

TIPS-20 PAGES

Nintendo

MAGAZINE

**ARE YOU
READY
BOYS?**

KILLER INSTINCT GOLD



**MAY '97
ISSUE #50**

**MORTAL KOMBAT TRILOGY • CRUIS'N USA
DOOM 64 • HEXEN • BLAST CORPS • MARIO 64
SHADOWS OF THE EMPIRE • PILOTWINGS 64**



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up front

GOING FOR GOLD

It's our golden anniversary this month! Well kind of. 50 glorious issues and still going strong. Thanks to all of you for your support and here's to the next 50!

CLASH OF THE TITANS

This month sees the first fighting forays on the N64. Killer Instinct Gold and Mortal Kombat Trilogy must be two of the most eagerly awaited releases since March. If you're a beat 'em up fan you'll probably fall into one of the two camps, either a die hard Killer or a kommitted Kombatant. Will the new games make you swap allegiances? You decide - we give them both a thorough going over.

YOU SAW IT HERE FIRST

More and more titles are going into development for the N64 and we take a close look at those nearing release with our exclusive previews. Wayne Gretzky 3D Hockey puts you right at the heart of the action on the ice. Doom 64 looks to be even better than its predecessors and Hexen is another shoot 'em up PC conversion. Blast Corps has to score highly for sheer originality and, let's face it, we've all wanted to knock down buildings at some time, even if it was only the local high school. In the news we reveal some more of the 64-bit titles nearing completion; Mission Impossible, Dark Rift, Top Gear Rally and Zelda 64 (which looks incredible). They'll all be well worth the wait.

HELP IS ON ITS WAY

Also this month we start our Shadows of the Empire playguide for those of you struggling with Dash's adventure. We also help you through Class P of PilotWings 64 and lead you into Shifting Sand Land and Dire Dire Docks in the latest instalment of our Mario 64 guide.

DON'T FORGET

As we told you last month our new address is: **NMS, PO Box 734, Crow's Nest, NSW 2065.**

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Space kinda vibe. All the Challenge points and other stuff in the first five levels.

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jump to the N64?**



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COMPETITIONS TERMS AND CONDITIONS

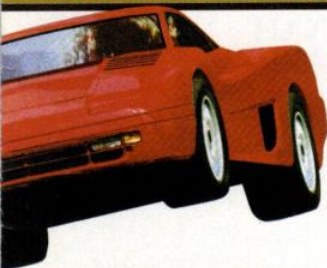
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INSTINCT GOLD

Nintendo's latest beat 'em up release blasts on to the N64. This is the game you've been waiting for.

CRUIS'N USA



A race across the USA in the car of your dreams.

COMBAT TRILOGY

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THANK YOU!

Rachelle Connor and David Yarnon at Nintendo Australia and Beth Llewellyn at NOA; Tim Anderson at MadMan and Jonathan Alley at Siren; Chris Noone and Zenna Katsikaris at Roadshow Interactive; Simon Smith-Wright at Acclaim; Marianne Collopy at UIP; Simon Farmer at Rare; Tom Sarris at LucasArts; the team at GTi/Midway/Williams; Helen Taylor at PolyGram.

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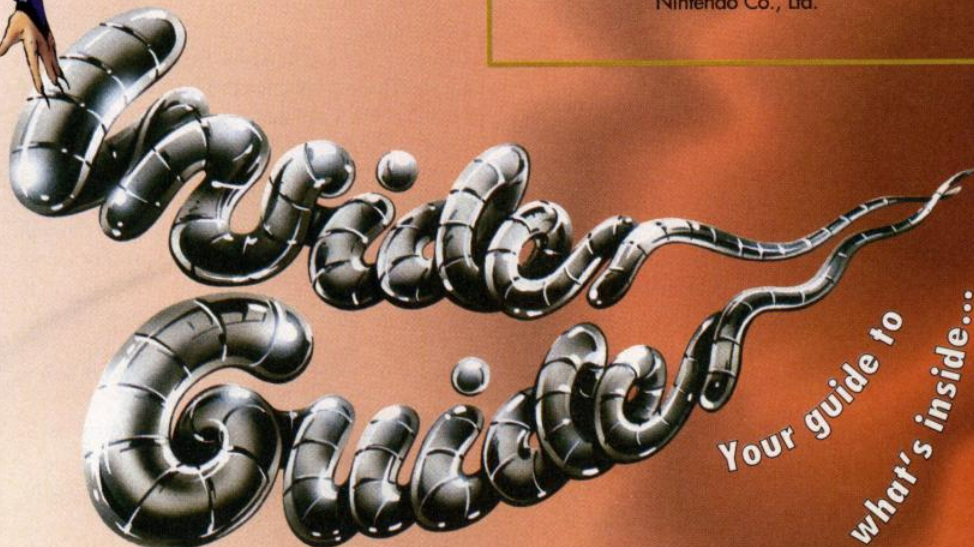
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Your guide to
what's inside...

Write off!

Got a gripe? What about some suggestions for tomorrow's games? Only you know what you're thinking. Write or email us before you kick the cat. We're big, we can take it. We'll also put it in if we can find the room.

Write off!
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INTERNATIONAL

To NMS,
Why is that Mario Kart is available on the Nintendo 64 sold in Hong Kong? I would like to purchase this with the 64.
I have also heard that there will be an international version of the Nintendo 64 possibly being sold. Is this true or not? This would be good because then one is not restricted to country. eg. I am in Australia now, but will be going to America for a couple of years. This means that if I purchase the 64 in Australia, then I can't play the games in America, and even worse, can't buy games in America which would probably be cheaper than their Australian version. Will all the new releases be published when they become available. I have missed out a few times on games (GB) due to the fact the games aren't available when they are supposed to be.
Sincerely,
Gary Snowden.
Monash University

Mario Kart 64 will be available in Australia in June. Different countries get different release dates, usually Japan first, then the US and then Australia, Europe, etc. The carts you saw in Hong Kong were probably US or Japanese. There are different machines for different countries because of the different TV systems used around the world, PAL in Australia and Europe and NTSC in Japan and the USA. There are no plans to produce an N64 that matches all TV systems, so you won't see an international N64, one problem being the different signals each uses. Game release dates have become very elastic as producers struggle to complete full versions of games within schedule. Australia doesn't get every game that is released, partly because some are only available in NTSC format, and sometimes because a distributor can't be found.

HOW DO I...?

Hi,
My name is Nathan MacGregor and I'm a 19 year old University student at Newcastle NSW. I got your E-Mail address and considering I never get my letters answered by them using normal mail (snail mail) I'm hoping this way I will get my question answered!
My question is, how would I go about becoming a Nintendo game counsellor? The guys and gals that you call with your problems on your Nintendo game and they fix it. I've finished many games perfectly and I've recently bought the N64 with Mario 64 and had that finished perfectly in

less than a week. I'd like to think I'm qualified and was hoping you could send me some information on how I'd go about becoming a game counsellor.
Thank you for any help.
Nathan MacGregor :)

We've had a few letters of this sort, either asking about working for Nintendo or for a games developer. Nintendo were advertising for a game counsellor a couple of months ago on their web page and they regularly advertise this way. They described the position as suiting a video games fanatic who wants to be PAID to play games for a living. Sound like your kind of thing? This position's been filled now but if you're interested in a career in this direction then keep checking the web site and the papers.

As for the qualifications required to become a game programmer, we spoke to Guru Justin Corrigan. "Firstly, Nintendo Australia does not employ programmers as their games are mainly made in Japan, the US or Europe. The only development company I am aware of in Australia is Beam Software in Melbourne. As far as I know there is no straight out qualification known as computer programmer, let alone game designer. I'm sure development houses would look more for talent than qualification. Qualifications would also vary between companies and states. The best I can suggest is for each person to check with their local university's course descriptions and to enquire with the faculties as to their appropriation in this particular field."

In our February issue we put in a piece about Canberra Institute of Technology's course in 3D Computer Animation. For those of you that missed it, their number is: (06) 207 3100.

TECH SPEC

Dear NMS,
I've only been collecting this magazine for the last couple of months, but I think it's really good. I am saving up for an N64 and I have some questions I'd like you to answer:

1. In issue #48 it had the prices for the N64, the RF SW/RF Modulator was in it for \$39-95. Does it come with the console or do you have to buy it separately? If so, how come?
2. How come the N64 costs so much and doesn't come with a game?
3. Will the N64 price drop by around 33% in Australia, like it did in Japan?
4. Will there be any games like Tetris or Tetris 2 on the N64
5. When will Mario Kart 64 be coming out in Australia?
6. Your preview of Mario Kart in issue #48

had Donkey Kong in it; I thought it was Magi Koopa?

7. Will there be a Yoshi's Island for the N64?
- J.Teirney, Tasmania.

1. *You have to buy it separately, but only if your TV's old. The N64 comes with an AV lead that will fit most newish TVs and videos.*
2. *Because Nintendo make more money that way!*
3. *The price has recently dropped in the US too. But no plans for anything to change here as yet.*
4. *Yes, TetrisSphere.*
5. *June.*
6. *No its Donkey Kong.*
7. *Yes, see page 8 for a sneak preview.*

WRITE ON!

Dear NMS
Congratulations on this new section. I must admit I was getting fed up at the amount of rubbish appearing in the Mailbag and Skull's Graveyard sections.
Anyway it's down to business.

1. Any news on Street Fighter Alpha 2 for SNES (e.g. release dates etc.)
2. I have decided to purchase an N64 with Mario 64, PilotWings 64, Wave Race 64, Cruis'n USA, Shadows of the Empire and Starwing 64. What do you think of these games?

Finally I have one last question. In 3-4 years will the N64 be superseded by a new console? (Nintendo 128) Honest answer please.
Thanks, Ian Hunter

1. *It hasn't been given an Australian release date yet. We'll let you know.*
2. *Mario's a must of course, PilotWings is good, Wave Race excellent to play with your mates. Cruis'n less so if you want more than a standard racer, Top Gear Rally looks good but we haven't played it yet. Shadows is one of our favourites so far. Starwing looks brilliant but we haven't got our hands on it yet. See the News for more on future releases - some of the later games look to be even better than the initial batch. The N64 will be surpassed, one day, but I think it'll take a bit longer than three years. Maybe in five years Nintendo will be thinking about something new. Sony and Sega have got to catch up with the N64 before they can think about moving past.*

Retailers!

Turn to page 15 for some exciting news.

TUROK

DINOSAUR HUNTER



**DINOSAUR HUNTING SEASON
HAS BEGUN**

NINTENDO 64



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NNN



NINTENDO NEWS NETWORK

If it's in the game...

Nintendo and EA forge worldwide deal for Nintendo 64 development.



Just as we go to press news has broken of a deal struck between Nintendo and Electronic Arts. This worldwide agreement means that EA will publish a line of EA Sports titles for the N64 system.

This agreement brings together two of the video game industry's most successful companies and is sure to mean even bigger and better new sports sims for the world's premier gaming system. EA expect to have the first new titles (as yet un-named) out in the first half of 1998, except for FIFA Soccer 64 which was released last month in the States.

"The powerful combination of Electronic Arts and Nintendo working together to deliver EA Sports titles on the N64 is exciting for sports game players and presents excellent long-term worldwide market opportunities for both companies" according to Larry Probst, the chairman and CEO of Electronic Arts. "The N64 has terrific technology that offers our development teams a whole new set of features to work with."

But it's not just EA that are happy about this new arrangement. Nintendo of Japan's President, Hiroshi Yamauchi, was quoted as saying that "Quality software is the driving force behind any successful hardware system, therefore it's only fitting that we partner with Electronic Arts, the world's pre-eminent independent video game developer and publisher".

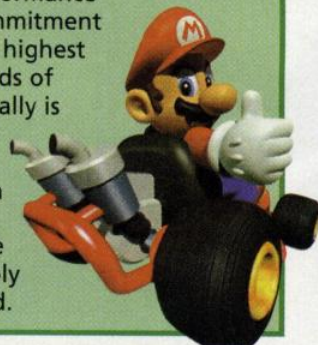
There's been much complaining about Nintendo's handling of third party games publishers in the past but this major development proves Nintendo's intentions to comprehensively support all software development for the 64-bit system. Many in the industry have been expressing concern over the lack of strong sports sims in development but now we can rest assured that a huge range of the world's best sporting titles will be available on the N64 courtesy of the experts in the field - EA Sports. As they say, if it's in the game, it's in the game!

Mario Kart 64 hits pole position

Mario Kart 64 has broken all records to become the fastest ever selling game in the US, selling over a million carts in just six weeks.

The previous top-seller (Tomb Raider for the PlayStation) sold at only one tenth of the rate of MK64 and Nintendo of America's chairman Howard Lincoln took the opportunity to re-state Nintendo's superiority: "There's no question that this performance validates Nintendo's long-held commitment to produce a select number of the highest quality games, rather than hundreds of mediocre ones". It seems that it really is quality that counts, not quantity.

Although Mario Kart 64 hit these massive sales figures in just a month and a half, Nintendo claim that they could have sold the same number in just three weeks if supply could have kept pace with demand.

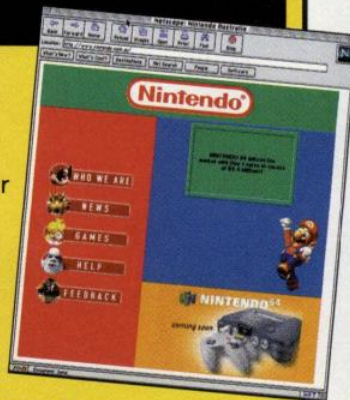


Nintendo Australia Go On-Line

For those of you with Internet access, you can now get all the latest news and gossip straight from Nintendo Australia themselves by logging on to their new Web page.

You'll find it at <http://www.nintendo.com.au> and you can get all the up to date news and game release info as well as check out the technical specs for all the machines and read the Gurus' Frequently Asked Questions section.

Nintendo are planning to update the page every week so make sure you bookmark it and keep going back.





US Nintendo 64 price drop

Nintendo of America have recently cut the price of the Nintendo 64 console right down to US\$149. This surprise move is guaranteed to pull in more hardware buyers as well as making the

machine much more competitive with its rivals the PlayStation and the Saturn. As yet there are no plans for Nintendo Australia to follow suit and reduce its price by the same amount.

64DD Japanese release date

Rumour has it that the 64DD (the N64 'bulky' drive) will not be released in Japan until December this year. It was originally thought that the disk drive peripheral would be unveiled in the US before the end of this year but if it doesn't see the light of day in Japan

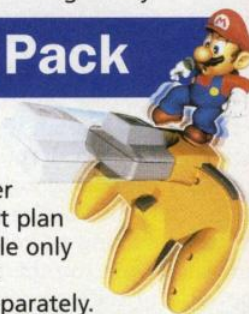
until December, we can expect a US release date of between three and six months later. As soon as we have a confirmed date we'll bring it to you.



Third name change for Jolt Pack

The vibrating N64 controller accessory designed to enhance gameplay has undergone its third change of name. It started life as the Jolt Pack, then was renamed a few months ago to Force Pack. Now it will be going by the name of Rumble Pack and should be available

to buy here in Australia by August or September this year. The current plan is to make it available only with the Star Fox 64 cartridge and not separately.



Comp Winners

In our March issue we ran two great competitions and to put you all out of your misery here are the winners.

The first comp was to win a copy of ace new SNES fighter Ultimate Mortal Kombat 3. We asked you to tell us which of the three characters we listed appears in the game. The answer was Sindel and the lucky 10 (listed here) should have received their carts by now.

Daniel Bracey, North Ryde, NSW; **Desmond Hickey**, Townsville, Qld; **Kris Butteris**, Seaford, Vic; **David Deverson**, Adelaide, SA; **Bruce Kelly**, Innisfail, Qld; **Jon Michael**, Coombabah, Qld; **John Kirton**, Stockton, NSW; **Mark Norman**, Canberra, ACT; **Graham Arthurs**, Moss Vale, NSW; **Travis Tiddy**, Queenstown, Tas.

The second comp was the last in our long line of "You're Under Arrest!" anime vid giveaways. This time we had five copies of the complete set of 4 tapes and we asked you three questions about the series. The answers were: 1a, 2b, 3c. Well done to the following five otaku:

Hong Ly, Greenfield Park, NSW; **Raymond Cummins**, Thirroul, NSW; **Matthew Cancian**, Glenhaven, NSW; **Anna Lee Ladiges**, Albany, WA; **James Scheriani**, Pascoe Vale South, Vic.

SHOW REPORT:

OZCON 97

Undoubtedly Australia's biggest single comic related event, Ozcon was another booming success this year.

Held at Sydney's Centrepont Convention Centre in March, some of Ozcon's highlights included the Australian premiere screenings of Macross Plus Part Four on Manga Video, and Manga distributors Siren's exhibition of upcoming Astro Boy episodes.

Anime & Manga

Anime remains a popular entertainment commodity with both the Siren and Kiseki stalls busy, with plenty of enquiries and business for both. Other anime players PolyGram and Madman, although not present at the festival, also did brisk business through the Siren stall.

Siren and Kiseki staff also hosted a well attended anime panel featuring Max Autohead (Issue One Comics), Amos Wong (top Australian anime journo) and Janice Tong (formerly of Next Media, freelance anime journalist).

Comics

There was also a huge amount of non-anime related material on offer at Ozcon, with local creators such as Sydney's Issue One Comics and Barossa Studios' Glen Lumsden (both Ozcon award winners past and present) on hand to sign new creations, do portraits for punters and impart advice on the comic industry.

Issue One's controversial new comic 'Hand of God' was on sale and Lumsden was in attendance after gaining a whole new profile after designing the cover for popular Australian act Mark of Cain's "Rock 'n' Roll" album. Lumsden has also been involved with major US publishers Marvel, and is currently working on Batman: Legends of the Dark Night for DC Comics.

Computer Animation

Other auspicious visitors were Jim Lee (Image Comics), Whilce Portacio (X Men), and Paul Newell and Tim McCallum from Harrow Media who hosted a workshop on 3D computer animation.

The Issue One Comics stand.



Manga Action Central - Kaew at the Siren stand!



Zero Assassin in full effect from Issue One Comics.



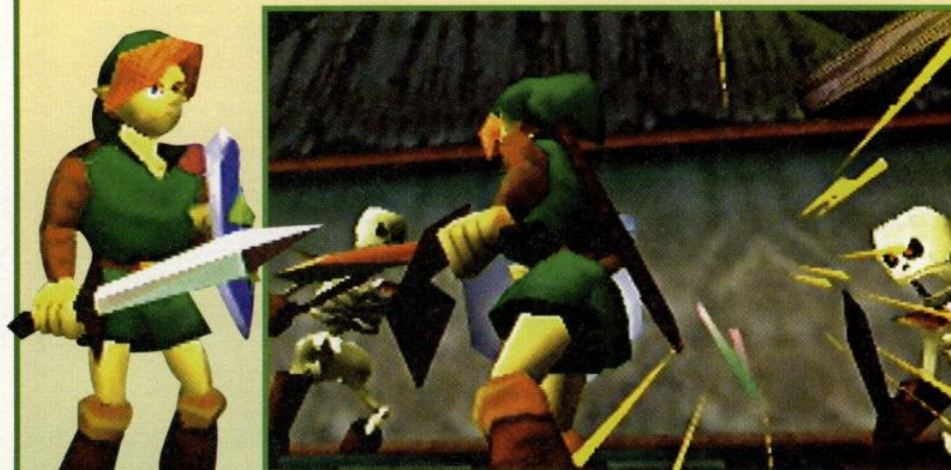
Japanese creator Kazuhiro Matsumura with Zero Assassin.



Ozcon '97 was a blast, so make sure we see you there next year!

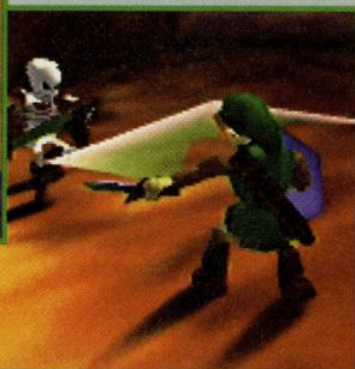


LEGEND OF ZELDA 64



Zelda 64 is perhaps the most eagerly-awaited of the latest developing N64 titles. Link has come a hell of a long way since his early career on the NES and these glimpses of life in the Hyrule of the future look very promising indeed. The game will be fully interactive (with objects and characters reacting to your playing style) and will follow the themes of the original series, but with plenty of enhanced atmospherics and 3D activity.

The latest news is that there's not much chance of seeing this beauty in its full green outfit before Christmas, particularly as it'll operate with the 64DD, and that sounds to be delayed too.



I shouldn't walk those streets in a short skirt and thigh boots if I were you!

YOSHI'S ISLAND 64

Just what are those trees made from? The graphics of the SNES version of Yoshi's Island were a departure from the norm, and the N64 version seems to follow the pattern set.

Shigeru Miyamoto is again the brains behind this one, so you can expect a quality title once more, following a similar story to one in the SNES version.

Once again, there's still no fixed release date, but expectations are high for a pre-Christmas release in Oz.





DARK RIFT



Dark Rift, from Vic Tokai, promises to be the first 'real' 3D fighter for the N64, Killer Instinct Gold having combined a mixture of 2D and 3D elements. It promises a variety of weapons, projectile attacks, throws and even juggling, with a full range of characters in a variety of settings.

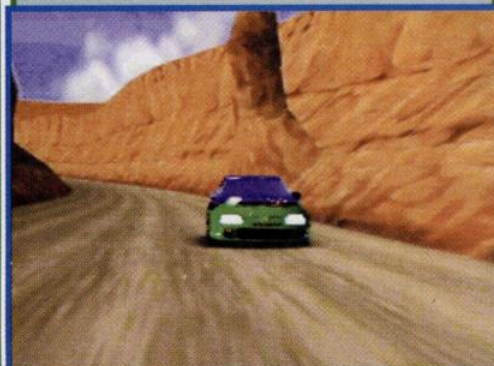
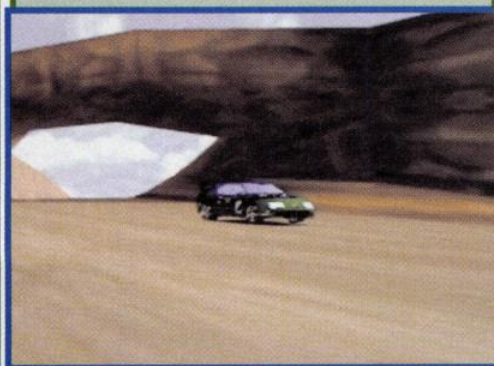
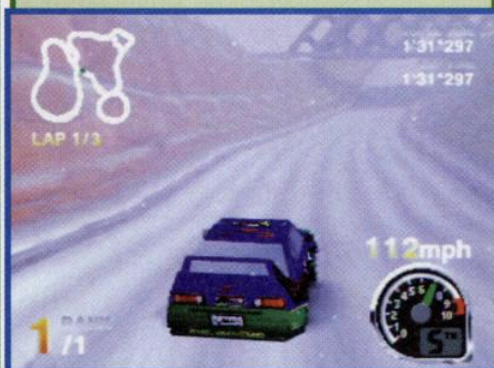
A release date's yet to be fixed, but is expected for the middle of the year.

TOP GEAR RALLY

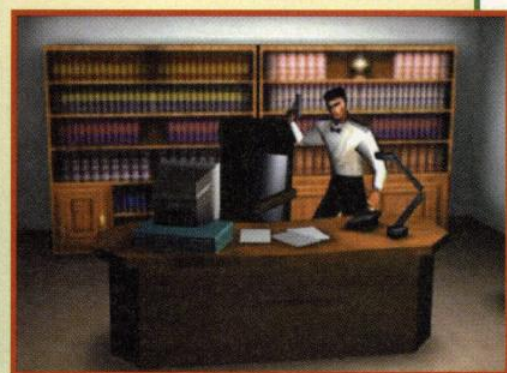
We really like the sound of this one. Top Gear has a long and impressive pedigree from the SNES days and sounds like it's developed well for the N64. Although this sim will use circuits as its basic race tracks, vehicles won't be restricted to the track, but can explore further into the play area to find shortcuts and other secrets.

Nine basic cars are anticipated, including 4x4s, with a further two secret cars. Each vehicle has its own characteristics and any damage suffered will affect its performance.

Again there's no firm release date set for this one, but it seems to be aimed for the end of this year. We'll keep on the case with Kemco and let you know.



MISSION: IMPOSSIBLE

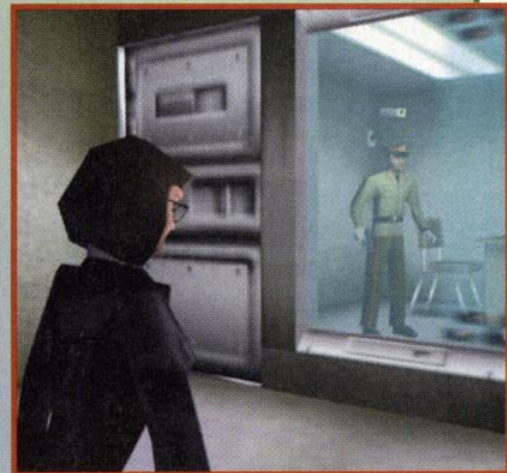


This one is Ocean of America's first Nintendo 64 title and it's expected to follow the Mission: Impossible film fairly closely, with discredited spy Ethan Hunt (Tom Cruise in the movie) as the main protagonist.

The N64 game will have an over-the-shoulder perspective and should include both Doom-like and strategy elements. Ocean promise a wealth of weaponry, including spear guns, hand guns (with and without silencers), as well as exploding gum.

As the game includes a high level of artificial intelligence that reacts to your strategies, a cautious approach to gameplay would seem to be the most appropriate. It will be interesting to compare this one with Goldeneye 007 which uses much the same idea.

'Later in the year' is all we can get out of Ocean.



We'll do whatever we can to bring you the hottest, earliest, and best news and screen shots of games in development.

...more when we get it!

SPIDER'S web

Contrary to popular belief, computer games didn't start life back in dusty arcades with the likes of Space Invaders and Frogger. They didn't even start with good ol' Pong on the Atari. They actually started on super computers the size of a room which were used by businesses and universities. These academic and corporate networks played host to a range of games and even spawned the start of the Internet itself. Of course, these games weren't exactly Shadows of the Empire or Wave Race. Instead, they were more in the text-based Dungeons and Dragons mould where a player would input a set of simple commands and instructions to guide their character through a mysterious world of elves and goblins. But, hey, it was exciting!

IN THE BEGINNING...

The thing that made these games so ground-breaking was the level of interaction with other humans. You weren't just playing with yourself (so to speak), you were killing your colleagues or befriending your boss. While there were no 3D graphics or full motion video sequences, it was the ability to bring together whole groups of people in the same storyline that was so exciting.

OK, so you might not think there's anything very exciting about typing in commands to an enormous computer terminal just so someone in another office could type something back. Sure, but back in the late 70s and early 80s, when computing power was just beginning to prove itself, this was a big deal. And let's face it, most games with multi-player options are more fun when you're taking on your mates in battle.

HERE'S MUD IN YOUR EYE!

When this entertainment phenomenon first kicked off, most of the games were fairly basic. Adventure titles for solo players, such as Zork and Dungeon, had proved popular among the new gamers but it wasn't long before people started craving more excitement and multi-player involvement.

So in 1978 two young programmer types called Roy Trubshaw and Richard Bartle came up with what is now regarded as the first multi-user game. They based it on Dungeon and, in order to get across the nature of this new gaming environment, they called it MUD1 – Multi-User Dungeon. Thus the first MUD was born.

MUD, MUD, GLORIOUS MUD!

In its most basic form, a MUD can be described as a computer program that allows a player to take on a character then access and explore an

environment. Each character is usually known as an avatar and once you've chosen your persona you can explore the world, talking to other avatars, bumping off bad guys and forging alliances with all manner of beasts.

If you're good enough and you've got plenty of patience and staying power, you might set up quite an empire for yourself. You can even build yourself a house and gather heaps of virtual possessions to fill it with. But when all said and done it's not a matter of how powerful you can become that makes MUDs so impressive – it's the sheer level of personal involvement you can have. A MUD truly is whatever its inhabitants want it to be and there are no restrictions on how it can and can't develop.

MODERN MUDS

MUDs have come a long way since MUD1 and as more and more people go on-line and discover them, efforts are being made all the time to make them more user-friendly. Nowadays you don't really need to spend hours typing instructions and learning commands – many of the newer games have more sophisticated interfaces with plenty of buttons and pointers to lead the way.

Despite all of these efforts, multi-user environments can still prove pretty daunting on first contact and it's unfortunate that, like much of the Net, the die-hard experienced surfers can sometimes be less than friendly to 'newbies'. While it's true that some 'players' can be unhelpful, you'll usually find at least one person willing to help if you ask nicely.

The most important thing is to use your brain because there's nothing more irritating to other players than



Internet Gaming Zone
<http://www.zone.com>

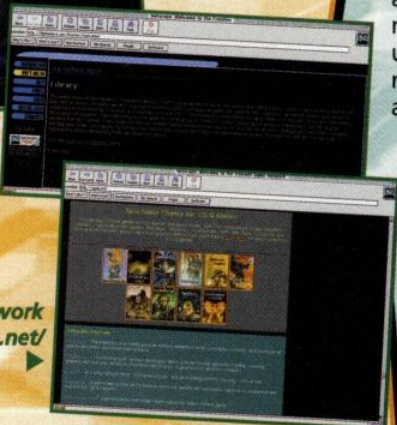
Descending Blocks
<http://www.insyncimaging.com/descending/>



Ancient Anguish MUD
<http://anguish.org/>



Frontier MOO
<http://lightsphere.com/frontier/>



Internet Game Network
<http://igame.net/>

Many of the MUDs, MOOs and MUSHes you can take part in on the Net are basic text-only affairs like Ancient Anguish. Some of them have been livened up a bit (like Frontier) but they're basically all just text interfaces that describe your environments and actions.

If you want to get into a MUD then find yourself one of the many sites like the Internet Game Network that has a pile of different games lumped in one place.

Once you move away from text-based adventures on the Net, a lot of the games are still basic affairs like cards, chess and backgammon. OK, so you can play these on most PCs at home already but this way you can take on someone across the globe. These are probably a good option if you've got a ropey modem and can't wait hours for a game to happen.



Outland
<http://www.outland.com/>

If you want a little more challenge than a game of poker you could try one of the many Tetris variants or even some basic puzzle/strategy games like those found for the Mac on the Outland site.

a stupid question. Make sure you always read the 'help' and 'news' files for a MUD before you enter it - you'll usually find that all your basic questions will be answered there and you won't need to bother avatars in the actual environment with dumb queries.

THE CHOICE IS YOURS

Although multi-user Net games started life as Dungeons and Dragons type affairs, there's heaps of variety now. You can play pretty much anything you want to if you've got a decent modem and a computer. Whether it's flight sims that turn you on or Doom-style shoot 'em ups, there's something for everyone on the Net of the nineties.

One of the most successful of the first forays away from RPG-ing was Air Warrior by Kesmai. It was a frighteningly accurate flight simulation that could support up to 90 players at a time in one battle zone. The only problem it encountered was a technical one - the Net simply wasn't developed enough to handle that amount of traffic and games were often slowed up as more and more pilots took to the skies.

These days it's been refined a bit and there's even a sequel on-line so if you want to check it out you'll need to get yourself connected to AOL (America On-Line) and then make for the 'Simulations' menu of the 'Games' area.

I CAN'T GET NO...

Right through the eighties the home gaming market exploded with new and more powerful machines being released every year. Because of this easy access to computer generated entertainment, the multi-user Net based games were initially only accessed by a bunch of die-hard teckies but now we're all a bit harder to please.

As more and more console games get Net conversions and multi-user environments such as MUDs can offer so much more than a one-player game of Doom can, more and more people are turning to the Net for electronic satisfaction. At last count there were well over 700 different MUDs in progress on the Net with at least 5,000 people taking part in them. And these figures don't even include all the other types of virtual environment or on-line games we can access now.

THE NEED FOR SPEED

In order to satisfy our constant craving for bigger, better and faster games, many companies have included multi-user options in their PC titles. When you buy titles like Doom, WarCraft and Descent for your PC you'll be able to plug into the Net, access the appropriate site then play against any number of people across the globe. OK, so the speed of your modem and the spec of your computer are going to effect the speed of play but as technology progresses this ceases be a problem.

The only other consideration can be the phone bill. Free local calls in the US mean Internet access can be really cheap but much of the rest of the planet has to pay the phone company for every minute they're on-line which can hamper any real gaming experience. Already though, many telephone companies are planning new ways of allowing access to the Net via digital communications networks and enhanced software.

AN EYE ON THE FUTURE

The only real thing that will restrict on-line gaming into the future will be the speed of technological advancement. At present some game genres (such as beat 'em ups) can be impractical because of data transfer times but new systems are in the offing that will level the playing field a little. With these systems it won't matter if the guy you're fighting has a faster modem or a better computer because you'll all be using the same gear.

Set-top boxes (a bit like a satellite TV decoder) will sit on your TV and allow you access to multi-player games at the touch of a button. You'll be able to play what you want when you want and with who you want.

In America, networks like this are already undergoing trials but they're yet to capture the public's imagination. This is probably more to do with the poor choice of old games than to do with the technology itself. The system works, there's just nothing worth playing!

KALI
<http://www.kali.net/getkali.html>



Kali is probably the best and most popular way of playing up-to-date games across the Net. Many of the latest top games (like Doom, Quake and Command & Conquer) are 'networkable'. This means that once you've bought the PC game you can download some shareware software (such as Kali) then link up with other people for some mass destruction!

EA's Multiplayer Matchup
<http://www.ea.com/matchup.html>



Many software companies (such as EA) have set up systems on their Home Pages that let you log on and play your game with someone else. In EA's case, you can play most of last year's sports sims as well as stuff like Road Rash and Syndicate.

on-line gaming

In the future we can expect fast and action-packed titles like the X-Wing style Star Wars games or Turok style action adventures to be gracing our screens in multi-player form. One thing's for sure, all the major games developers are working on multi-player titles right now and they can only get better. If you want to be at the forefront of gaming technology in the next millennium you're almost certainly going to need a modem. Oh, and a few friends too.

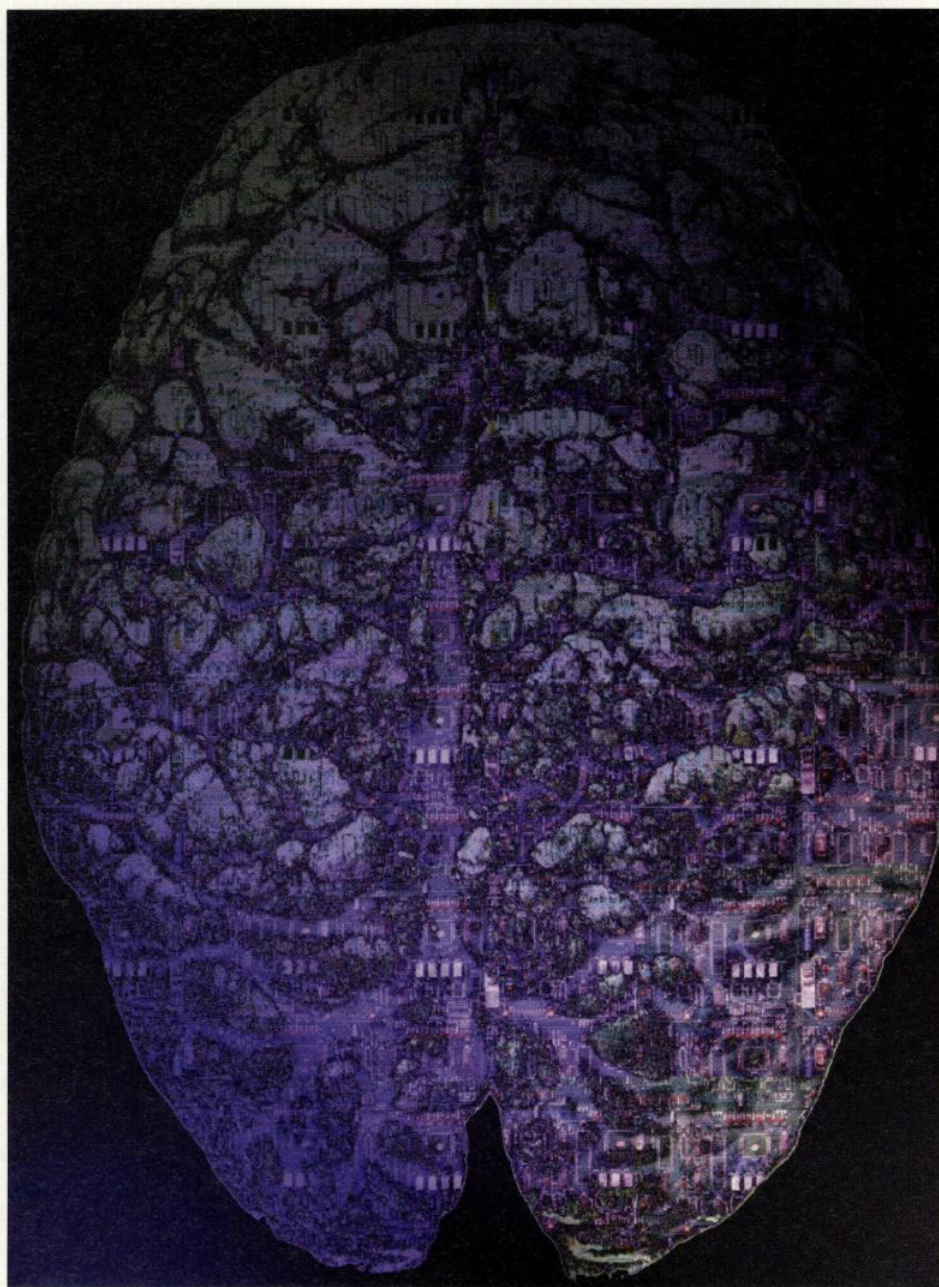
ARTIFICIAL Intelligence

Beaten again? Do you wonder how it is that some dumb pixelated character can match you time and again? The answer is Artificial Intelligence.

What makes the N64 special? The brilliant graphics? The stunning speed? The games? No, the thing that really sets the N64 apart from other consoles is its intelligence. It may seem a bit whimsical to credit a box of electronics with such a human characteristic but the N64 does represent a leap forward in gaming technology. Its powerful processor enables programmers to write in very sophisticated Artificial Intelligence routines making computer opponents and environments more challenging than ever before.

KILLER INSTINCTS

You might already have noticed that the computer drivers in Mario Kart 64 can be just as devious with the weapons pick-ups as your mates, while the Stormtroopers in Shadows will hunt you down whatever you do and computer opponents in Killer Instinct Gold will adapt their behaviour as you attack them, making them much harder to defeat. Almost all of the games coming out for the N64 will take advantage of Artificial Intelligence to give you more challenging gameplay. Already games for other systems like Syndicate Wars and Magic Carpet assign emotions to computer adversaries which govern how they react. Another current fashion in RPG games is to create an environment of game characters that have a set of goals and rules to 'live by' but are left to decide what actions to take. Quite often not even the programmers know what will



Future Shock

FUTURE SHOCK

happen in the game. In fact, in the on-line game Ultima, this flexible 'reality' saw some human players killing deer then selling the meat. A dragon character who usually fed on the deer had to start eating people so the computer-generated villagers paid some more players to kill the dragon. None of this was created by a trendy young programmer, it all happened on its own.

KNOWLEDGE IS POWER

Artificial Intelligence (AI) has been the goal of all computer visionaries since the first room-sized primitive computers of the forties and fifties. The phrase has been abused many times though. Alan Turing, the mathematician who built some of

Almost all of the games

the first computers to break German codes during World War II, claimed that the definition of AI was to be able

to have a conversation with a machine without being able to tell it wasn't human. You can try to have a bit of a goss with your N64 but I think it'll be a

little one sided! These days AI has come to mean any computer hardware or software that has the ability to adapt and to learn. Very simply, most computers work with linear logic with events happening in a line one after the other. If A happens do B, if B do C. AI, though, will reason that if A has happened, and I know that I'll need to do C in minute, I might as well do it now and skip B altogether. This 'Fuzzy Logic' is very important to AI, as it lets computers make value judgements and compare data in a similar way to people. Many AI tools now effectively create their own Neural Networks of decisions and experiences, to some extent programming themselves. The newest buzzwords in AI are

'genetic algorithms', in which a population of programmes is created, each representing a possible solution to a problem. These programmes combine to form offspring which can perform the task better and this process continues until the best programme is produced. In this way, programmers can devise programs that are able to solve problems they themselves cannot.

WHO'S IN CHARGE NOW?

The leap in AI capabilities in the last decade or two is very much related to the rise in computing power, but it is the potential business uses that have led to a rapid increase in developments. Many banks and investment trusts now use AI to aid their decision making. Indeed some recent stock market

crashes have been blamed on AI tools that react much faster than their human predecessors to fluctuations in market prices and so things can get way out of control before their human

will take advantage of

overseers are aware of it. AI systems are also widely used in weapons

Artificial Intelligence to give

technologies allowing missiles to overcome counter measures, and enabling soldiers to train in simulated battlefields. Many governments are putting millions of dollars into research to ensure their AI system is better than anybody else's.

If all this sounds a bit scary it's probably because your view of AI is formed by the media. We've all seen the Terminator movies, War

Games, Lawnmower Man, 2001, where robots or computers turn against their human masters. The negative images of AI are very common, possibly because the film makers play on our fears of inferiority: the fear that one day machines will be more intelligent than we are. However some positive AI role models do exist. Data from Star Trek: The Next Generation and the holographic doctor on board the USS Voyager offer the hope of artificial life forms who will share our world and work together with humans.

I, ROBOT

Many people also associate AI with robots rather than inanimate computers. Robots have already advanced from the simple mechanical arms that have taken over many car factories, to being capable of actually driving the cars. Many car makers are in the process of testing autopilots for cars that can safely tackle the heaviest traffic. A robot called Helpmate is working as a hospital porter in the US. It delivers supplies around the hospital, learning to avoid obstacles, adapting to its environment as it goes. Many efforts are also being made to make robots that work alone in hazardous situations like fire fighting or bomb disposal. Most robots look nothing like a person but some engineers are trying to produce robots that mimic human appearance and capabilities. The main hurdle to this was enabling robots to interpret visual

information. A Japanese robot has now been developed that can

you more challenging gameplay.

recognise people's faces and expressions. A robot called COG is one of the most complex humanoid robots ever built and although it only has one arm it has been programmed to learn. Who knows, one day it might be able to finish Mario 64 without the help of our playguide!

FS



May Movie Madness!

Apart from **The Lost World: Jurassic Park**, these films are all due out on general release during the course of this month.

The Stupids
Inventing the Abbotts
The Quiet Room
Marvin's Room
Turbulence
The Sixth Man
Larger Than Life
River Street
Gross Point Blank
Big Night, Mother
That Old Feeling
Commandments

All release dates are correct at time of going to press.

NOW SHOOTING... all the latest production news

Cult 60s 'sci-fi' series *Lost in Space* is currently enjoying a bit of a revival thanks to a brand new movie being shot in the UK as we speak. Among the big names making an appearance are Gary Oldman, Mimi Rogers and William Hurt. Also up there on the big screen is Lacey Chabert (better known as Claudia in Channel 10's *Party of Five*).

The man behind the *Terminator* and *Alien* films, director James Cameron, is set to make another futuristic smash with muscle-man Arnold Schwarzenegger (right, in his body-building days). There's no release date as yet for the remake of *Planet of the Apes* but one thing's for sure: with Cameron and Arnie teaming up with *Jurassic Park*'s technical wizard Stan Winston, you can guarantee this is going to be massive!



Still riding high from the success of this month's *The Lost World: Jurassic Park*, Steven Spielberg (right) isn't resting on his laurels for a moment. He's finishing shooting on his latest adventure in the Caribbean as we go to press then he's straight over to England to film Tom Hanks in a World War II drama. Some people just don't know when to take a vacation!



GET THE GOSS behind the scenes news

BATMAN AND ROBBIN' It seems that the American public just can't wait to see what the new Batman and Robin costumes look like for the fourth film in the comic-book hero series. Some disreputable types broke into the Warner Bros. studio and nicked some video footage and photographs of our superheroes in action. It all backfired though – Time Warner and DC Comics are suing the culprits for everything they've got! I guess the moral of the story is 'you just can't mess with the Caped Crusader'!

IS IT A BIRD? IS IT A PLANE? It's been a while since we saw Superman on the big screen but now plans are afoot for a new movie called *Superman Reborn*. Because the original Superman actor Christopher Reeve was paralysed back in 1995, it was widely assumed that his TV counterpart Dean Cain would leap into the tights and cape. But now it seems that Oscar-winner Nicolas Cage (right) will be the one leaping tall buildings in a single bound.



THE FINAL FRONTIER *Star Trek* creator Gene Roddenberry may have been dead for years but he's just made his first real trip into space. A lipstick-sized capsule full of his ashes was jettisoned into the black in March somewhere above the Atlantic. They'll drift round the Earth for anywhere between 18 months and ten years before burning up in the atmosphere.

COMING SOON!

We promised you last month that we'd take a look at the *Jurassic Park* sequel *The Lost World* in this issue but because the film won't see the light of day until 29th May in Oz, we've decided to hold off until next month for the full-blown feature. But make sure you don't miss it – we'll have loads of info on the film and the actors as well as a pile of great competitions. The June issue goes on sale 29th May. Don't miss it!

Get that thing out of my garden and make it snappy!



ATTENTION ALL



RETAILERS!

WHAT'S REALLY HAPPENING ON THE STREET?

Starting with the July '97 Issue of NMS, if you've got some news from your shop floor (and it doesn't have to be Nintendo related) then pass it on to those who really want to know –

Our Readers – Nationwide – Every Month!

RETAIL NEWS

Talk direct to the buying public about your latest in-store news:

RE-FITTED, EXPANDED OR MOVED
LOCATION?
STARTING A CHAIN OF GAMING STORES?
GETTING IN TO SOFTWARE RENTAL?
RUNNING A PROMOTION OR COMPETITION?
TOP SELLERS – LINES AND PRICE POINTS.

LOVES & HATES

Let's have your views on the things that affect your business:

NINTENDO, SEGA AND SONY
GAMES AND THEIR PUBLISHERS
MEDIA, PACKAGING AND PRICES
CONSOLES AND PCs
THE BUYING PUBLIC –
WHO WANTS WHAT, WHEN (AND WHY!)

STORE OF THE MONTH

A full page of FREE (National) Promotion for one lucky store owner each and every month – All you have to do is send us:

INFORMATION ABOUT WHAT MAKES YOUR STORE SPECIAL
ONE OR TWO SNAPSHOTS (OF THE LOCATION, STORE AND STAFF)
YOUR COMPANY LOGO, ON HEADED PAPER OR A BUSINESS CARD.

And we'll do the rest, but don't be boring, or we won't select you!

YOU TELL US WHAT'S HAPPENING; WHATEVER THE ISSUE OF THE DAY,
SEND US YOUR LETTERS, FAXES AND EMAILS (WE'LL PUBLISH AS MANY AS POSSIBLE) TO:

NMS, PO BOX 734, CROW'S NEST, NSW 2065

FAX: 02 9906 1551

EMAIL: catalyst@popmail.dircon.co.uk

PREVIEW NINTENDO 64

DOOM 64

GAME DATA

- **BY:** Midway
- **RELEASE:** 12th June 1997
- **GAME TYPE:** Shoot 'em up
- **PLAYERS:** 1



The gaming world was shocked when Nintendo brought Doom to the SNES, as no one thought that the 16-bit machine was powerful enough to cope with the graphics and animation. Well, now there's gonna be coronaries all round as Doom 64 is nearing release. This 64-bit version of the seminal first person game looks set to over-shadow both the PC and PlayStation efforts, with a brand new look and loads of extra levels. Welcome to the nightmare!

THE STORY SO FAR

After kicking ass in the last Doom episode, you were looking forward to leaving the military to spend more time polishing your medals and looking after the garden. But a satellite message changes all that. From inside the planetary void, creatures are being released again and guess who gets the job of exterminating the invaders?

ENGINE POWER

The developers at Midway Entertainment have decided to keep all the classic Doom elements so those of you expecting a totally new game will be disappointed. But let's face it, Doom is still a cracking first person shoot 'em up and drastic changes to the game engine would have been pointless.

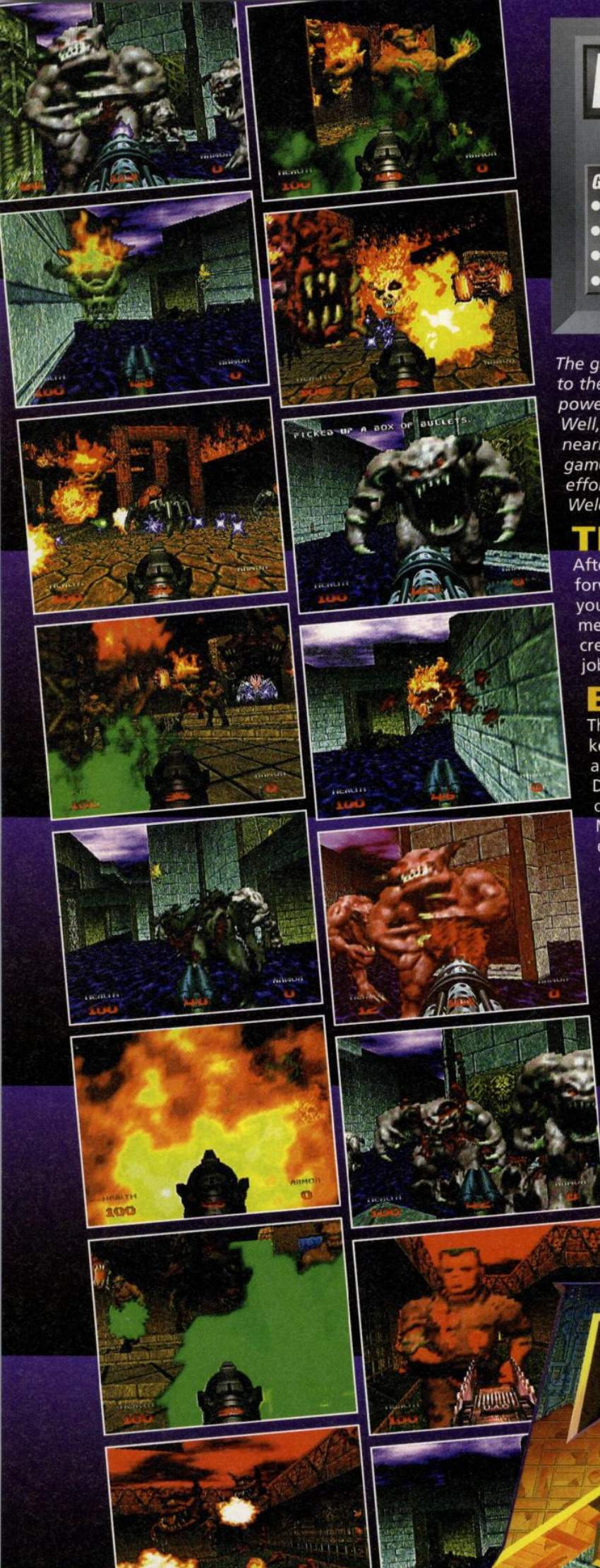
Midway know that the beauty of Doom is its simplicity and even though there have been changes in the environments and the atmosphere, the 'search-and-destroy' attitude of the old Doom is still there.

KEEP 'EM MEAN!

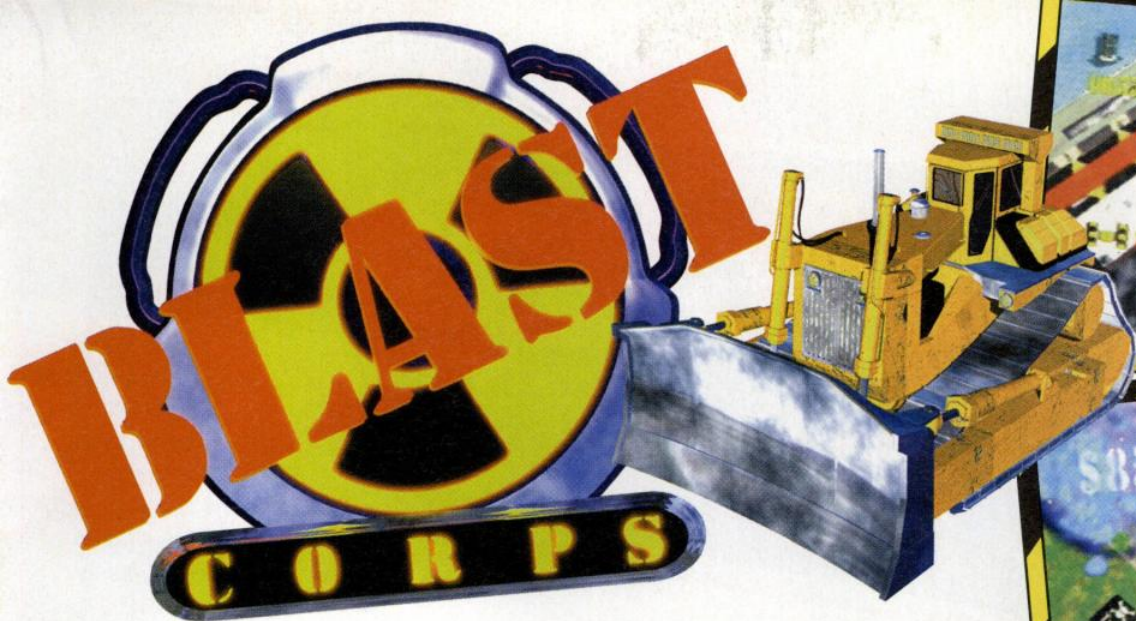
The stars of the show are undoubtedly the monsters and the N64 game retains all the Imps, soldiers and Cacodemons as well as treating us to some brand new horrors. The N64's extra power also means that they'll be even tougher to defeat. The levels in the game have also been re-designed and will require even more thought and concentration to complete.

GORY GAMEPLAY

All the gameplay that made the original Doom so popular has been enhanced in the N64 version, which allows for a greater range of movement, more detailed backgrounds and the pixellation that plagues Doom on other systems is non-existent. In short, this looks like it could be one of the most exciting, smooth and terrifying pieces of N64 software we'll see this year.



DOOM 64



OK, here's the deal. Two defective nuclear missiles have started leaking while on their way to a detonation site. The crew of the transporter carrying them have been killed by radiation poisoning and the vehicle's careering across the landscape on auto-pilot. It never rains, but it pours! If you don't want the world to be plunged into nuclear winter you better join the Blast Corps fast and do something about it!

NUCLEAR NASTIES

The basic aim of Blast Corps is to clear a safe route for the oncoming missile transporter by destroying all the buildings and obstacles in its path. To do this you've got a range of 14 different vehicles and bits of machinery at your disposal, each of which have their own methods of destruction. Once you've cleared a path, you can go back to the level again and get rid of the rest of the buildings to free all the survivors or activate RDUs (Radiation Dispersal Units). But it doesn't end there! You've also

got to locate six scientists and a heap of hidden items if you want to complete the whole game and save the planet.

CORPS SURVIVAL

The concept of Blast Corps appeals to the destructive kid in all of us but although it just looks like a simple 'blast 'em up', it's actually much more than that. As well as all the 'clear the way for the missiles before they wipe out the planet' stages there are also heaps of training and bonus levels too so you'll have plenty of opportunity to master each vehicle's quirks. With over 50 levels to decipher, this'll keep you going into the millennium.

BOMBS AWAY!

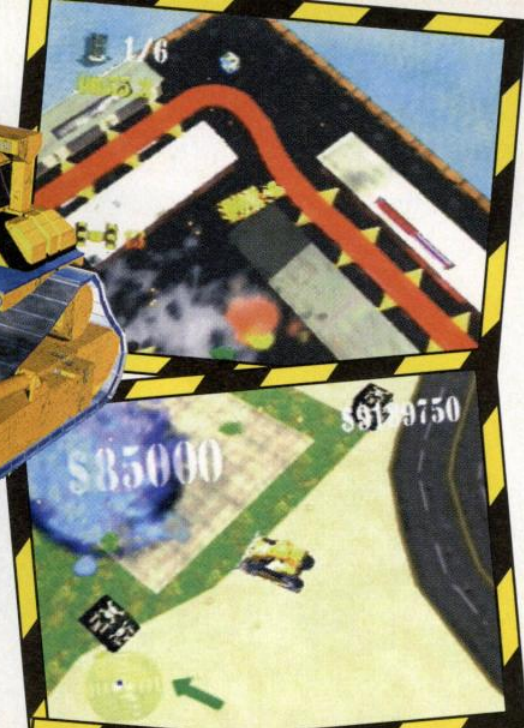
From what we've seen of Blast Corps so far, it looks great fun and a real breath of fresh air in the gaming world. It's not often that game developers hit upon a really original idea but once again it's down to Rare to come up with the goods. Once we can prise Will away from the cart, we'll bring you a 'blast by blast' review next month.



PREVIEW NINTENDO 64 BLAST CORPS

GAME DATA

- BY: Nintendo/Rare
- RELEASE: August 1997
- GAME TYPE: Action/Strategy
- PLAYERS: 1



The NHLPA & NHL Present

WAYNE'S GRETZKY'S 3D HOCKEY

I know we say it about every new sport sim that's released, but this really is about as realistic as a console game comes. Gretzky Hockey (or 'The NHLPA & NHL Present Wayne Gretzky's 3D Hockey' to give its full name) is a rip-roaring, puck-cracking ice hockey sim with top notch 3D graphics and a pumping soundtrack. Get your pads on and lace up your skates, Wayne Gretzky's taking no prisoners!

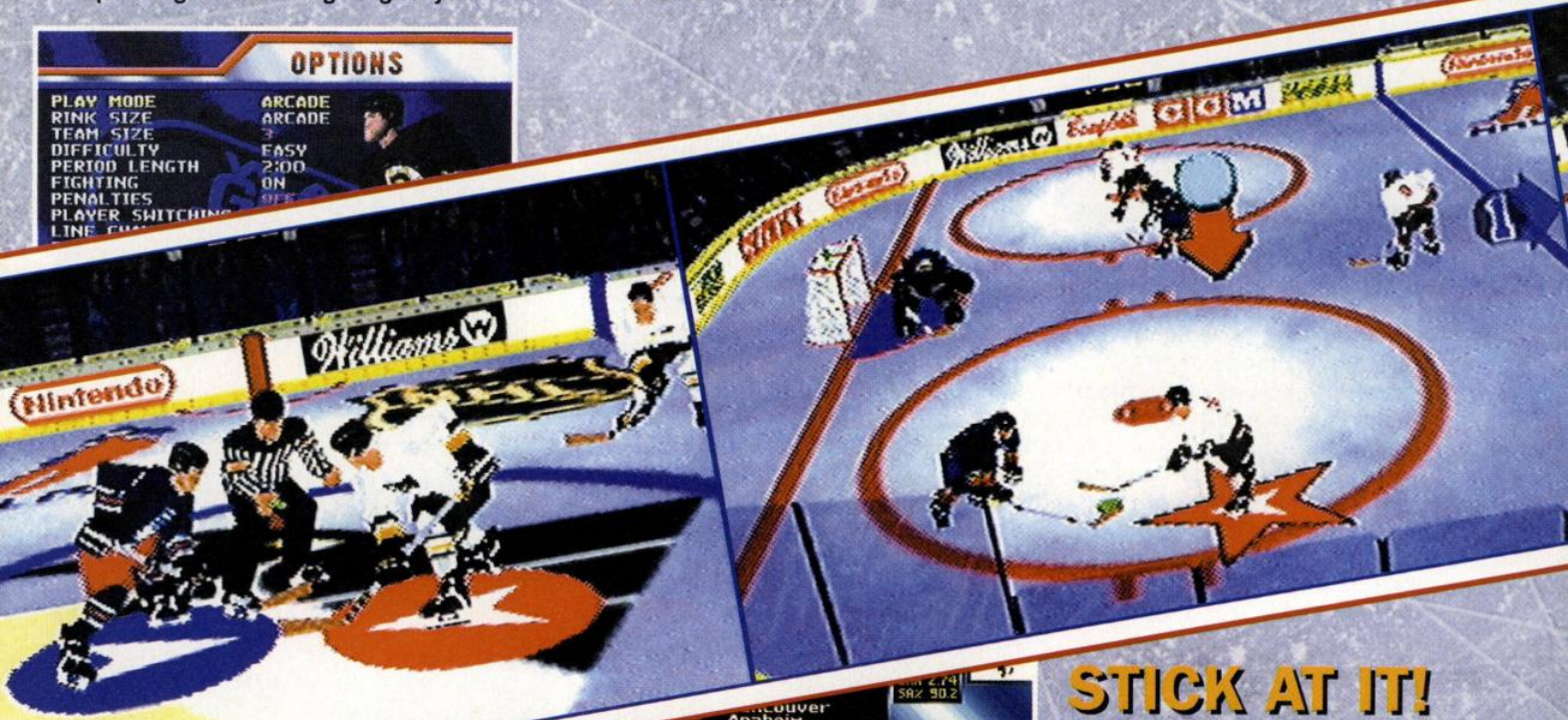
WAYNE'S WORLD

Electronic Arts were the guys who really set the standard as far as sport sims go but the team at Midway have outdone themselves with Gretzky to produce a game that's packed to the rafters with more stats and player info than any game we've seen. But as well as amazing detail and accurate ice hockey scenarios, the game's also a cracker to play and a joy to watch. The graphics and player movement are deliciously smooth and the digitised commentators, excited crowds and multi-panning camera angles give you a real 'at the rink-side' feel.

OPTIONS

PLAY MODE
RINK SIZE
TEAM SIZE
DIFFICULTY
PERIOD LENGTH
FIGHTING
PENALTIES
PLAYER SWITCHING
LINE CHANGES

ARCADE
ARCADE
3
EASY
2:00
ON
9/5



REPLAY
CAMERA
QUIT GAME

GOALS 2
SHOTS 6
PENALTIES 4

AUDIO

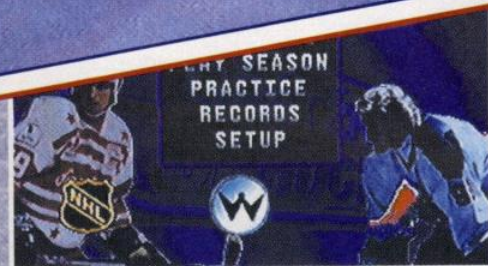
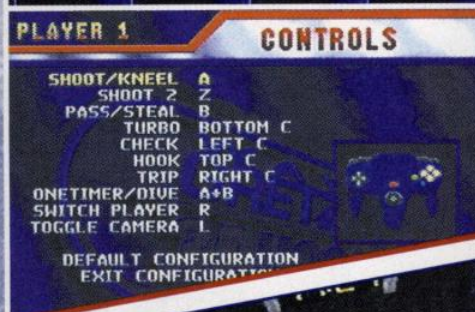
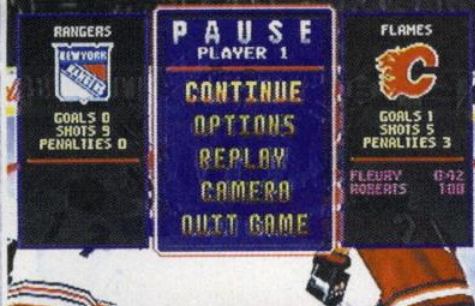
PLAY SOUND 0
PLAY MUSIC 0
VOL

<p>SPED SHOOTING STRENGTH DEFENSE</p> <p>FOREBERG</p> <p>SPED SHOOTING STRENGTH DEFENSE</p> <p>DEADMARSH</p> <p>SPED SHOOTING STRENGTH DEFENSE</p> <p>YOUNG</p>	<p>SPED SHOOTING STRENGTH DEFENSE</p> <p>NIEDERMAVR</p> <p>SPED SHOOTING STRENGTH DEFENSE</p> <p>DAVE LOURY</p> <p>SPED SHOOTING STRENGTH DEFENSE</p> <p>SHEPPARD</p>
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SELECT YOUR TEAM

STICK AT IT!

There are five detailed play modes in Gretzky as well as heaps of multi-player options with up to four players joining in the action. If you do get your mates to gather round, you can play head-to-head with them or join forces on the same team to take on the computer. There's a choice of three season types too and each stage is fully customisable. Play your cards right and you could be lifting the Stanley Cup itself come the end of the season! But if you can't face leaping straight into a full blown season, you can also make the most of the comprehensive practice mode so you can be fully prepared when you take to the ice 'for real'.



SURREAL IT HURTS

Realism's all well and good but some sports games can get so bogged down with facts and figures that the game itself is pretty dull to play. Not so with Wayne Gretzky. It's easy to pick up and while the options and menus are really detailed, they're well designed and easy to use. While Midway have included the options to play a 'real' game of hockey, they've also thrown in a few bits of 'silliness' too! When we say silliness, think flaming pucks and bricked up goal mouths and you'll be about there!

PREVIEW NINTENDO 64

WAYNE GRETZKY 3D HOCKEY

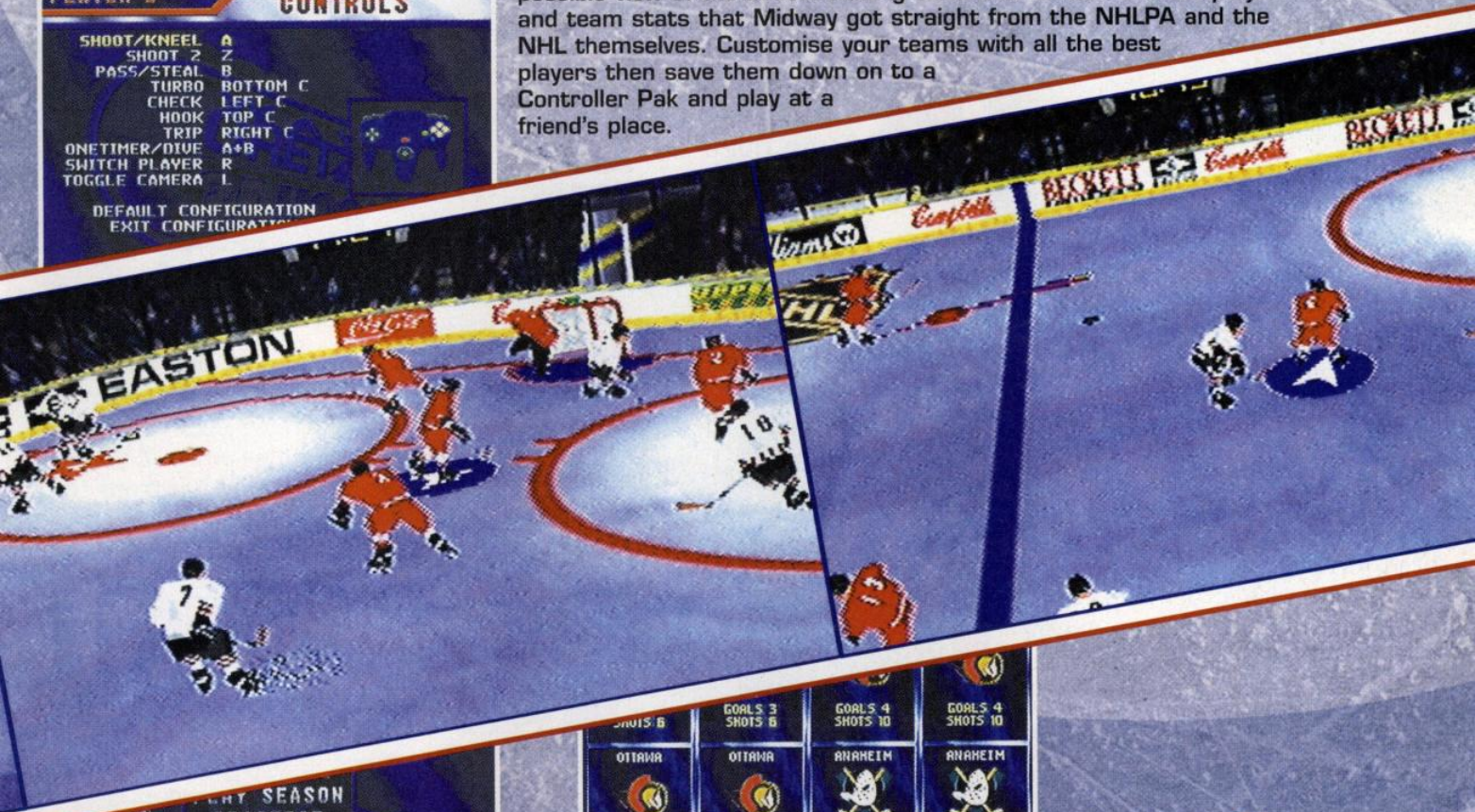
GAME DATA

- **BY:** Williams/Midway
- **RELEASE:** 12th June 1997
- **GAME TYPE:** Sport sim
- **PLAYERS:** 1-4



SO REAL IT HURTS

One of the great things about Gretzky Hockey is the feeling you get of watching a real game on TV. Seven different cameras, positioned right around the rink, constantly pan and change to give you the best possible view of the action. Adding to all this realism are the player and team stats that Midway got straight from the NHLPA and the NHL themselves. Customise your teams with all the best players then save them down on to a Controller Pak and play at a friend's place.



GOALS 6 SHOTS 6	GOALS 3 SHOTS 6	GOALS 4 SHOTS 10	GOALS 4 SHOTS 10
OTTAWA	OTTAWA	ANAHEIM	ANAHEIM
GOALS 4 SHOTS 10	GOALS 4 SHOTS 10	GOALS 3 SHOTS 6	GOALS 3 SHOTS 6

PRACTICE



PLAYER STATISTICS	PLAYER STATISTICS	PLAYER STATISTICS
PERIOD 2	PERIOD 2	PERIOD 2
SHANNON	ED OLCZYK	CAM NEELY
GOAL 0 ASST 0 PNT 0 SHOT 4	GOAL 1 ASST 0 PNT 1 SHOT 3	GOAL 0 ASST 0 PNT 0 SHOT 2
SHANNON GAME TOTAL	ED OLCZYK GAME TOTAL	CAM NEELY GAME TOTAL

Wayne Gretzky's 3D Hockey gives us a real taste of what's to come for N64 sports games. If this is only the beginning of what we can expect, then the 64-bit sport sim market is going to wipe the floor with the Saturn and the PlayStation. Plenty of options in user-friendly menus and a style of gameplay that's easy to learn but challenging enough to keep you coming back for more. Who needs arcades! Gretzky's due out from GT Interactive next month so look out for a detailed review soon.

HEXEN

PREVIEW  NINTENDO 64

HEXEN

GAME DATA

- **BY:** GT Interactive
- **RELEASE:** 12th June '97
- **GAME TYPE:** Shoot 'em up
- **PLAYERS:** 1-4



Along with Doom, GTi's Hexen has become one of the most converted games around, so it comes as no surprise to hear it'll be appearing on the N64 too.

And, judging by the first reports, it's going to be huge!

RAISE THE UNDEAD

Due for release this month, Hexen on the N64 is one of the many first-person games appearing on Nintendo's new machine. It's a medieval romp through a weird and ravaged world in which you must destroy legions of undead soldiers controlled by the vicious Serpent Riders. You'll also have the choice of playing as three different characters; the Mage (who destroys his foes with magical powers), the Warrior (who simply carves a bloody swathe through the opposition), or the Cleric (who probably preaches them to death!).

MULTI-PLAYERS

As far as we know, there've been no major changes since it made the transition from the PC. There'll be 31 action-packed levels

and up to a dozen different weapons (four for each character). But the main thing that aims to set Hexen apart from the first-person crowd is the multiplayer option.

Up to four players can battle it out at once in head-to-head action on a split-screen setup similar to Mario Kart 64. You'll also be able to team up with your mates and take on the computer.

GRAPHIC GORE

The N64's superior capabilities have also enhanced the PC version of the game and they've been put to good use here to eliminate some of the harsh pixels in characters and environments. They've also helped GTi to make the sprite movement heaps faster and the controls much more responsive. All in all, this has got to be the best version of Hexen to date.

CAN'T WAIT

Although Doom 64's going to be a must for all first-person shoot 'em up fans, Hexen has got to be right up there too. Stacks of great environments and loads of new beasts and power-ups go some way to making it a good game but what's really likely to make it something special is the versatile multiplayer options. Watch for a full review soon.



The background of the entire page is the cover art for the video game Killer Instinct Gold. It features the character Baldo, a muscular man with a mohawk and tribal markings, holding a large sword. He is standing over a defeated, skeletal opponent. The title "KILLER INSTINCT" is at the top in a stylized font, and "GOLD" is below it in large, metallic letters. The scene is set in a dark, rocky environment with a sunset sky.

KILLER INSTINCT

GOLD

Killing Time Again!

The good die young – only the mean remain standing. You wanted a beat 'em up that moved fighting into the 64th dimension; Nintendo and Rare came up with Killer Instinct Gold.

With competition from MK Trilogy, Tekken and Virtua Fighter; with Dark Rift and War Gods in development from Vic Tokai and Williams/Midway, expectations are high. So has the best of the SNES and arcades made it to the top of the throne on the N64?

Dead Good!



B. Orchid down under.



Gladius halves a problem.



One in the eye for Sabrewulf.

Anyone who's played K12 in the arcades will recognise the incredible detail and depth in the backgrounds and fighting scenes, but the acrobatics of these windswept fighters still amaze in the domesticity of your own TV. Not that you've got time to waste pondering on the more delicate things in life. Your attention will need concentrating into the multiple moves you need to master for each character if you're to match the demands of this killer.

At a pretty nifty frame rate of 60 per second, the action's smooth enough not to be an issue. The 3D backgrounds slide seamlessly as the camera position changes, although if you're just watching and not playing you might notice a touch of jumpiness in some of the characters' movements. Still, the atmosphere surrounding each setting's truly involving. In fact we found that, rather than being distracted by the rowing skeleton crew and detailed spray painted brickwork, these elements actually helped us focus on the job in hand: the gentle art of thudding the crud out of the guy in front of you.



Fulgore's bad breath problem can be devastating, just ask Jago.

Gargos

This gargoyle takes over where Eyedol took off. To play as Gargos you need to press Z, A, R, Z, A on the profile screen. You'll hear him laugh if you're successful.



Comment

As soon as I hit the start button on Killer Instinct Gold I was impressed. The graphics are excellent, OK the characters are 2D but at least the backgrounds are 3D which gives it a more rounded feel. The controls are really responsive and the options are endless. The Training and Practice modes are great for people new to beat 'em ups and should make sure this is a big seller. KI Gold shows a hint at what fighting games could be like on the N64. Let's hope the next version will be true 3D. I'd spend my money on this instead of MKT which doesn't seem to make much of an attempt at harnessing the true power of the N64.

Alan



What else is new?

The key to really getting involved in this genre is the way it handles moves. A considerable amount of attention has gone into developing these and both attacking and defensive moves have been enhanced. Timing's all important, particularly if you're new to this, and there's no substitute for training and practice to get those combos just right. The rest is down to you!

Face off!



It sends a shiver down your spine!



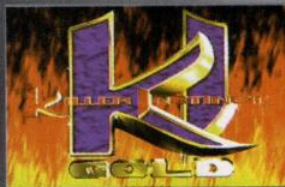
Knock 'em Dead!

Killer on the SNES was a pretty amazing feat. Rare appeared to squeeze a whole arcade into that little 16-bit cart, yet always retaining the speed of response that's so essential in a fighter. Now, with the power of the N64 there's room for all those moves and details, as well as the contextual settings along with increased fighting moves and options, and still the speed doesn't suffer. Other beat 'em ups like the Street Fighter and Mortal Kombat series have concentrated their energies into spectacular moves and acrobatics, but in KI Gold we seem to have got all this and more. MK Trilogy's digitised figures, excessive bloodlust and mad sounds set it apart in one direction, but Killer seems more rounded and somehow more involving.

Big 'n' Bouncy

You know these guys. Most of them have made it straight from the SNES, with the addition of Kim Wu, Maya and Tusk, although Riptor, Cinder and Chief Thunder are left by the wayside. The new guys have their own reasons for attending, as do the old crew, carrying grudges and bruises over from the previous tournament. There are a few changes to familiar characters too: Fulgore's toughened up since his last outing, and B.Orchid and Jago both have new slide moves that make their all-round capabilities just that bit rounder. Of the new characters, Kim Wu has agility and dodges masterfully, Maya uses speed and jumping ability, and Tusk, although slow, is as tough as they come in a close-in fight.

REVIEW NINTENDO 64 KILLER INSTINCT GOLD



INFO

- **GAME DIFFICULTY:** Medium to very hard
- **FIRST DAY SCORE:** Walking wounded
- **ALTERNATIVES:** MK Trilogy, War Gods

CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** Rare
- **PREVIOUS RARE TITLES:** Killer Instinct SNES, DKC SNES
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** May 1997
- **GAME TYPE:** Beat 'em up

FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** Difficulty, blood/camera view

CONTROLS

- **RESPONSIVENESS:** Excellent
- S** Start/Pause
- A** Quick kick
- B** Quick punch
- C** Up: Fierce punch, Left: Medium punch, Bottom: Medium kick, Right: Fierce kick
- L/R** Nothing
- Z** Cancel/Examples in Training Mode

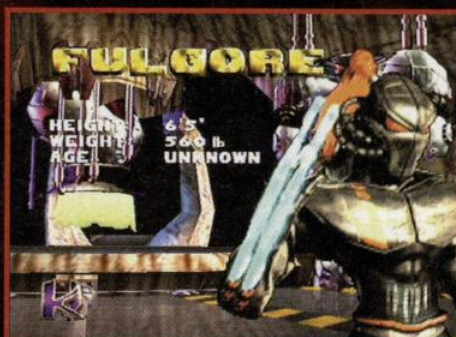


ARE YOU

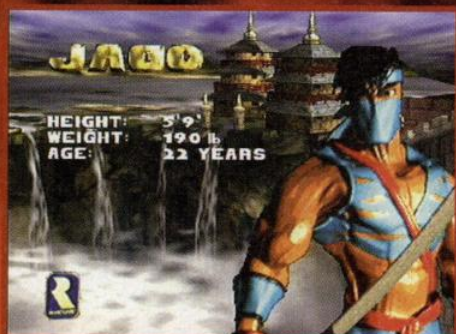
READY?



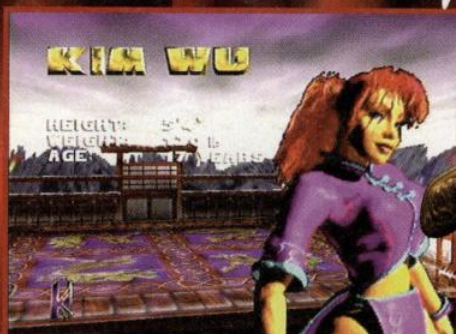
The bitch is back!



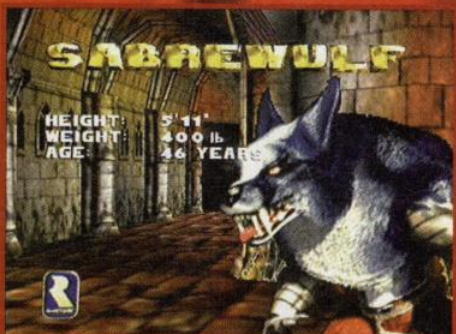
Two fingers to you mate!



As mean as a bean in a washing machine!



She was just seventeen, you know what I mean...



Down in the dungeons, hiding in the dark...

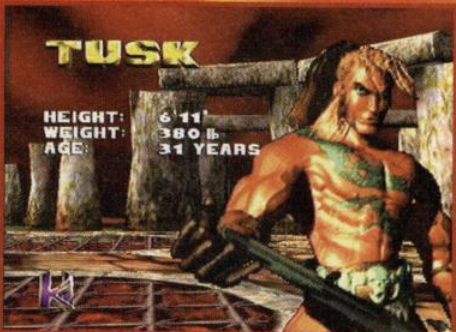


Make no bones about it, Spinal's back.

Comment

I just can't get my head around Kim Wu; it's that distracting loin cloth that does it! This has taken some getting used to, again! I've been out of touch with beat 'em ups for a bit and here I spent far too long watching the minute details of the backgrounds (and some of the characters) for my own good, so that when it came to concentrating on the job in hand I felt a bit frustrated by having to learn all those combos once more. That said, it's nice to be back in the kicking seat, and my thumbs are getting all the exercise they need. Killer Instinct Gold's a bone-cracking beat 'em up in great Rare style and it's really brought fighting games kicking and screaming on to the '64.

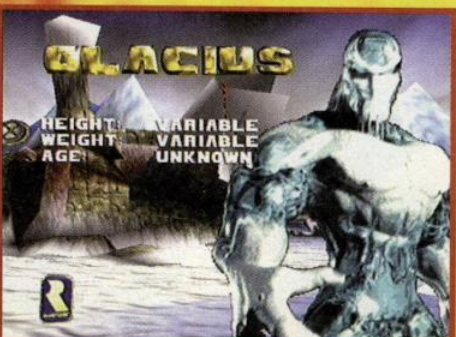
Steve



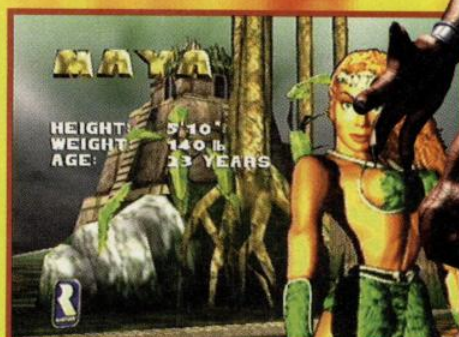
Celtic colossus comes calling.



If the vest fits, wear it!



Out of the ice and into trouble.



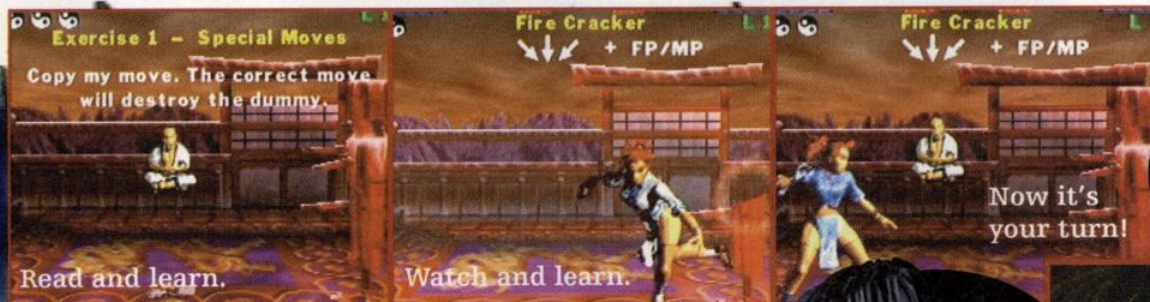
She's all heart. Or something.

Your Own Personal Trainer REVIEW

Anyone who's come to Killer Instinct late in the day needn't worry. Any doubts you had about your fighting powers are easily dispelled by your very own guru in the training area. This little guy floats merrily above the earth and clouds handing out advice and combos to anyone who'll listen, and if you follow his strict regime you'll soon find yourself slicing up gateposts and opponents alike as you progress from novice to professional killer. Master the basics and it's on to Advanced Training for deep thought and therapy.

Classic Combos

Practice mode shows all the combos and lets you spend time getting your finger action just right. Many of the moves for each character follow an initial set pattern, ending with a punch, kick, or whatever. This means you can get to grips with a character's way of fighting without becoming completely bewildered by the array of moves on offer. When it comes to fighting though, the computer opponents quickly learn what to expect from you as you improve, so you'll need to vary the sequences you use to stay ahead of the game.



Options

Heaps of options again too, and with each time you complete a game at a different difficulty level you get even more choice. You can really make this feel like you're in control of the way it plays, although any advantage you gain will be matched by the N64 too.



Practice those moves.

We'll let you into the secrets of each character's moves, motives, strengths and weaknesses in a future issue. Watch this space and watch your back!



Cruisin' USA is fast. Very fast. It's the type of game which takes you from 0 to 100 quicker than jumping off a cliff. There's a real thrill in scraping through forests of redwoods and you're guaranteed to duck down as a head-on truck hurtles towards you. But when you're behind the controls headed towards the Mid-West, don't you occasionally get those 'What am I doing here?', 'Am I on the right side of the road?' distractions?

GET MOVIN'

If Nintendo wanted to sell the N64 purely as a 'Home-Arcade' machine, this would be one way they could prove its worth. The backdrops are excellent and the sprites as detailed as you'd expect from the arcade driver. Change the music to the Bluegrass Boogie and you'll swear you're in an old Burt Reynolds movie. The game takes you through 14 different tracks on a trip from San Francisco to Washington DC, but this is no Fly-Drive holiday – you're going to have to come first in every single race if you want to move on.



You can race right across the USA!

BACK SEAT DRIVING

The scenes, sounds, crashes, effects... all of it's pretty impressive to the eyes and ears; but we got a little, well... bored after too long in the driving seat. Two-player mode offers that something extra, and there's some mileage in pursuing the race across the many faces of the crass continent, but the gameplay really isn't a giant leap beyond anything you'd expect from any old driving sim, and it was the ones watching over our shoulders who added the oohs and aahs.

Some of the pile ups can be great, as long as you manage to avoid them!

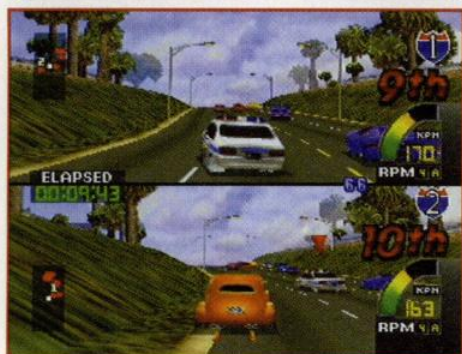


Don't worry about keeping on the right side of the road, you've got a race to win.



The wide open highways of the west, just like home.

SELECT A GEAR



TWO PLAYER

The two player mode's not much different from the solo racing. There'll still be the other cars on the track but one of you still needs to win for you both to progress.



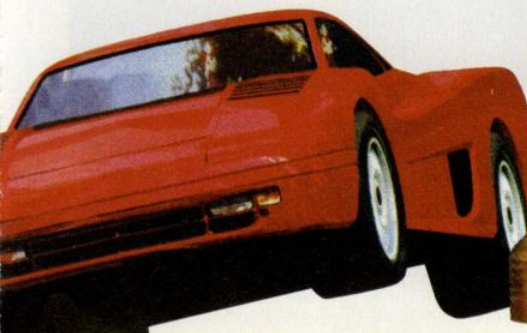
THE RADIO

In true American style you can cruise the dial and swap the background music. This is a really good move but some of the music sounds like theme tunes to seventies American cop shows. Mmm.

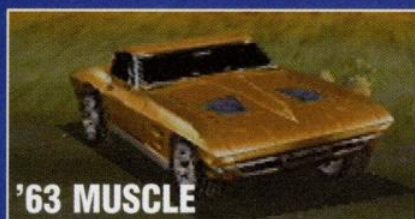


UP-GRADE CARS

After you finish the race on one difficulty setting you'll get the chance to upgrade your car. You can do this three times. This means there are 15 different courses and 28 different cars in all.



BABY YOU CAN DRIVE MY CAR!



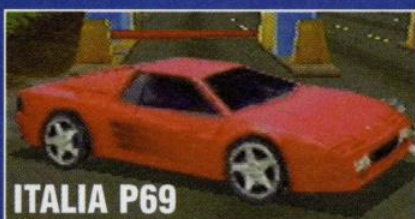
'63 MUSCLE

All brawn, no brain.



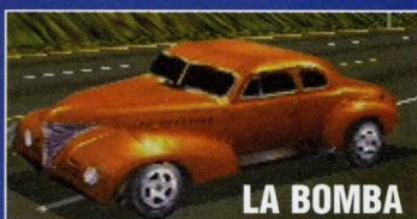
DEVASTATOR

Fast as a speeding bullock.



ITALIA P69

Handles like it's on rails.

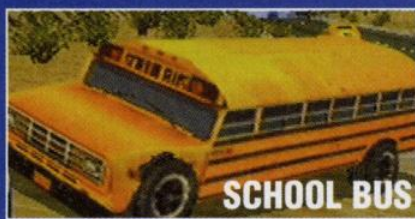


LA BOMBA

ZZ Top would be at home in this.

There are four standard cars and each has its own characteristics. The '63 Muscle car is a good all rounder to start with while the Italia P69 is more agile and sticks to the road but is slightly slower. The Devastator's the fastest but can be quite a handful and La Bomba's got the best acceleration and is a bit better at coping with your occasional detours on to the edge of the tracks. The others all drop to around 160kph off road but La

Bomba just keeps on going at 190kph. In the early stages of the game the cars don't make a huge difference, you shouldn't have any trouble winning on the easy setting. You also have the choice of Auto or Manual gear changes. Auto is obviously easier but manual gives you more control. To be honest though you'll have enough to worry about without having to change gear as well. The cars all have brakes too, but brakes are for wimps...



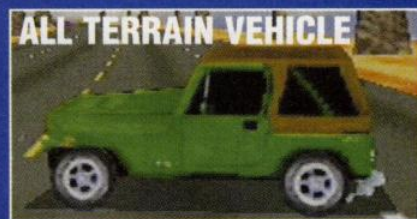
SCHOOL BUS

Get those kids to school, and hurry!



POLICE CAR

Sirens on!



ALL TERRAIN VEHICLE

4-wheel drive cruis'n.

SPECIAL DELIVERY

Holding *Up*, *Left* and *Down* together on the yellow buttons when you're in the car select screen will bring up three additional options with a bit more variety of playing style.

The cop car is the fastest, the school bus is slow and heavy but will barge through the opposition, and the all-terrain vehicle is, as you'd expect, the best off-road.

FROM WEST TO EAST



1. GOLDEN GATE PARK

The courses start off really easy, no hairpins, little traffic – you shouldn't have a problem. This gives you a chance to get to know your car and its capabilities. You'll see a well known logo on a billboard near the end.



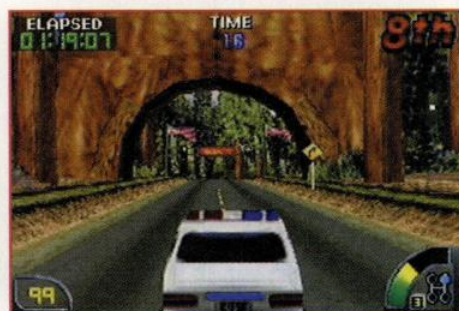
2. SAN FRANCISCO

San Francisco itself has some blind hills but since uphill is usually followed by a left-hand bend, downhill by a straight or a right-hander even these aren't very tricky. Pass on the right to avoid oncoming traffic.



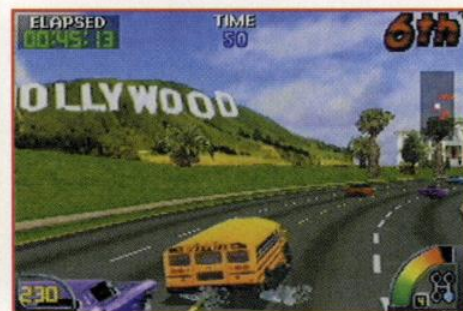
3. US 101

Highway US 101 is next and it's best to keep the view outside the car on this course so you can see round the long sweeping turns and hills. There's one hairpin near the end which you'll need to tackle carefully. The jumps are easy though.



4. REDWOOD FOREST

You'll find that the first difficult course is Redwood Forest. You need to get out in front early before you get stuck in position by all the really tight corners. There's a chance to catch up in the last, more open, section though.



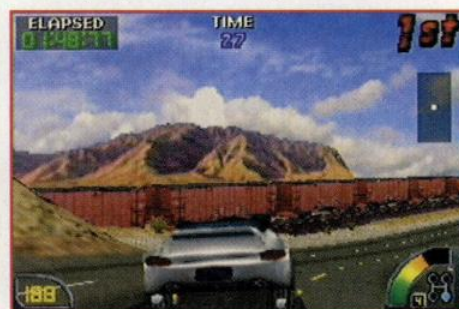
5. BEVERLY HILLS

In the star studded avenues of Beverly Hills you should stay in the centre of the road to avoid all the clutter at the sides. The pulled out camera view is also handy to spot oncoming traffic, especially when you're in the tunnel.



6. LA FREEWAY

LA Freeway isn't as gridlocked as you'd think and sloping banks mean you can keep the speed up safely. This is a long stage so you'll have plenty of time to lengthen your lead and you should finish with a really good time.



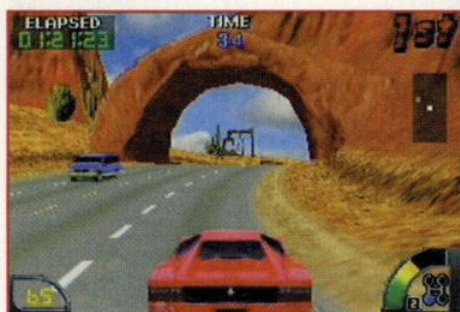
7. DEATH VALLEY

Death Valley is not to be trifled with – it's a narrow two-lane highway with plenty of oncoming traffic. It gets very rough off the road so don't wander! You'll also need to beat a train to a crossing or you'll have to wait for it to go past.



8. ARIZONA

Arizona's the first course where you have to start really using your brain. You'll have to time it so you only pass opponents on the long straights, it's too risky on the bends. You can cut some corners if you have a car that's good off-road.



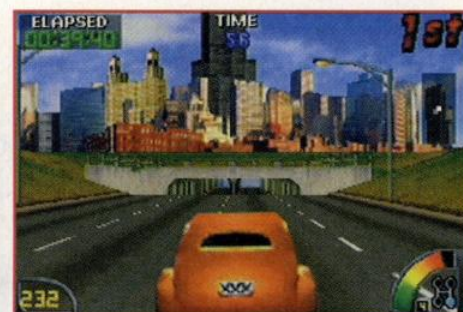
9. GRAND CANYON

The Grand Canyon's a pretty fast stage that's reasonably clear of traffic so put your foot down and go for it. There are boulders on the side of the road, if you hit them just right they'll roll away and hit other racers.



10. IOWA

Iowa's notable for the bugs and bird crap that hit your screen, so stick to the external views. You'll need to avoid the Toll Booths as well so steer for an empty lane. You can go round pile ups on the wide sides of the road.



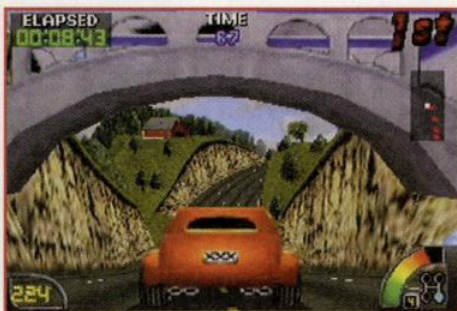
11. CHICAGO

Chicago has three different stages within it. The freeway's easy, the tunnel can be tricky but OK if you time your overtaking right, but the section under the elevated train tracks is a real pain because of the oncoming drunk drivers.



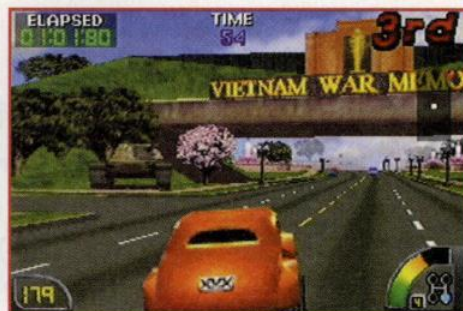
12. INDIANA

Indiana is pretty much the same as the Iowa course, except with more bugs! This time they come in swarms and can really ruin your view and lead you right into a crash. Once again, you'll be best off keeping your view external.



13. APPALACHIA

This is the nicest looking stage, but you shouldn't be watching the scenery! The hair-pin bends and blind hills will need your full attention. This is a real roller-coaster of a road and you can use the driver view for extra excitement!



14. WASHINGTON DC

The final leg of the race takes you on a tour of the capital, Washington DC. It's vital to get yourself into the lead early and then stay there because if you're behind when you enter the tunnel you'll probably throw it all away.



"What a turn on!"
(David Cronenberg)



REVIEW NINTENDO 64

CRUIS'N USA



INFO

- **GAME DIFFICULTY:** Easy
- **FIRST DAY SCORE:** Finished on Easy
- **ALTERNATIVES:** Mario Kart 64, Wave Race 64

CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** Williams
- **PREVIOUS NINTENDO TITLES:** Mario Kart 64, Wave Race 64
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** This month
- **GAME TYPE:** Racing sim

CONTROLS

- **RESPONSIVENESS:** Very Good
- S** Start/Pause
- A** View
- B** Radio
- C** Gear changes/Display
- L/R** Brakes
- Z** Accelerate

FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** C.Pak
- **CONTINUES:** Infinite
- **OPTIONS:** Gearbox/Cars/Traffic/Music



COMMENT – LOU

OK it's fast, but that just means you get bored quicker. This illustrates the problems involved in converting arcade titles. Arcade games are designed to hold your attention for a few minutes at a time, console games are played for hours in a stretch. The tracks are pretty repetitive; they're different, yes, but they just don't seem it. It's also limited by a lack of pick ups, time trials, one-on-one or course selection options that make Mario Kart 64 so great. You just don't get as competitive as with Mario Kart because you can't use missiles to scupper your mates' chances. It looks ace but in the end I was really disappointed with Cruis'n USA.



Williams Entertainment wanted Mortal Kombat Trilogy to be the biggest and best Mortal Kombat game ever and that's exactly what they've produced. While still a short punch away from Killer Instinct Gold's depth and fullness of character, for MK fans this is the one to grab. More fighters than ever before and buckets of souped up graphics and special effects mean MKT is set to become the definitive MK outing.

Kast List

It's hard to believe that the original MK game only had 7 selectable fighters and only one bonus komatant, while in MKT you've got a choice of a massive 26, complete with at least 2 bonus ones. There are five brand new fighters in this line-up too, including Noob Saibot, Rain and Smoke who were only accessible with special codes in the past. All this means you've got a big choice of who to take into battle but watch out for the computer opponents because the levels of artificial intelligence in MKT are phenomenal. We did find though, that if you watch closely enough you can sometimes spot patterns in the way a particular fighter responds to a particular attack.



Comment

Mortal Kombat Trilogy is the most comprehensive MK game we've seen and the huge range of fighters, excellent play control and variety of options really stand it apart from the SNES versions. While it's great fun to play and will last you a good while, I'm doubtful whether it's got what it takes to go up against Killer Instinct Gold with its superior graphics and play features. This aside, it's a bone-cracking 64-bit beat 'em up and a must-have for all MK fans.

Steve

MORTAL KOMBAT TRILOGY

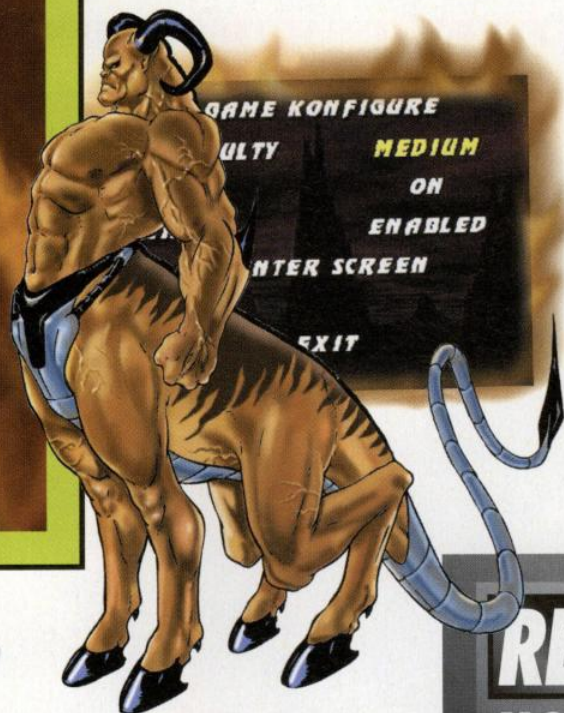


Pugilist's Progress

Once you've picked your champion you're ready for action. The fighting gameplay and controls are in classic MK style but this time the varied play scenarios set you up for a heap of new options. Whether you prefer solo head-to-head combat or an 8-player knock-out tournament, you should find what you're looking for here. The endurance round option is back in for the first time since MK1 and you can also set up 2-on-2 and 3-on-3 Tag Team matches.



The choice is yours...



As well as a huge amount of gameplay options, Williams have thrown in heaps of other adjustable elements. For example, all of the controller buttons are interchangeable to suit yourself and the sound options aren't just a case of 'Music on/off'. If you're playing on a stereo TV you can make the most of the function that makes the sound effects pan from one speaker to the other. You can also choose between five difficulty settings or limit the time of each bout.

Vitality

One of the big selling points of any fighting game is the number of special moves and creative death-dealing techniques included. MKT has them in abundance and the excellent control response means they're all that bit easier to master. As you'd expect, there are heaps of 'specialties' from old favourites like the Animality and the Babality to a brand new destructive device: the Brutality. There's also a brand new power bar called the Aggressor Meter. This works just like the power bar in Killer Instinct – the more you pummel your opponent the more energy you store up for an awesome combo (sorry, Kombo).



Blood and Guts!

As you'd expect from a 64-bit title, the graphics and sound are head and shoulders above any previous MK incarnation. There are 27 detailed fighting arenas in all, including a few from each of the first four games plus some new ones thrown in for good measure. The fighters themselves are more detailed than ever before and with the option to turn the blood on or off, you can really go for that full-technicolor effect!

REVIEW NINTENDO 64

MORTAL KOMBAT TRILOGY



INFO

- **GAME DIFFICULTY:** Medium to hard
- **FIRST DAY SCORE:** Won tournament in Novice Mode
- **ALTERNATIVES:** Killer Instinct Gold Hexen

CREDITS

- **BY:** Williams Entertainment
- **DEVELOPED BY:** Midway
- **PREVIOUS MIDWAY TITLES:** Mortal Kombat series NBA Hang Time
- **DISTRIBUTED BY:** GT Interactive
- **RELEASE:** 12th June '97
- **GAME TYPE:** Beat 'em up

FEATURES

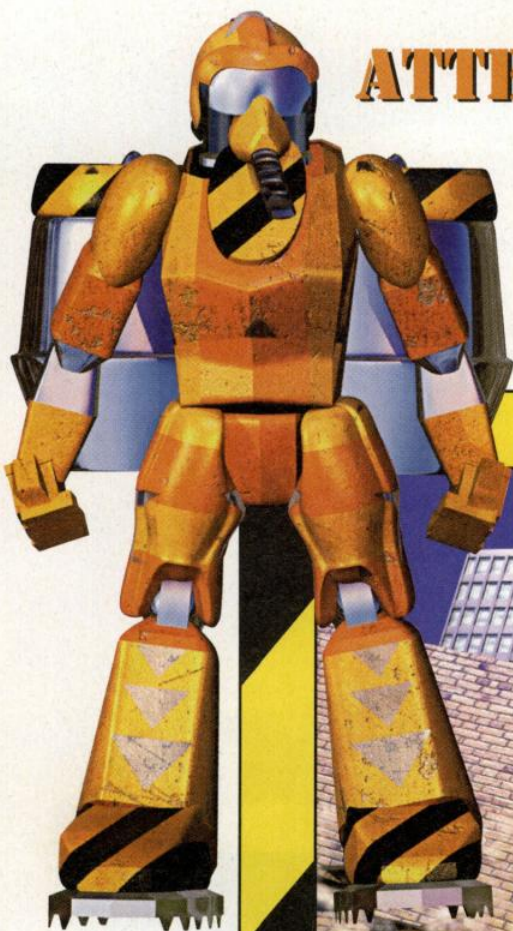
- **PLAYERS:** 1-8
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** Difficulty/Blood/Sound/Controls

CONTROLS

- **RESPONSIVENESS:** Excellent

-  Start/Pause
-  Low Punch
-  High Punch
-  Top: High Kick
Right: Low Kick
Bottom: Run
-  L: Run
R: Block
-  Nothing





ATTENTION! HAZARD WARNING!

HEADING THIS WAY ON A COLLISION COURSE:
BLAST CORPS... WE INTERCEPT IT, DEFUSE IT
AND BRING YOU THE BLUE PRINTS... HANDLE
WITH **EXTREME CAUTION...** MESSAGE ENDS...



PLUS:

REVIEWS: LUFIA, GAME BOY GALLERY 2,
KIRBY'S STAR STACKER AND MORE...

PLAYGUIDES: SM64, DKL2, SHADOWS OF THE EMPIRE

FILM REVIEW: THE LOST WORLD: JURASSIC PARK



**JUNE ISSUE ON SALE MAY 29TH
NMS. IT'S EXPLOSIVE.**



Four Page Pull-out Poster

is

MISSING



from this issue

Last month we gave you an introduction to this multi-layered action adventure. Now we take a deeper look at what makes it tick. The wide variety and depth of gameplay in *Shadows* makes it a real challenge for even experienced gamers. To give you a helping hand we've compiled this exhaustive playguide, starting this month with Levels 1 to 5 which will take you from the ice planet of Hoth to the rocky canyons of Gall Spaceport.

The Challenge Points that you need to collect give bonus lives in the next level and give you access to the Game Secrets. You can play the game through without collecting these, but more will be revealed when you collect them all on each difficulty level. All these tips apply to the easy setting, things will be slightly different on the harder settings...



LEVEL 1: THE BATTLE OF HOTH

The Empire is attacking the rebel base on Hoth. You must take to your snowspeeder and destroy the attacking forces to buy time for the rebels to escape.



STAGE 1

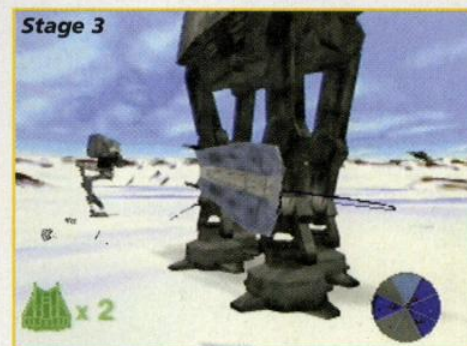
All four Imperial Probe Droids must be destroyed. This may seem pretty easy in itself, but it serves as good practice for the later stages.



The 'in cockpit' view gives you the most information and you'll find it better for targeting.

STAGE 2

Take your time and take on the Scout Walkers (AT-ST) from a distance. Approach them from behind and slow right down to get the most shots in. If you start taking hits yourself, break off and hit the afterburners.



STAGE 3

This is your first chance to earn a Challenge Point (CP). Take out the Scout Walkers and Droids first before tackling the Imperial Walker (AT-AT). The safe way is to aim for the head from a distance with your blasters. To get the CP though you'll have to go in close, low and very slow. As you pass the AT-AT's legs, fire the harpoon (Z Trigger) and circle very tightly round the Walkers keeping your brakes on all the time. After a few loops the AT-AT will stumble.

STAGE 4

Adopt the same strategy as in Stage 3, take on the weaker units first and then tackle the two Walkers with the harpoon to get CPs 2 and 3. A good defensive tactic is to avoid the centre of the battlefield and come in from the sides.

STAR WARS SHADOWS OF THE EMPIRE

In the first Doom-style level you need to activate the Emergency Generators so you can escape. The Imperial Stormtroopers are quite good at hunting you down and the Snow Beasts will keep on coming 'til you kill them, so you can't hang about.

LEVEL 2: ESCAPE FROM ECHO BASE

STAGE 1

Blast anything you see. The boxes lying about often contain health and weapon bonuses. The Stormtroopers are quite easy to kill, but the Snow Beasts can take a bit more time. However if you enter the room with the caged beasts, activate the switch and then quickly leave the room. Wait outside and you'll hear them fighting each other. When it all goes quiet go back in and you should be able to finish the winner off easily, then just pick up the bonuses.



CP1: Take the right exit in the large chamber where the Millennium Falcon takes off. Enter the control room, go left to the red column and press the grate on the wall to open a panel and get the CP.



CP2: Leave the room by the other door and follow the corridor until you find a passage blocked by crates. Blast the crates and the Snow Beast, if it's there, to get the CP.



CP3: When the corridor opens out and you see a bridge, take a minute to wipe out any enemies. Then face back the way you came from the bridge and you'll see a ledge to your left. Jump over to get the CP.



CP4: Cross the bridge and pass through a small tunnel; follow the ledge right to find the CP.

STAGE 2

The Generator Room is quite easy to find and the opponents are more of the same.



CP5: As you enter the open area, head for the right turbine and walk round it to find the CP.



CP6: Walk up the stairs, run forward and you'll see a red extra life icon. Jump across and you'll find the CP behind it.



CP7: After you've activated the generators and come down the lift you'll see two big rotating generators on the left and right of the walkway. Jump off the walkway to the right and follow the turbine to get the CP.

CP8: After getting CP7 jump across the chasm to the other turbine and you'll find another CP. There are platforms in the walls you can use to get back up to the walkway.



CP9: Carry on to the icy corridor where the ground splits. Stay on the left until a CP appears out of the wall. An extra life will appear on the right.

BOSS: IMPERIAL SCOUT WALKER

It might have been easy to blast these in a snowspeeder but it's a bit trickier when you're on foot. One way is to run across the hanger to the other side. Here you can use the crates to climb on the catwalk and pick up the shield (only on easy), health and weapons bonuses and blast away at the AT-ST. If you're more cautious you can keep ducking in and out of the corridor where you enter. If you time it so the AT-ST is facing away you'll get a good few shots in every time. The seekers won't lock on so just use your blaster.



CP10: As you head towards the Outrider you'll see a stack of crates blocking a passage. Go down it, kill the Snow Beast with seekers, and jump the chasm to get the last CP.

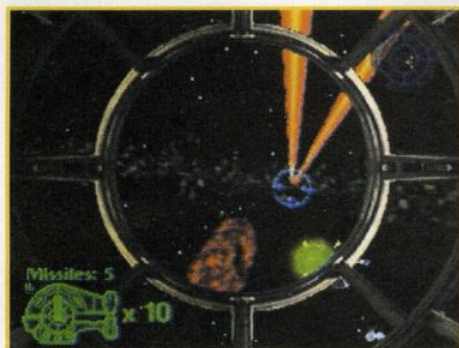
LEVEL 3: ASTEROID FIELD

Protect the Outrider from Imperial fighters as Leebo pilots you through the asteroids. This level's not too hard but quite impressive in its own way. The controls are really responsive and the action comes thick and fast.

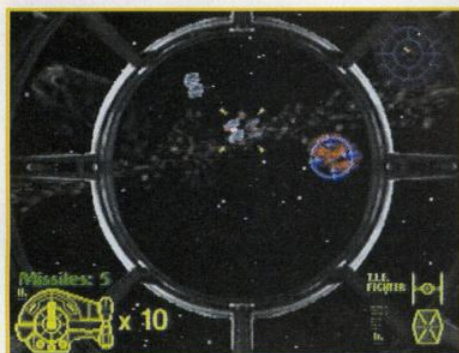
In this you've 60 Tie Bombers and 20 Tie Fighters to shoot down. Hitting them's easier if you don't use the external view but avoid blasting too many asteroids as the shrapnel can damage the Outrider. The missiles reload automatically so don't be afraid to use them.



Remember to get the green bombs before they hit you.



To get the six Challenge Points you must destroy all the red asteroids before they disappear.



The missiles will often find a target even if they haven't got a lock when you fire.

PLAYGUIDE NINTENDO 64

LEVEL 4: ORD MANTELL JUNKYARD

This level takes a bit of getting used to. It's a bit platformy and the need to get to one train from another imposes some strict time limits. With a bit of practice though it can be straightforward.

STAGE 1

Time your jumps carefully and don't jump on a bend. The train on the left track ends up in a lake halfway through the stage so make sure you stick to the right when you can, but you'll have to swap sometimes. The force shields can be wiped out from a distance.



CP1: Just above you soon after the start.



CP2: On the left over an obstacle.



CP3: On the right over an obstacle. There's an extra-life coming up on the left.



CP4: On a box car that comes from the left.



CP5: As the train dips and heads into the processor plant, a CP floats overhead. You must jump from the middle of the car.



CP6: Get on the next train that comes from the left and make your way through it, you'll see the CP floating in a room with a guard.



CP7: As you jump to the next train the CP floats above you. Go into the train, up the ramp and on the roof. Head to the back of the train and jump off!

This is probably the best looking level in the game with some stunning backdrops, but you're not here to look at the scenery. You have to find Bobba Fett's jetpack and then confront the man himself.

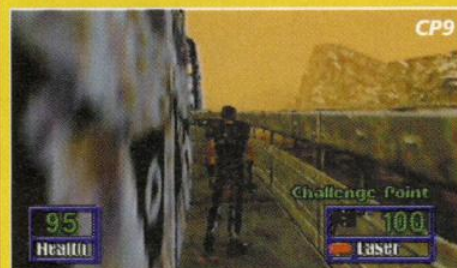
LEVEL 5: GALL SPACEPORT

STAGE 1

These stages are long and challenging and you'll have to use plenty of varying viewpoints. The 'third person' view is best for the canyons, 'above' for the really tricky maneuvering and the 'first person' in the buildings.



CP8: In a car with two guards you'll find the CP floating above a ledge. You need to jump on the ledge first.



CP9: Just before the end of your train ride and after you've jumped on the penultimate train, head right to find the CP. Then double back and get on the train on the left.

Boss: IG-88

If you have full health and plenty of powerful weapons this bounty-hunter droid shouldn't be too tricky, but collect the CPs and pick ups before defeating him. If you give him the occasional blast from your laser pistol and keep on the move you should be able to avoid his attentions. A few seekers should finish him off when you're ready.



CP 10: On the top of the pile of junk.



CP11/12: After getting CP10, turn round and jump on to the catwalk then run along to the lava vats. You'll find a CP on a ledge in both. There are doors in the side of the vats; after getting the last CP get out and confront IG-88.



CP1: Use the rock outside the Outrider to get on to the top of your ship and collect an obvious CP.



CP2: Just after the Wampa cave you'll see a path going out to a mesa with a CP on top. After you pass through the arch, turn around and use the above view to make sure you have a good angle for the jump. Go up the steps to get the CP. Be careful of the jump back on to the path - it's easy to overshoot.



CP3: Soon after you enter the building (with the doors operated by the switch on the floating barge), you'll see a CP floating between two bridges. You can either shuffle out on the very thin

girder from the top bridge and jump for it, or come back with the Jetpack. If you do take the safe route and use the Jetpack, you can also get the extra life hidden beneath the bottom bridge.



CP4: After you get the Jetpack, zoom up to the top of the tower and you'll find the CP and some other items.



CP5: Head away from the tower over to the mesas in the distance. A CP is floating high above the second rock. You've got to be good to get back to a rock before your fuel runs out.

STAGE 2

Now you have the Jetpack you need to find Bobba Fett. Conserve all your weapons until the end because you'll need them all.



CP6: In the cave where you summon the first skiff, jet across to the rock toward the exit. Turn around and jet down the pit, you'll see a room with a CP in it.



PLAYGUIDE NINTENDO 64



CP7: As the skiff leaves the cave you'll see a rock to your left, the CP is on the top of it. Then jet back to the cave and re-summon the skiff.



CP11: As you enter the large space from a tunnel high up, there are many items floating around the edge; one of them is a CP. The exit is high up the walls.



CP15: Head for the only open cliff side at the base and jet off to find a CP and an extra life on a ledge below.



CP8: When the skiff stops in front of the hanger, jet out across the canyon to a ledge in the distance and you'll see the CP.



CP12: As you travel on the second skiff a CP floats above your path.



CP9: The AT-ST is as easy to beat as the one on Hoth. When it explodes, a shield covering a column and four switches opens and reveals a CP. The switches control doors in the wall; open them and explore each in turn.



CP13: As you move through the hangers you'll see an Imperial shuttle and the CP is at the top of its folded wings. There are some more pick ups inside it if you go up the ramp.



CP10: Halfway down the first set of vertical propellers there's a floating CP.



CP14: As soon as Bobba appears, jet down out of the arena to the base and run all around it. There are several pick ups and a CP.

BOSS 1: BOBBA FETT

To defeat Bobba Fett you need to hit him quite a few times with the flame-thrower, seekers or pulse cannon. Your blaster will make him move to another position but won't do much serious damage. There are plenty of pick ups around the arena to keep you going and there are full health and extralife icons on the very top.

BOSS 2: SLAVE 1

After you kill Bobba, his ship (Slave 1) will come after you. Use your best weapon on its engines, the vanes on its side, and keep moving, it's much faster than the AT-ST and tougher than Bobba Fett.



Phew! Next month we'll be covering the last five levels from Mos Eisley and Beggars Canyon to the final Skyhook Battle. We'll also be revealing some other game secrets. Don't miss it!

The courses in *Super Mario 64* just seem to get better and better, and once you've played it for a while, you can clearly see why it's been labelled as the greatest videogame ever made! This month you'll need your sand boots and an old tablecloth as Mario ventures out into the desert in *Shifting Sand Land*, then finds the oasis from hell in *Dire Dire Docks*. Well, don't just sit there, the princess needs rescuing!

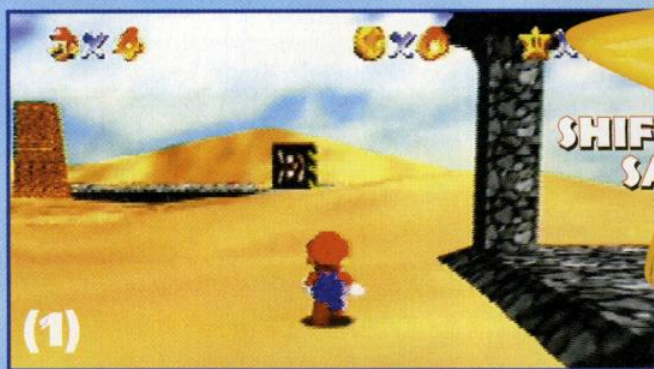
SUPER MARIO 64

SHIFTING SAND LAND

You'll have to be very careful where you tread on this course as the ground can literally disappear from under your feet! A large proportion of this course is covered with quicksand, so if Mario steps off the track he's doomed. In this level you'll have to steal a star from a vulture, use your flying cap to grab floating coins and explore an ancient pyramid in search of those all-important stars. To find the course, go down into the basement and turn left when facing the fiery face picture. Follow the path round to what looks like a dead-end, then just jump into the wall to be whisked away to the desert. Good luck, and may your camels never run out of steam!

TWIN TOWERS

At the start, follow the course round to the left, going past the ruined temple (1) to make your way to the walk-way. This path over the quicksand is covered with Tox Box blocks that guard the route. Each block revolves on four sides and one side has a hole in the middle. To avoid taking any damage, try and position Mario so that the hollow side passes over him (2), leaving him unharmed. Once you've negotiated the path, you'll notice there are two towers right opposite the pyramid. Go up the first tower and you'll spot Klepto the vulture carrying a star in his talons (3). When he gets near enough to you, just jump on his head and claim the star (4).



SHIFTING SAND LAND

1

(2)

(3)

(4)

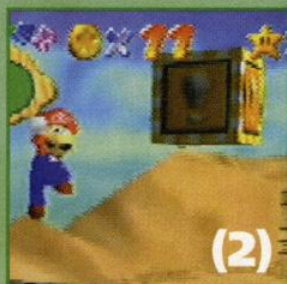


SHIFTING SAND LAND

Go round the back of the pyramid and you'll find an entrance ramp (1). You don't have to risk life and limb by dodging the quicksand and whirlwinds either. Instead, jump on to the ruined temple and break open the yellow box (2). This will reveal a Koopa shell which allows you to speed over the quicksand without sinking. Now go inside the temple (3) and work your way up the levels (4). You have to avoid tiresome Goombas, huge Grindel blocks and a rolling monster called Spindel (5) that causes plenty of damage if you get hit. As you reach the top of the pyramid, there are a couple of moving steps to cross and the star's just on the right.



(1)



(2)



(3)

QUICKSAND QUANDARY!



(4)



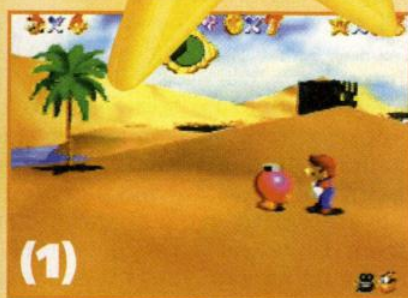
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PYRAMID PANIC!

SHIFTING SAND LAND

2

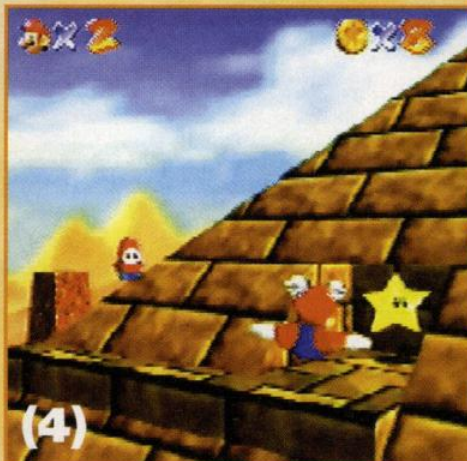
To get the second star you'll need to go back to where you found the first one and talk to the Bob-Omb Buddy nearby (1). This will activate the cannon which is situated in the top left corner of the walkway. Avoid the revolving Tox Boxes again, and before jumping in the cannon grab the flying cap (2). Now blast out of the cannon and fly around the top of the pyramid (3). You'll find a small ledge at the very top of the pyramid and the second star is tucked away in here (4). If your flying skills aren't up to scratch, you can always guide Mario carefully up the outside of the pyramid following the narrow track.



(1)



(2)



(4)

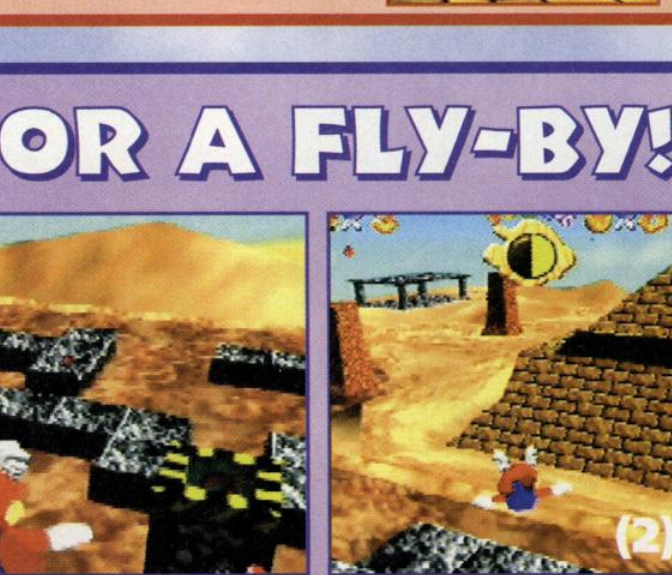
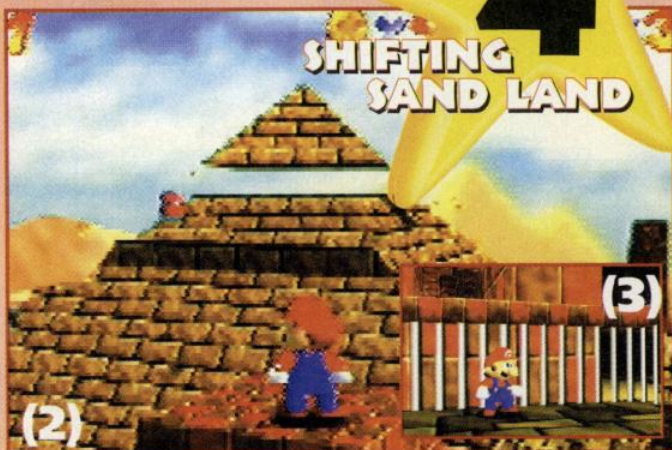
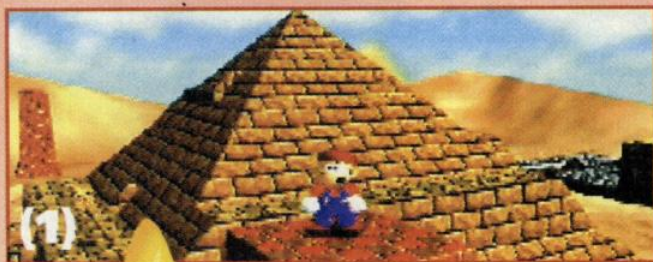


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4

A BIG HAND!

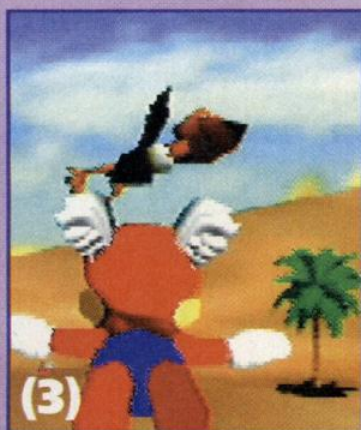
The next star can be very frustrating to find as all the natural elements in the course seem to gang up against you. Those four towers surrounding the pyramid are the key to success, as you must stand on all four of them in turn (1). Once you're on the fourth one, the top of the pyramid will start to spin, and then it'll explode (2), giving you a brand new entrance! When you found star 3 you'll have noticed a cage near the top of the pyramid. Well, by using this new entrance you'll be lowered into the cage (3), which drops down to reveal a hidden stage occupied by two huge hand shaped bosses known as Eyeroks (4). These massive mitts will try and push you off the platform, so run around to avoid them and wait until the hand opens to reveal a single eyeball (5). When the eye opens, belt it with your fist and after three hits on each hand, both will disappear and leave a star behind.



5

SHIFTING SAND LAND

The fifth star is found by collecting all eight red coins in the level. Good use of the flying caps is vital to your success (1). Once you're airborne, circle round the level and wait until a floating red coin comes into view (2). Now push forward on the control stick to make Mario dive, then pull back sharply. If you time it properly, Mario will grab the coin on his way up. You'll also find one in the oasis behind the two towers (3/4), and another is hidden behind the start point at the very edge of the world (5).



DIRE DIRE DOCKS



This course sees Mario searching through Bowser's own submarine base. You'll have to watch out for less than friendly sea-life and also find a way to the top of the docks. Good use of the blue and yellow caps is essential to success in this level. You'll need at least 30 stars to gain access to the course, which is found beyond the star door after unlocking the basement.

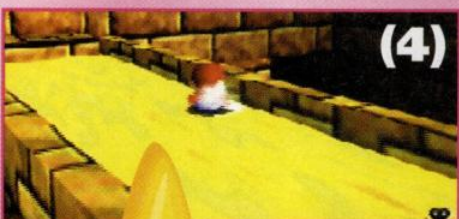
GREEDY FOR GOLD COINS

6

SHIFTING SAND LAND



Go back into the top of the pyramid (1) and inside you'll find five numbered gold coins to collect. To find them, start from the top platform (2) and work your way down (3), as two of the coins are in the sand river (4). The others are all found back where you found star 3.



2

DIRE DIRE DOCKS

Go back to the start and at the bottom of the first pool you'll see four treasure chests. You need to open them in the correct order to get your reward. The first chest has a vertical

line of coins leading up to it (1). Follow the course left to open the next one, then keep going anti-clockwise until you reach the third chest (2) and the last one is in the middle by the whirlpool (3). This final chest can be a real pain as the whirlpool can suck you in before you've had a chance to grab the star (4).

DIVE!
DIVE!

DIRE DIRE DOCKS

As you dive into the water, you'll spot an opening at the bottom. Keep away from Sushi the shark and follow the arrows (1) which will lead you to an underground lake (2) where Bowser's sub is kept. Come out of the water and look for the purple switch, and once you've pressed it a small wooden bridge will appear (3). Dash across to get to the top of the submarine, then go to the front end to find the first star (4).



CHEST CHASING!

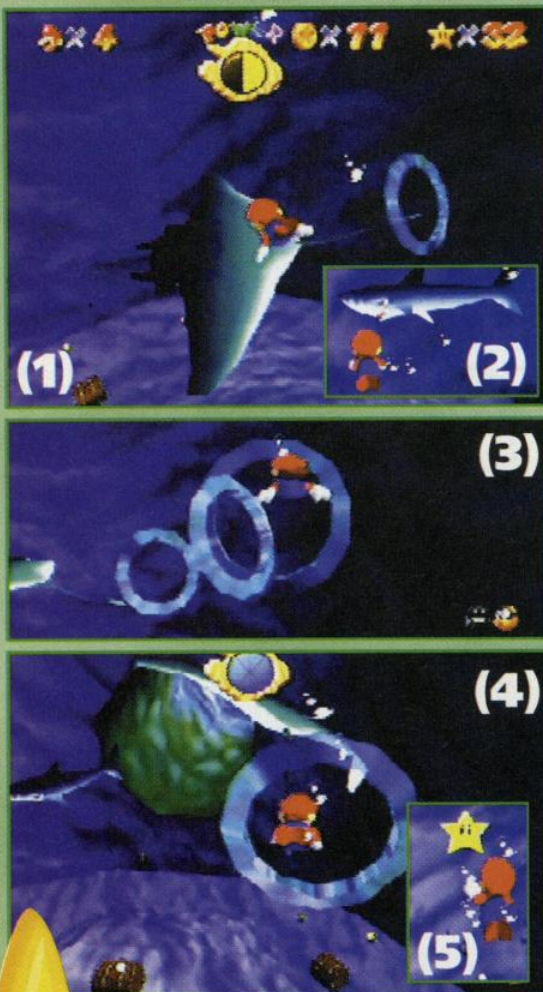


3

DIRE DIRE DOCKS

MANTA-RAY MAYHEM!

Go back to the opening pool for the next star, which is now home to an enormous manta ray (1). Follow him through the water (staying away from Sushi the shark (2)) and you'll see he leaves a trail of rings behind (3). Just follow him round and go through all five rings (4) to claim the next star (5).

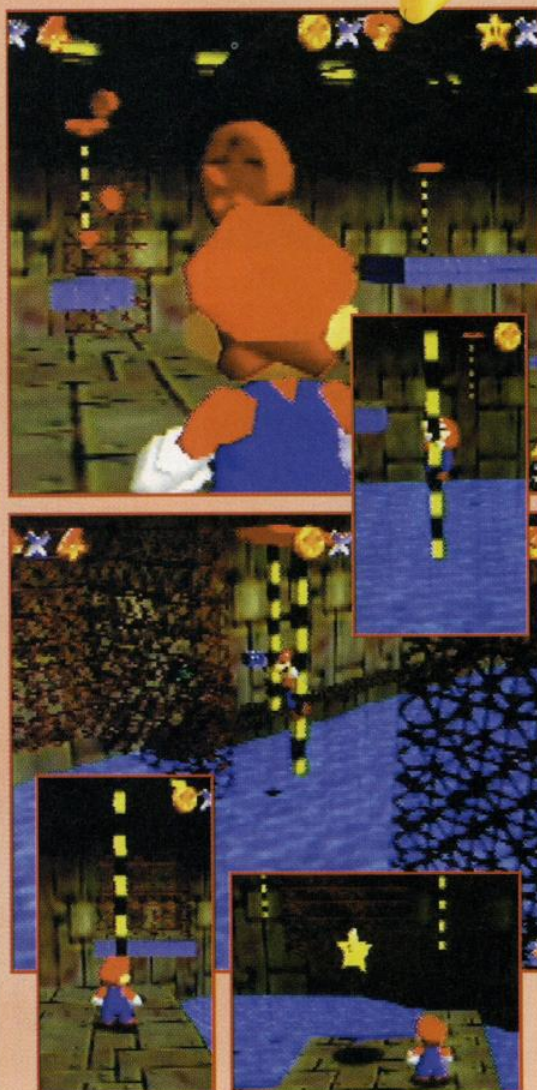


You'll get the fourth star by finding all the red coins in the level and these are located above the submarine. You must use the moving poles to

cross over to each platform and in some areas you'll have to jump from pole to pole. A top tip in using the poles is to have Mario facing away from the pole you're aiming at.

4

DIRE DIRE DOCKS



POLE TO POLE PANIC!

5

DIRE DIRE DOCKS

JET STREAM JAPES!

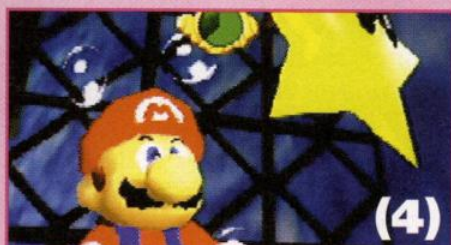


When you get to the main playing area (1) (underneath the submarine) you'll come across a jet-stream of water with transparent rings floating out of the top (2). Once you've gone through five of these, a star will appear (3). The only problem is the jet-stream always prevents Mario from grabbing it. Now, go back to the surface and at the water's edge you'll find a blue and green cap. Put the green cap on and sink to the bottom. You'll now be able to cross over the jet-stream and grab that elusive star (4).

6

DIRE DIRE DOCKS

The final star is found in a cage at the bottom of the docks (1). To get it, you must go up to the surface and find one of the blue caps (2) which are situated near the green ones. Once you're wearing the pixellated headgear, swim down to the cage and you'll pass through those bars with ease (3). If you find that the cap keeps running out before you reach the cage, use a green cap in conjunction with the blue, so you sink to the bottom quickly and grab the star (4).



CAGEY CAPERS

BOWSER'S BONUS LEVEL 2

In order to get to Bowser's Lava Sea, you must have snared at least 30 stars. You also won't be able to collect all the red coins for Star 4 unless you've beaten Bowser here. Go down to the basement of the castle and enter the door with the huge star on it (1). As long as you've completed the last course, the hallway will be free of water and you can drop down the well (2) to take on Bowser.

This Boss Level obstacle course is much harder than the first one, requiring precise control with the thumb stick and plenty of concentration. As with all the Bowser levels, you can get a Castle Star by collecting eight red coins along the way.

Bowser's gained some new powers since your first encounter and is now able to teleport and shoulder charge as well as spit fire. You'll have to defeat him in the same way as before (by grabbing him by the tail and chucking him at a landmine), but this is made more difficult by fewer bombs surrounding the arena, a moving floor and the fact that Bowser himself moves quicker than before. Once you've won, you'll get a key to open the door to the top floor of the castle, giving you access to the next 4 courses.

BOWSER'S BACK!



Be ready for next month's guide when we take you through the frozen wastes of Snowman's Land and explore a flooded city in Wet-Dry World. You'd be a Bowser to miss it!

PILOTWINGS 64

Are you ready for this?

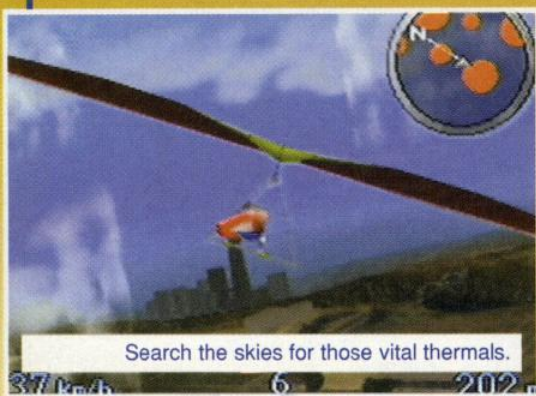
Time is of the essence in Class P, with seven of the missions including time points and two of the rocket belt missions only having time points. However, landing impact and accuracy are still vital, often making up a third or even half of your score. Some of these missions take place underground and in darkness, adding to the dangers. Still, after all your practice in Class B there should be no excuse for bending your undercarriage or breaking a leg.

All the missions for the hang glider in this class last a lot longer than the earlier ones so you'll have to be ready to use as many thermals as you can to keep in the air. They're easy to spot, even in the gloom of darkness, but positioning yourself to make best use of them is not so easy.

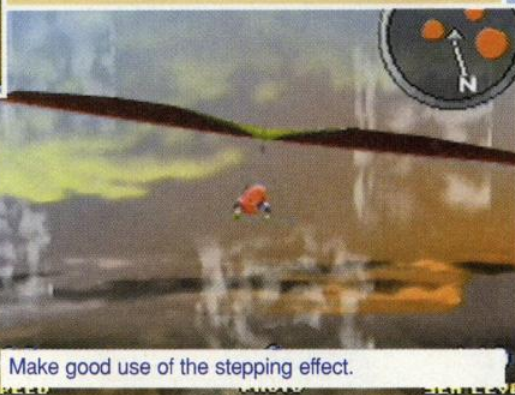
HANG GLIDER

HANG GLIDER MISSION 1

The first mission is quite straight forward: just get as high as you can in four minutes. It's best to look for groups of thermals that act like a staircase. You fly from one to the other gaining height all the time. Kiwi and Lark with their superior skills will rise to the challenge well.



Search the skies for those vital thermals.



Make good use of the stepping effect.



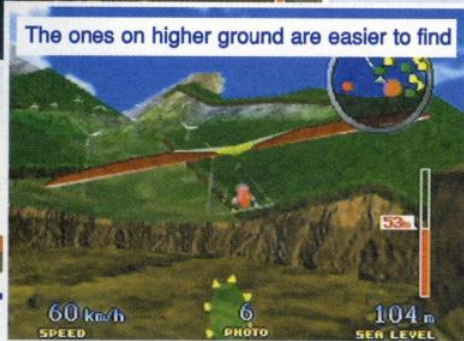
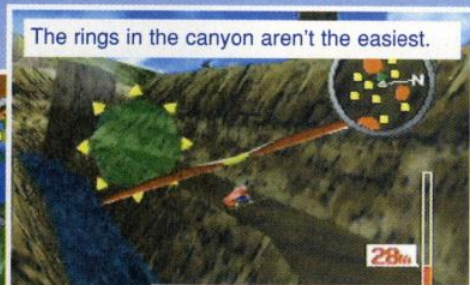
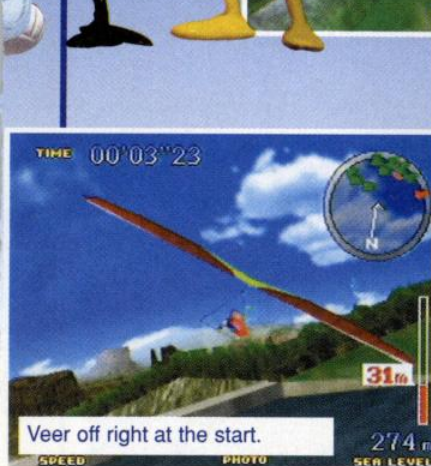
Make sure you've got good height when the clock strikes four minutes.

HANG GLIDER MISSION 2

PLAYGUIDE NINTENDO 64

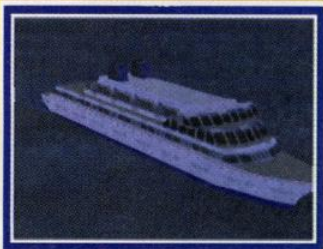


Discretion is really the best approach to this mission. The first three rings are to the left of the start and are a bit tricky so it's best to forget them and head right for the fourth. There are 15 rings and you only need eight so pick those that are easy and quick to get.

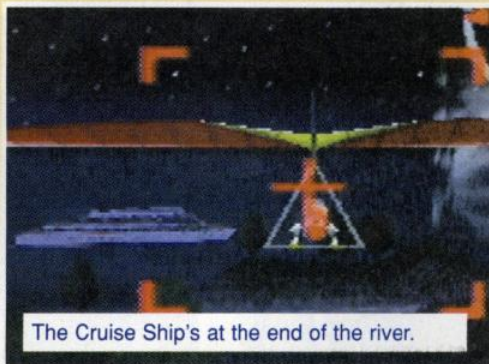


HANG GLIDER MISSION 3

The pics from this level are really important to your score so study these examples well. The three subjects are Missi the Monster, the Cruise Liner and the Space Shuttle. Use the C Buttons to get the right snap and make sure you're real quick to catch the shuttle while it's still on the ground.



Missi the Monster, the Cruise Ship and Space Shuttle are all targets for your camera this time.



PILOT WINGS 64

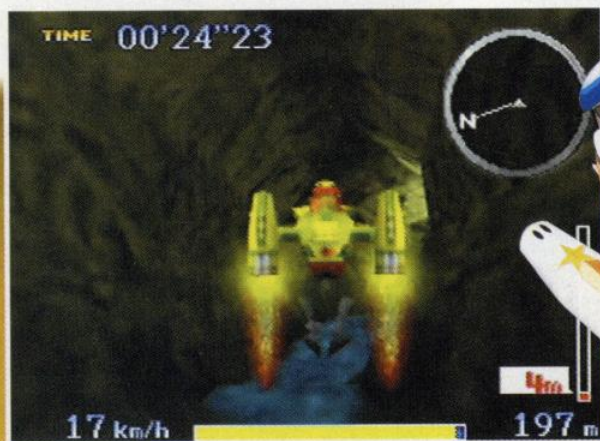


ROCKET BELT

These missions are really tough and were the last to be completed here at NMS. (There's no truth in the rumour that we ended up throwing the controller at the monitor though. Honest!) There's only one way to approach these levels and that's with patience. Ibis or Robin are probably best for the first mission, although we found Hawk's extra weight helped in the other two.

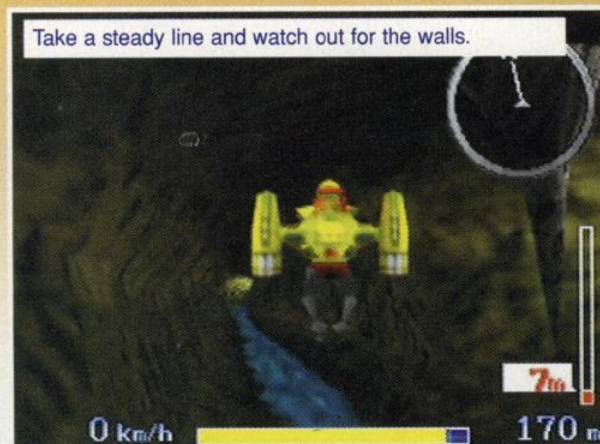
ROCKET BELT MISSION 1

The journey through the dark cavern is a real pig. It takes very little to get out of control and you can end up bouncing around the walls like a squash ball.



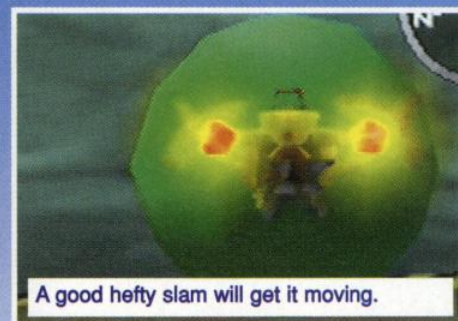
There's light at the end of the tunnel, but it's tough going.

All your points are for time but you'll get huge penalties for hitting the walls if you try to go too fast. Take it steady and be ready to hit the air brake if you get into trouble. Pause for breath and then get going again.



ROCKET BELT MISSION 2

PLAYGUIDE  NINTENDO 64



Another bouncing ball mission but this time though you've got a strong headwind and more difficult terrain to cope with.

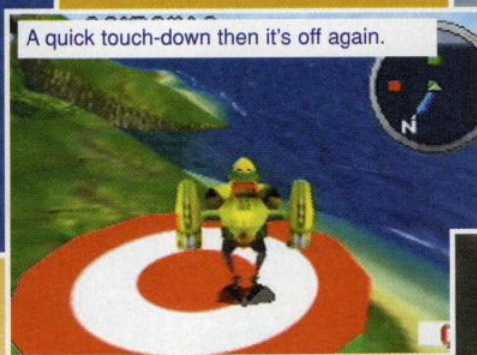
Line up so the ball's between you and the goal and slam into it right away. Then keep on hitting it as fast as you can for as long as you can. The mountain slope contains some tricky canyons so you want to get the ball down to the ocean with the minimum of bounces.



ROCKET BELT MISSION 3



This one's another real pain! You have to land on each target in turn, but you've got very little fuel and the clock's ticking. Oh, and there's a really strong wind too. Well, you wouldn't want it to be too easy would you?! It's best to use the C Buttons so you're looking down and forward from behind your pilot's head. This saves time swapping to the overhead view. Approaching the pads from directly downwind also helps to make things a little more manageable.



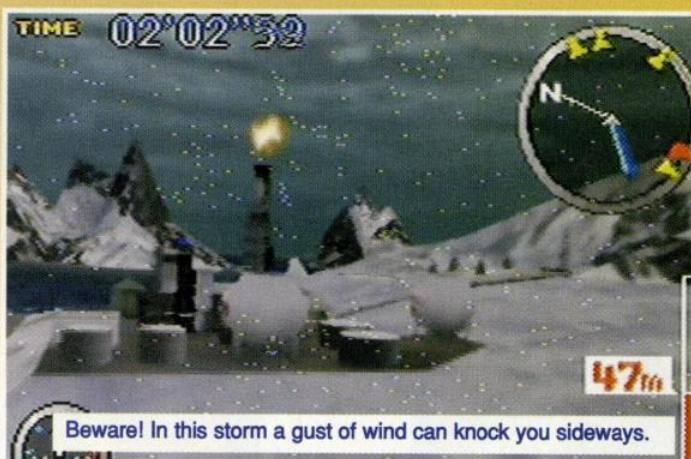
PILOTWINGS 64

It's back to Everfrost Island for the last gyrocopter level. After the rocket belt stages you'll find these missions a pleasure. Just keep your throttle open and you shouldn't have any problems!

GYROCOPTER

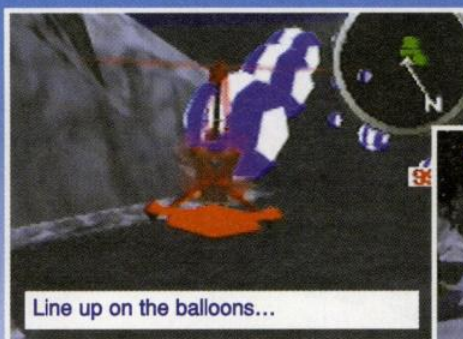
GYROCOPTER MISSION 1

It may be snowing hard but you shouldn't have any difficulty with this level. The only really tricky bit is diving hard between some of the rings where it's very easy to find yourself having to go at it again.

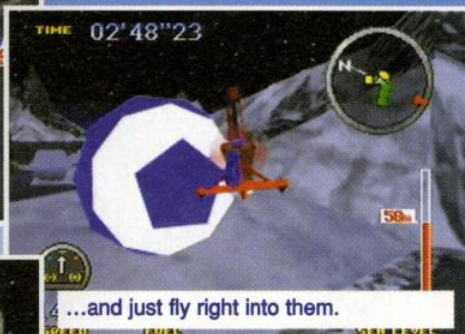


GYROCOPTER MISSION 2

You can really have some fun on this mission. You have to burst 20 of the balloons that are floating about. You don't have to hit them with missiles as you can fly into them, but we found a combination of the two got the job done quickest, which is what counts. Besides, it's more fun that way!



Line up on the balloons...



...and just fly right into them.



Or you can choose missiles...



...and get a more spectacular result!



GYROCOPTER MISSION 3

The robot giant Meca Hawk is back again from the last time. Here, though, he's taken a dip out at sea. Wait for him to surface and blast away. Watch out - he'll do his level best to sink your 'copter if he can.

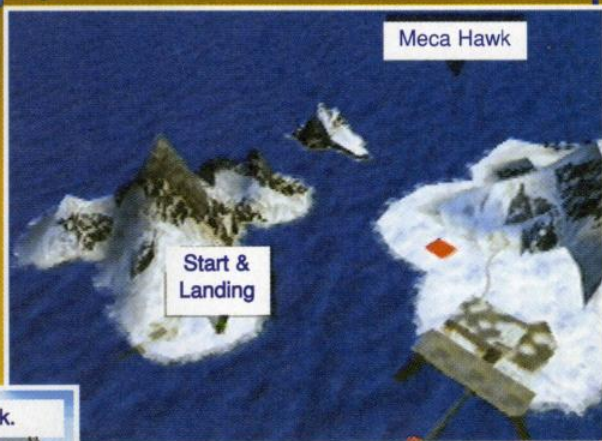


This time ol' Meca'll throw chunks of ice.

Use missiles in a full frontal attack.




Boom - it's time to say goodbye.



Or you can sneak up from behind.



Next time we'll be looking at the special levels and bonus stars. If you thought some of the things you were asked to do in these missions were a bit weird you ain't seen nothing yet!



Think

Action

Welcome to the new look Anime Action section!
As I promised you last month, I've decided to give you a more detailed view of each new release that comes up so from now on I'll score each new vid out of 10 for animation, dubbing, music, dialogue and story. I'll also give each one an overall score and give you a warning if there's any 'dodginess' in it too. This month we've got four great new titles out to buy so let's get started!

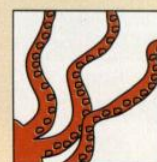
KEY:

As well as rating each vid, I'll also be giving you a bit of advance warning of any blood, sex, language or general nastiness you can expect. So look out for these icons:



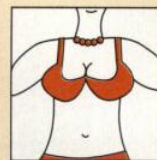
GORE

Lots of chunky red stuff prone to flying about the screen.



TENTACLES

Demons with lots of tentacles generally utilised in tormenting hapless female characters in ways we won't discuss. Exercise extreme caution here.



TITILLATION

Whether it be shower scenes, dissolving bikini strings or shirts which tend to not be very well stitched together, the Japanese just seem to love putting this stuff into anime! Usually when you least expect it!



PROFANITY

Free exercising of the right to have a potty-mouth. Maybe the dubbers just can't be bothered thinking of an extra word to match the character mouth movements... "What the heck, lets just stick another #!@#! in here"



Yes, the rumours are true! Australia's biggest anime distributor **Siren Entertainment**, will be bringing **Astro Boy** (in full colour) to Australian shores in 1997! The adventures of robot toy boy Toby, dubbed 'Astro Boy' in early episodes of the series, will be available to buy on home video from June 14th.

Astro Boy has been widely regarded as the first real piece of Japanimation and was first brought to television by original creator Osamu Tezuka on Japan's Fuji Television in the early 1960s.

The popularity of Astro Boy has never waned since then. Even after episodes featuring the cartoon hero ceased transmission in Australia, Astro Boy has remained an incredibly popular figure in both fashion and popular culture.

Siren's release of the anime classic is the first home video release in colour anywhere in the world! Although the black and white versions of Astro Boy have been released in the USA, no other country on the planet has seen Astro Boy in any form, so Australian anime and cartoon fans are in for a huge treat!

The first fifteen episodes go from 'The Birth of Astro Boy' (where the young, clumsy and naive Astro Boy discovers his superhuman strength, and is separated from Dr. Boynton his creator), through to Astro's adventures in The Robot Circus, his first days at school ('Save the Classmate'), and his battles with Prunto the world's most powerful robot in 'The Greatest Robot in the World'.

You'll be able to get hold of these first 15 episodes on three tapes from June 14th and each tape will set you back \$19.95. More episodes will be available after June but we'll be taking a closer look at the first ones next time.

3x3 Eyes - part four

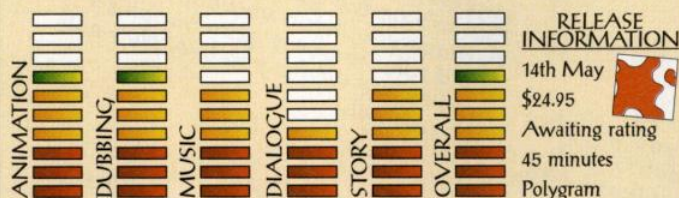


The time for the resurrection of the dark lord Kuei-Yan-Wang draws near, and the destruction of the world is at hand. Only one can stop him – the last of a mystical and immortal race, Pai of the Sanjiyan Unkara and her champion, Yakumo Fuji, the boy marked with the sign of the void. Pai and Yakumo are assisted in their quest to save the world and regain their own humanity by Tin-Jin the holy-man, and Jake MacDonald, the Indy-like Aussie treasure hunter larrikin (with a very bad accent!)

A montage of bad guys and evil henchmen with annoying laughs threaten to put a halt to their quest, providing our heroes don't asphyxiate themselves with their one-breath five-minute single-sentence plot summaries, or die of embarrassment when they start getting all mooshy over each other!

Overall, Part 4's a pretty good continuation of the series, although I really was expecting to see the immortal Yakumo get mangled, run over and chopped up a bit more, as he was prone to earlier in the series.

Mild gore warning.



Bubblegum Crisis - vol 7: Double Vision

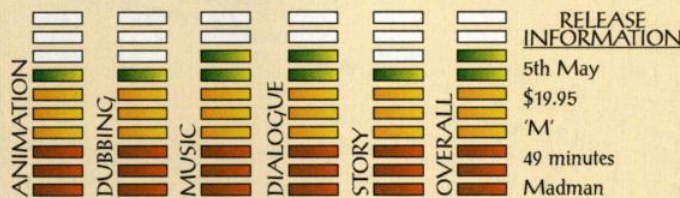


MegaTokyo 2032 AD – A GENOM executive inks a pact with the Gulf & Bradley Corporation to produce a sophisticated new combat Boomer. McLaren, G&B's Boomer expert, is looking forward to sampling the pleasures of MegaTokyo but the festivities are rudely interrupted by a powerful crab-like Mecha and McLaren is the only survivor of the attack.

Back in MegaTokyo, the big news is the upcoming concert by Vision. Need we mention that Priss is not at all impressed! The concert's just a cover and she's really here to avenge the murder of her sister, Irene (murdered by a Boomer in "Born to Kill"). Assisted by the faithful Kou, she attacks GENOM'S research centre in her Mecha, but her reluctance to kill innocent bystanders dooms her to failure. McLaren, more than a little unnerved by the attack, arranges for some protection... The Knight Sabers!

For those who've not picked up an episode of BGC for a while, it's time to pick up this one! BGC seems to improve in animation quality, dubbing and content with each release. In BGC7 the boomers are badder, the girls more gorgeous, the music more hardcore, and the action more intense.

With the past few BGC releases it's rapidly becoming apparent why this series has a cult following virtually unrivaled in anime.



Secret of Mamo



Cartoonist Monkey Punch created the characters of the Wolf III (or Lupin III) saga in the 60s, inspired by the massive popularity of the James Bond films and the original charmer Arsene Lupin (the great jewel thief who operated on the Cote d'Azur in the early 30s).

Secret of Mamo is the second in a series of comedy thrillers starring the Wolf and his partners. There's the always-wearing-a-hat Cigen, the aloof samurai Goemon, and his long time love interest, the mischievous sex kitten Fujiko. Always in the background is detective Zenigata, obsessively pursuing Wolf to the ends of the earth in his eternal quest to bring the villain to justice.

Secret of Mamo revolves around the mysterious Mamo and the mysteries of eternal life that surround him, with the obligatory world destruction thing injected in there somewhere.

The style of animation in SoM is quite different to conventional anime with some unusual character design, much of which oddly brings the "Footrot Flats" cartoon strip to mind. Characters are spindly limbed, with a highly deformed range of facial expressions. They are adequately animated, with occasional interesting and bizarre effects used. Some of the most entertaining aspects of Secret of Mamo are the funky 80s disco soundtrack and the highly bizarre and often witty dialogue which pops up occasionally throughout the feature: Goemon – "Business and women are a pink and purple colour scheme." Mmm.



Genesis Survivor Gaiarth - stage 1



Gaiarth – a world devastated by a cataclysmic war, where pockets of humanity struggle to survive amidst the wreckage of technologies made magical by ignorance.

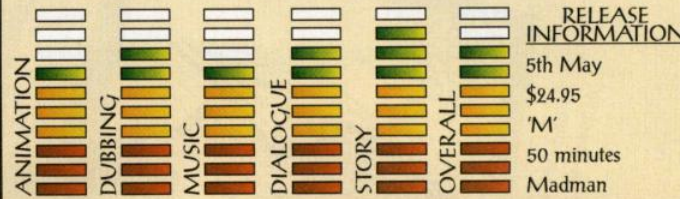
Gaiarth – a world where artificially intelligent machines doggedly pursue their programmed imperatives: to protect, or destroy, humanity.

Gaiarth – a world in which an old and terrible evil has reawakened, threatening to once again bring forth Armageddon!

Stage 1 – A young man raised by an aging War-roid vows revenge against the evil Beastmaster who destroys his 'father'. With the help of Zaxxon, an amnesiac War-roid, and Sahari, a beautiful 'junk-hunter', he gets more adventure than he bargained for!

GSC, from the creators of Bubblegum Crisis, brings together fantasy and sci-fi to great effect. It lacks much of the unnecessary violence of traditional anime of this genre, instead relying on mystery, discovery and some great dark-magic animated scenarios.

The character design's great, particularly some of the War-roids, and it was extremely refreshing to see a new and highly effective slant on the post-apocalyptic world so often represented in anime.





WE NEED HELP

To Les,
I have been collecting NMS since issue #25 and could just kill myself for the issues I've missed. I've got this big problem you see, since my friend has a SNES I wanted one too so I kept on until I got one. But Mum and Dad regret buying one for me because they think the SNES makes me go wild, and I want to get a Nintendo 64, so what I'm trying to say is: We need your help!
Dylan Landgren, NSW.

No worries Dyl. I'll put a large chunk of cash in a numbered off-shore bank account, and you can go there and play while your parents are busy sorting the cupboard full of bean tins they keep in case the world ends before the shops shut, so they'll be the only people left on the planet and they'll have to live on beans all the time, and then, then they'll want you to play games to pass away the hours waiting for the starship to come. Yes.

MMMMMM...

Dear Les,
Can you please tell me if Space Jam is coming out on the SNES.
Kent Baker, NSW

The last time I ate jam in space was when I was smaller than a puppy. It was a very large puppy though.
[No news of any yet - Ed.]

Is this goodbye? NSW
Andrew Nelson.



WHAT?

To Lezzo,
What's the best game on the N64?
Secret Gamer.

Nursie! Nursie! What's the best game on the N64? Oh, is it? No, I just asked because... No, it was a letter and... No. No. NO!

LOVE/HATE

Giddy Les,
How's it going? I'd like to say something which I hope you print but it doesn't matter if you don't. That \$@% who wrote in to you (issue #48, Double Trouble from Official Nintendo Haters) is, in my point of view, the biggest faggot I've ever read about. Don't get me wrong, I have nothing against Italians but this guy is a total &*%& and I hope you're reading this great mag so you know what I think of you, you pathetic excuse for a human.
Thanks Les.
Official Nintendo Lovers, WA.

I have nothing against Italians either, except that I once held a rose close to one but she just bit me. Why do people do that. Passions get aroused, that's why. Passions! Huh.

IN THE BIN

Dear Les,
I just want you to know I think you're crap! You're crap, Nintendo's crap. Your whole magazine is crap! Me and my buddies hope Sonic breaks ya arms off! Sega rules suckers!
Benny Crackpot and friends,
WA Loonatic Asylum.

Sega rules suckers eh? What sort of suckers? Octopus suckers? The sort that are on the back of bath mats? Perhaps you mean vacuums, Sega could rule vacuums quite happily. I used to live where you live. Neh-neh-neh-neh-neh!

DEAR FAT BOY,

There was a letter in issue #17 from a guy 'Lonely Heart' who lives in Sydney NSW. It was about him not being able to get a girlfriend and it said to write to you for his address so could you please send it to me?
Sarah H, NSW.

Issue #17?! Some people think we make letters up. How could we make up saddos from years gone by?

JP

Jonno P I read your letter. I read it from cover to cover, and I agree.



Clean it then!
Michael Dawes, NSW



Prevent bush fires
Stuart Attenborrow

THE LURVE BOX

Dear Mr. Les,
I MUST congratulate you
on running the
magnificent Mail Bag, it's
the best part of the
magazine! I've read every
issue since #28 and the
mag never ceases to
amaze me with clear
pictures, bright graphics,
great reviews and previews,
excellent cheats and heck,
even the contents page looks
cool! I reckon you should
have a poems section and a
lonely hearts section. Oh yeah,
I would like to yell at a few
people:
Moose - eat your lunch
somewhere else.
Goof - get a brain.
Ben & Bindi - What's all this
'Luvvas' %@\$&?
Mr. Burns - Go suck on Skull's
pelvis you ding dong!
Cale Woodley, WA.

The danger with plaudits is that I
might put your letter in, just to hear
the beautiful music of my own ego
overheating. Poems, lonely hearts...
what would people say? They'd only
start writing in or something. Well,
go on then! Mr. Burns loves the
abuse, don't you Misty?

*Mash, mash the veggies up,
Boil 'em 'til they drop,
But don't let all the
stringy bits,
Get caught up in your crop.*

*Slice, slice the longer ones,
And keep a bit for Glad,
She always liked a stringy bit,
To use against her dad.*

*Thud, thud goes the block,
As Louie marches in,
And gathers up the stringy bits,
To make a ball of string.*

*Woof, woof it's dinner time,
Stringy bits and all,
Alice needs the gravy boat,
To hide poor Louie's ball.*

*String, string upon the wing,
Catch yourself a bird
Eat up all the bonies too,
Reality's absurd.*

*Pooh, pooh, what can you do?
Wobble to the pan,
Wait for all the stringy bits,
You happy little man.*

BURNED OUT?

To Les,
Hello, remember me? What! Did you
think the world was safe just
because I haven't written for a
couple of years? Well, you thought
you were safe, but I was talking to
Satan the other day and he said
exterminate all people who are Sega
lovers and people whose first name
is Les. Insults:
To the Official Nintendo Haters - I
reckon you should be called Sega
Traitors because you spend \$4.95 on
a Nintendo magazine.
Dan Callaghan - My sister knows she
won't expose any of my habits
because she knows if she does I will
send up little devils with sticks to
poke her ass.
Mr. Burns, Left at Hell.

SISTER'S TURN

Dear Les,
If you don't publish this I'll get my
brother Mr. Burns to insult you.
To Ryu - You are a sweet heart.
Thank you Sooo much for your love
letter, it was really nice.
Dan Callaghan - I can expose one
habit of Mr. Burns: he leaves his dirty
undies on my pillow slip! Urrrgh.
Sister Burns, Right at Heaven. aka
Chun-Li.

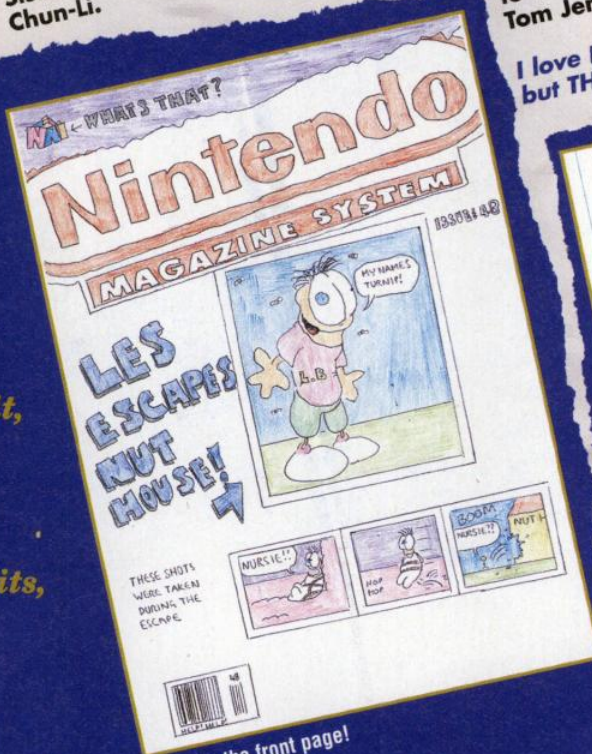
CHUN-LI 2

Huan ying Les,
I am writing to say that I am the real
Chun-Li. The girl who wrote in (#46)
was an impostor. The Ryu who wrote
in (#48) is NOT my darling little
Shotokan, He would NEVER write
such a soppy poem like that false
Ryu. Ryu, if you really want to
impress her say 'Wo ai Ch'ing ni
men'. It means 'I love you' in
Chinese.
Mark Withington I LOVE your
drawings. Write a letter or draw me
a picture or even better draw me a
picture of me! B.Orchid should be
shot, she steals my moves and turns
them into some dumb flick-flack.
Goodbye from the real Chun-Li.

MORE FOR SIS

Dear Les,
I would like to say to Nikki in issue
#46 that you are one Robo-babe and
you go! I agree that Bret Hudson
(#37) is a total sexist and a loser. In
the words of Ben (#43) I will whisper
to the wind 'I love you'. (Sorry Ben
but it's such a good line I had to
write it). Nikki - I'd just like to say to
a babe like you - 'If you were an
American President you'd be
Babraham Lincoln!' Since Ben has
already won Bindi (#40) I would like
to win you.
Tom Jennings, Vic.

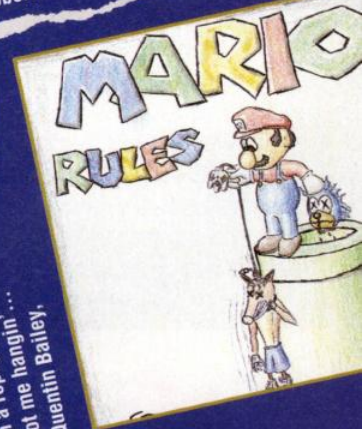
I love Kangarina out of Heartbreak,
but THAT'S JUST NOT REAL!



I made the front page!
Lance McGill. Qld



Bye Skull. Ha!
Robert Rayner, SA



On a rope, on a rope,
got me hangin'...
Quentin Bailey.

Put some protein in Les's diet,
mail him fast and well.

Les, NMS, PO Box 734,
Crow's Nest, NSW 2065
email: catalyst@popmail.dircon.co.uk

Skull's Graveyard



So I look like this! What of it? Sure I could do with some meat, who couldn't? I had a photo in from WA which showed someone's sister playing the Game Boy in the bath. I can't put it in here. Still, if you've got some shots showing the strangest places you've played, or the strangest person you've let play on your machines, send 'em in. I can't promise to sent them back, but there's a good chance the legal ones will get in. I bet we get some grannies and kid brothers first off.

Another thing – anyone who claims to be the Master at this or that game – if you're so hot, where's the proof? I'll accept photos of the screen, bribes of money and chocolate, and sworn statements from the cops.



FACE OFF Kyley Day, NSW.

Dear Skull,

I am really considering buying an N64, but I have some questions that need answers...

1. How much memory can the N64's cartridges hold?
2. I have heard so many answers to this: What exactly is a 64DD?
3. Will there be a converter for the N64? If so, when and how much?
4. I have heard that Doom 64 has got new bad guys and new levels. Does it also have the original stuff?

Thanks,
Theo Attridge, ACT.

1. 12MB, but add-on memory paks allow for more, so you can save games and stuff and take 'em to your mate's place.
2. The 64DD uses magnetic disks capable of carrying 64MB of data. They're re-writable, so you can save your own game info and hopefully upgrades to games like additional stages for Zelda 64. 2MB of RAM is predicted, but the latest is that we may not see any of it until the end of the year or beyond.
3. Converter for what? Not for SNES or Game Boy games.
4. Flip back to page 16 for a look at Doom 64.

Skull,

I think that the black beast is great and all but it's lacking in optional extras. How are you supposed to play a racing sim, or Doom 64 deathmatch on a split screen? I mean come on, they could have at least made link-up an option. The analogue thumb stick is great but the controller is a bit bulky. Now that I've had my winge I'd like to say that I still want one. The N64 is long overdue. I read in Hyper that production of N64s was postponed for the yankies' order. A pox on those executives! But by the time you read this you, the reader, will own their own slice of Jap breakthrough known as the Nintendo 64, the Holy Grail of the electronic gaming world.

See ya!
JDB

No plans for link ups as yet, but the split games we've played are mean, if your TV's big enough of course. At one time production was limited by the availability of chips, now apparently in good supply. The US did get theirs before ours, but we're in the frame now, on the same basis as Europe.

Dear Mister Skull,

Can I join your happy team of Bad Asses too? I have a really dangerous spoon that I could gouge Les's eyes out with. But of course I wouldn't do it because I don't think Les would like that. Don't tell my friend's mummy about his stick or he'll get spanked. By the way, we don't slay dragons because we do naughty things in dark corners. Also, we don't wear pants. Don't tell out mummies about it or they will get angry.

Luv,
Another happy little elf.

Elves! I hope this doesn't start a rash. I had enough trouble after the last one. Take some

advice: don't go out after dark. There's a severe danger that reality'll kick you in the elven stick. Let Les have this one!

Hulo

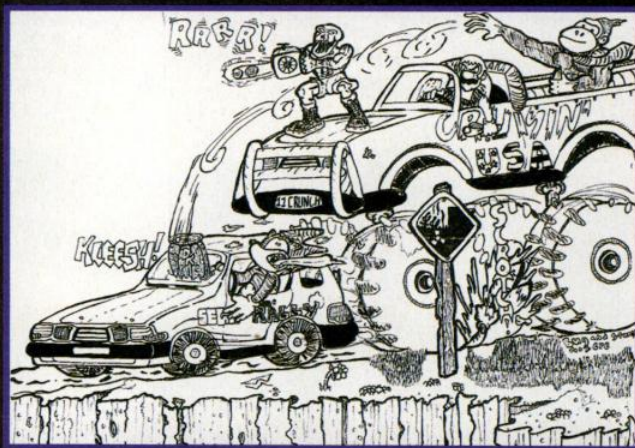
Sonic Here

I SUBMIT!! I GIVE IN!! YOU'VE WON!!!
I SURRENDER!! PLEASE DON'T KILL ME!
I GIVE IN!!

Dear Skull,

I don't want to complain in your ultra cool mag but I'm so angry I have to. Those little %\$@&%&\$ in issue 47, seriously constipated Craig and Andrew, if you write in one more time, I'll tie you up, throw you in a room packed with high explosives, then I'll get into my Black Hawk chopper which, when I've finished with you two &%\$@&, I'll drop an A-bomb on Sega Enterprises when Sega's founder pays a visit. And, if either of you think about killing one more of Skull's men I'll turn you into Chop-Sui and feed you to my pets who just happen to be 50-foot starved Veloci Raptors. The Suga Destroyer.

No fear! My bodyguards are in place. I just wish my body was too!

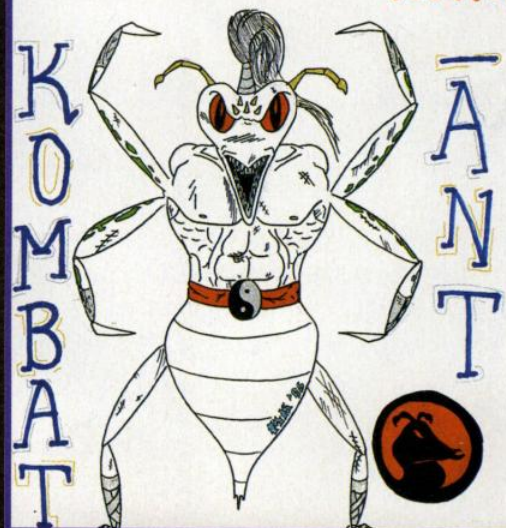


WHAT'S THIS, ROAD RAGE? The 64 Kid, WA

WOULDN'T LIKE TO MEET THAT
ON A DULL DAY IN GEELONG.

Michael Malone, WA

ANT OF THE MONTH





NO CONTEST! Dilon Pahl-Cadman, SA

To the Almighty Dark One,

For those people known as "Sonic's top right hand spies" who wrote in another issue to abuse Skull. Well you guys really need a life don't you. You say you know everything about Skull and yet you don't even know if he has a wife or not. Let's see... I have only one word to say about Sega and all its machines... CRAP. It's so slow you need a crank to make it work. For the person who abused Skull in Issue #48 of NMS (which is of course a top magazine, I own every copy) about Skull playing too much Mario Kart. Well I happen to love the game and if you want, I'll play you at Mario Kart, he he he he. As you see Skull I am here to help you out with all the crap mail you get. From your darkest Sidekick. BOW Mephisto Take it easy guys, you're doing a great job with the magazine.

See! I get all the help I need. Sega suckers are no worry. I just like to let them have a cry now and then. What else have they got to do? I'll let PC and PS and anyone else have a go if they think they can string enough words together.

Dear Mighty Skull,

I have written to ask some Questions and to give you some ideas on how to show those Sega freaks a thing or two. Questions first.

1. Will Nintendo create a 3-D fighting game?
2. Shall you rise from your grave and destroy those Sega freaks?
3. Will you be holding a comp for any other Nintendo 64 games other than Turok?

Here is my idea. If you bump into any of those Sega freaks slash their heads up and put them on totem poles in the front of the Graveyard with a sign. It should say "A WARNING TO ALL SEGA FANS. IF I EVER FIND YOU I WILL DO THE SAME THING THAT I DID TO THIS FREAK!" If you do I can give you names of some of these little yellow Sega lovers. But until you decide what to do to them, I will keep silent until we speak to each other again. Your loyal killing servant, Jason Simpson. SA

Name names Jason. I always like things out in the open.



Yo wassup?

NINTENDO 64 RULES !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
Tell me the BEST game I can buy for my nice shiny kick ass N64.. =]
I was thinking of getting TUROK but is that probably the best at the mo or is there something better... or something better coming? I don't wanna buy a game that takes 1 - 2 weeks to beat... something more like 1 month or longer... so I get my money's worth... so what ya recommend? Thanks. thanks, cya, Sunder, NZ

It's a toughie. I like Turok, but Shadows has a bit more variety in the gameplay. What can I say? Doom 64? Mario 64 has so much depth that your time will be well used, but don't let me tell ya what you like!

Skull,

You Ancient &%\$. Since you're already dead get a life and die again. Ha Ha. You suck. I hate your maggot infested guts. Why am I so pissed off with you? you ask. Well You didn't print my letter before. I've now wasted 90 cents on you, 90 cents of my N64 savings buying stamps. Get stuffed, and print this letter or I'll give Sega a contract to let them have Sonic on the N64 with a million levels. Prince Charlie, Buckingham Palace.

God save the Queen! May she live long and keep you playing solo-polo.

Dear Skull,

I must, oh I must criticize you, I do it for a living. But first, Nigel and Alexandria, you are just copying Nevel and Buler from Full Frontal. that is disgusting, get your own identity. I agree on one thing only that was in your letter: Nudalities. I reckon Nintendo should make Sexualities where the player pulls back a curtain and starts to %\$@ his or her enemy to death, but you could see the shadows of them. The Criticizer.

Sicker than a sick dog! You should suggest Sexualities to your shrink and see what comes back.

Dear Skull,

I had a job working in a computer office and one day I thought I would try something tricky, so I pressed Control, Alt and about 5 other buttons all at once... The whole shop disappeared... sorry! Would you know the reverse buttons to make the shop come back? A concerned person, Mount Gambier.

There's a small knob on the back of your head. Got it? Hold your breath and press this four times and your brain should explode!



LET ME GUESS, IS THIS YOU?

L. Houselander, Qld



THAT'S ENTERTAINMENT!

Simon Lowe, NSW

To Skull,

Just recently I went to a video games shop to buy Theme Park on SNES. I asked the guy at the shop if he had it, but he said "you would be very lucky to get it, because they had it out for a month and then they stopped making it, and that was two years ago." So why did they stop making it? Luke C, Vic

Could be the dealer didn't have one in stock and so tried to sell you something else. Theme Park's been about for a while, but it is definitely still available, certainly on mail order and costing about \$120.

That's enough of that!
I'm off for a bite.

Skull's Graveyard

NMS,
PO Box 734,
Crow's Nest, NSW 2065
email: catalyst@popmail.dircon.co.uk

Nun the Wiser

Hello hello dare, me little darlin's. Oiy hope de Deep Fat Friar looked after ye's all last month. Oiy had te go down to de ol' Antarctic for a bit o' missionary work, and would ye believe it, Oiy met up wi' darlin' Rupert Murdoch, encased in a block of ice. Once moi' ol' blowtorch had melted his darlin' limbs we tried convertin' each other 'til the wee small hours.

Dis toiy'm oiy t'ought a few Ultimate Mortal Kombat combinations would be o' use tee ye. Dis SNES smasher brings out the foiyghter in me an' dere's nothin' oiy loiyk better dan a good bowt o' fisticuffs before me mornin' prayers. Happy foiyghtin' and bless ye's all.

ULTIMATE
MORTAL KOMBAT



SINDEL

FA: Run, Run, BL, Run, BL
BA: Run, Run, Run, U
BR: HP, BL, LK, BL, LK, HK, BL, HK, LK, BL, HP

SMOKE

FA: Hold BL, press U, U, F, D
BA: D, D, B, B, HK
BR: HP, LK, LK, HK, BL, BL, LP, LP, HP, BL, BL

LIU KANG

FA: U, D, U, U, BL + Run
FR: D + Run, D + Run, D + Run
BR: HP, LP, HP, BL, LK, LK, HK, LK, HK, LP, LP, HP

SHANG TSUNG

FA: Hold LP, press Run, BL, Run, BL, release LP
FR: LK, Run, Run, D
BR: HP, BL, BL, BL, LK, HP, LP, LP, BL, BL, BL

NOOB SAIBOT

FA: B, B, F, F, HK
FR: F, F, B, HP
BR: HP, LK, LP, BL, LK, HK, HP, LP, BL, LK, HK

SONYA

FA: B, F, D, D + Run
BA: D, D, D, F, LK
BR: HP, LK, BL, HP, LK, BL, HP, LP, BL, HK, LK

KANO

FA: Hold LP, press F, D, D, F, release LP
AN: Hold HP, press BL, BL, BL, release HP
BR: HP, LP, BL, LP, HP, BL, HK, LK, BL, HK, LK

JADE

FA: U, U, D, F, HP
FR: B, D, B, B, HK
BR: HP, LK, HP, LP, HK, HK, LK, BL, BL, HP, HK

KITANA

FA: Run, Run, BL, BL, LK
AN: D, D, D, D, Run
BR: HP, HP, BL, HK, BL, LK, BL, LP, BL, HP, BL

CLASSIC SUB-ZERO

FA: D, D, D, F, HP
BR: HP, LP, HP, HP, BL, LK, LK, HK, LK, HK, LP, HP, LP

SUB-ZERO

FA: BL, BL, Run, BL, Run
FR: LK, LK, Run, Run, U
BR: HP, LK, HK, LP, HP, HK, HK, HP, HP, HP, LP, HP

CYRAX

FA: D, D, F, U, Run
BA: F, F, B, HP
BR: HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP

KABAL

FA: D, D, B, F, BL
AN: Hold HP, press F, F, D, F, release HP
BR: HP, BL, LK, LK, LK, HK, LP, LP, LP, HP, LP

RAIN

FA: F, F, D, HP
BA: F, B, B, HP
BR: HP, HP, BL, LK, HK, BL, LK, HK, BL, HP, LP

REPTILE

FA: B, F, D, BL
AN: D, D, D, U, HK
BR: HP, BL, HK, HK, BL, HP, LP, LK, LK, BL, LP

STRYKER

FA: D, F, D, F, BL
AN: Run, Run, Run, BL
BR: HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK

FA= Fatality, BA=Babality, AN=Animality, FR=Friendship, BR=Brutality

JAX

FA: Run, BL, Run, Run, LK
BA: D, D, D, LK
BR: HP, HP, HP, BL, LP, HP, HP, HP, HP, BL, LP, HP

NIGHTWOLF

FA: U, U, B, F, BL
FR: Run, Run, D, Run, D
BR: HP, HP, HK, LK, LK, BL, BL, LP, LP, HP, HK

KUNG LAO

FA: Run, BL, Run, BL, D
BA: D, F, F, HP
BR: HP, LP, LK, HK, BL, HP, LP, LK, HK, BL, HP, LP

SEKTOR

FA: LP, Run, Run, BL
FR: Run, Run, Run, Run, D
BR: HP, HP, BL, BL, HK, HK, LK, LK, LK, LP, LP, LP, HP

MILEENA

FA: D, F, D, F, LP
AN: F, D, D, F, HK
BR: HP, LP, LP, HP, BL, HK, LK, HK, BL, HP, LP

ERMAC

FA: D, U, D, D, D, BL
AN: Hold LP, then press B, B, F, D
BR: HP, HP, LP, BL, HK, LK, LK, BL, HP, LP, LK, HK

SCORPION

FA: D, D, U, HK
FR: B, F, F, B, LK
BR: HP, HP, BL, HK, HK, HK, LK, HK, HP, HP, LP, HP



NINTENDO 64

MARIO KART 64

Head Start in Race Mode.

Rather than rewinding your engine when you're waiting for the lights at the start, wait 'til the lights go green and then hit the throttle. If you time it just right, you'll get Maximum Power right from the very start!

Race Against a Ghost

In the Time Trials the courses have got ghosts that you can race against. Here's the key to just three of the darlins:

Ghost: Mario Raceway

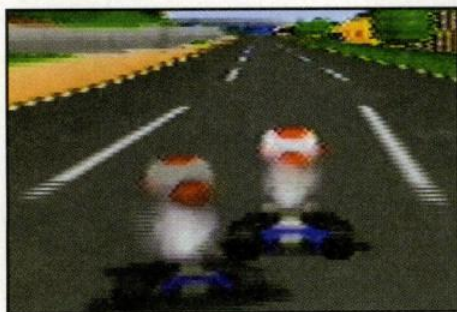
To get this ghost to appear, beat 1 minute, 30 seconds, then Retry and you'll see the message "Now Meet the Course Ghost."

Ghost: Luigi Circuit

On the Luigi Circuit get round in 1 minute, 51 seconds to race against your ghost.

Ghost: Royal Raceway

Race this course in under 2 minutes, 40 seconds to see your ghost



CRUIS'N USA

Quick Boost

You can get this once every checkpoint. First you must achieve a "New Hot Time", then pick any car and at the start of the race press Brake, Brake, Brake, Gas, Brake, Gas.



Oiy'm always glad to receive any tips ye's want to send in the little ol' me. Oiy'll have to trust ye's all that dey work OK, 'cos Oiy've not got to oiy'm to play dem all.

Nun the Wiser, PO Box 734, Crow's Nest, NSW 2065.

SUPER NES

MECH WARRIOR 3050

Unlimited Ammo

Enter password M1ROG3. When you go to choose your weapon you'll have unlimited ammo.

Chris McDonald, Vic.

JUDGE DREDD

Level Codes

Level 2 QB6B

Level 5 FCWZ

Level 9 DXH6

Level 11 YGRZ

Anthony Kelly, NSW

BATMAN FOREVER

Select Starting Point

At the option screen, press Left, Up, Left, Left, A, B, Y, A. Now a new menu should appear. You'll be able to pick your own starting point, kill any enemy with one blow and start with all the weapons.

Peter Tran, Vic.

SUPER TENNIS

Men's Circuit Passwords:

OXC?T?2 YFZQBK5

HQ4PSJ 7LT2HX5

928BC7P DJSTK8X

D3HQNSS VTW

Women's Circuit Passwords:

YZQ1C0t Hmtc98P

fk7TMLXY MGOF6K

?MOSXkPC2GNYBQ

14QWDMXCRC

Joseph Scime, SA.

GAME BOY

LINK'S AWAKENING

Heart Pieces

These tips and tactics should help you to find all 12 pieces of the heart and Mark Jones in Mapleton's put them all in order just to make life a little easier. What a helpful wee lad!

FISHING POND

Catch all the Runties first then catch the Lunker which is closest to you. This fish has a piece of heart attached to it and on top of that you'll also find 20 rupees.

WEST OF MABE VILLAGE

Use your sword to cut the shrubs in front of the well. Now fall down the well to collect some heart.

KOHALINT PRAIRIE

Once you've collected the Roc's Feather, jump the surrounding holes around this piece of heart. Look around the place and you'll find Bow-Wow.

MYSTERIOUS FOREST

Remember the cavern with the 'Watch out for cracked floors' sign? Enter it and use your Power Bracelet to lift the skulls.

KOHALINT PRAIRIE

Near the witch's hut, there's a lone grave. Using your Power Bracelet, lift the rocks around the staircase. Now you can use your Pegasus Boots and Roc's Feather to jump the chasm in the cavern.

UKUKU PRAIRIE

Go to the cavern with the crystals in the north castle. Use your Pegasus Boots and sword to destroy them. On the right hand side wall, sound out the wall with your sword and when you hear a 'ding' sound, use a bomb to blow away the wall.

YARNA DESERT

Sprinkle some Magic Dust on some lonesome bones to find this piece of heart.

TAL TAL HEIGHTS

When you've acquired the Flippers, go to the east of the Angler's Tunnel and enter a flooded cavern. Now, dive underwater in the centre area of the cavern.

RICHARD'S CASTLE

Swim around the castle moat using your Flippers on the western side then dive underwater near a line of holes to fetch your waterlogged prize.

TAL TAL MOUNTAIN RANGE

Do you remember that piece of heart that you can see, but can't get to because of a wall? Well, just go to the hidden staircase by the area where you need the Hook Shot to clear (on the way to level eight). When you descend the staircase, you'll see a section of missing wall. Use a bomb to blow it away, and follow through.

EAST OF ANIMAL VILLAGE

To get this piece of heart, first of all you need the Flying Rooster. Go to the Sleepy Walrus then head north. Use a bomb to shatter the wall you come to, then use the Flying Rooster to clear the gaping pitfall inside the cavern.

STAGE 8

You'll need to exit this stage by a different exit. When you go out of this exit, you'll find a lonesome piece of heart on a hilltop.

SYDNEY, NSW



**491 Forest Rd,
Penshurst,
NSW 2222**

**Phone:
02 9580 9888**

Nintendo®

Game Gurus

TERRANIGMA

How do I find the passwords in **Judge Dredd**?

The first password is in Mission 2, Break out at Aspen, Area 3. After finding the first computer, go left and jump through the left wall (not easy). As you go through you will find the first password disk.

How do I reach the Special Circuit in **Super Punch Out**?

You must go undefeated in the Minor, Major and World Circuits (4 wins, 0 losses in each).

How can I earn extra lives in **Donkey Kong Land**?

After finishing World 1-2, go back in and collect the 1-up balloon and go into the Bonus room up and right from the letter K and collect 2 more lives. Then press Start and Select to exit and then repeat.

Are there any cheats for **Alien 3** on Super NES?

Yes. While playing the game, grab controller 2 and press A, B, Y, X. Then A, B or X on controller 1 to swap between a heap of cool options like invincibility, etc.

In **Link's Awakening**, how do I defeat the Slime Eel in Level 5?

Use the Hookshot to pull it out of the hole and then hit it in the heart with the sword.

How do I change my character's colour in **Killer Instinct**?

On the character select screen push up or down on the control pad.

When do I get the code to play as Eyedol in **Killer Instinct**?

Finish the game on the most difficult level without using more than four credits.

In **Centipede/Millipede** on Game Boy, when do I get myself an extra life?

After every 12,000 points in **Centipede** and 10,000 points in **Millipede**.

In **Wario Land** where is the treasure in Level 16?

Hit the face block near the start to get the key and then take it to the right to the second group of 4 cracked blocks. Break them with the Body Slam and enter the door and head right to the treasure room door.

In **Wario Land** how do I defeat the Genie in course 40?

Throw the Magic Lamp repeatedly until a cloud appears, then ride the cloud to the top of the screen and jump on it's head. Repeat 6 times.

In World 2-7 on **Donkey Kong Land** how do I get past the swirl winds?

Try jumping on top of the tornadoes and riding them through the harder areas.

Apart from the usual barrage of questions to the Guru hotline, there's been a sock-full on SNES RPG baffle **Terranigma**. To ease y'all through just some of the worst bits, the Gurus have persuaded themselves to sit up all night again, and have come up with the answers to this lot:

In Tower 2, how do I get from Floor 4 to Floor 5?

Go to the statues in the corners with the red jewels in their heads and push both of them to the right.

I can't get anywhere in Tower 5. Help!

Equip Elle's Cape before entering.

I'm in the Ra Tree in Evergreen and I keep passing out from the gas, what have I missed?

You haven't obtained or equipped and used the Ra Dewdrop. It is found on Floor B8 after talking to the flower.

I'm in the Canyon and after rescuing Liam I can't get across the stone bridge.

Let Liam go first and, just before the rock breaks, jump across.

How do you find Turbo the dog and Meilin in Louran?

You must have the Red Scarf equipped, then go to the cemetery on the north side of town and find Turbo who will take you to Meilin.

How do I get the Ruby in the Sylvain Castle?

Take the stairs and go to the room with the chandeliers and the chests at the end. Go across to the last chandelier and then do a running jump to the right.

I'm in the Dragoon Castle and I've put out the 6 candles but I can't find the Un-paired Statue.

Once the wall is destroyed, walk up to the first Statue, stand in front of it, face left, walk to the wall and search along for a switch.

In Chapter 3 I am looking for the Starstones in the Desert and Greenland.

One is in the Sahara in the top right under some bones. For the other one you need to equip the Flower and talk to the Penguins.

In Loire, where is the Sleeping Potion?

Go to the Mush Forest and look on the ground for the Mushroom and then take it to the Chemist in Lorie.

1902 - 241 001

Call the Nintendo Game Guru Hotline Number for Tips & Tricks, Games Reviews, Technical and Gameplay help. Open 7 days a week, midday to 9 p.m.

SWAP & SELL

All the Swap & Sell 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. If you find a game you want then just ring the number and arrange a deal. It's up to you to haggle and to sort out the details! Make sure you check before you go ringing all round the country too!

DETAILS WANTS WILL SWAP/SELL

ACT

TIM CROWLEY 9 Durville Cres, Manuica, Canberra, ACT 2603. Tel: 2958973	Zelda III (SNES) with manual Yoshi's Island (SNES)	Donkey Kong Country 2 (SNES) Super Mario Kart (SNES) with manual
GRANT CIRSON 16 Standbridge Pl, Spence, Canberra, ACT 2615. Tel: 06 2588194	Sim City (SNES) Sim City 2000 (SNES) SNES Scope with 6 in 1 game	Mortal Kombat II (SNES) Mortal Kombat 3 (SNES) Yoshi's Island (SNES)
MARK SANDS 40/60 Copland Dr, Evatt, ACT 2617 Tel: 06 258 7861	\$800 ono	1 Console, 1 USA Converter, 1 Controller, 16 Games (SNES) (Super Mario All Stars, Donkey Kong Country, Donkey Kong Country 2, Empire Strikes Back, Micro Machines 2, Super Mario Kart, Earthworm Jim, SMK, SMW, Illusion of Time, USA Games: NBA Jam, Choplifter III, Stanley Cup/Ice Hockey, Pebble Beach Golf Links, Balman Returns, Dave Cranes Amazing Tennis, Drakkhen (RPG)

NEW SOUTH WALES

BRENDAN BARRY COTTER 7 Station St, Pymble, Sydney, NSW 2073. Tel: 02 4498106	Super Mario Kart (SNES) Mortal Kombat 3 (SNES) Alien vs Predator (SNES) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES) Primal Rage (SNES)	StarWing (SNES) Jurassic Park (SNES) Bubsy the Bobcat (SNES) Spiderman & X-Men (SNES) Battletoads (SNES) Super Castlevania IV (SNES) Super Mario World (SNES)
TRISTAN BOLLE 37 Moore St, Hillston, NSW 2675 Tel: 069 672719	\$350 ono	SNES Control Deck, 3 controllers & 7 games all with boxes & manuals. Super Mario Kart, Secret of Mana, Super Mario World, Super Tennis, Lost Vikings, Zelda 3, Unirally.
MICHAEL LEE 29 Barooga Rd, Wamberal, NSW 2260 Tel: 043 842202	Super Bomberman 3 (SNES)	Super Mario All Stars (SNES) Bubsy the Bobcat (SNES) Plok (SNES)
JORDAN BICKNELL 2 Raymond St, Speers Point, NSW 2284 Tel: 049 508535	Secret of Mana	Clay Fighter 2 Judgment Clay
MARY ROYCROFT Mt White, Ernbrook Rd, NSW 2250 Tel: 043 701162	Donkey Kong Land 2 (Game Boy) Killer Instinct (Game Boy)	Mortal Kombat (Game Boy) Swap Donkey Kong Land (GB) Swap Fastest Lap (Game Boy) Swap
MARC RANSOME 38 Rotherham St, Bateau Bay, NSW 2261.	Earthworm Jim 2 (SNES) Super Mario All Stars (SNES) Super Mario World (SNES) Turn & Burn No Fly Zone (SNES) Super Ghouls & n' Ghosts (SNES) Kirby's Dream Course (SNES) Plok (SNES) Unirally (SNES) Aaahh!!! Real Monsters (SNES) Any Scope game (SNES)	Super International Cricket (SNES) F-Zero (SNES) Clay Fighter 2 (SNES) Sim City (SNES) Battle Clash (for Scope) (SNES)

DETAILS WANTS WILL SWAP/SELL

CHRIS BAXTER The Channon Store, The Channon, NSW 2480. Tel: 066 886 167		Doom (SNES) \$90 Killer Instinct (SNES) \$85
RODNEY PETRIE 108 Martin St, Tenterfield, NSW 2372 Tel: 067 361170	MegaMan X2 (SNES) Super Bomberman 3 (SNES) Pro Action Replay (SNES Hardware)	
ADAM CAMPBELL 7 Kirkland Ave, Bega, NSW 2550 Tel: 064 923 981	Theme Park (SNES) Primal Rage (SNES) Earthworm Jim 2 (SNES)	Bart's Nightmare (SNES) Super Mario All Stars (SNES)
STEPHEN WRIGHT 9 Nelson Rd, Lindfield, NSW 2070 Tel: 02 9416 4893	Super Street Fighter II (SNES)	Duck Tales 2 (Game Boy) Swap Pit Fighter (Game Boy) Swap Double Dragon 3 (GB) Swap Super Mario Land 2 (GB) Swap Will swap all 4 Game Boy games for 1 SSF2 (SNES)
DAVID KENYON 4 Archer Crt, St Clair, NSW 2759 Tel: 02 9834 2020		SNES with 5 games (that's with Super Mario All Stars) and 2 Controllers, original manuals and boxes (SNES) \$300
BEN FITZELL 50 Kingston St, Haberfield, Sydney, NSW 2045. Tel: 02 9797 9663	Super Mario Kart (SNES)	Metroid (SNES) Donkey Kong Country (SNES) Return of the Jedi (SNES)
DAVID SETCHES 19 William St, Leichhardt, Sydney, NSW 2040. Tel: 560 7664	NBA Live '96 (SNES) Donkey Kong Country 2 (SNES) FIFA '96 (SNES)	StarWing (SNES) WWF Superstars 2 (Game Boy) Double Dragon (Game Boy)
SANDRE MARTINOSK 28 Ocean Street, Mount St Thomas, Conistion Wollongong, NSW 2500 Tel: 042 288533	Wolfenstein 3D (SNES) Super Castlevania IV (SNES) Aliens vs Predator (SNES) Top Gear (SNES) Super Off Road (SNES)	
MATTHEW BOLEWSKI 74 Mann St, Nambucca Heads, NSW 2448. Tel: 065 694181	Theme Park (SNES) Jurassic Park II (SNES) Super International Cricket (SNES) Barkley Shut Up & Jam (SNES)	Sim City (SNES) Swap Super Soccer (SNES) Swap Paws of Fury (SNES) Swap Nigel Mansell's World Championship (SNES) Swap
DIANNE RAM 67 Polding St, Smithfield, NSW 2164 Tel: 02 9724 5495	Mario Paint with mouse (SNES) Super Mario RPG: Legend of the Seven Stars (SNES) US	Darius Twin (SNES) \$30
DANIEL DELANEY 21 Wilkie Cres, Doonside, NSW 2767 Tel: 02 98318751	Theme Park (SNES)	Sim City (SNES)
ROBERT INGRAM 22 Randall Ave, Minto, NSW 2566 Tel: 603 56 38	Breath of Fire 2 (SNES) Final Fantasy 3 (SNES) Chrono Trigger (SNES) up to \$90 with manuals up to \$80 without	

NORTHERN TERRITORIES

ANTHONY BALUYOT PO Box 2066, Katherine, NT 0851 Tel: 89710306		SNES Deck, 1 Pad (SNES) Super Mario World (SNES) \$50 Yoshi's Island (SNES) \$60 Killer Instinct (SNES) \$50 Unirally (SNES) \$30 Tetris Attack (SNES) \$40 or all for \$350
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Send to: Swap & Sell, NMS, PO Box 734, Crow's Nest, NSW 2065.

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Address _____ Game _____ Console _____

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I'LL SWAP/SELL

Game _____ Console _____

Game _____ Console _____

Game _____ Console _____

#50

Copy the coupon if you don't want to cut up this fine mag!

DETAILS	WANTS	WILL SWAP/SELL
QUEENSLAND		
REGAN ANDERSON 6 Don St, Bowen, Qld 4805 Tel: 077 861322	Killer Instinct (SNES) Donkey Kong Country 2 (SNES) Ghoul Patrol (SNES)	Fatal Fury (SNES) Doom (SNES) StarWing (SNES) Stunt Race FX (SNES) Super Mario All Stars (SNES)
SAM EXTON 14 Somerset St, Windsor, Brisbane, Qld 4030. Tel: 07 38573188		Jungle Book (SNES) \$70
LAWSON FLETCHER 10 New Street, Torquay, Qld 3228 Tel: 052 616268	Super Mario Land 2 (Game Boy) Wario Blast (Game Boy)	Crash Dummies (Game Boy) Swap Power Rangers (Game Boy)
NICHOLAS BERRY 31 Weiss Pl, Kenmore Hills, Brisbane, Qld 4069. Tel: 07 3374 0186	Mortal Kombat 3 (SNES) Zelda III (SNES) Final Fantasy III (SNES)	Mortal Kombat (SNES) Super Street Fighter II (SNES) NHL '96 (SNES)
JON-MICHAEL MOONEY 46 Doreen Dr, Coombabah, Gold Coast, Qld 4216. Tel: 07 55 771522	Wolverine Adamantium Rage (SNES) X-Men & Spiderman (SNES) MegaMan X2 (SNES) Any Pro Action Replay + manual (SNES) Mario Paint + manual + mouse (SNES)	Double Dragon 3 (NES) \$10 Faxanadu (NES) \$10 Excitebike (NES) \$15 4 Game Cartridge (NES) \$15 Nintendo (not sure if it works) (NES) \$20 Super Mario All Stars (SNES) Swap
KAJ HAFENDEN c/- Mena Creek PO, Mena Creek, Qld 4871. Tel: 070 65 33 54	Street Fighter II Turbo (SNES)	Mortal Kombat 2 (SNES) \$50 Sim City (SNES) \$40 Lost Vikings (SNES) US \$30 Super Mario World (SNES) \$30
DREW FREYLING 6 Willoughlen St, Kingaroy, Qld 4610 Tel: 071 624791	Any good RPG (SNES)	Zombies (SNES) \$20 Double Dragon 3 (NES) \$20 Super Mario Bros (NES) \$20
DANIEL PHILIP 6 Latrielle Tce, Brinsmead Glen, Qld 4870. Tel: 070 55 28 28	Zelda 3 (SNES) MegaMan X2 (SNES) Illusion of Time (SNES)	Mechwarrior 3050 (SNES) Swap Secret of Evermore (SNES) Swap Mortal Kombat 3 (SNES) Swap
DANIEL HULME 11 Coolibah Close, Lakeside, Yungaburra, Qld 4872. Tel: 070 952052	Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES) Mortal Kombat 3 (Game Boy)	Primal Rage (SNES) Donkey Kong Land (Game Boy) Soccer (Game Boy) Faxanadu (NES) Ferrari Grand Prix Racing (NES) Tennis (NES)
DANIEL MCINTYRE 24 Aronia St, Kenmore, Brisbane, Qld 4069. Tel: 38782145	Secret of Evermore (SNES) Secret of Mana (SNES) Theme Park (SNES)	Donkey Kong 2 (SNES) Swap Super Mario Kart (SNES) Swap
S F NICHOLAS "Bonegilla", Millmerran, Qld 4357	Super Game Boy (SNES/GB Hardware) Mortal Kombat (SNES) Mortal Kombat II (SNES) StarWing (SNES) Super Street Fighter II Turbo (SNES) NBA Jam TE (SNES) Super Mario World (SNES) Yoshi's Island (SNES) Bubsy the Bobcat (SNES) Unirally (SNES)	Guerilla War (NES) RBI Baseball (NES) Track & Field 2 (NES) Crash Dummies (NES)
PAUL QUIRK 13 Garbutt St, Ingham, N Qld 4850 Tel: 077 76 3239	NHL '96 (SNES) FIFA Soccer '96 (SNES) Worms (SNES)	Clay Fighter (SNES) Ghoul Patrol (SNES) Super Mario All Stars (SNES)
DERRYK PACZENSKY 15/10 Blanes St, Cranbrook, Townsville, Qld 4814. Tel: 231706	Ultimate Mortal Kombat 3 (SNES) Killer Instinct 2 (SNES) Theme Park (SNES)	Final Fight 2 (SNES) \$70 US Mortal Kombat 3 (Game Boy) \$40 MegaMan Dr Willy's Revenge (GB) \$20
LEO PRICE 47 Tait St, Tewantin, Qld 4565 Tel: 07 54 49 89 14	True Lies (SNES) Super Game Boy (SNES) SNES Super Scope 6 (SNES)	Super Mario All Stars (SNES) Super Punch Out (SNES)
SIMON NEIL 134 Riverstone Rd, Gordonvale, Qld 4865. Tel: 070 562128	Zelda III - Link's Awakening (Game Boy) Killer Instinct (Game Boy) Worms (Game Boy)	Wario Land (Game Boy) Game Boy Gallery (Game Boy)
TIM SENDALL 24 Lockwood St, Sherwood, Qld 4075 Tel: 33799130	Shadowrun 2 (SNES) Final Fantasy III (SNES) Mystic Quest (SNES)	Mortal Kombat (SNES) Swap Super Mario World (SNES) Swap
THOMAS QUINN 1/7 Wilpark Cres, Currumbin Waters, Gold Coast, Qld 4223. Tel: 55250123	Mortal Kombat (SNES) Donkey Kong Country (SNES)	Tetris (Game Boy) Power Rangers (Game Boy) Lemmings (Game Boy)
NOEL ARRI 17 Rankine St, Ravenshoe, Qld 4872 Tel: 070 976 178		SNES + Yoshi's Island, Donkey Kong Country 2, Zool & King Arthur's World (SNES) \$250 Donkey Kong Land (GB) \$32 Double Dragon (GB) \$19 Wario Land (Game Boy) \$35 all games boxed with manuals
NATHAN MCGREGOR Dawnyhill, Brisbane, Qld 4127 Tel: 3208 8101		SNES Console + 2 pads, Multitap, 8 games inc. eg Killer Instinct, Mortal Kombat (SNES) \$370
NATHAN PINE 44 Vernon St, Nundah, Qld 4012 Tel: 07 3260 6254	Game Genie (NES Hardware) Super Mario Bros 3 (NES)	Faxanadu (NES) \$10 Air Wolf (NES) \$11 Shadow Gate (NES) \$9
MORGAN BEST 1/367 Main Rd, Wellington Point, Qld 4160. Fax: 3822 4510	Bubsy the Bobcat (SNES)	Mario's Time Machine (SNES) Swap
LUKE ZACHE 21 Mirrabook St, Deception Bay, Qld 4508. Tel: 07 32033386	Wolfenstein 3D (SNES)	

DETAILS	WANTS	WILL SWAP/SELL
SOUTH AUSTRALIA		
TIM JOSE 5 Francis Ave, Fullarton, SA 5063 Tel: 82728460	Secret of Mana 2 (SNES) PAL Earthworm Jim 2 (SNES) Sim City 2000 (SNES)	
SAM TYMONS 11 Sherbourne Rd, Medinde Gardens, SA 5081. Tel: 82693690	Zelda - A Link to the Past (SNES) Bubsy the Bobcat (SNES) Toy Story (SNES)	Super Mario All Stars (SNES)
RHYS GRINTER PO Box 1, American River, SA 5221 Tel: 0848 33262	Killer Instinct (Game Boy) Donkey Kong Land (Game Boy) Jurassic Park (Game Boy)	Wario Blast (Game Boy) Swap Ferrari Grand Prix (Game Boy) Kirby's Dreamland (Game Boy)
HEATH PHILLIP 5 Stone Rd, Elizabeth Downs, Adelaide, SA 5113. Tel: 82523135	Donkey Kong Country (SNES) Super Mario All Stars (SNES) Mickey Mania (SNES)	Mortal Kombat 3 (SNES) \$50 Primal Rage (SNES) \$50 Super Metroid (SNES) \$40
SANI PFEIFFER PO Box 107, Multca, SA 5353 Tel: 085 639079	Donkey Kong Land 2 (Game Boy) Donkey Kong Country 3 (SNES) Sim City (SNES) Super Strike Eagle (SNES) Super International Cricket (SNES) Super Mario Kart (SNES) Toy Story (SNES) NBA Jam (Game Boy) Unirally (SNES)	Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES) Donkey Kong Land (Game Boy) Rock 'n' Roll Racing (SNES) Chrono Trigger (SNES) Secret of Evermore (SNES) Mortal Kombat 2 (SNES) Worms (SNES) Doom (SNES) Alien 3 (SNES) Syndicate (SNES) All games boxed + manuals except Alien 3 & MK2
LUKE TUCKER 65 Clifton St, Prospect, SA 5082 Tel: 344 2672	Donkey Kong Country 2 (SNES) Yoshi's Island (SNES) Pitfall (SNES)	Super Mario Kart (SNES) Boogerman (SNES) Super Mario World (SNES) Adventure Island (SNES) Super Mario All Stars (SNES) Kirby's Dream Course (SNES)
TOBY LYNN PO Box 368, Two Wells, SA 5501 Tel: 085 202 470		NBA Jam (SNES) Sell Maximum Carnage (SNES) Sell
TERRY PRIVOPOULOS PO Box 528, Unley, Adelaide, SA 5061 Tel: 08 8351 7397	NBA Jam (SNES) WWF Royal Rumble (SNES) NBA Give 'n' Go (SNES) Space Jam (SNES)	Ultraman (SNES) Super Metroid (SNES) Axelay (SNES)
ERIC REBELOS 12 Keith St, Hectorville, Adelaide, SA 5073. Tel: 08 8336 2075	Donkey Kong Country 2 (SNES)	Super Mario All Stars (SNES) Sim City (plus cheats) (SNES) Will swap both for DKC2
ANDREW LONG 26 Church St, Magill, SA 5072 Tel: 08 8431 2438		Mortal Kombat 3 (GB) \$30 Worms (Game Boy) \$35
BEN NEAYLON 7 Jeff St, Para Vista, SA 5093 Tel: 08 8264 5387	Donkey Kong Land 2 (Game Boy)	Double Dragon (Game Boy) Gargoyle's Quest (Game Boy) Donkey Kong Land (Game Boy) Street Fighter II (Game Boy) Cutthroat Island (Game Boy)
JOSH BOWMAN PMB 31, Orororo, SA 5431 Tel: 086 586021	Mortal Kombat 3 (Game Boy) Return of the Jedi (Game Boy) Jurassic Park (Game Boy)	Tetris (Game Boy) Skate or Die (Game Boy) Donkey Kong Land (Game Boy)
CHEYNE BIRD Adelaide, SA 5046 Tel: 8298 7596	Donkey Kong Country 2 (SNES) Donkey Kong Country (SNES) Killer Instinct (SNES)	
CHRIS SEWELL 6 Bosville Grv, Campbelltown, Adelaide, SA 5074. Tel: 8337 0327	Bart vs the Space Mutants (NES) Bart vs the Earth (NES) Krusty's Funhouse (NES) Any Bart games (NES)	Spy vs Spy (brand new) (NES) + a Game Genie NES code book
WILLIAM WEDDING 2 Bournemouth St, Tennyson, SA 5022 Tel: 8356 7075	The Chess Master (Game Boy) Donkey Kong Land (Game Boy) Tetris 2 (Game Boy)	Tetris + manual (Game Boy) Tetris + manual (Game Boy) Gremlins 2 (no manual) (GB)
GREG ROBINSON PO Box 86, Kalangadoo, SA 5278 Tel: 087 393076	Mortal Kombat II (SNES) Mortal Kombat 3 (SNES)	Bubsy the Bobcat (SNES) Lion King (Game Boy) Both with instructions
KATHY RESCHKE 38 Kinnane St, Whyalla Norrie, SA 5608 Tel: 086 453239	Dirt Trax FX (SNES) Rock 'n' Roll Racing (SNES) NBA Jam (SNES)	Super Ghouls 'n' Ghosts (SNES) with manual & cheats \$30
JORDAN DARLING 5a Kingfisher Crt, Adelaide, SA 5659 Tel: 3586285	Home Alone (Game Boy) R-Type (Game Boy)	Street Fighter (Game Boy) Donkey Kong Land (Game Boy)
MATT & VIJA JOHNSON 45 George St, Kadina, SA 5554 Tel: 08 8821 3746	Sim City (SNES) Bubsy the Bobcat (SNES) Tetris (Game Boy) Plok (SNES) Theme Park (SNES) Yoshi's Island (SNES) Wario Land (Game Boy) In SA only!	
BOB MCAULAY 3 Old Mallala Rd, Two Wells, SA 5051 Tel: 085 202 856	Worms (Game Boy) Mortal Kombat 3 (Game Boy) Toy Story (Game Boy) Killer Instinct (Game Boy) PilotWings (SNES) Super Mario Kart (SNES) Mortal Kombat II (SNES) Doom (SNES)	Super NBA Basketball (SNES) Soccer Shootout (SNES) Battletoads in Battlemaniacs (SNES) Kirby's Dreamland (Game Boy) Pac in Time (Game Boy) Double Dragon (Game Boy)

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TASMANIA		
ANNE BROWN 26 Wilsdon St, Queenstown, Tas 7467 Tel: 03 6471 2291	Super Mario Paint (SNES) Secret of Evermore (SNES) Goof Troop (SNES)	Unirally (SNES) Shaq Fu (SNES) Super Pinball (SNES) All boxed with manuals
LEON CANNAN 11 Russell Rd, Claremont, Tas 7011 Tel: 495688	Sim City (SNES) Secret of Evermore (SNES)	Killer Instinct (SNES)
ADAM SACCO 123 Terrina St, Lauderdale, Hobart, Tas 7021. Tel: 62 481454		Mickey Mania (SNES) Sell Street Fighter (SNES) Sell Sky Blazer (SNES) Sell Killer Instinct (SNES) Sell Super Mario All Stars (SNES) Sell Primal Rage (SNES) Sell 1 Controller (SNES) Sell
DANNY MOLLINSON 19 Mannata Rd, Lauderdale, Hobart, Tas 7021. Tel: 6248 7401	Wolfenstein 3D (SNES) Hook (Game Boy) Lion King (Game Boy) Super Mario Land 2 (Game Boy) Doom (Game Boy)	Krusty's Fun House (Game Boy) S30 or Swap
DOMINIC TAYLOR Main Rd, Nubeena, Tas 7184 Tel: 62 502253		SNES Console inc. 5 games (Killer Instinct, Super Mario World, Super Mario All Stars, Secret of Mana, Star Wing) All in excellent condition All for \$190

VICTORIA		
PHILLIP PIPER 39 Trefoil St, Fern Tree Gully, Vic 3156 Tel: 03 9764 2936	PGA Tour Golf (SNES)	
NICK FOREST 5 Sheepfold Crt, Westmelton, Vic 3337 Tel: 03 9743 7171	Super Mario Kart (SNES) Super Mario Land (Game Boy)	MegaMan X (SNES)
MICHAEL KUPISZ 30 Pinook St, St Albans, Vic 3021 Tel: 9366 1190	The Legend of Zelda III (SNES)	Kirby's Dream Course (SNES)
DANNY CARUANA 13 Hakea Crt, Sale, Vic 3850 Tel: 051 44 1316	WWF Raw (SNES) WWF King of the Ring (Game Boy) Donkey Kong Land (Game Boy)	The Hunt for Red October (GB)
BEN SINGLETON 116 Stawell St, Echuca, Vic 3564 Tel: 03 5480 6498	Secret of Mana (SNES) PAL or US Chrono Trigger (SNES) PAL or US Secret of Evermore (SNES) Zelda III (SNES) Shadowrun (SNES) Final Fantasy 3 (SNES) PAL or US Breath of Fire 2 (SNES) Pro Action Replay 3 (SNES Hardware)	Illusion of Time (Gaia) (SNES) Street Fighter II Turbo (SNES) Stunt Race FX (SNES) Zelda Link's Awakening (GB) Tetris (Game Boy) Krusty's Fun House (Game Boy) Sneaky Snakes (Game Boy) will swap 2 GB for 1 SNES
MICHAEL HASTINGS PO Box 98, Endeavour Hills, Vic 3802	Zelda 3 (SNES)	Yoshi's Island (SNES) box & manual Secret of Mana (SNES) Super Mario World (SNES) box & manual
SCOTT IVORY 22 Cavendish Drive, Deer Park, Melbourne, Vic 3023. Tel: 9363 4645	Toy Story (SNES) Killer Instinct (SNES) Ultimate Mortal Kombat 3 (SNES)	
RYLIE THOMAS 7 Woods Ave, Mordialloc, Vic 3195 Tel: 03 9580 1754	Zelda (NES) Chrono Trigger (SNES) Final Fantasy 3 (SNES) Secret of Mana (SNES) Soul Blazer (SNES) Secret of Evermore (SNES)	
MATTHEW JAVES 13 Murrock St, Simpson, Vic 3266 Tel: 03 5594 3443	NBA Jam TE (SNES) Alien vs Predator (SNES) Doom (SNES) Donkey Kong Country (SNES)	Killer Instinct (SNES) Swap Alien 3 (SNES) S20 or Swap
SIMON HEAZLEWOOD 22 Eaton St, Melton South, Vic 3338 Tel: 03 9743 2656	Unirally (SNES) Rock 'n' Roll Racing (SNES) California Games II (SNES) Mortal Kombat II (SNES) Illusion of Time (SNES) Theme Park (SNES)	Plok (SNES) Sell Aero the Acrobat (SNES) Sell Lemmings (SNES) Sell Virtual Bart (SNES) Swap Bubsy the Bobcat (SNES) Swap Super James Pond (SNES) Swap
KEVIN SEE 9 Columbia Ave, Mulgrave, Melbourne, Vic 3170. Tel: 9561 2108	Killer Instinct (Game Boy) Wario Land (Game Boy) Buyers in Melbourne only	Tom & Jerry (NES) S8 Ninja Turtles (NES) S10
BRODY STEEL 28 Grey St, Belgrave, Vic 3160 Tel: 9754 3751		Robocop 3 (SNES) Battlemaniacs (SNES) with manuals
JACQUELINE VASSALLO 22 Princes St, Williamstown, Vic 3016 Tel: 03 9397 5863	Killer Instinct (SNES) Donkey Kong Country 2 (SNES) Donkey Kong Country 3 (SNES)	Street Fighter II (SNES) Swap
KHAI HOANG 30 Larool Cres, West Sunshine, Melbourne, Vic 3020. Tel: 9311 0521	Ranma Series (Any version) (SNES) Dragonball Series (Any version) (SNES) Sailor Moon Series (Any version) (SNES)	Pocky & Rocky (US version) (SNES) Equinox (Aus version) (SNES)
BRODIE RYAN 4 Admiral Court, Mildura, Vic 3500 Tel: 03 5021 2353		Sim City (SNES) Kirby's Dream Course (SNES) Donkey Kong Country (SNES) Super International Cricket (SNES) Super Mario All Stars (SNES) Secret of Evermore (SNES) 2 Controllers (SNES) All for \$310

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RYAN O'CONNOR 11 Huntly St, Moonee Ponds, Melbourne, Vic 3039. Tel: 9375 2086	Donkey Kong Country 3 (SNES) Secret of Mana 2 (SNES) Any Game Boy games	Secret of Mana (SNES) Secret of Evermore (SNES) Zelda 3 (SNES)
DAMIEN REED Milltown RMB 2057, Heywood, Vic 3304 Tel: 03 5527 1699	Jurassic Park (SNES)	The Amazing Spiderman (GB) S20 The Rescue of Princess Blobette (Game Boy) S20
BRETT FULLARD 11 Anaconda Rd, Narre Warren, Vic 3805. Tel: 03 9704 8237	Black Hawk (SNES) Toy Story (SNES) Donkey Kong Country 3 (SNES)	Another World (SNES) Super Double Dragon (SNES)
JAI DE SILVA 18 James Crt, Miners Rest, Vic 3352 Tel: 346673	Zelda III (SNES) Zelda (SNES) Super Mario RPG (SNES) Super Mario Kart (SNES) Donkey Kong Country 3 (SNES)	Jurassic Park (SNES) Super Mario World (SNES) Earthworm Jim (SNES) Earthworm Jim 2 (SNES)
STEPHEN EATON 53 Fenaughy St, Kyabram, Vic 3620 Tel: 03 5852 1289		Mechwarrior 3050 + cheats \$50 Super Mario All Stars \$50
CHRIS TRAIAO 5 Laura St, Moonee Pond, Melbourne, Vic 3039. Tel: 9370 3327	Earthworm Jim (SNES) StarWing (SNES) Micro Machines 2 (SNES)	Bulls vs Blazers (SNES) US Super Tennis (SNES) US Kirby's Ghost Trap (SNES) brand new
DEAN HOLDER 5 Anderson St, Surrey Hills, Melbourne, Vic 3127. Tel: 03 9836 5167	Zelda 3 (SNES)	Cybernator (SNES)
ROBERTO ERRICO Unit 1/17 Foote St, Brighton, Melbourne, Vic 3186. Tel: 9596 3870 or 9592 9809	Super Mario Kart (SNES) Mortal Kombat 3 (SNES) Donkey Kong Country 3 (SNES)	Mortal Kombat II (SNES) Killer Instinct (SNES) Zelda III (SNES)

WESTERN AUSTRALIA		
TOM NIEWINSKI 19/572 Newcastle St, West Perth, WA 6005. Tel: 09 228 0856		Nintendo 64 (NTSC) Japanese Super Mario 64 PilotWings 64 all for \$799
BEN BRODIE 22 Bedford St, East Fremantle, WA 6158 Tel: 334 7822	Wario Land (Game Boy)	Jurassic Park (Game Boy) Swap
BEN FITZPATRICK 6 Billings Way, Winthrop, WA 6150 Tel: 09 310 3004		The Flintstones (NES) Sell Mario/Duck Hunt plus Zapper (NES) Super Off Road (NES) Sell
JESSE BORICH Lot 164, Pharlap Dve, Armadale, WA 6112. Tel: 497 4955	Mortal Kombat (SNES) Mortal Kombat II (SNES) Mortal Kombat 3 (SNES)	Donkey Kong Country (SNES) Super Mario All Stars (SNES)
AMANDA ARRIGO 1600 Cook St, Mt Helenn, Perth, WA 6082. Tel: 09 522 1952	Donkey Kong Country (SNES) Donkey Kong Country 3 (SNES) Earthworm Jim 1 & 2 (SNES) Killer Instinct (SNES)	Rock 'n' Roll Racing (SNES)
JOHN PHILLIPPS Lathlain, WA 6100 Tel: 09 470 5993	WWF Raw (SNES) Top Gear (SNES) Desert Strike (SNES)	
KURT 49 Spencer St, Bridgetown, WA 6255 Tel: 097 612685	Street Fighter II (Game Boy) Terminator 2 (Game Boy) Toshinden (Game Boy)	Kirby's Dream Land (Game Boy) Tetris (Game Boy)
NICHOLAS EOANNIDIS 14 Karri St, Manjimup, WA 6258 Tel: 097 771499	Chrono Trigger (SNES) Secret of Mana 2 (SNES) Secret of Evermore (SNES)	Super Punch Out (SNES) Super Metroid (SNES) Nintendo Scope 6 (SNES Hardware)
MARK PAUL 30 Tranmore Way, City Beach, WA 6015 Tel: 385 9283	Chrono Trigger (SNES) Demon's Crest (SNES)	Alien 3 (SNES) Swap WWF Royal Rumble (SNES) Swap Syndicate (SNES) Swap
ROBERT KINNAME 6 Junction, Albany, WA 6330 Tel: 098 418736	Dirt Track FX (SNES) Stunt Race FX (SNES) Doom (SNES)	Warlock (SNES) Swap Plok (SNES) Swap Secret of Mana (SNES) Swap
EMMA BENZIE Lot 67, Yalinda Drive, Gelorup, WA 6230. Tel: 955773	Micro Machines (Game Boy) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES) Any decent GB or SNES game	Chessmaster (Game Boy) Tetris (Game Boy) Waterworld (Game Boy) Secret of Evermore (SNES)
CALE WOODLEY 23 Palmer St, Warnbro, WA 6169 Tel: 09 593 2861	StarWing (SNES) Killer Instinct (SNES) Donkey Kong Country (SNES)	Stunt Race FX (SNES) Swap Kirby's Dream Course (SNES) Swap All games with manuals
LUKE ANDREWS 14 Brixey Court, Armadale, WA 6112 Tel: 09 497 2492	Theme Park (SNES) Rock 'n' Roll Racing (SNES) Shaq Fu (SNES)	Super Mario All Stars (SNES) Super Mario Kart (SNES) Super Mario World (SNES)
ELISHA MUELLER 6 Jarrah Elbow, Busselton, WA 6280 Tel: 097 543156	Secret of Mana (SNES) Donkey Kong Country (SNES)	Zelda III - A Link to the Past (SNES) Yoshi's Island (SNES)
MARCUS WILSON 8 Gladman Way, Karrinyup, Perth, WA 6018. Tel: 341 2961	NBA Jam TE (SNES) Mortal Kombat 3 (SNES) Wrestlemania (SNES)	Smash TV (SNES) Samurai Showdown (SNES) Aliens 3 (SNES)
BEN BRODIE 4 Chudleigh St, Fremantle, WA 6160 Tel: 335 8589	Garfield (Game Boy)	Jurassic Park (Game Boy) Attack of the Killer Tomatoes (GB) Swap both for Garfield
THOMAS PALMER PO Box 78, Pemberton, WA 6260 Tel: 097 761 416		Zelda: Link's Awakening (GB) \$30
GREG MORGAN 1 Hampton Crt, Collie, WA 6225 Tel: 097 344547	Shadow Run (SNES) Mortal Kombat 3 (SNES) Doom (SNES)	Zelda III (SNES) World Class Rugby (SNES) Lost Vikings (SNES) S20
JOSHUA MISKIEWICZ 7 Knoll Place, Kiara, WA 6054 Tel: 378 1375	MegaMan X (SNES) Any other good SNES games	Crazy Chase (SNES)

BACK ISSUES

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



ISSUE 37: SOLD OUT
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.



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



ISSUE 47: February
N64: Wave Race 64, Super Mario 64, ClayFighter 3, Rev Limit, Wild Choppers, Mace: The Dark Age, Doraemon, Chameleon Kid **SNES:** Super Star Wars, Donald in Maui Mallard **GAME BOY:** Star Wars, Donkey Kong Land 2.
Features: Reader Survey.



ISSUE 39: June
SNES: War 2410, Worms, Toy Story, Yoshi's Island, Donkey Kong Country 2, Doom. **GAME BOY:** PGA Tour '96, Worms, Star Trek: Beyond the Nexus.
ARCADE: Killer Instinct 2.
N64: Star Wars: Shadows of the Empire.



ISSUE 44: November
SNES: Donkey Kong Country 3, Kirby's Fun Pak, Power Piggies 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 48: March
N64: Mario Kart 64, Shadows of the Empire, Turok: Dinosaur Hunter, Super Mario 64, PilotWings 64. **SNES:** Terranigma.
GAME BOY: Donkey Kong Land 2.
Features: History of the N64, Melbourne Grand Prix.



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 49: April
N64: NBA Hang Time, Robotech: Crystal Dreams, Shadows of the Empire, Turok: Dinosaur Hunter, Super Mario 64, Mario Kart 64, Wave Race 64.
SNES: NBA Live '97. **Game Boy:** Ultimate Mortal Kombat 3, Donkey Kong Land 2.
Features: Behind the Scenes at the NBL.

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