dr, Tiwi, Darwin, NT 0810. Tel: 277289	Zelda - Link's Awakening (Game Boy) Kirby's Dream Land (Game Boy) Mario Paint + Mouse (SNES)	Zelda 3 (SNES) Yoshi's Island (SNES) + video tape cover and instruction manual.	DAVID BISHOP 4 Lark Ct, Albany Creek, Brisbane, Qld 4035. Tel: 07 3264 3259	Super NES Scope (SNES Hardware) Agro Saur (Game Boy) Kirby's Dreamland 2 (Game Boy) Star Wars (Game Boy)	Super Strike Eagle + Goof Troop & Universal Adapter (SNES) Hyper Zone (SNES) Tazmania (SNES) Super Tennis (SNES) Alien Olympics (Game Boy) Booster Boy (Game Boy Hardware)
SHANE C. MARSHALL PO Box 42083, Casuarina, NT 0811 Tel: 08 89271554	Cybernator (SNES) Probotector (SNES) Cannon Fodder (SNES)	Mortal Kombat 2 (GB) Swap Jungle Strike (Game Boy) Swap Double Dragon (GB) Swap Coloured Game Boy (GB) Swap	ANTON VERBURG 36 Digby St, Mackay, Qld 4740 Tel: 079 576881	Worms (Game Boy)	NBA Jam (Game Boy) Swap Double Dragon (Game Boy) Swap
BONNY HLAING 151 Dixon Rd, Alice Springs, NT 0870 Tel: 89 555 908	Secret of Evermore (SNES) Secret of Mana 2 (SNES)	Scope + 9 games (SNES Hardware) Final Fantasy 3 (SNES) (US) Zelda: Link's Awakening (GB)	TROY PERRY 163 Summers Rd, Middle Pk, Brisbane, Qld 4074. Tel: 32794905	Ultimate Mortal Kombat 3 (SNES) Stunt Race FX (SNES) Street Fighter II Turbo (SNES)	Killer Instinct (SNES) Swap Kid Clown in Crazy Chase (SNES) Swap
SHAUN WHEELER 44 Bloomfield St, Alice Springs, NT 0871 Tel: 89 530 861	Super Battleship (SNES) PilotWings (SNES) Theme Park (SNES) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES)	Killer Instinct (SNES) \$60 Goof Troop (SNES) \$50 Street Fighter II x 2 (SNES) \$50 ea. Micro Machines 2 (SNES) \$70 Starfleet Academy (SNES) \$50	BRADLEY TOUNE 1 Mighell Close, Pyramid Estate, Gordonvale, Qld 4865. Tel: 070 563371	Road Rash (SNES) PilotWings (SNES) (with instructions)	World League Basketball (SNES) (with instructions)
QUEENSLAND			MATTHEW BAILEY 2/21 Hanworth St, East Brisbane, Qld 4169. Tel: 07 3392 0667	Alien vs Predator (SNES) Donkey Kong Country 2 (SNES) NES Console (NES Hardware)	Donkey Kong Country (SNES) Jurassic Park (SNES) Virtual Bart (SNES)
PAUL WALKDEN 11 Barbara St, Camira, Qld 4300 Tel: 3288 4532	Earthworm Jim (SNES) Earthworm Jim 2 (SNES) Sim City (SNES)	Battletoads in Battlemaniacs (SNES) Lost Vikings (SNES) Turtles in Time (SNES)	ALLAN RABJOHNS 16 Tarcutta St, Cleveland, Brisbane, Qld 4163. Tel: 07 3821 1026	Carrier Aces (SNES)	
RHYS ATKINSON 3 Anew Crt, Alice River, Qld 4817 Tel: 888006	Killer Instinct (Game Boy) Mortal Kombat (Game Boy) Micro Machines 2 (Game Boy)	MegaMan (Game Boy) Centipede/Millipede (Game Boy)	DANIEL MCINTYRE 24 Aronia St, Kenmore, Qld 4069 Tel: 38782145	Secret of Mana (SNES) Theme Park (SNES) Yoshi's Island (SNES)	Super Mario Kart (SNES) Swap Donkey Kong Country 2 (SNES) Swap
BRYAN AMESBURY PO Box 744, Mareeba, Qld 4880 Tel: 070 933243	Super Mario Kart (SNES) Mortal Kombat 3 (SNES) Super Bomberman 3 (SNES)	Donkey Kong Country 2 (SNES) Swap Super Mario All Stars (SNES) Swap Nintendo Scope 6 (SNES H/ware) Swap	PETER LENNON PO Box 501, Stirling Nth, SA 5710 Tel: 086 43 6542		Double Dragon II (NES) \$25 + manual Maniac Mansion (NES) \$35 + manual Mach Rider (NES) \$20 Speed King Joystick (NES) \$25 Power Glove (NES) + accessories + manual \$55
MICHAEL ROBINSON 10 Lawrence St, Biloela, Qld 4715 Tel: 079 924258	Wolfenstein 3D (SNES) Pro Action System 2 (SNES Hardware)	Mortal Kombat 2 (SNES) Mechwarrior 3050 (SNES)	ADAM BARKER 48 Minnamurra Drv, Redwood Pk, SA 5097. Tel: 08 251 5705	Breath of Fire II (SNES)	Street Fighter II (SNES) Swap Starwing (SNES) Swap Super Mario All Stars (SNES) Swap Secret of Mana (SNES) Swap Sim City (SNES) Swap
YANNI BAVEAS 4 Truman Court, Stretton, Qld 4116 Tel: 07 32737545	Donkey Kong Country (SNES) Yoshi's Island (SNES) Worms (SNES)	Super Ghouls 'n' Ghosts (SNES) Super Mario Kart (SNES)	MATT BRENNER 25 Clare Ave, Athelstone, SA 5076 Tel: 08 8365 4032	Killer Instinct (SNES) Soccer Shootout (SNES) ChronoTrigger (SNES) Itchy & Scratchy (Game Boy)	Donkey Kong Country (SNES) \$50/Swap Jordan: Windy City (SNES) \$30/Swap Super Mario World (SNES) \$30/Swap Metroid II (Game Boy) Swap Quarth (Game Boy) Swap
JOSHUA GIBSON 462 Varley St, Yorkey's Knob, Cairns, Qld 4870. Tel: 558151	Yoshi's Island (SNES) Power Rangers Fighting Edition (SNES) Bubsy II (SNES)		CARLOS JIMENEZ 15 Marvin Ave, Gilles Plain, SA 5086 Tel: 2662976	Donkey Kong Land (Game Boy) Killer Instinct (Game Boy) Street Fighter II (Game Boy)	Nigel Mansell's World Champ. (Game Boy) \$30
ADAM KIBBEY 11 Greenidge St, Wishart, Brisbane, Qld 4122. Tel: 07 38498761	Theme Park (SNES)		CURTIS PETRIE 4 Leahy St, Port Augusta, SA 5700 Tel: 410472	Secret of Evermore (SNES) Illusion of Time (SNES) Breath of Fire (SNES)	Secret of Evermore (SNES) \$60
JUSTIN BAIL PO Box 74, 3 Millga Millga Rd, Malanda, Qld 4885. Tel: 070 965846	Mortal Kombat 2 (SNES)	Killer Instinct (SNES) Swap PilotWings (SNES) \$45 Donkey Kong Country (SNES) \$55	TIM JOSE 5 Francis Ave, Fullarton, SA 5063 Tel: 82728460	Last Vikings (SNES)	
JASON COTTER 6 Evergreen St, Mt Isa, Qld 4825 Tel: 077 437114	Donkey Kong Country (SNES) Donkey Kong Country 3	Super Mario World (SNES) Swap Batman Forever (SNES) Swap	BEN NIEDORFER 6 Harper St, Redwood Park, SA 5097 Tel: 82890428	Donkey Kong Land (Game Boy)	Alien 3 (Game Boy)
MARCUS PARSONS 6 Jesmond Rd, Helensvale, Qld. Tel: 07 55731918	Rock 'n' Roll Racing (SNES) Donkey Kong Country 2 (SNES) Yoshi's Safari (SNES)	Mario Tame Machine (SNES) \$30 Robocop 3 (SNES) \$45			
PAUL COWPER 2 Orchid St, Toowoomba, Qld 4350 Tel: 351671	Clay Fighter (SNES) Stunt Race FX (SNES) Lamborghini US Challenge (SNES)	Bubsy the Bobcat (SNES) Prince of Persia (SNES) F-Zero (SNES)			
JARROD NELSON 14 Royes Crescent, N Rockhampton, Qld 4701. Tel: 079 288711	Power Rangers (Game Boy) Killer Instinct (Game Boy) Earthworm Jim (Game Boy)	Mega Man (Game Boy) Duck Tails 2 (Game Boy) Gargoyles Quest (Game Boy)			
DANIEL WOOLDRIDGE Lot 5 Authur Lyons Dr, Redlynch, Qld 4870. Tel: 070 391 529	Rock 'n' Roll Racing (SNES) Mini Micro Machines TT (SNES) Worms (SNES)	Stunt Race FX (SNES) Secret of Evermore (SNES) Bubsy (SNES)			

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7260. Tel: 522576

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PO Box 83, Claremont, Hobart, Tas 7011
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MATTHEW
34 Cardigan St, Somerset, Tas 7322
Tel: 64352359

WANTS

Yoshi's Island (SNES)
Samurai Showdown (SNES)
Starwing (SNES)

Zelda: A Link to the Past (SNES)
Killer Instinct 2 (SNES)
Ultimate Mortal Kombat 3 (SNES)

Earthworm Jim (SNES)
Warioland (SNES)
Clayfighter (SNES)

Rock 'n' Roll Racing (SNES)
F-Zero (SNES)
Super Street Fighter II (SNES)

Yoshi's Island (SNES)
Micro Machines (SNES)

Boxing Legends of the Ring (SNES)
Super Off Road (SNES)
WWF Raw (SNES)
Super Punch Out (SNES)
Primal Rage (SNES)
Super Mario World (SNES)

FIFA Soccer '96 (SNES)

Killer Instinct (Game Boy)
NBA Jam (Game Boy)
Vegas Stakes (Game Boy)

Theme Park (SNES)

Doom (Game Boy)
Mortal Kombat (Game Boy)
Street Fighter II (Game Boy)

Donkey Kong Country 2 (SNES)
must be in brand new condition
Yoshi's Island (SNES)
Wario Land (Game Boy)

Kirby's Dream Land (Game Boy)

NES Powerglove (in good condition)
(NES Hardware)

Earthworm Jim (Game Boy)
Worms (Game Boy)
Super Mario Land 2 (Game Boy)

Doom (SNES) Swap
Killer Instinct (SNES) Swap
Mario Kart (SNES) Swap

Mortal Kombat 2 (SNES)

Super Metroid 3 (SNES)
Yoshi's Island (SNES)
Donkey Kong Country 2 (SNES)
Any other SNES game

Theme Park (SNES)
F-Zero (SNES)
Super International Cricket (SNES)
Cool Spot (SNES)

Mortal Kombat (SNES) for about \$25

Super Mario All Stars (SNES)
Super Mario World (SNES)
Super Mario Kart (SNES)
Action Replay/Game Genie (SNES Hardware)

Primal Rage (Game Boy)
Mortal Kombat (Game Boy)
Action Replay 1 (Game Boy Hardware)

Yoshi's Island (SNES)
Mario Paint (SNES)
Doom (SNES)

WILL SWAP/SELL

NBA Live '96 (SNES)
Nigel Mansell's World
Championship (SNES)

Donkey Kong Country 2 (SNES)
Swap
Mortal Kombat 3 (SNES)

Unirally (SNES) Swap
Killer Instinct (SNES) Swap
Super Mario Bros (NES) Sell
Super Mario Bros 3 (NES) Sell
MegaMan 3 (NES) Sell
Tetris (Game Boy) Sell
Probotector (Game Boy) Sell
Quirk (Game Boy) Sell

Mortal Kombat (SNES)
Mortal Kombat 2 (SNES)
Mortal Kombat 3 (SNES)
Super Ghouls 'n' Ghosts (SNES)
Super Mario Land (SNES)

Plok (SNES)
Super Mario All Stars (SNES)

Doom (SNES) (US) \$45
Secret of Mana (SNES) \$50
Lagoon (SNES) \$30

Donkey Kong Country (SNES) Swap
Mortal Kombat 2 (SNES) Swap
World Class Rugby (SNES) Swap
Killer Instinct (SNES) Swap
Clay Fighter 2 (SNES) Swap
Super Mario All Stars (SNES) Swap

Mortal Kombat 3 (SNES)

Game Boy Booster (brand new)
(GB) \$50
or swap Booster for two games

Super International Cricket (SNES)

Batman: Return of the Joker (GB)
Metroid II: Return of Samus (GB)
Tetris (Game Boy)

Super Mario World (SNES) Sell
Nigel Mansell's W.C. (SNES) Sell
Seven NES Games (NES) Sell
Samurai Spirits (SNES) (NTSC)
Swap or Sell
Unirally (brand new) (SNES) Swap
2 Game Boy games (GB) Swap

Double Dragon II (Game Boy)

Gargoyle's Quest (Game Boy)
Nemesis 2 (Game Boy)
Tetris (Game Boy)

Mortal Kombat 3 (Game Boy)

Mortal Kombat 3 (SNES) and/or
Donkey Kong Country (SNES)
Batman Returns (SNES)

Lemmings (SNES)

Mortal Kombat 2 (SNES) \$70
Action Replay 3 (SNES Hardware) \$80
Killer Instinct (SNES) \$80

Mario is Missing (SNES)
Sim City (SNES)
Dracula (SNES)

Street Fighter II (SNES)
Probotector 2 (NES)
10 other NES games (please ring)

Elevator Action (Game Boy) Swap
Mortal Kombat 2 (Game Boy) Swap
Nemesis (Game Boy) Swap
Kirby's Pinball (Game Boy) Swap

Unirally (SNES) Swap
Super Mario All Stars (SNES) Swap

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22 Ryan Ct, Bacchus Marsh, (Nr Ballarat)
Vic 3340. Tel: 053 67 7129

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14 Governors Dr, Mt Macedon, Vic 3441
Tel: 054 261878

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c/o Cheshunt Store PO, Cheshunt, Vic
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352 Napier St, White Hills, Vic 3550
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10 Kearney Drive, Aspendale Gardens,
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Tel: 052 554619

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126 Hutton St, Thornbury, Vic 3071 or
6 Murphy St, Richmond, Vic 3121
Tel: 03 9484 4826 or 03 9428 4844

KENNETH FENN
Fenn's Nursery, Ravenswood Rd, RSD L500,
Lockwood, Vic 3539. Tel: 054 353220

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32 McAllister Rd, Monbulk, Vic 3793
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PO Box 138, Lorne, Vic 3232
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CHRIS PENDLEBURY
57 Cardigans Rd, Mooroolbark, Vic 3138
Tel: 9725 6468

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12 Byrne St, Selby, Vic 3159
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WANTS

Super Star Wars (SNES)
Empire Strikes Back (SNES)
Return of the Jedi (SNES)

Yoshi's Island (SNES)
Super Bomberman (SNES)
Donkey Kong (Game Boy)

NBA Jam TE (SNES)
Stunt Race FX (SNES)

Soul Blazer (SNES)
Spike McFang (SNES)

Ogre Battle (SNES)

Super Mario Kart (SNES)

Mechwarrior 3050 (SNES)
Sim City 2000 (SNES)

Starwing (SNES)

Doom (SNES)

Super Return of the Jedi (Game Boy)
Micro Machines 2 (Game Boy)
Primal Rage (Game Boy)

Yoshi's Island (SNES)
Stunt Race FX (SNES)
Super International Cricket (SNES)

Mortal Kombat 2 (SNES)

NBA Live '96 (SNES)
Stunt Race FX (SNES)
Street Fighter 2 Turbo (SNES)

Secret of Mana (SNES)

Super Punch Out (SNES)

Beavis and Butthead (SNES)
WWF Raw (SNES)

Primal Rage (SNES)
Doom (SNES)
Illusion of Time (SNES)
Yoshi's Island (SNES)
MegaMan X2 (SNES)
Unirally (SNES)
ChronoTrigger (SNES)
Battletoads (SNES)
Super Return of the Jedi (SNES)
Toy Story (SNES)

MegaMan 7 (SNES)
Mortal Kombat 2 (SNES)
MegaMan X2 (SNES)

The Mask (SNES) Swap

King Arthur's World (SNES)
Super Return of the Jedi (SNES)
Bomberman 2 (SNES)

Super Return of the Jedi (SNES)

Worms (SNES)
Empire Strikes Back (SNES)
Any Wing Commander (SNES)
X-Wing Space Flight Simulator (SNES)

WILL SWAP/SELL

Super Metroid (SNES)
Mortal Kombat 2 (SNES)
Pac-in-Time (Game Boy)
Mercenary Force (Game Boy)

Yoshi's Island (SNES) Swap
Super Mario Kart (SNES) Sell
Donkey Kong Country (SNES) Sell
Bubsy the Bobcat (SNES) Sell
Super International Cricket (SNES)
Sell
2 Controllers (SNES) \$95
or \$350 all up (in exc. cond.)

Warioland (Game Boy)

Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)
Alien 3 (Game Boy)
Nigel Mansell (Game Boy)

Nigel Mansell W Champ. (SNES) \$25
Donkey Kong Country 2 (SNES) \$45
Power Rangers Fighting Ed (SNES) \$35

Chaos Engine (SNES) Swap
Sim City (SNES) Swap

Kick Off (SNES)
Super Mario World (no box) (SNES)

Super Mario All Stars (SNES)

Donkey Kong Land (Game Boy)
Golf (Game Boy)
Gargoyles Quest (Game Boy)

Killer Instinct (SNES)

Earthworm Jim 2 (SNES) Swap

Brutal Paws of Fury (SNES)

Super Soccer (SNES)

Home Alone (SNES) Swap

Donkey Kong Country (SNES)
Swap
Power Rangers (SNES) Swap
Jurassic Park (SNES) Swap
Super Mario All Stars (SNES) Swap
Mario is Missing (SNES) Swap

Lethal Weapon (SNES) \$40

Michael Jordan Chaos in the
Windy City (SNES) Swap

Mortal Kombat 2 (SNES)
Donkey Kong Country 2 (SNES)
Illusion of Time (SNES)

MegaMan (Game Boy)

Super Scope + Super Scope 6
(SNES)

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WANTS

Sim City (SNES)
Theme Park (SNES)
Doom (SNES)

Killer Instinct

Donkey Kong Country 2 (SNES)
Doom (SNES)
Yoshi's Island (SNES)

Olympic Summer Games (SNES)
Theme Park (SNES)
Winter Gold (SNES)

Killer Instinct (SNES)
Donkey Kong Country 2 (SNES)
NBA Jam TE (SNES)
Super Street Fighter II (SNES)

WWF Raw (SNES)
Saturday Night Slam Masters (SNES)
The Mask (SNES)
Turtles in Time (SNES)

CutThroat Island (SNES)
Nigel Mansell's World Championship (SNES)
Stunt Race FX (SNES)

Killer Instinct 2 (SNES)
Ken Griffey Jr's Winning Run (SNES)
Donkey Kong Country 2 (SNES)

Theme Park (SNES)

Duck Hunt (NES)

Street Fighter II (Game Boy)

Donkey Kong Country 2 (SNES)
Secret of Evermore (SNES)
Young Merlin (SNES)

Donkey Kong Country 2 (SNES)
Rock 'n' Roll Racing (SNES)
ChronoTrigger (SNES)
Theme Park (SNES)
NHL '96 (SNES)
Final Fantasy 3 (SNES)
Worms (SNES)
War 2410 (SNES)
Olympic Summer Games (SNES)
Dirt Trax FX (SNES)
Secret of Mana 2 (SNES)
Warioland (Game Boy)
Micro Machines 2 (SNES)

Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)

ChronoTrigger (SNES)
Doom (SNES)
Earthworm Jim 2 (SNES)
FIFA '96 (SNES)
Killer Instinct (SNES)
Maximum Carnage (SNES)
NHL '96 (SNES)
Separation Anxiety (SNES)
Spawn (SNES)
Super Street Fighter (SNES)
Toy Story (SNES)
Zelda III (SNES)

Super Double Dragon (SNES)
Killer Instinct 2 (SNES)
Worms (SNES)
Mortal Kombat 2 (SNES)
Mortal Kombat 3 (SNES)
Earthworm Jim (SNES)
Earthworm Jim 2 (SNES)
Yoshi's Island (SNES)

WILL SWAP/SELL

Power Rangers (SNES)
Super Mario All Stars (SNES)
Super Metroid (SNES)

Desert Strike

Donkey Kong Country (SNES)

NBA Jam (SNES)

Bubsy the Bobcat (SNES)
Terminator 2 (SNES)
Super Mario All Stars (SNES)

Killer Instinct (SNES) \$75
Mortal Kombat (SNES) \$75
Donkey Kong Country (SNES) \$45
NES Console with 2 control pads,
Nintendo Zapper (gun),
2 Games (Mario & Duck Hunt)
All for \$80

Maximum Carnage (SNES) \$60
Power Rangers (SNES) \$100
Street Fighter II (SNES) \$50
Rival Turf (SNES) \$70
(all games swap or sell) (all
games have manuals & boxes)

Super International Cricket (SNES)
Mike Tyson Punch Out (NES)

Bubsy the Bobcat 2 (SNES)

Stunt Race FX (SNES)

Predator (NES)
Shadow Warrior (NES)

Kirby's Dream Land (Game Boy)
Swap

Mortal Kombat 3 (SNES)
Earthworm Jim (SNES)
Super Metroid (SNES)

Donkey Kong Country 2 (SNES) Sell
The Last Vikings (SNES) Sell

Donkey Kong Land (Game Boy)
Zelda: Link's Awakening (GB)
Secret of Evermore (SNES)
Secret of Mana (SNES)

Mortal Kombat 3 (SNES)
Killer Instinct (SNES) + CD

Super RC Pro-Am (GB) \$25
Super Mario Land 2 (GB)
\$30/Swap

Super Mario All Stars (SNES)
\$65 or Swap

SWAP & SELL

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WANTS

Kevin Keegan's Player Manager (SNES)
Doom (SNES)
Wing Commander (SNES)
Sim City (SNES)

Terminator 2 Arcade Game for Super
Scope (SNES)
Ultimate Mortal Kombat 3 (SNES)
Shadowrun (SNES)
Plok (SNES)

Yoshi's Island (SNES)
F-Zero (SNES)
Super Off Road (SNES)

Secret of Mana (SNES)
Final Fantasy 3 (SNES)
Super Mario RPG (SNES)

Rock 'n' Roll Racing (SNES)
Doom (SNES)
Killer Instinct (SNES)

Super Mario Kart (SNES)
Worms (SNES)
Street Fighter (SNES)

Yoshi's Island (SNES)
Secret of Mana (SNES)
Breath of Fire (SNES)

California Games
Rock 'n' Roll Racing
The Legend of Zelda III
Earthworm Jim
Primal Rage

Killer Instinct (Game Boy)
Wario Blast (Game Boy)

Killer Instinct (Game Boy) + instructions
Warioland (Game Boy) + instructions
Kirby's Dream Land 2 (GB) + instructions

Zelda: Link's Awakening (Game Boy)

Mario Paint + Mouse (SNES)
Turtles in Time (SNES)
Alien 3 (SNES)
Clayfighter (SNES)
Clayfighter 2 (SNES)
Super Punch Out (SNES)
Lion King (SNES)

Last Vikings (SNES)
Killer Instinct (SNES)
Doom (SNES)

Patlabor (Japan/US version) (SNES)

Rock 'n' Roll Racing (SNES)

Flintstones (SNES)

Mortal Kombat 2 (SNES)
Mortal Kombat 3 (SNES)
Street Fighter II (SNES)
Street Fighter 3 (SNES)
Doom (SNES)

WILL SWAP/SELL

Doom (SNES)
Wing Commander (SNES)
Sim City (SNES)

Total Carnage (SNES)
Unirally (SNES)

Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)
Stunt Race FX (SNES)

Yoshi's Island (SNES)
Secret of Evermore (SNES)
Sim City (SNES)

Street Fighter II (SNES)
Earthworm Jim (SNES)

Super Mario All Stars (SNES)

Donkey Kong Country 2 (SNES)
Parodius (SNES)
Donkey Kong Country (SNES)

Mortal Kombat 3 (SNES) Sell
Yoshi's Island (SNES) Sell
Super Mario Kart (SNES) Sell
Super Mario World (SNES) Sell
Super Mario All Stars (SNES) Sell
Vegas Stakes (SNES) Sell

Mortal Kombat Sell
Zelda: A Link to the Past Sell
Donkey Kong Country Sell
Super Mario All Stars Sell

Donkey Kong Land (Game Boy)
Super Mario Land 2 (Game Boy)

Killer Instinct (SNES) Sell

Super Mario World (SNES) Swap
Super Mario Land (GB) Swap
Tetris (Game Boy) Swap

Clear Game Boy + Mortal Kombat 3
(GB) \$70

Killer Instinct (SNES) \$45

Suepr Mario World (SNES)
Disney Adventures (NES)
Wrath of the Black Manta (NES)
Marble Madness (NES)
Spiderman: Return of the Sinister 6
(NES)
Probotector (NES)

Donkey Kong Country (SNES) Swap
Donkey Kong Country 2 (SNES) Swap
Bubsy the Bobcat (SNES) Swap

Mystic Quest Legend (SNES) Swap

Yoshi's Island (SNES) Swap
Mortal Kombat 3 (SNES) Swap
Boogerman (SNES) Swap

Rock 'n' Roll Racing (SNES)

Hook (SNES)
Super Bomberman (SNES)
Mario Kart (SNES)
Plok (SNES)
Buster Busts Loose (SNES)
Wolfchild (needs converter) (SNES)
Prince of Persia (needs converter)
(SNES)

SNES inc. 2 controllers + 4 games
(Doom, Super Mario All Stars,
Secret of Mana, Bubsy the
Bobcat)
All in excellent condition
One year old \$250

ENZO'S ESSENTIAL
GUIDE TO THE WORLD
OF JAPANIMATION!

anime action

You just can't stop those guys at MadMan Entertainment! They've got even more stuff out to buy on video this month and once again they've let us have some copies to give away. February sees the end of the *You're Under Arrest!* series and the fourth instalment of *Bubblegum Crisis*. As well as these firm favourites, we've got a sneak preview of next month's *Iczer-One* which is a cracking new science fiction story. *Ghost in the Shell* is also out to buy this month and we've got 2 copies to give away along with 2 'making of' vids.

You're Under Arrest!



Episode 4:
"On the Road Again"
3rd February. \$19.95. 'G'.
30 minutes.

"Are Bokutoo Precinct's dynamic duo headed for divorce? When the Captain makes Natsumi an offer she

can't refuse (the chance to be one of the first female members of the elite motorcycle patrol) it looks like splitsville for Natsumi and Miyuki's partnership.

The normally decisive Natsumi is in a quandary. The normally tongue-tied Ken is full of advice. The normally stoic Miyuki is on the edge of tears. And the abnormally gossipy Yoriko isn't much help the one time she could be useful!

Will Natsumi make it as a motorcycle cop? Will Miyuki be able to cope with her carsick new partner? Will Ken take his own advice? And will anyone realise the true identity of the mysterious 'Fox'?

Find out in the fiery conclusion to the "You're Under Arrest!" series.

Bubblegum Crisis

Volume 4: "Revenge Road"
3rd Feb. \$24.95. 'M'. 30 mins.

"After their victory over Genom, the Knight Sabers take time out for a little fun. But all's not well in Mega Tokyo. A mysterious black car, the "Griffon", is hunting down the rebellious bikers known as Outriders.

When Priss tangles with the Griffon on her new bike, she ends up with more than a few lumps and a score to settle. Enlisting the aid of Nene, the Knight Sabers' mole inside AD Police, she begins her own private investigation. They soon narrow down the suspects to Gibson, the victim of an Outrider attack.

Meanwhile, Gibson makes the final adjustments to his terrible masterpiece. The Griffon emerges once again to stalk its prey, AD Police springs a deadly trap, and the Knight Sabers race against time to prevent a tragedy."



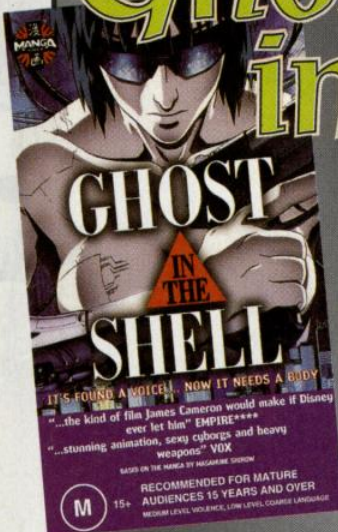
Iczer-One

PREVIEW!

"The Earth has been targetted for invasion by the alien Cthuwulf. A young girl, Nagisa Kano, becomes the key to Earth's defence when she's forced to become the partner of Iczer-One, a lone rebel who's battling the alien invaders". This 3 part story starts next month and concludes on a second tape in April.



Ghost in the Shell



15th February. 'M'. \$29.95.
85 minutes. Both dubbed
and subbed versions
available at the same price.

A cracking, futuristic
storyline with some great

Blade Runner style characters and
scenarios, Ghost in the Shell sees cyborg cop
Motoko Kusanagi relentlessly pursuing a master
hacker known only as 'The Puppet Master'. Based
on classic Manga stories by legendary artist
Masamune Shirow, it's directed by experienced
anime director Mamoru Oshii. If you missed it at
the cinema and you never got around to renting it -
now is the time to finally see it!

Ghost in the Shell Production Report
15th February. 'M'. \$29.95.



The Ghost in the Shell Production Report
video goes behind the scenes with the new King of
Manga, Mr Mamoru Oshii, filmed as he developed
his phenomenal new animation masterpiece from
the artwork of Masumune Shirow.

It's still hard to believe that, in the age of
computer generated animation like Disney's Toy
Story, an incredible piece of work like Ghost in the
Shell can be created from traditional cels. This tape
features interviews with director Oshii, top artist
Shirow and many others involved in the production
of the film. A must-have for all Manga fans!

Competitions

You're Under Arrest!

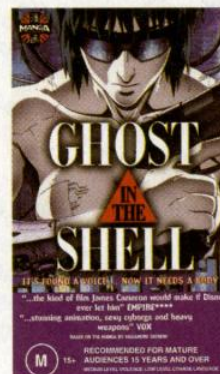
It's the last of our You're Under
Arrest! competitions this month
as MadMan have given us 10
copies of Volume 4 to give
away. As usual, just answer
this dead easy question and fill
in your name and address
details then post it to us at the
address below before Friday
28th February.



**Who is offered a place in the elite motorcycle
patrol unit in this episode?**

Ghost in the Shell

The team at Siren Entertainment
have come up trumps again and
given us two copies of Ghost in
the Shell (the subtitled version)
along with two copies of the
great new 'making of' video, the
Production Report. You have to
be over 15 to win these so please
make sure you state your age
clearly along with your name
and address. Answer this
question and post it to us before 28th February.



Who directed Ghost in the Shell?

Name _____ Age _____

Address _____

Town/City _____ State _____

Postcode _____ Phone _____

send to:

ISSUE #47 ANIME COMPS, NMS Magazine,
PO Box 14225, Melbourne, MC Victoria 8001.

SIREN ON-LINE

By the time you read this, Siren Entertainment
(Aussie anime and manga distributors) will be on-
line. If you have internet access and you want to catch
all the latest anime and manga news and views then
log on to Siren's web site at <http://www.sirenent.com.au>
(or their Hong Kong site <http://www.chinatown.com.au>). At the time we go to press,
Siren are still putting the finishing touches to the site
so we've not had a good look at it yet but we'll be
sure to have a more detailed 'surf' for a later issue!

Mail Bag

Love is in the air, coming in through the ducts that surround my bed and chamber like a fairy wafting on the breeze. How I remember my first love, that sandy-coloured hair and bright, beady eyes, the unspoken bond that we had between us as together we lay for hour upon hour in the tight grip of each other's arms. I sewed up your back when the straw fell out. I patched your paws and put your ear back on after the dog had its way with you. I alone chose the buttons that were to become your replacement eyes. I'm sorry that I thought you were a teddy Mildred, forgive me if you ever can...

I AM ON A DIET!

HERE I AM, FAT AS A HAM!
TRISTAN MASTROPASQUA, WA



Winga-wanga-winga-wanga-winga-wanga-winga-wanga

PERVERTS!

Yo Immortal Les, First I would like to talk about the perverts in issue #44. Get a life Nigel and Alexandria. If you two are going to read this ultimate mag naked, why not just put a plastic cover on it and read it in the shower together! Also if you are going to do it for pay! Sorry to complain in this excellent mag so much but I would also like to mention about some of the drawings with Sonic in them. If you're going to draw Sonic getting his head smashed in with an over sized hammer at least try to learn to draw Sonic first! I used to draw Sonic killing Mario but before I made him look like sushi I learned to draw him! Your faithful follower, Adam Murakami, SA

IDIOTS

Dear Les, I'm not an idiot but I am Nintendo's biggest fan so Hah Hah! and the next person who writes in calling me names I'm gonna kick them up the butt so hard my toes can scratch the back of their throats so there and while I'm in the mood to pile crap on people Brendan Green issue 43 shut up you moron and girls play Nintendo too so those who disagree come see me and anyone calls me a girl dies off by the way. I finally am getting a SNES. Yay Les rules and Skull should be given to my dog Ngar, Ngar besides Zelda what is the best RPG for SNES and me mum invited you over for dinner Next Tuesday Les we're having Sonic blood in an open SKULL Head (Skull as in... well you know who). Ashley Darch WA

Unlike Ashley, I am an idiot, and the next person who writes in calling me names is probably this one...

MUSIC PLEASE

Hey Les!, Thanx for printing my letter in Issue 44 unlike Skull who has failed to print 8 of my letters!!! I have enclosed a copy of my song 'When I get my 64' with this letter, it goes to the tune of 'When I'm 64'. From the last true gamer, JM

I often spend whole weeks and months in the nude, simply for the pleasure it gives to my pet wallabies. Nursie tries to cover me up at crucial moments, but I usually manage to sneak out when it matters.

SICKOS

Dear Les, I'm sick of writing and not getting my questions answered so if you don't print this letter, I'll write to Skull or change magazines. So there. Anyway, I'm a bit of an RPG fan but only have Zelda 3 and Secret of Evermore and since I've finished both I want a new challenge. What good RPGs are there? And how much would Final Fantasy 3 cost (import)? And when are you gonna review Terranigma and Lufia 2? Yours 'sitting-here-waiting' Daniel, SA

Well Daniell Don't take that tone with me! I'm a bit of an RPG fan myself, in fact I never eat anything else when the weather's like this. Ed tells me that Terranigma and Lufia 2 were delayed a bit, but we'll put them in a space before the world ends as they're soon to emerge.

HELLO

Hello Les, If you are playing a two-player game by yourself in an arcade and someone comes along and puts a lot of money in and beats you, press your Start button lots of times. And run away.

I have some questions:
1) What percent did Killer Instinct get on Game Boy?
2) In a future issue, could you put in a book full of up to date cheats, kind of like a cheats bible?
3) Your mag is excellent, but it would be even better if you gave it a few more pages.
4) Bye!
CM

101

Dear Les, Please DO NOT say Last Issue on issue 100 please. Unknown 2, Vic

Hello. Hello. Hello, is anyone out there? I'll give it lots of percentages, about 91, and I'd give it more pages if I had the paper, and I'd give it more cheats if I had the naughtiness, but I can't, shan't and slant like a plant in France.

SECRETS

Hi Les You know that secret I told you, you betta not have printed it up because that secret was top secret because if our secret got out it would spell disaster for me and my friends and we would be exposed and made fun of so for my sake (and reputation) please do not I repeat do not expose us because it could embarrass us something severe o.k.
Yours crapfully
Matthew Coalcher, NSW

I won't tell if you don't tell, but I'll let you have the secret of excellent toast for a small fee.

I'll just say what ever comes into my head then shall I? No chnage there then.



HUNGRY? MARIO'S RESTAURANT FROM THE UNKNOWN ARTIST.

When I get my 64

When it's yer birthday,
receiving your gifts,
many months from now.
Will you still be sending me
boring clothes,
action figures, both of those?
If you had sent me, money to
spend,
would you care at all?
Will Sony still beat me, will Sega
still lead me,
When I get my 64?

Playing in 3D, all of the way,
seems like reality.
The Sega and the Sony can't cope
with this,
magazines rate them as 'worthless'.
Flying an aeroplane, driving a car,
who could ask for more?
Will Sony still beat me, will Sega still
lead me,
when I get my 64?

Holding the C-Pad, three different
ways,
changing point of view.
Saving all your good games on the
memory cards,
to prove to all your friends it wasn't
so hard.
Invite all your mates in, give them a
game,
leave them open jawed,
Will Sony still beat me, will Sega still
lead me,
when I get my 64?

By the last true gamer.
© Copyright 1996
You've made me start humming JM.

KIWIS WITH ATTITUDE

Dear Les,
Word Up GI Here's a letter across the
Tasman you can get your teeth into.
Last month I bought my first NMS
magazine since I was collecting them
back at issues 12-20. I see that there
has been a mighty facelift which I am
quite glad to see. Firstly I am just
wondering what sort of system does
the crew at NMS use to publish the
magazine as I am quite impressed at
those graphics. The bad news over
here in Kiwi land is that the long
awaited Nintendo 64 is not going to
arrive until March 97 which I think is
a 'Total bummer man' if you know
what I mean. I myself have a
Pentium 166 which I am quite happy
with, I am wondering how does the
N64 compare with my computer. I

am expecting
for you to say it is
better because the
Pentium only has a 32-bit chip
while in Issue 42 it had said N64
has a 64-bit chip. With Sony and
Sega with their CD machines and
N64 which is cartridge based how
does the cartridge system on N64
work, CDs can hold a max of
688mb, how much can cartridges
hold and what advantage do they
have over CDs other than speed?
Lastly I would like to know if N64
will have any accessories.
Hopefully your attitude towards
Kiwis won't stop you from putting
this in your mag, so keep up the
good work. Later G.
Yours sincerely,
Pradeepa de Silva (SRI LANKA
RULZ!!!)
Auckland

Sri Lanka rhymes too!!!
We all have macs, but we don't all
wear them. Wait a little bitty and
we'll tell you all about the 64th;
wide it is and how long it is, how
bits are, why it is and what time of
day God plays it. Next month, next
time, next...

PLAY TIME

Dear Les,
I am writing in complete ecstasy. On
Friday the 15th, I thought I'd pop
over to the Home Computer Show in
the Melbourne Expo Centre. I'd read
in the paper that they had a
Nintendo set-up there. "Hmm," me
says to myself, "I wonder if they've
got any Nintendo 64s on show." I
was okay (better with 2 players) and
waiting to be played! Wave Race 64
PilotWings looked pretty boring to
me. But Mario... let me say it again.
MARIO! SUPER MARIO 64! You can
see pictures, you can even see you
videos, but nothing can prepare you
for the sheer magic that flows
through that legendary controller.
The immense 3D world really has to
be played to be believed.
It's very responsive, which means
that it'll take a little getting used to,
but just to be able to play in a
completely 3D world is just
incredible. I've already started
saving for March 1st (or February
28th if I order one) and I

The object of my desire is a small and coloured thing,
It glows amidst the daisies as the fireflies start to sing,
I wish I could release it but I cannot let it go,
For nurseie would find out and let the senior doctors know.
Learn to love Les, write him a line or a wiggle

Winga-wanga-
wanga-wanga-
wanga-wanga-
wanga-wanga

Les, NMS, PO Box 14225,
Melbourne, MC Victoria 8001
email: catalyst@popmail.dircon.co.uk

wouldn't
miss it for the
world! Well done,
Nintendo. Great form of
advertising!
Peter Jenkins, Vic
PS I do not work for Nintendo. I am
just an avid fan.

I don't work for Nintendo either, and
I'm an avid fan of jelly and banana-
flavoured custard. When they let me
play on the 64 I had a very happy
time indeed until the time came to
take me back for my tea. We didn't
have jelly that day, but I managed to
get nurseie to smuggle me some in
under her apron, and I still
remember the fun I had getting it
out.

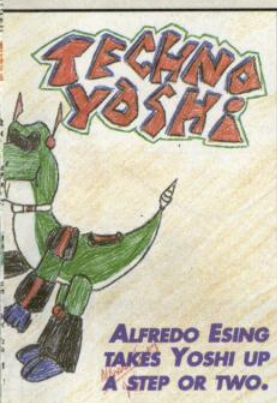
POO-EM

To Les,
I have a poem -
Blood is red the skies are blue,
Les rules this mag and Skull
smells of poo,
and you live in a mansion
and Skull lives in a shoe.
Ben Jennings, Vic

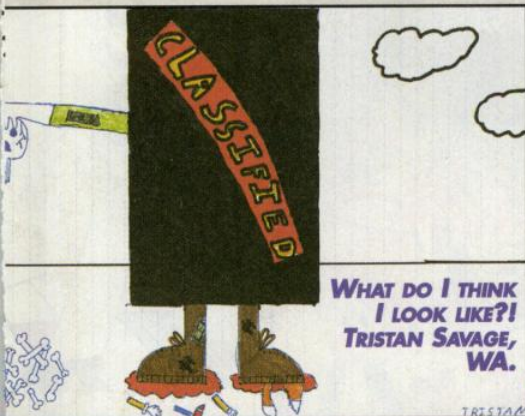
How right you are Ben,
except that I sometimes
smell of poo myself
and have to be hosed
down. Don't you just
hate that?
Sometimes I'd
trade my
mansion for a
shoe if it didn't
have bars on
the windows.
Still, I have a
plan to
escape, but
that's
another
secret.



A.M. SOKOL, WA.



ALFREDO ESING
TAKES YOSHI UP
A STEP OR TWO.



WHAT DO I THINK
I LOOK LIKE?!
TRISTAN SAVAGE,
WA.

Skull's Graveyard



Hello Skull,

Yet again my beautiful defacto, Alexandria and I were reading your magazine when suddenly it flashed at us. We'd like to flash at you Skull... totally nude. Alexandria and I would like to know if you sleep Nude... we do. And also, when Ultimate... nude... err... Mortal Kombat finally comes out on the SNES will it have Nudalities... oops sorry I mean will it have playable Nude... Noob Saibot. We love him don't we darling... darling

don't lick the dog there! Anyway, I'd better stop Alexandria from licking the dog. So Au Revoir, Monsieur Skull. Nigel and Alexandria. P.S: Don't sneeze with your mouth closed.

Don't sneeze with your clothes off either, the results could be worse!

Hi Skull,

I don't just criticise you I criticise readers too. First on the hit list is George the so called Nintendo Master. Hey George I finished DKC2 inside 2 days I swear. Danny got DKC 6 months before me and I finished it before him. I have finished MK3, MK2, MK1, Bubsy, Super Mario World, Yoshi's Island and True Lies etc so I am the Nintendo Conqueror, the Master of every Nintendo system. You are a piece of %<?! compared to me and I also swear this on Skull's grave. Oh I almost forgot I have a N64 and I finished Super Mario 64. I swear this as well on Skull's grave coz I brought it over with me from America. I love criticising you the most Skull coz you have those comments that I write back and answer. I also finished KJ2. When you beat Gargus he... well I'm not going to wreck the ending.

Who's your favourite character? do you think there will be a KJ trilogy? The Master.

All you gotta do is criticise... What do you give the kid with everything? A good smack?

Dear Skull,

It is the brilliant bones like you that keep this country running. I am assembling a ferocious army (my brother, my sister, 2 of my friends and myself) to completely and utterly destroy all of those yellow-bellied, double-crossing sidewinders who are low enough to actually look at a, a, gee I hate to even say it but - a Segal! So if you really hate Sega (or just like Nintendo) I suggest you write in to Skull's Graveyard and tell all those jerks out there what you think of them.

P.S. If you are reading this Mark Hurtz, you are my Hero. From a Sega-hating Nintendo fan, Cunderdin, WA.

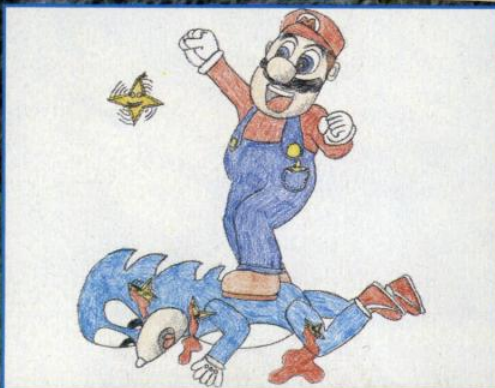
We get heaps of letters from both camps: luvas and haters of Sega. Which ever one you fall into, I love a good battle so I'll save some space for all of yas. Here's one...

Die Skull!!!

Hello Skull you calcified skumbag!

I am the Sargent of Sega, my friend Corporal Andrew has written in to your mag what he

I'VE COME OUT OF MY COFFIN FOR ANOTHER RAZZ THROUGH YOUR WITTY DITTIES AND OFFENSIVE REMARKS. SOME OF YOU SEEM TO BE GETTING INCREASINGLY UPSET BY THE MARIO-KILLS-SONIC PICTURES, WHICH MAKES ME SUSPECT MORE THAN A FEW OF BEING CLOSET HEDGEHOGS. IN RESPONSE I'VE INCLUDED A COUPLE MORE JUST TO SPITE YA. WE OUGHTA' INCLUDE SOME REVIEWS OF SEGA AND PLAYSTATION GAMES TO SPREAD THE RANGE AND UPSET SOME OF YOU EVEN MORE. THAT'D BE A LAUGH!



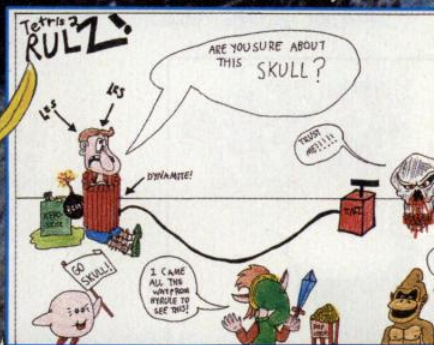
SIMON LOWE, NSW



CRAIG BURKE, WA

DALE CROOK, SA

STEPHEN & CLAIR BURROWS, WA



GURHAN KARAYEL, VIC



said is true – we have all your men under surveillance you bonehead! We execute them, chain them up and kick them then we feed them to a giant three headed dog. Watch out Skull You may be next!!
Ha Ha Ha Die Skull Die!!!
From Sargent Craig, NSW
P.S. Print or Die!!!

Hedge heads! What'd I tell you about them? So Sega's the bizz is it? Keep your eyes out for what's gonna happen in the next few months. Write to me again when Sega's sunk by the Big Black Beast!

Dear Skull
This is your cousin Funnybone. and I am writing to you to tell you that you are in my will. I am leaving you my entire collection of Sega magazines, my Megadrive and Saturn. I pray that you will eventually turn to Sega for it rules the video gaming world and Nintendo can never beat it. If you do not turn I will personally hunt you down and kill you.
Yours in death,
Funnybone

Funny Ha Ha!

To Skull
Hi I'm Matthew John Coulcher and I am not very fond of you, and yes I'm on Les's side and why don't you just stop it. I liked this magazine before you came into it, it was like a wonderland then you and the evil empire came along and turned this wonderland into a nightmare. Yours sincerely
Matthew John Coulcher

Bring back sweetness and harmony eh? What good ever came from being nice to people? Oh yeah, OK, maybe that! But listen up, I was here before any of the others were even thought of, and I'm stayin' beyond their limited lifespans. So boils!

To Admiral Skull,
This is a routine transmission, Stardate 6208.3, Fox McCloud reporting. I'm pleased to inform you that the planet Mobius, as a result of the action taken earlier, is now a small belt of asteroids and radioactive dust, orbiting an insignificant red star which is itself doomed to fall into a nearby Black Hole within two stardays. Unfortunately, it is rumoured that a small blue spiny creature escaped before the detonation. However, I regret that as a result of the actions of

this creature, who apparently doesn't know how to pilot a space craft, the StarWatch station was damaged in a crash. While the damage is repaired, I request these questions to be answered:

1. Whatever happened to Starwing 2 on SNES?
2. Is it possible that another Zelda game may materialize in this sector of the galaxy to keep the SNES going strong?
3. I have heard of a new RPG called Terranigma, which will be released soon. Any information? Farewell sir, for now I must go and remove this blue arm from the docking bay wall.
Fox McCloud
StarWatch Space Station,
Lylat Solar System

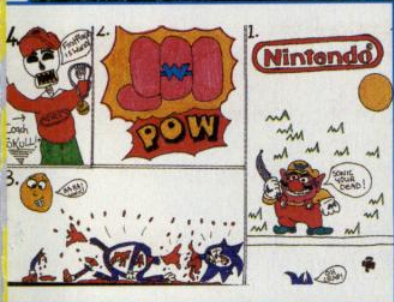
1. Good question!
2. No new ones planned for the moment, but watch out for Zelda on the N64. Same goes for the above.
3. The release of Terranigma was delayed by a couple of months, but it should be out by the time you read this and the guys are battling with its many terrors as we speak. There'll be a full review comin' up very soon.

Lord Skull
So ya like Crossroads by Bone Thugs-N Harmony. Hu. Well I'm the leader of their fan club. Enough about music.
1. Have you your own web-site?
2. Put in more Mario 64 posters.
3. If I give you \$2.00 will ya print my picture?
4. Do you like cats?
Chris Harrigan and R.L.Stine

1. No site, no sound.
2. Wait an' see.
3. No! But send it anyway!
4. Yes, but only on toast.

Hi Dad!
It's your son, Skeleton Boy!
As we have never seen each other, can ya tell me how I play as Eyedol in KI GB?
K-ya!
P.S. Dad, you didn't find me in the pond!

Look boy, stop pesterin' me at work will ya? Did your mother put you up to this, er... er... er... ever she is... er... Son, what son, I don't have a son! No Siree, not me!
Hold down Right and press Select, Start, B, A, at the Versus screen. Go away!



THE DEATH SHOP BOYS





Nun the Wiser

Greetings to ye's, me dirty little bundles of joy, it's yer favourite Nun back again with all de tricks of de trade to help you rest easy in yer beds at noight! Now, with this being the month of love, Ol thought it was about time I spread a little happiness around dese dark, dismal offices. Ol've been sending Valentine cards to members of the team courtesy of each other, young Skully found a box of chocolates on his desk

from Mr. Les. He says he'll eat dem as soon as they come back from de lab, but de others haven't stopped arguing since. That's what happens when you try to spread a liddle love and happiness amongst social deviants, but such is de lot of a woman of de cloth. Anyroads, I've been searching through the blns again and found a few wee gems on Squaresoft's Secret of Evermore.

NMS,
P.O. BOX 14225,
MELBOURNE,
VIC VICTORIA 8001.

Secret of Evermore

Prehistoria

- LEVITATE** The Witch Doctor will give it to you on top of the volcano.
- HEAL** You'll get this spell after you defeat the Viper Commander.
- CURE** After defeating Thraxx, go to Strong Heart's hut.
- DEFEND** Return to Fire Eyes' village and go to the top right hand corner. Then walk into the bushes to get it.
- SPEED FLASH** You'll find this in the Viper's volcano. Received from Fire Eyes at start of your adventure.
- HARD BALL** Found in Bugmuck from an alchemist.
- ACID RAIN** After beating Thraxx, go up to the ledge then right to pick this one up.

Antiqua

- REVEALER** Maradious will give this one to you.
- REVIVE** You'll get this one from Blimp.
- BARRIER** You'll pick this up from Horace in his palace.
- ESCAPE ATLAS** Yet another treat from Maradious. Go to Nobilia Square and enter one of the shops, then go up and right in order to find this one.
- STING** You'll find this in the Desert of Doom in one of the Oases.
- CRUSH DRAIN FIREBALL** Blimp will give you this. Found on the right bank.
- DOUBLE DRAIN** This is hidden in the wall in the Hall of Colossus.
- From the same person on the right bank.

Gothica

- SUPER HEAL** You'll get this after playing a game with Nazeris, the cleverest boy in Ebony Keep. This is found in the Dark Forest.
- ONE UP** In the air vents of the Ivory Tower.
- FIRE POWER** Fight Gnomi's Dragon friend and you'll receive this. This is found in one of Tinker's bookcases.
- LIGHTNING STORM EXPLOSION** This is found in the sewers of the Ivory Tower.
- CORROSION** Found at the back of a house in Ebony Keep.
- REGROWTH** Go to Lance's house and go up to the second floor. Walk up to his treasure chests, but don't open them. Now go back down to the first floor and Lance will appear and give the spell to you.
- LANCE** Found on Tinker's Beach.
- SLOW BURN MIRACLE CURE** Go back to Strongheart for this spell.

Omnitopia

- NITRO STOP** Found on Tinker's Beach. Discover this in the second energy core.
- REFLECT** The robot in the junkyard will give this to you.
- CALL UP** Professor Ruffleberg gives it to you.
- ENERGIZE** Another little bonus from Professor Ruffleberg.

TIPS & TACTICS

Nintendo® Game Gurus

The Guru's hotline has been at boiling point this month – so much so that Justin's had to have skin taken from various parts of his body and grafted on to his singed ears! So, if a game's testing you too much, just give 'em a bell.

Does anyone have a third Danger Move in Killer Instinct?

Yes, Riptor. To perform the one that's not in the manual press Forward, Forward, Back, FK and a half circle from Back to Forward, then press MP.

In Secret of Evermore, I am looking for the Diamond Eye in the Great Pyramid. I am at the top with my dog, but I can't get through the Blue Gate.

You need to get the dog to stand on one button and you need to stand on the other.

In Super Metroid, there's a statue in Crateria that isn't alive – what do I have to do with it?

After defeating all the other bosses, this will take you to the last stage of the game.

In Secret of Evermore, I am in the Hall of Collosia and I can see an arena. Here I need a heavier spear – what is it and where?

The weapon is the Bronze Spear and you'll find it in the top right section of the Hall.

In Link's Awakening, how do I get the Boomerang?

Once you've received the Magnifying Glass, go to the Torombo Shores and use it to find the Goriya (a

creature with a sad face) and trade the Shovel for it.

In Illusion of Time, how do I defeat Solid Arm in the My Secrets area?

Walk on to the right conveyor belt and as the boss approaches hit him once or twice. Now get off the belt and

avoid his attacks, and when he comes towards you go down and right to the right conveyor belt. Keep repeating this until he dies.

How do I get the Spring Ball in Super Metroid?

After getting the Space Jump, go to the bottom right hand corner of Maridia and you'll find a room with a metal

creature and a wall of sand on the right. Don't shoot the creature, instead drop a Power Bomb to destroy the

wall. Avoid the creature as it eats through the sand and reveals the Spring Ball.

How do I defeat the boss in world 1-1 of Super Mario Bros. 2?

Jump on the eggs that it spits out, then pick them up and throw them at him. Repeat this three times and you should see him off.

In Mortal Kombat 2 how do I get more Fatality time?

Go to the Character Select screen and then press Up, Up, Left, Up, Down and finally hit the Select button.

In Cybernator, is there a trick to getting the Napalm Gun?

Yes, you have to begin the first stage without killing any minor enemies, then stand directly beneath it and

fire upwards. If you defend it without killing any other enemies you'll receive the Napalm, and if you survive the next level you get to keep it.

1902 - 241 001

Call the Hotline Number for Tips & Tricks, Games Reviews, Technical and Gameplay help, and details of up and coming NMS issues and contents.
7 days a week, midday to 9 p.m.

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A higher rate applies to mobile and public phones.

Nun the Wiser

Tips lolke
ye's never
seen before!

SUPER NES

DONKEY KONG COUNTRY 2

Mainbrace Mayhem

At the start of Mainbrace Mayhem choose Dixie and jump over the Click-Clack, then jump over the edge. While in mid-air do her helicopter spin and when in line with the sail go towards the left hand side to find a barrel that will launch you to the end.

Gangplank Galley

At the beginning of Gangplank Galley choose Dixie and team up on the second highest barrel. Then jump while in mid-air, and hurl your partner upwards to discover the short cut. Hurl your mate up and across to find a hook, then just jump from hook to hook until you get the DK coin.

Topsail Trouble

At the start of Topsail Trouble forget about Rattly and swap around to Dixie. Then jump and helicopter spin towards the right hand side over the gap below the beginning. A barrel will appear out of nowhere and launch you to the end.

Lava Lagoon

At the start of Lava Lagoon go up to the first Klampon kill him, then go the edge and team up (it doesn't matter where you are). Hurl upwards and if this doesn't work team up again and jump and hurl.

Squawk's Shaft

At the start of Squawk's Shaft get your letter K and choose Dixie. Run up and jump, then helicopter spin over to a barrel which will launch you to the end.

YOSHI'S ISLAND

Mini Battles

While in the Map Screen, hold Select and push X Y B A release Select and mini battles will appear.

2 Player Mini Battles

Who said SMW2 wasn't a 2 player game!? On the Level Select Screen, hold select and press X X Y B and A for two player mini battle mayhem!

STAR WARS

99 Lives

X Y B B B X A Y Y B A X Y

Skip to Final Battle

A X B A Y X B A A X B B Y X

Unlimited Thermal Bombs

A X B X X A Y

Start with all Jedi Powers

X B B Y X X A A X

All these are done at the Title Screen (Start Game Options Password) with control 1. If you do it right Darth Vader should say "Impressive".

EQUINOX

Invincibility

At the Title Screen press
L L R R L L L R R R L L R R L

DONKEY KONG COUNTRY

Tougher Game

Any level that has a cave at the beginning can be made harder by jumping on the cave 5 times. Finish the game in under one hour without the loss of a life and you can play the original arcade version of Donkey Kong.

MICHAEL JORDAN: CHAOS ON THE WINDY CITY

Extra Lives and Level Select

At the Password Screen enter
1 2 3 4 5 6 7 8 9 9 9

TIPS & TACTICS

PRIMAL RAGE

Cheat Menu

At the Title Screen press
L L L R R R L L L R R R L R

LION KING

Invincibility/Level Select

At the options screen type BARRY!

TRUE LIES

Level Codes:

2	BRMKNRD
3	CXGJMQC
4	FVJBKXF
5	HCHOXVH
6	FBJNDEN
7	HJBGBJC
8	JFFFZHB

SUPER PUNCH OUT

Sound Test

When the Nintendo Logo appears take controller 2 and press and hold SELECT. Then press and hold both the top L and R buttons. Now release SELECT.

BRUTAL

Play as Dali Llama

At the Title Screen press X A B A left A on the character select screen. Dali Llama will appear to the left of Kung Fu Bunny.

CLAYFIGHTER 2

Play as Spike, Thunder and Ice

Do these on the Main Screen

Spike

Hold R, press X B B A Y Left A

Thunder

Hold Up-Left, press Y B X B B X A

Ice

Hold B, Press Up L L L Right

MECHWARRIOR 3050

Passwords

Level 2:	65C816
Level 3:	BIGBND
Level 4:	FSPRNG
Level 5:	YHWXII

SUPER MARIO WORLD Music

On star road don't touch anything for a few minutes and the original Super Mario Bros. music starts playing. How nostalgic! Sob, sob.

TIPS & TACTICS

Tanks to all ye's
luerlies who sent in
dese and other tipsies.
Oiy send me blessin'
to ye all!

Nun the Wiser

BUBSY THE BOBCAT

Level Codes

4	MBKRLN
7	STGRTN
10	MSFCTS
13	TGRTVN

MORTAL KOMBAT 2

On the Character Select Screen:

Go straight to Shao Kahn

R U U R L L, SELECT

Kill opponent in 2-3 hits

D U R L, SELECT

15 second finish him

U U L U D, SELECT

SECRET OF EVERMORE

One-Up

Go on the Dark Forest until you find a sign that says "Take heed and go no further". From here go right one screen, down 2, left 1, down 2, and right. Another sign should say "Camp on the banks of the Great Green Limpopo River". From here go right 2, down 2 and left 1. A sign should say "Souvenir spoon pounding-factory, 5 furlongs, tours daily". From here head down 3 and left 1, an Alchemist will give you a One-Up.

Also if you want slow burn, look in Tinker's bookshelf. Fireball is found in the Hall of Colossia where you fight Mad Monk. Go to the bottom left and enter the wall.



Ashley Barry, Qld
Callum Thomson, Rainbow Beach, Qld

Carl Rusbridge, Strathfieldsaye, Vic
Allan Davey, Mordialloc

Kieran Cocks, Auckland, NZ
David Rowell, Templestone
Leo Price, Qld

GAME BOY

DONKEY KONG LAND 2

Stage skip

At Lockjaws Locker, hop in the water, go right until you hit the crates then go down. While you are going down press right. When you enter a box go down then go left. Go through the bonus stage then swim right and jump on to the crates on the left side, then jump on the spring.

KILLER INSTINCT

Fight as Eyedol

Be anyone you feel like, on the vs Screen hold right and press Select, Start, B then A. If the cheat works you will hear a rising sound.

STREET FIGHTER II

Moves:

Ryu

Dragon Punch: $\rightarrow \downarrow \searrow$
Fire Ball: $\downarrow \searrow \rightarrow$ B
Hurricane Kick: $\downarrow \nearrow \leftarrow$ A

Ken

Same as Ryu

Chun Li

Lightening Kick: A Rapidly
Fire Ball: $\leftarrow \nearrow \downarrow \searrow \rightarrow$ B

Blanka

Electric Thunder: B Rapidly
Rolling Attack: $\leftarrow \rightarrow$ B

Zangief

Quick Double Lariat:
B & A Simultaneously [Short]

Guile

Sonic Boom: $\leftarrow \rightarrow$ B
Flash Kick: $\uparrow \downarrow$ A

Balrog

Dash Straight: $\leftarrow \rightarrow$ B
Dash Uppercut: $\leftarrow \rightarrow$ A

Sagat

Fire Ball: $\downarrow \searrow \rightarrow$ B
Low Fire ball: $\downarrow \searrow \rightarrow$ A

M. Bison

Psycho Crusher: $\leftarrow \rightarrow$ B

TIPS & TACTICS

NINTENDO 64

MARIO 64

Infinite Lives

First enter any Bowser level. The first Bowser is the best to perform this trick. Let Bowser breathe fire and then run to a nearby spot. Once he tries to attack you again, run over and collect the coins he drops. Repeat this pattern until you reach 1,000 coins. Once achieved an "M" should appear by your lives. From now on when you die you get an extra life and when you get a 1up mushroom you loose a life.

Kick Wall:

Whilst sliding down a slope, jump up, kick in the air and pull back while kicking. Repeat to go up a slope.

Find Yoshi

Once you have 120 stars you'll be able to use a cannon outside the Castle to shoot you to the Castle roof. There you'll find Yoshi, and he will give you a 100 lives and a new triple jump.

Refill life metre

On water stages or a stage with water, if you are badly damaged, jump in the water to refill your life meter.

Survive a fall

When falling from a great height, watch your shadow to see how close you're getting. When you get low enough, do a bounce or a butt stomp and you won't lose energy

Mad Mummy Penguin

In Stage 4 once you return a baby penguin to its mum take it a second time and see what happens. Careful though!

Nun the Wiser

Tips & Tactics, NMS,
PO Box 14225, Melbourne,
MC Victoria, 8001

email:
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It's coming...



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BACK ISSUES



ISSUE 36: March
SNES: Spawn, DKC2, Primal Rage, Micro Machines 2, True Lies, Earthworm Jim 2, MegaMan 7, WWE, Hungry Dinosaurs, Frank Thomas Big Hurt Baseball, Foreman For Real. **GAME BOY:** Mickey Mouse V, Micro Machines 2.



ISSUE 43: October
RPG SPECIAL
SNES: Super Mario RPG, Pinocchio, Secret of Evermore.
GAME BOY: Dragonheart, Pinocchio, Zelda - A Link To The Past.

ISSUE 37: SOLD OUT



ISSUE 38: May
SNES: NHL '96, Breath of Fire II, Final Fight 3, Weaponlord, Yoshi's Island, TinTin in Tibet, Doom. **GAME BOY:** Return of the Jedi, Tetris Blast.
ARCADE: Killer Instinct 2.
N64: PilotWings 64, Zelda 64, Super Mario Kart R, Wave Race 64, Body Harvest, Shadows of the Empire, Buggie Boogie, StarFox 64, Kirby Bowl 64.



ISSUE 44: November
SNES: Donkey Kong Country 3, Kirby's Fun Pak, Power Piggs of the Dark Age, Wario's Woods, Mortal Kombat 3.
GAME BOY: Donkey Kong Land 2.
N64: Turok: Dinosaur Hunter, Super Mario 64, PilotWings 64.

ISSUE 39: SOLD OUT



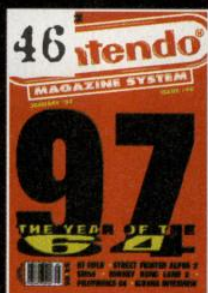
ISSUE 40: July
SPORTS SPECIAL
SNES: Ken Griffey Jr, Foreman For Real, NHL '96, Olympic Games, 90 Minutes Soccer, PGA '96, Super International Cricket. **GAME BOY:** Olympic Games, PGA '96, NHL '96. **N64:** Wayne Gretzky's 3D Hockey, Turok, Wave Race 64.



ISSUE 45: December
SNES: Prince of Persia 2, Donald in Maui Mallard, Toy Story.
GAME BOY: Wave Race, Kirby's Block Ball, Tetris Attack, Baseball.
N64: Super Mario 64, Wave Race 64.

ISSUE 41: SOLD OUT

ISSUE 42: SOLD OUT



ISSUE 46: January
SNES: Street Fighter Alpha 2. **GAME BOY:** Pocahontas, Donkey Kong Land 2. **N64:** Killer Instinct Gold, Super Mario 64, PilotWings 64.
Features: Iguana Entertainment Interview.

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ISSUE 47

NINTENDO⁶⁴



“It’s the best
thing I’ve
ever seen.”

—GOD

“The most fun since I created the earth. Nintendo 64 is, well, 64 bit. Which means it’s three times more powerful than any other system. Mightier than most home PCs. And the hand controller has a joystick, so I have complete freedom to move around in the 3D universe. Praise be.”

out there March 1