

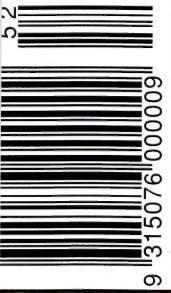
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BLAST CORPS!

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JULY '97
ISSUE #52

MORTAL KOMBAT TRILOGY • MOLE MANIA • MARIO 64
CONTROLLER PAKS • MARIO KART 64 • PILOTWINGS 64 •
SNES & GB PREVIEWS • INTERNATIONAL SUPER SOCCER

• AUSTRALIA'S ONLY OFFICIAL NINTENDO MAGAZINE •

up front

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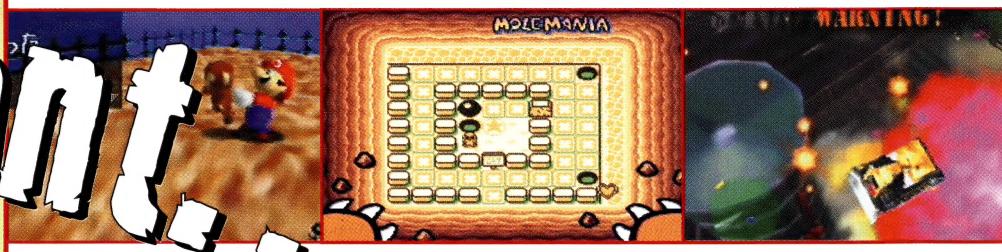
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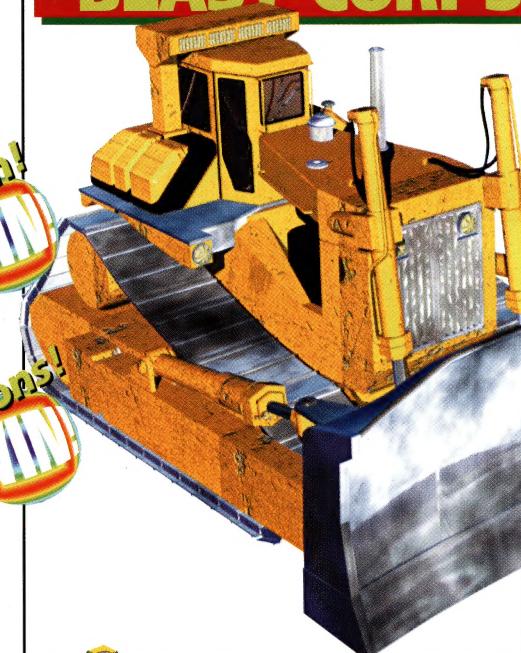
Prehistoric Man, Aladdin, The
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BLAST CORPS



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and a prayer.

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You can burn down your old school, take a torch to the town hall – but don't let the Nuke catch up!

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Bloody farmers – they're up to no good you know!

**THANK YOU
VERY MUCH...**

David Yarnton, Greg Arthurton and Janine Baird at Nintendo Australia and Beth Llewellyn at NOA; Erin Shems at Midway; Dave Dienstbier at Iguana Entertainment; Tim Anderson at Madman and Jonathan Alley at Siren; Julian White & Edward Fong at GTI; Simon Farmer at Rare; Michelle Kish at 20th Century Fox; Helen Taylor at Polygram; Rachel Michaelanney at Mattel; Barry Hatch at Gremlin Interactive; Dale Scott at Mainstream Interactive; Peter Larsen at EA and Richard Malka at Hi-Tech.

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Enzo's in heaven again with Gaiarth and 3x3 Eyes giveaways!

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Soap dominates, but he's open to offers.

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Help is just a call away. The Gurus take a look at Super Mario 64 and Shadows of the Empire.

Swap & Sell 62

Some of the ins and outs of gaming.

Changes Coming...

Oh God! Not that! We're always pleased to give those complainers another reason to moan, and while you won't find too much to hoot about in this issue a couple of tweaks herald a shock tactic that'll rattle your drawers in a couple of months.

All we've done here is move **Write Off!** just a bit, a convenience actually as Skull has decided his creaking bones need their annual oiling. But we're plotting bigger things for the month of September, so prepare yourselves over the next two months, you're gonna need more time in your day for your NMS!

Classic Onslaught

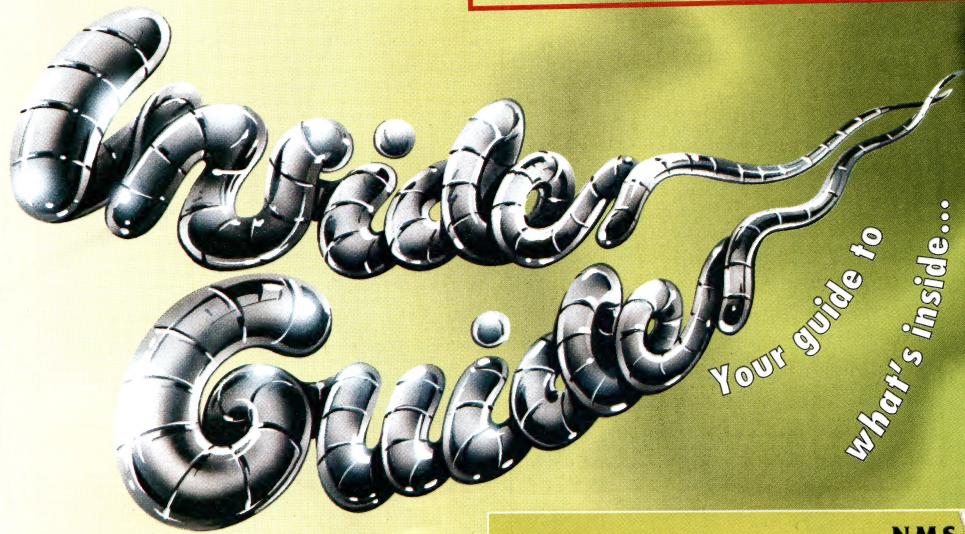
Less worrying is the re-appearance, (after a drought of too many months), of a good number of SNES and Game Boy titles. A whole heap of Disney and other games are poised for release on the SNES, and the just-as-good news for Game Boy players is that Mole Mania and two Classic dodge 'n' shoot titles are also out to add to your collections.

What About Us?

No we didn't forget the N64 either. We take a deep peek at Controller Paks, a look ahead at some stormin' titles, and head ever-closer to nights when you can all sleep soundly with our playguides.

Winning 'Em Over

We've full reviews of Blast Corps and MK Trilogy and some of you can find out what that's really like FOR FREE in yet more fab composites!





D-D-DELAYED BUT ZELDA'S STILL ON TIME

Last time we reported on the 64DD, Nintendo's all-saving, upgrading, modem-related peripheral, we told you 'early to mid 1998' as an earliest date for release over here. Well the latest news has it that, due principally to software developments being slower than hoped for, the 64DD won't now be released in Japan until March 1998 at the earliest, although glimpses are anticipated at the E3 consumer electronics show in Atlanta, America.

Titles talked about for release on the 64DD include Earthbound 64 (Mother 3), which will be fully DD compatible, and Mario Paint 64, but not the Legend of Zelda 64, which will sell as a non-64DD version late this year, then follow up with a 64DD version during 1998. As with the delayed launch of the N64 itself, Nintendo's main concern is to get the quality of both software and hardware just right before opening up to the public. If anything dares to show itself at E3 we'll bring you the latest news and pictures hot foot from the States.



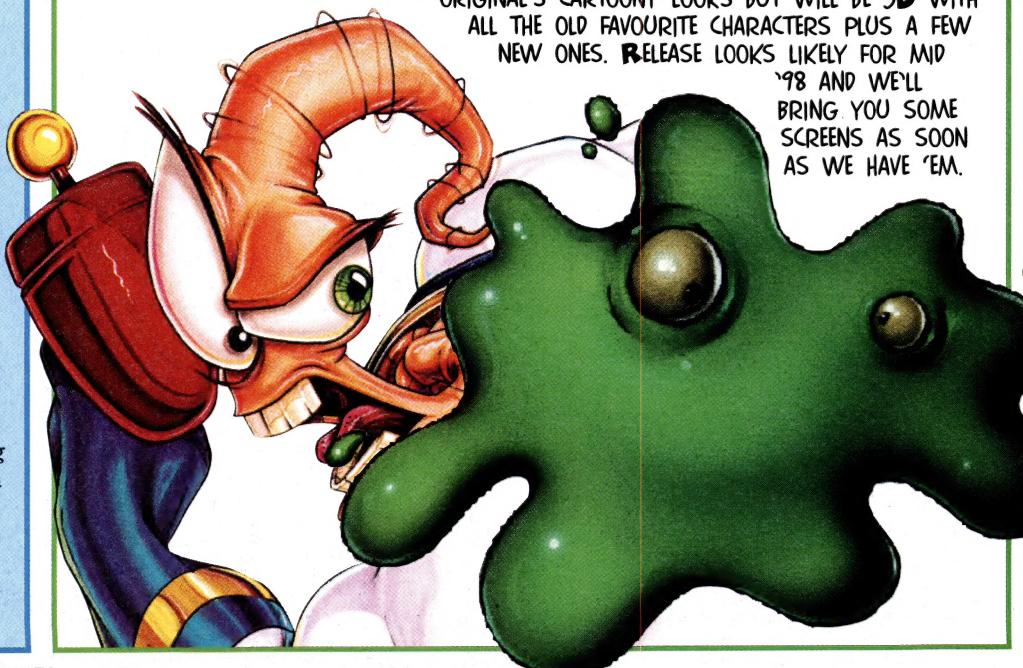
The clock keeps on ticking but it could be a fair wait for the 64DD.

RUMBLE IN THE JUNGLE

The latest we have on the mysterious Rumble Pak, the tiny add-on that shakes your bones into a frenzy at crucial moments in your gaming, is that it will sell separately in the US, and will retail at about US\$20. This is in addition to its inclusion with StarFox 64, as the number of games programmed to include a physical buzz increases. The current list goes something like: StarFox 64, San Francisco Rush, Clay Fighter 63 1/3, Extreme G, Legend of Zelda 64, Sonic Wings Assault, Wayne Gretzky's 3D Hockey 2, Kirby's Air Ride and Metroid 64. The additional buzz is timed to coincide with action moments in the gameplay, such as crashing, punches and similar moving experiences. Inside the Rumble Pak a small rotating wheel causes the vibrations while the speed of rotation, determined by the game's programming, causes variable amounts of rumble in your hands.

INVERTEBRATE FOR INTERPLAY

EARTHWORM JIM IS COMING TO THE N64! INTERPLAY HAS RECEIVED THE JOB OF PUTTING TOGETHER EWJ3 FOR SHINY ENTERTAINMENT. THE GAME WILL APPEAR ON THE N64, PLAYSTATION AND PC. SCOTTISH DEVELOPER VIZ WILL BE INVOLVED IN PRODUCING THE GAME AND DAVE PERRY AND DOUG TENAPEL WHO CREATED THE WACKY WORM HAVE GIVEN THE PROJECT THEIR BLESSING. THE GAME WILL KEEP THE ORIGINAL'S CARTOONY LOOKS BUT WILL BE 3D WITH ALL THE OLD FAVOURITE CHARACTERS PLUS A FEW NEW ONES. RELEASE LOOKS LIKELY FOR MID '98 AND WE'LL BRING YOU SOME SCREENS AS SOON AS WE HAVE 'EM.



NINTENDO⁶⁴



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is the best thing
I've ever seen."

-GOD

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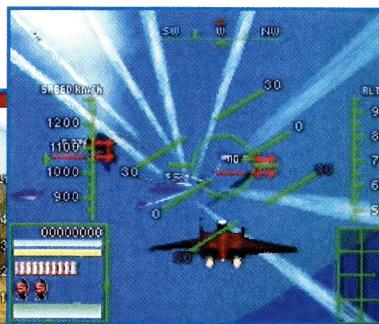
NINTENDO⁶⁴





AIRBORNE ASSAULT

Paradigm's Sonic Wings Assault (called Aero Fighters Assault in the US) will be released this month in Japan and will reach the US towards the end of the year. Paradigm are famous for their aircraft simulations and Sonic Wings looks like it might be even better than Pilotwings 64, which Paradigm also developed. The scenario lets you pilot a choice of fighters against an alien invasion force. The game will also be Rumble Pak compatible and so you'll really feel the impact of a bogie shooting up your tail. Feast your eyes on these screen shots while you wait.

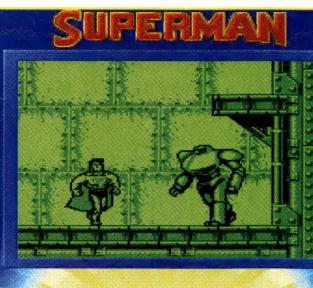


Various ways of getting airborne!

SUPER GAME BOY

Titus's Superman has to be one of the best looking Game Boy titles to date. It features finely rendered 3D objects, shading and a range of landscapes. The action is a mix of fighting, chasing and rescuing, and the game's based on the animated series rather than Lois and Clark, and Lex Luthor and Darkseid are sure to appear. The game is still being worked and there is no news of a release date yet.

Meanwhile the US release dates for Superman 64 and Lamborghini 64 have been confirmed by Titus. Lamborghini should leave the grid in September and Superman should be nipping into the phonebox by November. We're pressing them for Australian release dates and we'll let you know.



SIMNEWS

Maxis, the developer of the SimCity series, is developing its first N64 title. SimCopter was released on PC earlier this year in the US and received mixed reviews. The gameplay is similar to other Sim titles and on the 64 version players will fly around 30 different cities saving lives, catching thieves and generally being a bit of a boy scout. The game will combine real time flying action with management features like budgeting, although Maxis couldn't confirm whether the game would be a straight conversion of the PC title or would include new features. These shots of the PC game give a good idea of what the N64 game may be like. No release date as yet but we'll keep you posted.



These are from the PC version, but watch out for the low-flying N64 game.

MORE ADD-ONS FOR N64

Now that the N64's established itself as the best and most powerful games console ever, a range of peripherals has begun to appear to plug in to make your playing time more complete. A range of products is now available, including steering wheels, foot pedals, joypads, and memory cards of various sizes. Very little is Nintendo approved, and quality seems to vary from excellent to highly questionable. We'll try to get together enough bits and pieces to give you a full low-down on some of the best and worst in a future issue.

EVIL RUMOURS

Japanese magazine *Dengeki Nintendo 64* has featured an interview with Yoshiki Okamoto of Capcom in which he claims to be considering an N64 version of the PlayStation hit *Resident Evil*. When asked about N64 development he said, "We are researching the possibility of putting *Resident Evil*... on a 128 megabit cartridge." The game may feature a ninja house full of booby traps, hidden rooms and ninja magic. Okamoto stressed that the game was only being thought about at the moment and wasn't actively being developed by Capcom. However Okamoto is responsible for some of Capcom's biggest hits, *Street Fighter*, *Darkstalkers* and *Resident Evil* itself, if he does get his way it would be quite a breakthrough for the N64 to get such a high profile PlayStation title.

COMING NEXT MONTH!

Prepare yourselves!
Our *Turok: Dinosaur Hunter* Playguide begins its attack.

We'll be giving away 6 carts to some lucky hunters too!

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August Issue
on sale July
31st.



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SOCCER 64

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VOLCANO

If you can't stand the heat...

Los Angeles – the entertainment capital of the world. Glitz, glamour, sun, sea and more than its fair share of natural disasters and now the City of Angels is about to face its biggest challenge yet.

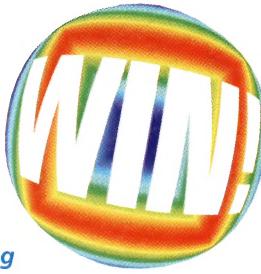
While the rich and beautiful go about their daily business in downtown LA, an earth-shattering volcano is poised to sweep across the city wiping out everything in its path. The city is completely unprepared and widespread panic threatens to hamper the rescue work co-ordinated by City Emergency Chief Mike Roark and his crew. Roark (played by Oscar winner Tommy Lee Jones) is helped in his battle against the lava by seismologist Dr Amy Barnes (Anne Heche) and together they struggle to evacuate the city, rescue survivors and save LA from its worst nightmare.

Also battling to survive is Chief Roark's teenage daughter Kelly (played by 15 year old Gaby Hoffman). Gaby's no stranger to natural disasters though because her family was caught up in the major Californian earthquake in 1994 even though Gaby spent most of the time "screaming and screaming through all the aftershocks"!

Like most action films these days, Volcano has plenty of jaw-dropping special effects designed by Visual FX Supervisor Mat Beck who's put his talents to work on Strange Days, The Nutty Professor and The X-Files. Cutting edge effects technology has been used to make the steaming lava and volcanic eruptions look as realistic as possible, right down to the heat haze and clouds of ash. Believe us, you'll feel like you're there!



The film was released here last month (rated M) and it's still going strong in cinemas around the country. If you've not seen it yet then now's the time to go along because we reckon it's a great action-disaster movie with some stunning special effects. Don't forget your asbestos pants though! If you're too tight to buy your own tickets then you can always enter our excellent Volcano competition. Just answer the three questions below, fill them in on the form (along with your name and address details) then stick it in an envelope to us and you could be one of our five prize winners.



VOLCANO COMP

Twentieth Century Fox and Hoyt's Cinemas have let us have some great prizes to give away but if you want to be a winner you'll have to be quick because the closing date for this comp is **Friday July 18th**. So get moving! Each winner will get themselves a great Volcano movie poster and a double in-season movie pass. As well as these goodies you'll each get an excellent heat sensitive mug that changes colour when you pour hot liquids into it! So answer the questions now and get your entry off to us as soon as you can.

1) a b c 2) a b c 3) a b c

Name _____ Age _____

Address _____

Town/City _____ State _____

Postcode _____ Phone _____

Send to:

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

QUESTIONS

1. Who plays City Emergency Chief Mike Rourk?

- a. Tommy Lee Jones
- b. Tom Jones
- c. Mat Beck.

2. Which American city is under threat in Volcano?

- a. New York
- b. Los Angeles
- c. Chicago.

3. What's the name of Chief Rourk's daughter?

- a. Tina
- b. Kelly
- c. Amy.



NINTENDO 64



FIFA 64

Capture the emotion of real football!



- Total control over player movements, distance, power and direction of shots
- Real-time rendered, smoothed 3-D polygonal players
- Real-time Picture-in-Picture with eight individual camera views



- Commentary from John Motson, introduced by Des Lynam with summaries from Andy Gray
- Motion Captured, MotionBlended™ player animations from David Ginola
- Auto-replay capability.



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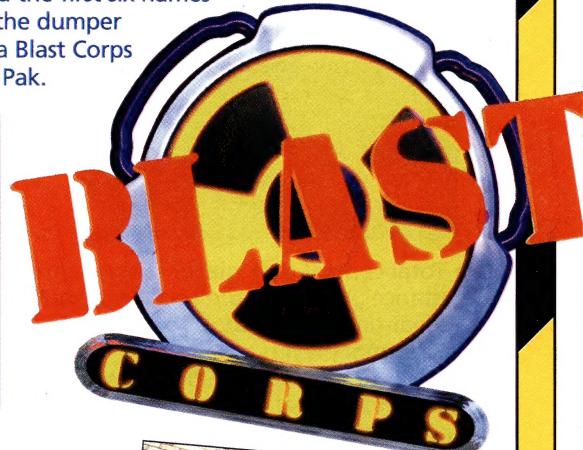
COMPETITIONS!



To celebrate the release of Blast Corps on the N64, Nintendo have given us 6 copies of Rare's ace new 'blast-em-up' to give away. But that's not all - they've also let us have 6 brand spanking new Controller Paks! So if you're one of the lucky winners you'll be able to save the progress of up to four different battles of mass destruction.

All you've got to do is read our review of Blast Corps (starting on page 20) and our article on Controller Paks (page 12) then answer the three questions here.

Tick the appropriate boxes on the form below then fill in your name and address details. Post it off to us here by August 1st and the first six names pulled out of the dumper truck will snare a Blast Corps cart and a Controller Pak.



1. Who developed Blast Corps for the N64?
a) Rare b) Ocean c) Electronic Arts
2. What does RDU stand for?
a) Rare's Delightful Undertaker b) Red Destruction Unit
c) Radiation Dispersal Unit
3. How many 'pages' of data can one Controller Pak hold?
a) 123 b) 126 c) 400

BLAST CORPS/CONTROLLER PAK COMP

1) a b c 2) a b c 3) a b c

Name _____ Age _____

Address _____

Town/City _____ State _____

Postcode _____ Phone _____

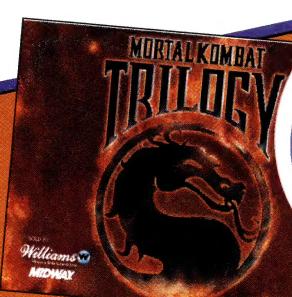
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email: catalyst@popmail.dircon.co.uk

NOT ONLY...



...BUT ALSO

Blast Corps isn't the only 64-bit gaming experience we're giving away this month because those fab guys at GT Interactive have also let us have 6 copies of their fighting smash Mortal Kombat Trilogy. Once again you've just got to read our special tips (starting on page 26), answer the three questions here then fill in all your details on the form below. Post it to arrive with us by August 1st and if you're one of the first 6 names pulled out of Sonya's leotard there'll be a copy of MKT winging its way to you before you can say 'Finish Him'.



MORTAL KOMBAT TRILOGY COMP

1) a b c 2) a b c 3) a b c

Name _____ Age _____

Address _____

Town/City _____ State _____

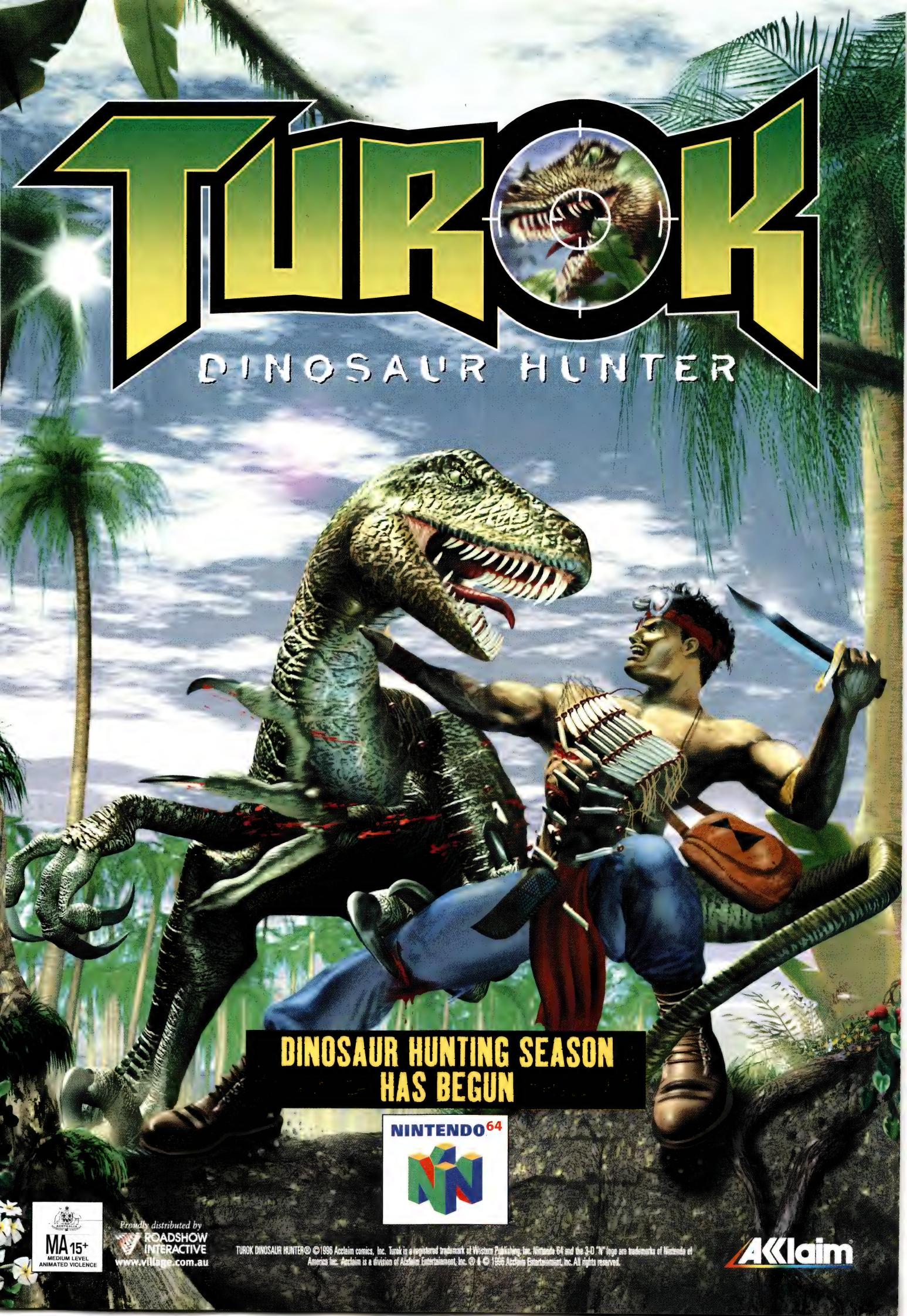
Postcode _____ Phone _____

Send to: Mortal Kombat Trilogy Comp
NMS, PO Box 734, Crow's Nest, NSW 2065.
email: catalyst@popmail.dircon.co.uk

1. What is Reptile's Friendship move called?
a) Snake-in-the-Box
b) Monkey
c) Acid Spit-n-Melt

2. What insect appears with Sindel's animality?
a) Bee b) Spider c) Wasp

3. Whose animality features a kangaroo?
a) Kung Lao
b) Smoke
c) Johnny Cage



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Akclaim

MEMORIES ARE MADE OF THIS

Amidst the dazzling of the Nintendo 64's launch and subsequent game releases, not everyone has yet to get to grips with the N64 Controller Pak, a dinky little add-on that's a bonus to some games and an absolute must for others. In case you're stuck on what these portable packs of plastic are and what it is they do, we thought we'd fill in a few gaps and help you to decide just how essential an add-on you think miniature memories are. We've asked our own little hobbit Enzo to take a peek.

THE GAMES PEOPLE PLAY

Not all released games are currently Controller Pak compatible. Super Mario 64 has enough memory on board to save four different games, and Star Wars: Shadows of the Empire, although originally planned to work with the Controller Pak, was released without this option. Of the other currently released games Wave Race 64, Mario Kart 64, Cruis'n USA, Killer Instinct Gold, Blast Corps, Turok: Dinosaur Hunter and ISS 64 are all compatible and some really benefit from the Pak's addition. Before you rush out and buy yourself a handful of Controller Paks, you'll want to know just what they'll do for each of your precious new games and how many pages they'll use. Your wish is our command...

WAVE RACE 64

Save all your stunt and race records, customise your rider configurations and combine the data with the Game Pak to produce a complete set of rankings.

Number of Pak pages per saved file: 2

MARIO KART 64

Save 1 or 2 'ghost mode' time trials and race against them.

Number of Pak pages per saved file: 121

CRUIS'N USA

Save your track records (on all of the courses and modes including cross-country), control settings & upgraded vehicles.

Number of Pak pages per saved file: 7

KILLER INSTINCT GOLD

Save special options for levels 1, 2 and 3. After completing Training Modes, you'll be able to access the special options.

Number of Pak pages per saved file: 3

BLAST CORPS

Save the progress of up to four separate games. You can save one game without a Controller Pak but you won't be able to clear the game and start another without it.

Number of Pak pages per saved file: 14

TUROK: DINOSAUR HUNTER

Save the progress of up to 7 different Turok games on to one Pak – you can't save anything on to the game cart.

Number of Pak pages per saved file: 16

INTERNATIONAL SUPERSTAR SOCCER 64

Save league and tournament matches, players' names and stats, trading data, team setups, etc. Play match between 2 created teams using 2 different Controller Paks.

Number of Pak pages per saved file: 61

PAK-IN' THEM IN

Some of you have told us you were surprised at the finished size of the Nintendo 64; all that talk of the 'black beast' had made you think it was going to be difficult to fit into a room. As with all technological moves though, size isn't an obvious indicator of power, and it's become increasingly scary what you can fit into a small space. Still, you don't want to pack your whole system up just to show off to your mates how smart you are at driving or how your customized team can whack theirs. The Controller Paks have moved transportability a step on, as these tiny carts can hold all the essential details of your best scores and set-ups as well as saving your progress.

SMALL OR WHAT!

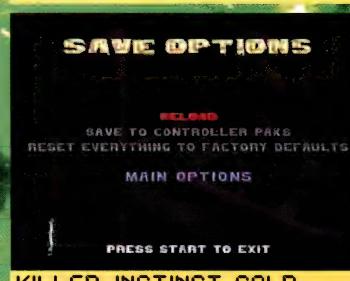
We reckon you can fit about 12 Controller Paks into one Controller Pak box, so they aren't exactly environmentally friendly when it comes to the packaging but it's what they can do for your 64-bit game playing that really counts. Inside the Pak is a battery and a memory chip to let you save out data from the game you're playing. You plug the Pak into the slot at the bottom of the N64 controller (remembering to turn off the power first), and you can then save the sorts of data that a normal game cartridge can't



BLAST CORPS



FIFA '97



KILLER INSTINCT GOLD



FIFA '97



accommodate. That means that setting up and customizing teams or competitors, keeping a hold of statistics and other information, and recording your high scores can be as easy as proverbial pie just by permanently saving everything down to your own Pak. Some games carts allow for saving the game and so on, but haven't the save memory available for more detailed data so with these games (like Turok for instance) you'll need to have a Controller Pak if you don't want to finish the whole game in one sitting.

MORE?!

Not everyone seems pleased at yet another add-on for the N64. True, you get more options and better

playability with a Controller Pak, but some people have complained that, after being asked to pay out for the N64 in the first place game carts are then not cheap, and to have to fork out even more money to be able to save the games is a bit rich! Nintendo point out that there are still a lot of great games you can play without paying any extra (Super Mario 64 for one) and that they've included such things as 4-player features into the existing console without the need for a converter, to try and keep the cost down where possible. It's also true that CD-based games don't allow any save facilities at all (another reason Nintendo opted for carts) so the competition doesn't offer much here either. Let us know what you think.

TECH SPEC

Nintendo describe the Controller Pak's memory capacity in terms of units or 'pages' of data. A Pak contains enough space for about 128 'pages' and the average game save of current games is between two and eight pages. The Paks contain the same sort of RAM chips as you find in all savable SNES, Game Boy and N64 titles, but while the average SNES game could save 64k or 128k, the Controller Pak holds 256k of data. These chips allow for rewritable data to be saved, so that you can update information as you get further in a game or improve your scores. Alternatively, you can save different versions of games, or wipe off those that have become too embarrassing to show. There's a possibility that in future Paks will come in a variety of capacities at different costs. Already there are third party developers producing memory packs with up to five times the capacity of the Nintendo one, but most of these aren't approved by Nintendo and the one we tried out didn't work at all.



Win a Controller Pak and a copy of Blast Corps!

see page 8



Whatever you think, these little babies are going to become part of everyday life for many people. We reckon there'll soon be a trade in saved games and customized characters going on in school yards and on street corners across the country. Perhaps it seems a bit much to pay extra for the chance to save games you think the cartridge ought to do anyway, but all such systems end up with add-ons like this so we shouldn't be too surprised – just look at what you have to get for PCs to get them to work decently. The chance to save your own customized games will be more fully exploited in the future I'm sure, and this could lead to some interesting developments within games as well as a thriving black-market trade amongst players.

INTERNATIONAL SUPERSTAR SOCCER



A quick one-two as the Italians build an attack.



Call that a defence!!



The Argentinians celebrate in style.

Konami have brought out other versions of this soccer sim for various platforms – the ISS Deluxe that followed plain old ISS on the SNES was a fair game too. This N64 beaut has been out a little time in Japan (where it was known as J-League Perfect Soccer) and although it's the same game in essence, the English language version does make it easier for the likes of Will to play.

A choice move

As with EA's FIFA 64, ISS hosts enough options to keep you off the field of play for many an hour. There's selecting and setting up the team for a kick off; you can create your own players with characteristics to match your own (or aspired-to) skills; then there's the opportunity to train and learn all the tricks of tackling and overhead kicking that'll come in so useful on the pitch. If you ever get there that is!

Hear the grass grow!

Seen on the TV this can look like a real game in play, though the camera movements are a little jumpy and the flow's a bit difficult to capture in the screen shots shown here. The players all move in footballer-like ways, and their reactions to scoring or a particularly nasty tackle add to the realism. The commentary runs through the background crowd noise and although the comments are sometimes a little superficial, it adds to the atmosphere and of course you're free to yell your own brand of encouragement to urge your players on.



If your team's in trouble you can make your own players.



Switzerland take on mighty Brazil...



...but the South Americans soon score number one.

Playing it up

There are three basic playing modes in ISS. First up is Open Game, in which you play a single tie and which is a good place to practice your skills and tactics; next choice is International Cup, a cup tournament in which you must be prepared to face the indignity of a knockout, and finally there's World League where the more serious can really get their boots scuffed. As manager you get to pick the team that'll serve you best, and you'll soon learn the specific skills of players for different situations.

Tactics

Some of the nicest of touches are the small but effective playing skills you can learn to liven up matches and show off a little. Everything imaginable is there, from overhead kicks to keeping the ball in the air over a number of kicks, and while the majority do little to overcome the opposition they will make you look king of the pitch when your mates come round for a game. When you score a goal the winning and losing players will react accordingly, and you can expect some fairly extravagant celebrations from the more hot headed players.

All it appears

As with ISS on the SNES, the N64 version is viewed largely from the sidelines, but you can also zoom in and out and view the game from slightly different angles. Changed views come into play for corners, free kicks etc. and a little practice will show you which is the best playing view for your style of play. The weather's likely to change from match to match as well just to keep you on your toes, or sliding off them onto your arse! Turning in the snow's particularly difficult, so keep your passes straight and short.

Don't miss next month's NMS when we'll be getting off the bench to bring you a full ball by ball review.



The different camera views help you build your skills.



There's a host of top teams to choose from.



Sneak Peeks

Just when you thought the SNES and Game Boy weren't going to get any more attention, Nintendo have swung around and brought out a range of classic titles on both systems, most of which haven't been available here before. Disney dominates the SNES arena,

with some fairly neat platformers with well-known names involved, while Prehistorik Man (a Titus platform title we reviewed back in issue #41) has re-emerged too. The film-spin-off genre hasn't always offered the best gaming fare (Beauty and the Beast springs to mind as a certain dead dog) but we've taken this little lot through their paces before today, and have to say that they've been chosen with some care this time.

Out again on Game Boy are two blasting classics: Alleyway and Solar Striker. They're both in the mould of early hand-held titles, using a combination of sideways movement and shooting action to blast your way out of trouble and into the next round.

We'll be taking a closer look at all these titles in the next couple of issues of NMS, with full reviews and tips to keep you drooling. Meanwhile, here's a taster of what's to come...

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GAME BOY



We took a look at this prehistoric platformer way back in issue #41, and it fared pretty well under Lou's close scrutiny. It's a bit daft, with a lively collection of characters and bad guys, as well as some occasionally difficult and varied gameplay.

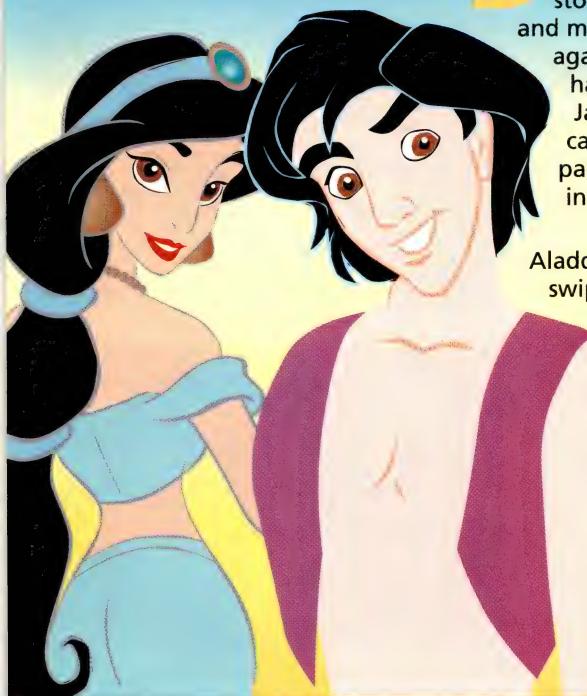
Your club-wielding hero has to collect food for his tribe to ensure their survival in a deadly world inhabited by the wild and ugly beasts who compete for resources.

There are plenty of levels and some cunning secret areas too, and the variety of gameplay is challenging enough to make you want to keep the ol' fella on top of all that the stone age can throw at him.

The peculiarities include some original modes of attack, including a blood-curdling scream that can scare the loin cloth off the worst of enemies!

Watch out, 'cos we hope to have a full review in the next issue of NMS.

Aladdin



Don't they make a lovely couple (yuk!)? Doubtless you know the story of our much misunderstood and mischievous lad and his battle against the ever evil Jafar for the hand (and the rest) of the lovely Jasmine. Only an honest thief can fit the bill, out-wit the palace guards and get to the inner sanctum.

This platform adventure sees Aladdin hopping, leaping and swiping his way over the rooftops of Agrabah, through the perilous Cave of Wonders and on into the palace.

Aladdin's buddies Abu the monkey and the inevitable Genie of the lamp aid the quest, and there are some varied sequences that more or less follow the film faithfully.



The Jungle Book

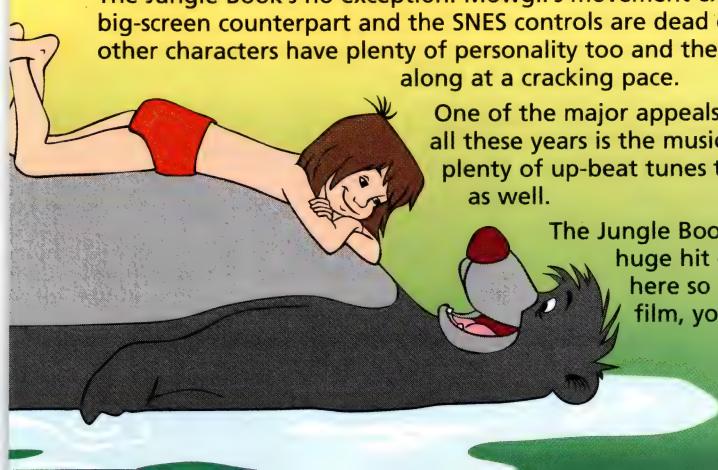
Oh-bi-doo... The oldies sometimes stand the test of time fairly well, and Mowgli and pals seem to have proved themselves worthy. In this adaption of the Disney classic all the favourites are there and poor old Mowgli has to grow up fast amidst the perils of the jungle.

This may seem just like standard platform fare but it's great fun with plenty of lively and colourful graphics. All the characters from the film are there and you'll have to help Mowgli to swing through the jungle and battle the monkeys to save the day.

As with all of these Disney re-releases, the graphics are the real stars and The Jungle Book's no exception. Mowgli's movement exactly mirrors his big-screen counterpart and the SNES controls are dead easy to master. The other characters have plenty of personality too and the whole thing whips along at a cracking pace.

One of the major appeals the film's had for all these years is the music and the game has plenty of up-beat tunes to follow the action as well.

The Jungle Book looks like being a huge hit on its release over here so if you loved the film, you'll love this!



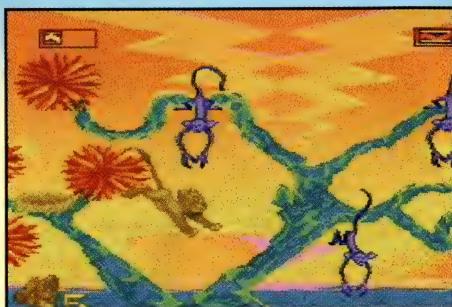
LION KING

Yet another from the endless source that is Disney. Lion King was a great film and the SNES game's no baby cub either. As with the other titles we're looking at, this contains a great variety of scenes and follows the film fairly closely, so you can be sure you'll win in the end, even if the hyenas try their best to stop you.

The journey through the plains and perils of the African outback sees Simba grow from cub to lion, outgrowing the pleasures of swinging on rhinos' tails and making his rightful way to become king of the grasslands. The levels include the perilous Elephants' Graveyard, a top-speed dash through the canyon of the infamous wildebeest stampede, and some rock scrambling that will test even the most agile cub's claws.

There are some nice touches to the animation to keep the film-like quality alive too. As Simba scrabbles from ledge to ledge there is definitely a lion-like feel to his movements, and the colours of Africa are well represented in the mixture of backdrops.

This little pussycat represented the cutting edge of 16-bit playing when it was first released a few years ago, and it stands up well today as tough to play but with a good sense of character involvement too.



Mickey Mouse's Magical Quest



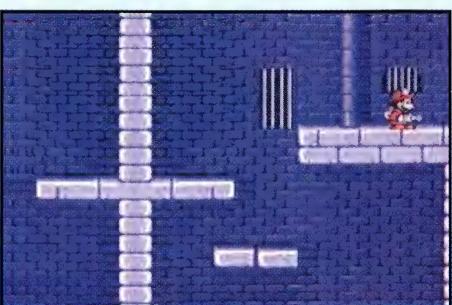
Well, we couldn't leave out the Main Mouse in this mini Disney fest, now could we?

Love or loath the little rodent, he keeps popping up whether he's wanted or not, and there's been a string of SNES and Game Boy titles featuring the big-eared, squeaky-voiced rat... I mean mouse.

Originally out at the end of '92 this still plays like a well oiled mousetrap, and sees Mickey skid through a range of tree-lined, snow-filled, bricked-up and subterranean landscapes towards his end.

On the way he'll meet up with a range of demons, big and small, not to mention the natural perils of flames, spiders, bees and fish.

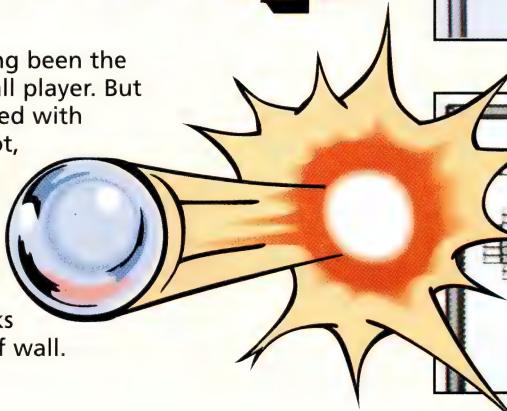
It's not the toughest game on the planet, but guiding one of the few mice with any dress-sense to his destiny has some moments of warm and furry satisfaction.



ALLEYWAY™

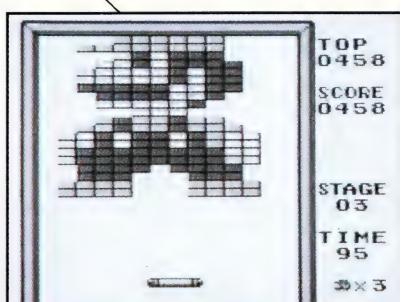
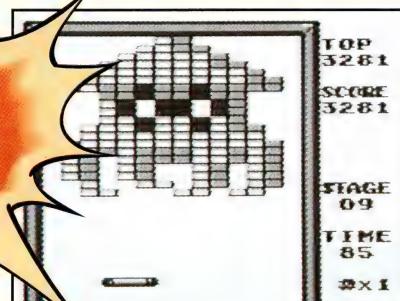
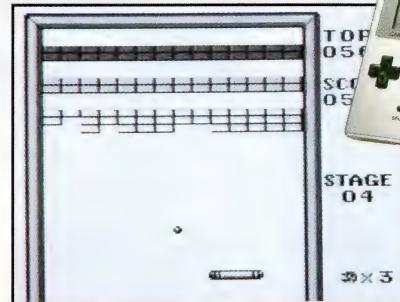
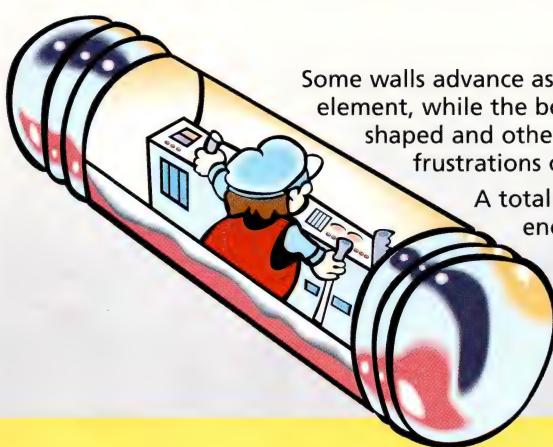
Kicking a tennis ball against a wall has long been the passtime of many an otherwise bored ball player. But wouldn't it be better if bricks got removed with each kick and the wall crumbled? OK maybe not, but there's a satisfying feeling to picking away at oncoming blocks whilst fixing your concentration on keeping contact and making those returns.

That's the story with Alleyway: keeping the ball bouncing off the paddle and into the blocks while whittling away at variously-shaped bits of wall.



Some walls advance as you play, introducing a Tetris-like element, while the bonus games include a Mario-shaped and other Lego lookalikes to take your frustrations out on.

A total of 32 stages should provide enough finger action for even the hardest of hand-held enthusiasts. We'll take a head-on look at this ball buster in a future NMS.



SOLAR STRIKER

This is where it all began. Back in the arcades in the 80s we were all (almost all) squirming this way and that as we desperately tried to keep control of the little pointy thing that was firing out other little pointy things to save the planet and keep us safe in our beds. It was fun then and it's fun now.

Solar Striker picks up on this 'save mankind with your finger action' theme, putting you in command of a fighter ship with the aim of destroying Reticulon, a planet with dastardly plans to destroy the Earth Federation Government. As you pass through several stages towards the ultimate goal, the enemy ships get tougher and the missiles' power more awesome. It's 6 stages each have a boss to deal with and, strange as it may seem, tactics and skill are both ingredients that have a place here.



Yes I know it's just a Space Invaders type of game, but, well, some of us like Space Invaders. One day the future of the planet might really depend on having practiced this sort of thing, so I guess now's as good a time as any to start (didn't you see Independence Day?!).

Solar Striker will be available soon and we'll be sure to peer into the endless void of space to come up with a review.





It's not very often that a new game comes along that just can't easily be described. Most new games can be pigeon-holed as one of a range of games types: a beat 'em up, a platform, a puzzle, an adventure, an RPG. But when was the last time you just didn't know what a game was? When was the last time that a game really took you by surprise and offered something totally original? Make way for Blast Corps.

Meet Amber, Clark, Wesley and Spike. They're the renegade founder members of the elite Blast Corps team, set up to revitalise areas of inner city decay by wiping out the crumbling tower blocks and derelict housing. But now their unique talents are really being put to the test as they strive to save the world from impending nuclear disaster.

Two defective nuclear missiles are being transported to a safe detonation site but there's a problem. Something's gone wrong and radiation has started to leak into the atmosphere. As well as that, the driver has been killed and the carrier is locked into auto-pilot on a course straight through the world's major cities. Doh!

The Blast Corps' mission is to clear a path for the carrier then collect six top scientists to help diffuse the missiles before the planet's plunged into nuclear winter. Are you ready for this?

REACTOR CORPS

Check out the World Map to monitor your progress.



DOWN TO BUSINESS

OK, so there's an elaborate story behind the game. But what does this actually mean in terms of gameplay? The first part of every stage is the path-clearing exercise to let the missile carrier pass through unharmed. This isn't too tricky in most cases because little flashing arrows point out the next building scheduled for destruction. The main thing you need to worry about here is mastering the controls of each of the vehicles.

RESCUE ME!

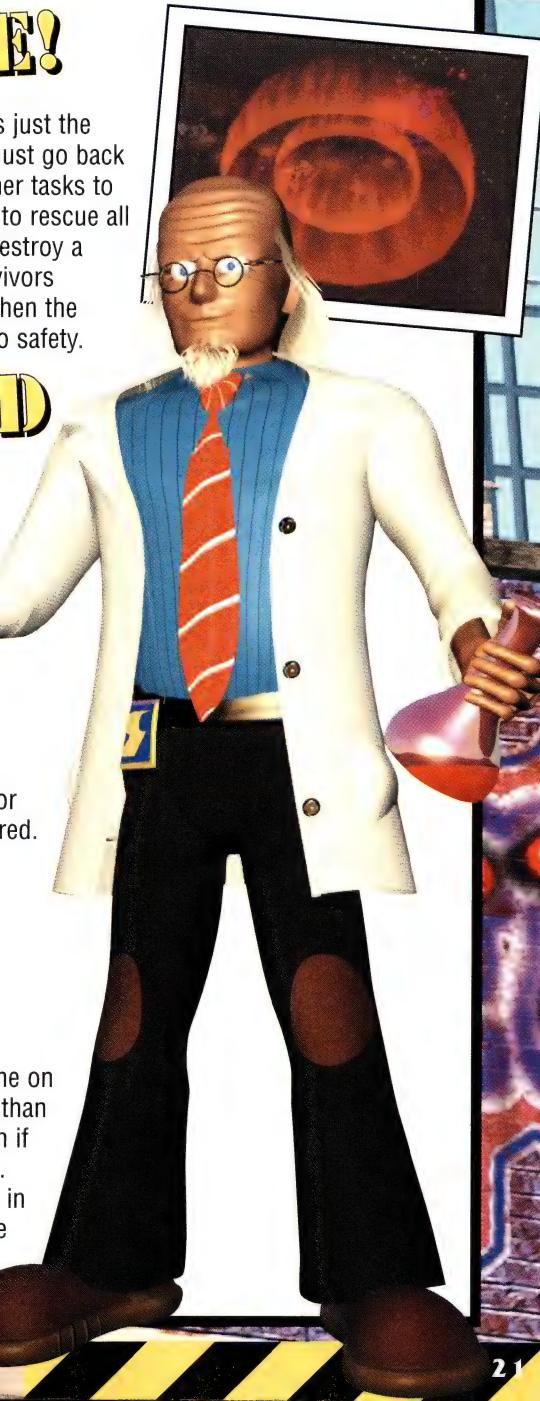
But that's not all! Clearing a safe route is just the beginning. Once you've done that you must go back into the level and perform a range of other tasks to complete the game. The first of these is to rescue all the survivors in a level. Whenever you destroy a building or an installation you'll see survivors running screaming from the scene and then the helicopter will swoop in and take them to safety.

SEEING RED

Once you've wiped out all the constructions, make sure you activate all the RDUs (Radiation Dispersal Units). These are small lights dotted all around each course and they'll activate automatically when you get near them. You'll know if you've got close enough for activation because they'll flash and turn red.

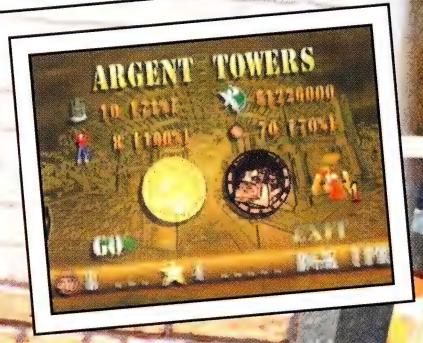
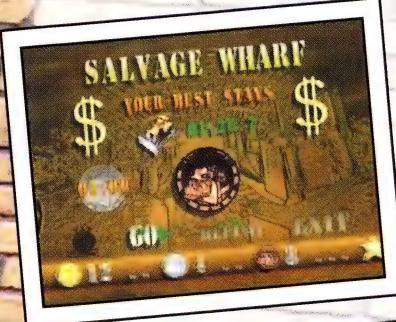
MAKING CONTACT

Your next task is to activate the communication points. You won't find one on every level and in some there'll be more than one but you'll need to activate all of them if you want to access all the training levels. Although some of them are hidden away in obscure places, they're easy to recognise so keep a look out for the large satellite dish.



MAKING THE GRADE

You'll start life in the Corps as a Rookie Wrecker but you can make your way up the ranks by earning Commendations. There are a massive 31 different ranks to achieve in all and to progress to each one you'll need to have earned 12 rank points. A Gold Commendation will earn you three ranks points, a Silver will earn you two and a Bronze is only worth one. You can get two Gold Commendations in one level if you're really switched on though. To get this you'll have to clear a path for the carrier, collect all the survivors, activate all the RDUs and completely destroy everything.



You've a huge array of vehicles to control in Blast Corps and each one has its own little quirks and difficulties. Unlike some games where you can choose to avoid the vehicles or characters that are difficult to control, in this you'll have to master every single mode of transport if you want to complete the game. Some of the demolition machines are pretty easy to get the hang of (like the J-Bomb) while some are just plain awkward (the Sideswipe for example). Make sure you master each of the vehicle training stages before you attempt the main levels. In the meantime, here's our rundown of each of the eight main vehicles complete with its pros and cons.

RAMDOZER

A good old fashioned bulldozer that can push buildings over or shunt TNT crates into them.

IT'S A BLAST!

Dead easy to control and efficient at taking out small buildings.

DOWN IN THE DUST

A bit slow and pushing TNT crates can be awkward.



BACKLASH

A dumper truck that wipes things out by skidding into them sideways.

IT'S A BLAST!

Pretty entertaining to begin with...

DOWN IN THE DUST

... but soon gets frustrating because of its lack of accuracy and control.



SKYFALL

A fast and furious buggy that destroys buildings just with its speed.

IT'S A BLAST!

Fast and fun.

DOWN IN THE DUST

Very difficult to control with any accuracy and not very powerful.



THUNDERFIST

A huge robot device that uses somersaults to wreak havoc.

IT'S A BLAST!

Highly destructive and very easy to control.

DOWN IN THE

DUST

Not much!



VEHICLES

CYCLONE SUIT

Another powerful robot suit that flips and tumbles its way to destruction.

IT'S A BLAST!

Very powerful and it's visually ace too!

DOWN IN THE DUST

Can be tricky to control and aim because it seems to do whatever it likes.



J-BOMB

The third of the three robot vehicles, but instead of using acrobatics the J-Bomb leaps high into the air then crashes down on top of its prey.

IT'S A BLAST!

Great control and highly destructive.

DOWN IN THE DUST

Doesn't appear nearly often enough!



BALLISTA

Low-slung motorbike with built-in missile launchers.

IT'S A BLAST!

The missiles have an impressive long range and the bike's very fast.

DOWN IN THE DUST

Not very powerful missiles and tricky to aim.



SIDESWIPE

An articulated truck with powerful rams that slam out of its sides.

IT'S A BLAST!

Can destroy loads of buildings at once without the need for really accurate aiming.

DOWN IN THE DUST

Can be difficult to maneuver and the number of sideswipes is limited.



OTHER VEHICLES

RACE CAR

VAN

COP CAR

TRAIN

BOAT

CRANE

JUGGERNAUT

HELICOPTER



As well as the Corps' main vehicles, you'll also get the chance to control a number of other beasts. You'll find these in various levels and many of them will be vital to both your path-clearing success and your scientist hunting. To exit your current vehicle just press the Z Trigger then run towards the new one to climb inside.

RACECAR/VAN/POLICE CAR None of these serve a very useful purpose but they're great fun to scream around the landscape in! The race car's obviously the thing to use on the race course levels.



TRAINS These also appear in many of the levels and you can guide them around the tracks to cover a lot of ground quickly. You can transport your vehicles to other areas and use the flat-bed carriage to bridge gaps.



BOATS These operate just like the trains and can also be loaded up with crates or vehicles to get across port areas and canals.

CRANES These are found in many of the Blast Corps scenarios and can be really useful. They'll help you shift crates around or move your vehicle to an out of reach area.

JUGGERNAUT This big beast sits in wait at the end of each level. Once you've completed the stage just hop out of your current vehicle and leap into the cab. You won't be able to drive it but climbing inside acts as a level exit.

HELICOPTER Another craft that you won't actually be able to control but if you watch its route carefully at the start of each level you'll see where the missile carrier's going to go.

THE EASIEST WAY TO SHOW YOU JUST HOW MUCH THERE IS TO DO IN BLAST CORPS IS TO TAKE YOU STEP-BY-STEP THROUGH A TYPICAL LEVEL. WE'VE CHOSEN THE ECHO MARCHES STAGE AND YOU'LL NEED TO USE A WHOLE RANGE OF VEHICLES TO GET THROUGH. SO PAY ATTENTION NOW AND JUMP INTO YOUR J-BOMB!



1. At the beginning of the level you need to wipe out the first few buildings as quickly as possible.



2. The next obstacle is the train track a little further along the route but the carrier won't make it over the gap without some help.



3. Power up to your right as soon as you've cleared the first buildings and head over the hill until you see the train at the end of the tunnel.



8. The path will be clear for a while now so fly over to just beyond the road tunnel and you'll see a gap in the canal which is the next major obstacle for the carrier.



7. Get back in the J-Bomb and go over to just beyond the train to take out the next few buildings. Don't waste time destroying all of the buildings – you only need to take out the left hand side of the second one and the right hand side of the far one to clear the path.



6. Race back to where you left the J-Bomb (you can drive through the train tunnel to save some time).



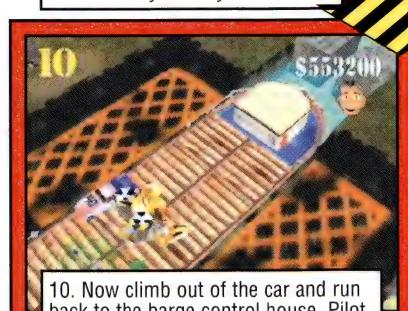
5. Get out of the train and dash round to the red sports car on the flat bed. Get in and move it out of the way as quickly as possible.



4. Jump out of the J-Bomb and hop into the train cab then drive it back towards the gap over the track. Make sure you get in exactly the right position (a smiley face will appear in the top right corner of the screen if you've done it right).



9. Fly to the left here down the canal and you'll soon come across the barge. Land on the deck, climb out of the J-Bomb and into the roadster. Quickly drive the car off the barge or it'll be in your way later.



10. Now climb out of the car and run back to the barge control house. Pilot the boat back up the canal to the gap and park it in the right position (look out for the smiley face again to help you).



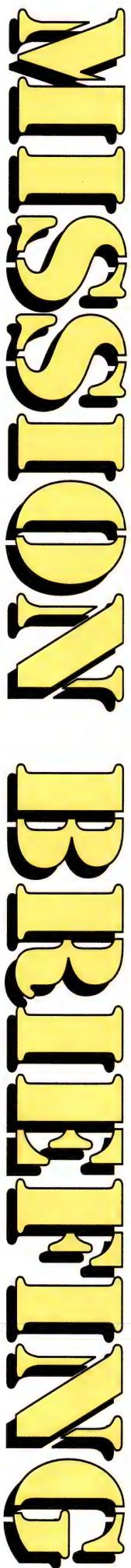
11. Now get back in the J-Bomb and follow the road from the canal towards the last few buildings and wipe them out.



12. Now you should have completely cleared the path...



13. ... and the missile carrier should make it through the level unscathed.



COMMENT

Blast Corps is without doubt the most original fun I've had on the N64 so far. More than just a 'blast em up', more than just a strategy game, more than just a driving game – it's just altogether more! There are plenty of different scenarios and a good helping of training levels too which is always a bonus as some of the vehicles can be a bit tricky to control. The graphics may be a bit samey from level to level but all the cars are nicely detailed and the explosions and smoke effects are pretty atmospheric. The sound's really entertaining too with a good range of FX as well as some cracking background music. But it's good old fashioned gameplay that really makes Blast Corps the tops. One slight down point is that it might not take you too long to complete but hey, you'll have some fun doing it!

LOU

REVIEW



NINTENDO 64

BLAST CORPS



BLAST CORPS™

CREDITS

- **PUBLISHER:** Nintendo
- **DEVELOPER:** Rare
- **PREVIOUS RARE TITLES:** Donkey Kong series, Killer Instinct series
- **DISTRIBUTOR:** Nintendo
- **RELEASE:** This month
- **GAME TYPE:** All new!!

INFO

- **GAME DIFFICULTY:** Medium to very hard
- **FIRST DAY SCORE:** Cleared 21 levels
- **ALTERNATIVES:** Nothing yet!

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **MEMORY PAK:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** Control mode, Music volume

CONTROLS

- **RESPONSIVENESS:** Excellent
- S** Start/Pause/Options
- A** Depends on vehicle
- B** Depends on vehicle
- C** Adjust camera angles
- L/R** Depends on vehicle
- Z** Stop and exit vehicle

Sound
Graphics
Volatility
Originality
Strategy
Challenge
Action
Playability



Great



Good



Average



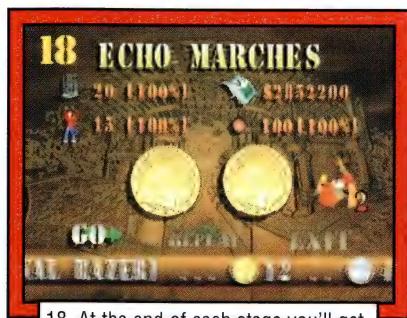
Poor











18. At the end of each stage you'll get a stats screen telling you how you did and what Commendations you've been awarded.



17. Now just destroy the remaining buildings to free all the survivors then head for the truck at the end of the stage. Climb in and you've done it!



16. The next job is to activate all the RDUs by trailing around the level and walking up to them.

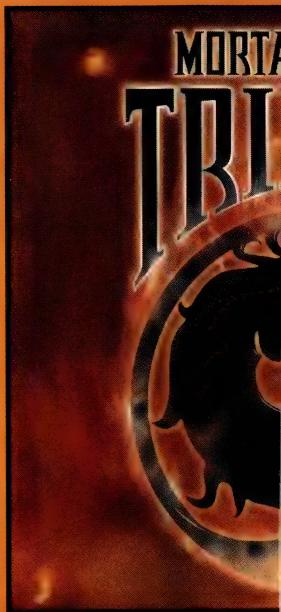


15. Now fly back to where you left the barge and follow a narrow dirt track over to a tall rock tower. Land to recharge your boosters then fly right up and land on the top to activate the second Communication Point.



14. Don't stop now! Head back over to where you found the barge and you'll see a large round fuel tank. Smash it and you'll activate one of two Communication Points in this stage.

We reviewed the brand new 64-bit Mortal Kombat Trilogy in the May issue of NMS. But as we all know, the best bits about any of the MK games are the bone-cracking finishing moves, so we've decided to take you through them all, one fighter at a time. We'll tell you about each of the 27 characters' moves and how to perform them so by the time you've finished reading the next four pages you'll be unstoppable in kombat! Let battle commence...



KANO

Everyone thought Kano had been seen to for good in the first MK tournament but ol' baldy survived in the Underworld avoiding Sonya's clutches. Shao Kahn let him go, on the condition that he teach the warriors how to use Earth's weapons (and how to look cool in an eye patch).

Fatality 1: (Sweep) LP, B, B, HK (Eye Beam)
Fatality 2: (Close) Hold LP F, D, D, F Release LP (Skeleton Pull)
Brutality: HP, LP, B, LP, HP, B, HK, LK, B, HK, LK
Animality: (Close) Hold HP B, B, B Release HP (Tarantula)
Friendship: LK, R, R, HK (Bubble Gum)
Babality: F, F, D, D, LK
Stage: U, U, B, LK

KUNG LAO

The Outworld Invasion has scuppered Kung Lao's plans to resurrect his White Lotus Society so he's got to draw on all his talents to bring down Shao Kahn. Laugh at his hat and he'll show you his mean side!

Fatality 1: (1 step away) F, F, B, D, HP (Body Separation)
Fatality 2: (Anywhere) R, B, R, B, D (Spin Kill)
Brutality: HP, LP, LK, HK, B, HP, LP, LK, HK, B, HP
Animality: (Close) R, R, R, R, B (Leopard)
Friendship: (Far) R, LP, R, LK (Fetch with Dog)
Babality: D, F, F, HP
Stage: D, D, F, F, LK

REPTILE

Reptile's loyalty to Shao Kahn means that he's chosen to help Jade capture Kitana and he's been given orders to stop at nothing to achieve his mission. Jade and he have chosen matching suits too!

Fatality 1: (1 step away) F, F, U, U, HK (Acid Spit-n-Melt)
Fatality 2: (Jump) B, F, D, B (Lunch)
Brutality: HP, B, HK, HK, B, HP, LP, LK, LK, B, HK
Animality: D, D, U, HK (Monkey)
Friendship: (Close) D, F, F, F, R (Snake-in-the-Box)
Babality: F, F, B, D, LK
Stage: B, R, B, B

SHANG TSUNG

The evil Emperor's head sorcerer, Shang Tsung has been granted greater powers than he's ever possessed before. He was out of favour for a while but now he's back with a vengeance to complete some wicked gothic eye makeup.

Fatality 1: (Close) Hold LP D, F, F, D Release LP (Body slam into spikes)
Fatality 2: (Close) Hold LP R, B, R, B, Release LP (Soul Lift)
Brutality: HP, B, B, B, LK, HP, LP, LP, B, B, B
Animality: (Sweep) Hold HP R, R, R, Release (Snake)
Friendship: LK, R, R, D (Joust)
Babality: R, R, R, LK
Stage: U, U, B, LP

MILEENA

Shao Kahn has brought Mileena back to life after her twin sister Kitana wiped her out but she's going to need all her vicious fighting skills this time around (including her ability to read her sister's mind). Her opponents are going to have a tough time keeping their minds on the job.

Fatality 1: (Close) D, F, D, F, LP (Bone exhale)
Fatality 2: (Far) B, B, B, F, LK (Nail Spit)
Brutality: HP, LP, LP, HP, B, HK, LK, LK, HK, B, HP, D+LP
Animality: (Close) F, D, D, F, HK (Skunk)
Friendship: D, D, B, F, HP (Broken Mirror)
Babality: D, D, F, F, HP
Stage: D, D, D, LP

SINDEL

Time was when Sindel ruled the Outworld at Shao Kahn's side in her purple underwear but now she's been reborn on Earth. She's been instrumental to Shao Kahn's success and her evil is unmatched in the MK tournament.

Fatality 1: (1 step) R, R, B, R, Release (Hair Spin)
Fatality 2: (Close) R, B, B, R+B (Scream)
Brutality: HP, B, LK, B, LK, HK, B, HK, LK, B, HK, LK, B, LP
Animality: (Close) F, U, U, HP (Wasp)
Friendship: R, R, R, R, R, U (Field Goal)
Babality: R, R, R, U
Stage: D, D, D, LP

KOMBAT
KING

FINISH HIM!

SEKTOR

Cybernetic Ninja unit LK-9T9 (otherwise known as Sektor) was the first of three prototypes built by the Lin Kuei. He started life as a human assassin but his loyalty led him to be automated. Gee thanks!

Fatality 1: (2 steps away) LP, R, R, B (Compactor)
Fatality 2: (Jump) F, F, F, B, B (Flame Thrower)
Brutality: HP, HP, B, B, HK, HK, LK, LK, LP, LP, LP, HP, B
Animality: (Close) F, F, D, U (Bat)
Friendship: (Past Sweep) R, R, R, D (Strength Test)
Babality: B, D, D, D, HK
Stage: R, R, R, D

SHEEVA

With four arms and an amazing ability to stay in a very small outfit, Sheeva was personally picked by the Emperor to protect Sindel. She's growing increasingly wary of Shao Kahn's loyalties though after he appointed one of her sworn enemies (Motaro) as leader of the Extermination Squads.

Fatality 1: (Close) Hold HK B, F, F Release HK (Pound-n-Ground)
Fatality 2: (Close) F, D, D, F, LP (Skin Pull)
Brutality: HP, LP, B, LK, HK, B, HK, LK, B, LP, HP
Animality: (Close) R, B, B, B, B (Scorpion)
Friendship: F, F, D, F, (Pause) HP (Plate Spin)
Babality: D, D, D, B, HK
Stage: D, F, D, F, LP

STRYKER

Kurtis Stryker was the only survivor of a city of millions when the Outworld portal opened over North America. Once a leader of the Riot Control Brigade, he's tough to beat and takes no prisoners..

Fatality 1: (Close) D, F, D, F, B (Bomb)
Fatality 2: (Far) F, F, F, LK (Tazer)
Brutality: HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK
Animality: (2 steps away) R, R, R, B (T Rex)
Friendship: LP, R, R, LP (Cross Guard)
Babality: D, F, F, B, HP
Stage: F, U, U, HK

KITANA

Kitana might not look like a warrior princess as she wafts her little fans about but she's out for revenge after being convicted of high treason for murdering her sister. Can she get to Queen Sindel in time to warn her or their true past?

Fatality 1: (Close) R, R, B, B, LK (Kiss of Death)
Fatality 2: (Close) B, D, F, F, HK (Head Pop)
Brutality: HP, HP, B, HK, B, LK, B, HP, B, HP, B
Animality: (One step) D, D, D, R (Rabbit)
Friendship: D, B, F, F, LP (Bubbles)
Babality: F, F, D, F, HK
Stage: F, D, D, LK

NIGHTWOLF

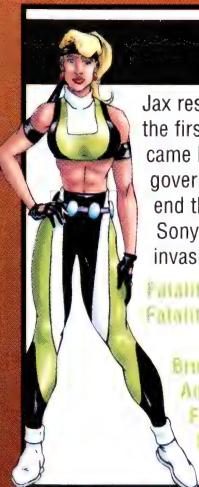
Nightwolf is an historian by day and a powerful Indian warrior in tasseled boots by night. Calling on the power of his Shamen in battle, he fights to protect his tribe's sacred land and could prove a major threat to Shao Kahn's occupation.

Fatality 1: (Close) U, U, B, F, B (Beam Me Up)
Fatality 2: (Jump) B, B, D, HP (Lightning shock)
Brutality: HP, HP, HK, LK, LK, B, B, LP, LP, HP, HK
Animality: (Close) F, F, D, D (Wolf)
Friendship: R, R, R, D (Rayden Morph and MK2 Drop)
Babality: F, B, F, B, LP
Stage: R, R, B

SCORPION

After escaping from Shao Kahn's nether regions, Scorpion's free to roam the Earth and shows no loyalty to any one group. He's got loads of muscles and there's no way that Shao Kahn's gonna' steal his soul this time!

Fatality 1: (Outside sweep) F, F, F, B, LP (Hand from Hell)
Fatality 2: (Jump) D, D, U, HK (Toasty)
Brutality: HP, HP, B, HK, HK, LK, HK, HP, HP, LP, HP
Animality: (Close) F, U, U, HK (Penguin)
Friendship: (Close) B, F, F, B, LK (Skull-in-the-Box)
Babality: D, B, B, F, HP
Stage: F, U, U, LP



SONYA

Jax rescued Sonya from the Outworld after the first tournament and together they came back to try and warn the government of Shao Kahn's threat. In the end there was nothing they could do so Sonya just stood by watching the invasion in her aerobics kit.



Fatality 1: (Anywhere) B, F, D, D, R (Squash)
Fatality 2: (Far) Hold R+B, U, U, B, D Release R+B (Kiss of Death)
Brutality: HP, LK, BL, HP, LK, BL, HP, LP, BL, HK, LK
Animality: (Close) Hld LP, B, F, D, F Release LP (Hawk)
Friendship: B, F, B, D, R (Flowers)
Babality: D, D, F, LK
Stage: F, F, D, HP



JADE

Jade has been despatched by the Emperor in her unfeasible green thong-thing to bring Princess Kitana back from Earth. She's got a long glowing stick and a moral dilemma on her hands – should she choose her friend or her boss? Mmmm...



Fatality 1: (Close) R, R, R, B, R (Staff Impale)
Fatality 2: (Close) U, U, D, F, HP (Shake 'n Bake)
Brutality: HP, LK, HP, LP, HK, HK, LK, B, B, HP, HK
Animality: (Close) F, D, F, F, LK (Kitten)
Friendship: B, D, B, B, HK (Pogo Stick)
Babality: D, D, F, D, HK
Stage: B, F, D, R

SMOKE (Cyber-Ninja)

Lin Kuei's third cyber-ninja, the Smoke unit (LK-772) is a merciless killer that's been stripped of all emotion. Sub-Zero reckons there's a human soul trying to break out but take our advice – Smoke isn't to be trifled with (or taken home to meet your parents).



Fatality 1: (Far) U, U, F, D (Planet Destruct)
Fatality 2: (Sweep) Hld B+R, D, D, F, U Rls B+R (Bomb Pill)
Brutality: HP, LK, LK, HK, B, B, LP, LP, HP, HP, B, B
Animality: (Out of Sweep) D, F, F, B (Bull)
Friendship: (Far) R, R, R, HK (Horn)
Babality: D, D, B, B, HK
Stage: F, F, D, LK



BARAKA

Bed sheets and toothbrushes don't last Baraka any time at all but he's a demon when it comes to kombat. Sent out to quash the renegade uprising on Earth, he's a fearsome opponent and will follow Shao Kahn's evil instructions to the letter.



Fatality 1: (Sweep) B, F, D, F, LP (Blade Lift)
Fatality 2: (Sweep) B, B, B, B, HP (Head Pop)
Brutality: HP, HP, HP, LP, LP, B, HK, HK, LK, LK, b
Animality: (Sweep) Hld-HP, F, B, D, F Rise-HP (Porcupine)
Friendship: D, D, F, F, HK (Present)
Babality: F, F, F, HK
Stage: LK, R, R, R, R

LIU KANG

Liu Kang is Shao Kahn's prime target and he poses one of the greatest threats to the Emperor's domination. The Shaolin Champion is another who'll brave any opponent even without his shirt.



Fatality 1: (Anywhere) F, F, D, D, LK (Torch)
Fatality 2: (Anywhere) U, D, U, U, B+R (MK1 Drop)
Brutality: HP, LP, HP, B, LK, HK, HK, LK, HK, LP, HP
Animality: (1 step away) D, D, U (Dragon)
Friendship: R, R, R, D+R (Shadow Puppet)
Babality: D, D, D, HK
Stage: R, B, B, LK



JOHNNY CAGE

Johnny Cage is another of those 'returned from the dead' dudes after his soul leapt back into his body on its path to the Outworld. Dark glasses and a lack of shirts are his trademarks and he's back with his Earthbound mates to save the planet for imminent doom.



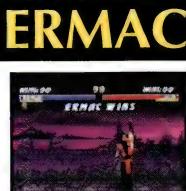
Fatality 1: (Close) D, D, F, F, LP (Head Pop)
Fatality 2: (Close) D, D, F, F, LK (Back Breaker)
Brutality: HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP
Animality: (Close) D, F, F, HK (Kangaroo)
Friendship: D, D, D, LK (Autographed Photo)
Babality: F, F, B, B, HK
Stage: D, B, F, F, HK

RAIN

Rain's a former member of the Lin Kuei with Sub-Zero but don't ask why he left. I said don't ask! He's another of the warriors who's starting to question their loyalty to Shao Kahn but he's still a ruthless fighter who pays the rent by being a freelance assassin.



Fatality 1: (Close) F, F, D, HP (Upside Landing Uppercut)
Fatality 2: (Out of Sweep) D, D, B, F, HK (Multiple Lightning)
Brutality: HP, HP, B, LK, HK, B, LK, HK, B, HP, LP
Animality: (Just Inside Sweep) D, F, D, HK (Elephant)
Friendship: D, F, F, F, LP (Spring Garden)
Babality: F, B, B, HP



Just like fellow warriors Reptile, Scorpion, Rain and Sub-Zero, Ermac looks good in black hooded garments. His past's shrouded in mystery but one thing's for sure – he's one mean mother to know.

Fatality 1: (Sweep) D, U, D, D, D, B (Telekinetic Slam)
Fatality 2: (Close) R, B, R, R, HK (Head Pop)
Brutality: HP, HP, LP, B, HK, LK, B, HP, LP, LK, HK
Animality: (One Step Away) F, F, B, B, HP (Frog)
Friendship: F, F, F, HP (Magic Show)
Babality: D, D, B, B, HK
Stage: R, R, R, R, LK



NOOB SAIBOT

Noob Saibot's a bit of a shady character and he drifts around the Netherealm spying on the violent doings between the Realms. He worships an evil fallen Elder God and probably thinks he looks great in grey.



Fatality 1: (Sweep) B, B, F, F, HK (Ball Spin)
Fatality 2: (Close) D, D, U, R (Multiple Drop)
Brutality: HP, LK, LP, B, LK, HK, HP, LP, B, LK, HK
Animality: (Close) B, F, B, F, HK (Anteater)
Friendship: F, F, B, HP (Bowling)
Babality: D, F, F, F, LP
Stage: F, D, F, B

RAYDEN

Mrs Den's boy may have given up his immortality and God-like status to fight in the latest MK battle but he does have a nice hat as compensation. The Elders have refused to offer him any assistance so he's taken matters into his own hands.



Fatality 1: (Close) Hold HP for 8 seconds, Release HP (Uppercut Explode)
Fatality 2: (Close) Hold LK 3 for seconds, Release LK (when Rayden grabs press LK+B repeatedly)
Brutality: HP, HP, LK, LK, HK, LP, LP, LP, B, B
Animality: (Out of Sweep) D, F, D, HK (Electric Eel)
Friendship: D, B, F, HK (Kid Thunder)
Babality: D, D, U, HK; **Stage:** D, D, D, HP

SUB-ZERO

Another black-hooded muscley bloke who was betrayed by the Lin Kuei and is now marked for death. But it seems that he's well 'ard because he's decided to return to the fray unmasked. *Gasp!*



Fatality 1: (Close) D, D, D, F, HP (Head Rip, Censored)
Fatality 2: (Close) D, F, F, F, HP (Ice Pick)
Brutality: HP, LP, HP, B, LK, LK, HK, HK, LP, HP, LP
Animality: (Close) F, U, U
Friendship: LK, Run, Run, U
Babality: D, F, F, HK
Stage: F, D, F, F, HP

CYRAX

Unit LK-4D4 is the second Lin Kuei prototype and has been programmed to seek out and destroy Sub-Zero. He may be soul-less but he sports a nice line in yellow body armour!



Fatality 1: (Anywhere) D, D, U, D, HP (Chopper)
Fatality 2: (Close) D, D, F, U, R (Self Destruct)
Brutality: HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP
Animality: (Close) U, U, D, D (Shark)
Friendship: R, R, R, U (Dance)
Babality: F, F, B, HP
Stage: R, B, R

KABAL

Kabal's identity remains a secret but the Chosen Warrior is thought to be a survivor of the Emperor's extermination squads. His identity may be a mystery but you'll spot him by his nifty breathing apparatus.



Fatality 1: (Close) R, B, R, R, HK (Soul Scream)
Fatality 2: (Outside Sweep) D, D, B, F, B (Blow Up)
Brutality: HP, B, LK, LK, LK, HK, LP, LP, LP, HP, LP
Animality: (Close) Hold HP F, F, D, F Release HP (Rhino Skeleton)
Friendship: R, LK, R, R, U (Marshmallow)
Babality: R, R, LK
Stage: B, B, HK

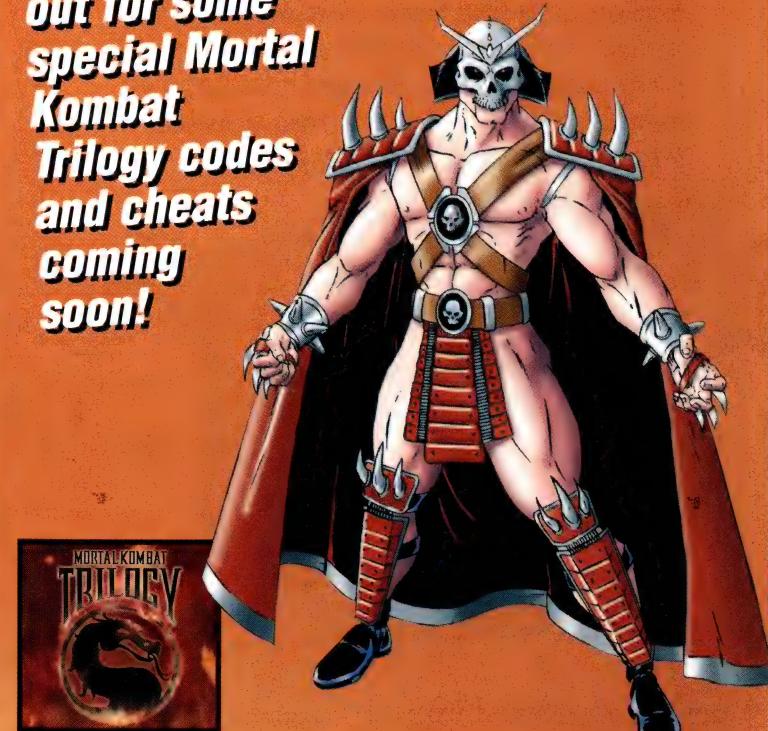
JAX

Jax really means business this time with his bionic arms and his purple pants. He couldn't quite convince anyone about the Outworld threat but he's going to try to beat them all on his own!



Fatality 1: (Close) U, U, D, F, U, B (Slice-n-Dice)
Fatality 2: (Far) R, B, R, R, LK (Giant Stomp)
Brutality: HP, HP, HP, B, LP, HP, HP, HP, B, B, HP
Animality: (Close) Hold LP, F, F, D, F, Release LP (Lion)
Friendship: LK, R, R, LK (Jump Rope)
Babality: D, D, D, LK
Stage: D, F, D, LP

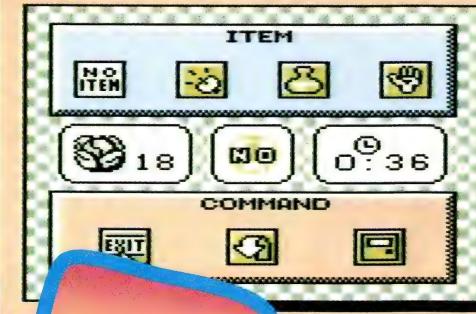
Well that pretty much covers it! Master all these and you'll make it all the way to the top of the tournament tree. Watch out for some special Mortal Kombat Trilogy codes and cheats coming soon!



MOLE MANIA

DO YA DIG IT?

The Game Boy has seen a right infestation of creatures over its life time. Worms, centipedes, and a whole heap of differently shaped other-world creatures have graced the screen. Now it's the turn of moles to pop their heads up, led by Muddy, whose only concern is to find a quiet life beneath Farmer Jinbe's fields. Sadly Jinbe isn't as eco-friendly as we all know farmers can be (!?!) and he's captured members of Muddy's family and is determined to rid the land of moles forever. Looking disturbingly like a poorly disguised Wario, Jinbe also has an army of mole-hungry thugs who are all intent on making mole-skin trousers at the earliest opportunity.



Status report please Mr. Mole.



Are my signs helping you at all? I'll recover hearts for you, so just relax.



If you lose a life later on you can return here to top up.

MOLE-PLAYING GAME

In Quest mode every level is divided into separate screens, each with a puzzle to get through. Things get tougher as you guide Muddy onwards, pushing his little black balls before him to flatten the exit wall and find a way out. At the end of each level there's an unpleasant boss to bowl over or prick with your mole sticks. Each level also contains a bonus screen where extra points or a nice new mole carpet can be obtained. There are also some RPG-like contacts to be made, with signposts and other moles giving both useful and useless advice at various points.

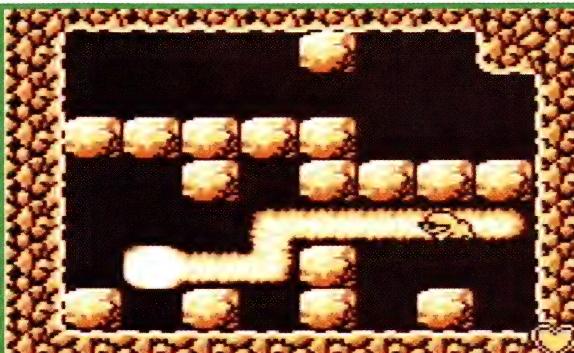
GET TO THE POINT

In each level you can score a maximum of 100 points: 40 for exploring every area, 20 for finding the bonus screen, 20 for dropping cabbages into holes, and 20 for finding hidden items. These include Energy Hearts to keep Muddy's claws sharp, Maps of the levels and a Locator Screen that'll help you find all the missing bits.

In Vs mode you can battle against a mate by connecting up through the Game Link. It's a straight case of Jinbe against Muddy here, with a choice between cabbages and a very sharp axe as weapons. Which would you choose, or is it really that straightforward?

DOWN UNDER

Mole Mania isn't exactly 3D, but it does contain an additional direction for Muddy to explore. If you find him faced with an unpassable obstacle or particularly fearsome foe, send Muddy underground and dig his way to otherwise unobtainable locations. You have to be careful where you dig, as holes left lying about can become a problem later: it's dead annoying when you're rolling your bowling ball towards some critter only to have it fall into a freshly-made hole! There are some good bonuses under the turf though, including potions to restore life to the full when it all gets too tough.



A secret underground movement...



...to where no mole's gone before.

MOLE MANIA COMMENT • WILL

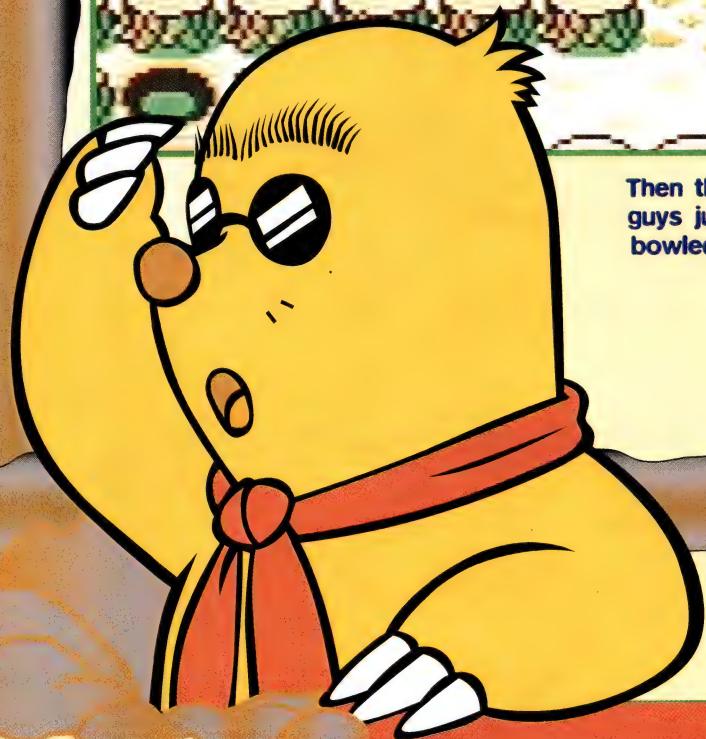
The poor ol' Game Boy has been a bit overshadowed of late, with all the attention (and most of the new releases) going to the N64. While palm-based playing can never compete in some areas, it can still top the heap with a well structured strategy title, and Mole Mania gives a good reminder of what the thing is really capable of. I found this one pretty gripping and more than a little frustrating at times too. The gameplay's reminiscent of Lolo's problem solving antics, and if you were hooked by that little lot this will extend your sweaty pleasure with its additional burrowing and head-to-head elements.



When Muddy grabs his balls and turns white you know he means business!



Then the bad guys just get bowled over!



CABBAGES & KINGS

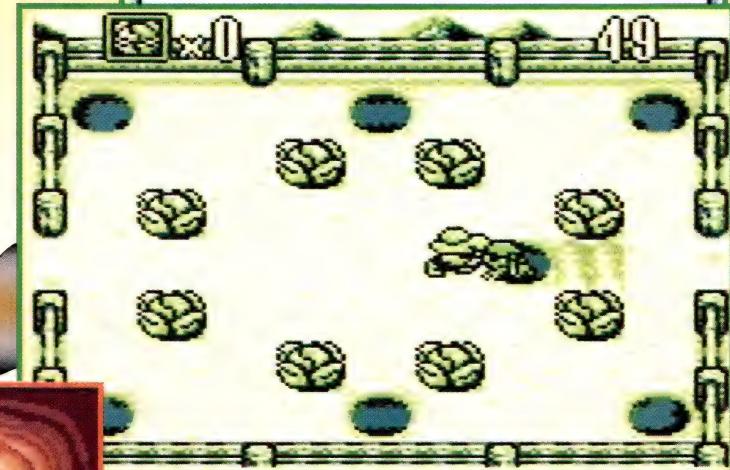
At the end of each level there are the inevitable bad guys lying in wait. Not all of these are what you'd expect to meet on a mole stroll, and different strategies have to be used to beat them. It might mean chucking your ball to flatten a passing rabbit, or sticking spikes up the wrong end of Jinbe's kangaroo. All part of the normal course of events, but the further you go the tougher it gets to get your timing and positioning just right.

The bonus games are pretty tough too. Dropping cabbages into holes while having your head hammered by Jinbe may be some moles' idea of a laugh, but it gave us a headache for rather longer than was necessary!

MOLE MANIA

Game rule

Drop the cabbages in the holes within the allotted time to win. If you leave even 1, I win!



MOLE MANIA

COMMENT • STEVE

This is ace fun. I love to see the Game Boy shine at what it does best, and this little beaut has a good mix of the cream of GB games. The strategy stuff is at its best, with the underground tunnelling good; the RPG-ish aspect is a decent addition, and the rapid-fire bonus games are gripping enough to keep you right there. It's certainly improved by the Super Game Boy, and it has enough depth to keep us poor starved hand-held players contented for a while. Top title!

REVIEW GAME BOY

MOLE MANIA



CREDITS

- PUBLISHER: Nintendo
- DEVELOPER: Nintendo
- PREVIOUS TITLES: Adventures of Lolo/Kirby series
- DISTRIBUTOR: Nintendo
- RELEASE: Out Now
- GAME TYPE: Puzzle/RPG

INFO

- GAME DIFFICULTY: Starts easy, but becomes very hard later
- FIRST DAY SCORE: Somewhere in Level 2!
- ALTERNATIVES: Adventures of Lolo

CONTROLS

- RESPONSIVENESS: Fairly good
- A: Dig down/ Come up
- B: Grab items/ Peep
- S: Start: Pause/ Options
- S: Select: Not used

FEATURES

- PLAYERS: 1-2 (Vs mode)
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: Unlimited
- OPTIONS: Save game



It's mole-tastic and no mistake!



PART 2

PLAYGUIDE  NINTENDO 64

MARIO KART 64

Last month we gave you the complete trackside guide to the Mushroom Cup and the Flower Cup. If you took our advice then you should already have snared two shining new Gold Trophies. But it's not over yet!

This month we take you through the Star Cup and the Special Cup, pointing out all the perils and pitfalls.

If you manage to pull off a third and fourth Gold Trophy then you'll get the chance to try mirror versions of all the courses. You'll have to work those out by yourself though!

In the meantime, let's get on the grid and power up...

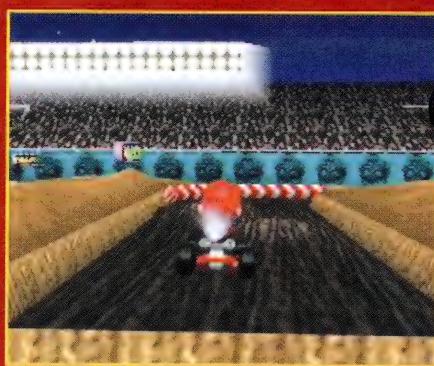




Length: 1,591m

You'll need to keep your wits about you on this course 'cause the track's really long and it's easy to lose concentration. This does mean that you've always got plenty of time to catch up if you fall behind though so make use of the mini-boots round the wide corners.

WARIO STADIUM

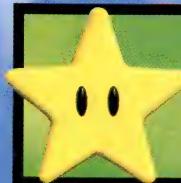


① Power-slide

Right near the end of the course there's a really sharp hairpin bend. Make sure you go into the power-slide early in the bend then mini-boost into the next turn.

② Flying Leap

If you don't quite make the leap over the gap in the track here you'll find yourself back down on an earlier part of the course. You can usually make it OK if you're going at full speed as you approach but you can always scupper your opponents' chances by activating a thunderbolt when they're in mid-air.



STAR CUP



Length: 756m

Sherbet Land is any icy world where one false move will leave you shivering on the sidelines. Take care on the corners and watch out for all the penguins sliding around the track.

SHERBET LAND



① Icy Tunnel
Make sure you stick well to the inside of the turn in this icy tunnel to steer clear of all the penguins.



② Penguin Dodging
The only trick to avoiding the penguins is to watch their movements as you approach and judge your route carefully.

② Corner Hopping

There are two really hazardous sharp corners on this track but if you aim for the narrow end of the gap, then press the R Button just as you reach it, you'll hop neatly over the crevasse and land safely on the other side. If you time it wrong though, you'll end up an ice cube!

PART 2

PLAYGUIDE NINTENDO 64



Length:
1,025m

Tour round Mario's home ground on this track but don't bother using your green shells much – the tight corners and narrow roads make control difficult. This is a good place to drop banana skins and bombs though.

ROYAL RACEWAY



① Castle Detour

This tip doesn't actually help you but it's a bit of fun. Just after half way round the course you'll see a track to the right and if you drive up here you'll come to Mario's castle from SM64. You won't win the race but you will get a chance to drive round the grounds!

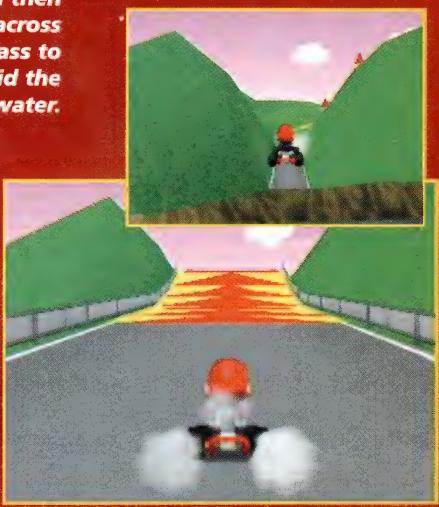
② S-Bend Power-slide

Near the end of the track, power-slide into the final S-bend then cut across the grass to avoid the water.



③ Straight Flight

To make sure you don't drift off course while you're in the air over the big jump, line yourself up with the very centre of the booster arrows as you approach the take-off point.



You'll have to use all your skills in the Star Cup because there's a real range of track types to try.



Length: 777m

The track through Bowser's Castle is a real challenge. Most of the corners are right-angles instead of the smooth curves you've been used to until now. As if that wasn't enough, you'll have to dodge the huge Thwomps too!

BOWSER'S CASTLE



① Outside Lane

You must take the outside lane on the causeway if you want a fast time because the left one is blocked by a wall.



② Bridge Crossing

Line up for the bridge crossing by racing down the right hand side of the third Thwomp room then power-sliding through the doorway.



③ Tight Turn

The only way to get through the tight stone curve is to power-slide all the way. You'll still hit the wall but at least you'll keep your speed up.



④ Thwomp Exit

To get through the second Thwomp room, go down the left hand side then squeeze through the gap between the left Thwomp and the wall.



Length: 893m

Donkey Kong's track has a bit of everything so you've got to pay attention. Even though the tracks are pretty narrow in places, you can still use power-slides to keep your speed up. Try not to stray off course though because the natives aren't too friendly!

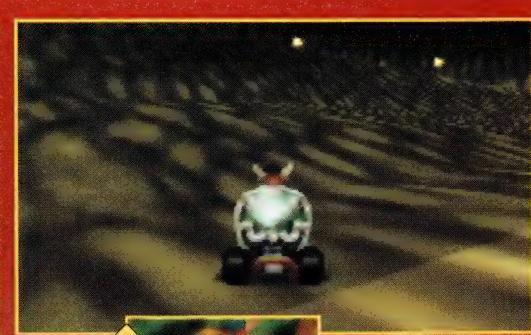
DK'S JUNGLE PARKWAY



! If you stray off the track on this course the natives'll chuck stones at you!

② River Jump

Make sure you stay to the left of the booster arrows as you approach the jump then power-slide to the left as soon as you touch down. This way you'll land on course and won't end up in the drink!



① Tunnel Short Cut

If you start a power-slide just as you see the torches in the tunnel, you'll nip up the hill to the raised part of the track. This will get you through the tunnel much quicker.



SPECIAL CUP



Length: 772m

This is one of the hardest courses in the game and there's a number of different routes through the complicated maze. Make sure you watch the radar carefully so you don't end up doubling back on yourself.

YOSHI VALLEY



② Spiny's

Watch out for the Spiny's - they're all over the inside tracks and all you can do to avoid them is just plot a straight line through.



① Short Cut

You can save some time near the end of the course by powering up the grassy slope near the finish line. A mushroom boost will certainly help you here.



③ Giant Egg

The giant egg will block your path on to the rope bridge so watch for a gap as it spins then fly through.

PART 2

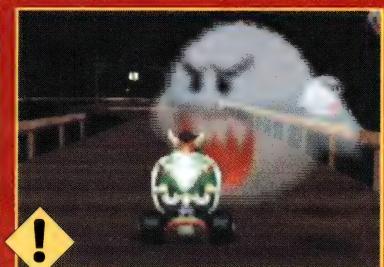
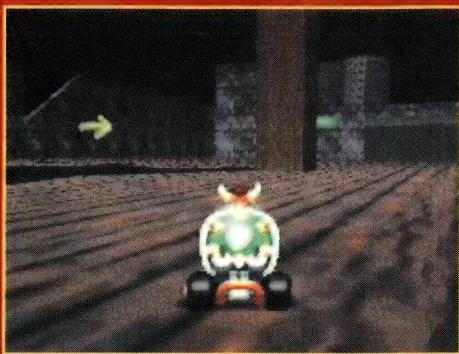
PLAYGUIDE NINTENDO 64



Length: 747m

Much of this course has no barriers so be careful not to fall off the edge into the water. Most of the turns are pretty sharp but you can make it round them if you remember to start your power-slides early.

BANSHEE BOARDWALK



Big Boos
Try not to be distracted by the Big Boos haunting the route. They can't do you any harm so just ignore them.

Mad Bats

Attention! Attention! Bats in the house!



② Sharp Bends

Try out your hops again to short cut over the sharp bends but make sure you don't try jumping over too big a gap.



① Jumping the Gap

Inside the house near the end of the course you'll see a large hole in the floorboards near a wide wooden post. Just press the R Button as you reach the tip of the hole and you should hop straight over it and avoid the long route around the post.

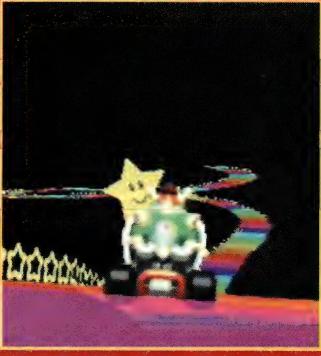
If you've placed well in the previous three cups you're ready to take on the challenges of the Special Cup.



Length: 2,000m

The Rainbow Road is by far the longest track in the game. Most of the curves are long and smooth so the real test here is one of stamina. The only major stumbling block will be the Chomps.

RAINBOW ROAD



① Long Turns

The long bends here are a great place to use power-slides with mini-boosts. Slide all the way through the curve then use the boost as you exit the turn.

Chomps

The Chomps can cause you some real damage so do all you can to keep out of their way. You can usually judge where they'll go if you watch their zigzag patterns but if one comes at you up a hill then you'll have to move to the side to avoid it.



Now you should have no excuse for not winning all those Gold Trophies. All that's left is to tackle the mirror courses.

Good luck...

We've got two more levels of the world's best video game to decipher this month in the penultimate part of our Super Mario 64 playguide. It's getting tougher all the time but if you follow our top tips you should claim yourselves another 12 stars. Good luck!

COURSE 12

TALL, TALL MOUNTAIN

The Tall, Tall Mountain might look a bit daunting at first but when you find your way around this island in the sky you'll be OK. Make sure your jumping skills are accurate and be very careful near the edges as many of them plummet away into nothingness. To access the level, head upstairs and you'll see the Tall, Tall Mountain picture (which is smaller than the rest) to the right of the snowman painting.

ON THE UP!



To get the first star in this world you'll have to make it all the way to the top of the mountain. This may sound pretty simple but it's no mean feat. As with many of the stages in SM64, there's more than one way to get to your goal and Tall, Tall Mountain's no exception. You can head up the hill two ways but we'll show you the easy one! From the start you should head left first and snare the 1-Up that's on the cliff edge. You can do this every time you enter the level and it's worth remembering, especially when you try for some of the later stars.

TALL, TALL MOUNTAIN

Now go back the way you came and start following the track up the mountain. Your first obstacles are two wide gaps that can only be bridged with long jumps (1). To make sure you don't overshoot when you land, take your fingers off the controls as soon as you're airborne. Now follow the track round past the mushrooms (there's another 1-Up in a yellow box here) and you'll come to some ledges next to Monty Mole's stomping ground (2). Jump on Monty to keep him at bay then back flip up the ledges. Head right when you reach the overhead vines and back-flip up to avoid the next batch of moles. The track narrows as you go up and it'll come to a cliff edge near a waterfall (3) where you'll find another 1-Up. Get a good run up and long jump over the waterfall then make your way further along the track. Soon you'll come to the last tricky bit before the summit. You'll see the top of the waterfall with a narrow bridge crossing in front of it (4). To make it safely over the bridge, close in the camera angle to just behind Mario then edge your way across slowly (5). Once you're across it's just a short climb to the top where the star will be waiting for you (6).

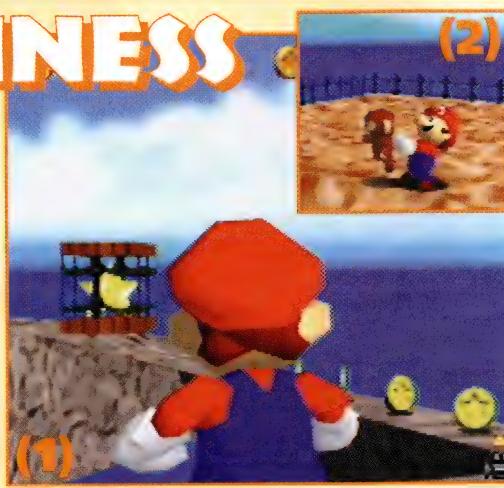
2

TALL, TALL MOUNTAIN

You can claim most of the stars in any order you like, but you'll have to have scored the first one in this level before the second will appear. Go up to the top of the waterfall again and you'll see the star trapped in a cage floating above the narrow bridge (1). To get it open you'll need to grab Ukiki the Monkey who's stolen the key and is hiding at the top of the mountain. He's a slippery

customer and you'll need to time your grab carefully if you don't want to spend hours running round after him. He'll show off in front of you so wait until he starts jumping up and down because just afterwards he'll do a handstand and that's when you need to grab him (2). Once you've picked him up he'll dash off down the mountain towards the cage. Keep up with him because you need to pick him up again near the waterfall (3) so he'll unlock the cage. Then the star will fall down to the bottom of the waterfall (4) so you can just leap off the bridge into the water, swim round to the front of the ledge and jump out to claim your prize (5).

MONKEY BUSINESS



MARIO 64

PLAYGUIDE NINTENDO 64



MAGIC MUSHROOMS

TALL, TALL MOUNTAIN



It's red coin time again but this bout of cash gathering can be pretty tricky. Four of the coins are floating above the giant mushrooms near the bottom of the stage **(1/2)** and you'll need some pretty accurate jumping if you want to survive. Make sure you use the camera angles to position yourself well before each leap because if you miss a 'shroom you'll fall to your death. Always grab the 1-Up at the start and the one on the large mushroom before you start leaping between fungi. Once you've got the first four coins, head up the ledges above Monty Mole for the final four **(3/4)**. There's another 1-Up up here too so it's worth grabbing to increase your stocks. Once you've got all eight coins the star will appear above one of the bigger mushrooms **(5)**.

4

SLIPPERY SLOPE

TALL, TALL MOUNTAIN

your long leap over the waterfall where you'll see a row of coins on the cliff edge **(1)**. The wall next to these coins will ripple and that's your clue to the location of the slide. Jump through the wall and you'll come out in a room at the top of the slide **(2)**. Although you'll drop

pretty quickly, there are only a few places where you'll need help. As you take the first corner, make sure you go right up into the bank to avoid the edge **(3)**. A little further down you'll see some yellow and red arrows pointing you off onto a wooden track **(4)**. Make sure you follow these arrows because if you continue on the main track you'll reach a dead end. The only other difficulty comes near the bottom after you go into the tunnel. The track gets really narrow at the bottom but don't be tempted to head up the bank again. Stay at the bottom and you should make it **(5)**. Now there's just one final long leap over a gap and you'll end up at the bottom of the slope. Walk up the ramp, drop down inside and claim your reward **(6)**.



(1)



(2)

(3)

(4)

(5)

(6)



(6)



(6)

5

TALL, TALL MOUNTAIN

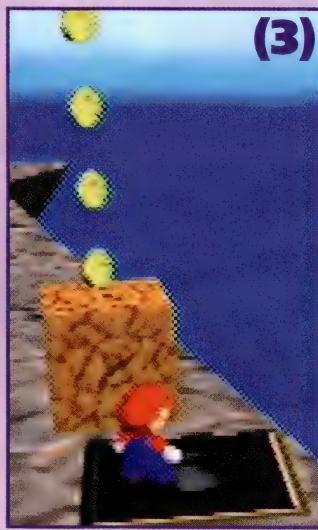
To get this star you'll need to be quick and accurate on the jump button. Head up to the top of the waterfall once more and you'll see the star sitting behind the water (1).

Walk back down to the purple switch just round the corner (2) and

activate it. This will make two brown boxes appear. One will be right in front of the switch (3) and the other will be in the waterfall just under the star. As soon as you hit the switch dash back up the path and get yourself in position (4) for a long jump to the block. If you pull it off you should land just next to the star (5) and be able to grab it straight away (6).



PURPLE SWITCH PROWESSION



6

TALL, TALL MOUNTAIN

Once again there are two ways to get to this star. One is quicker but a lot more tricky so we'll show you the more reliable method. Head up the hill

towards Monty Mole but this time go straight past and up towards the Bob-Ombs (1). Carry on up the hill and take out Chucky like you did in Wet-Dry Land then head over the bridge (2). Drop down off the platform, talk to the Bob-Omb Buddy (3) then leap off his platform to the left into the water at the base of the mountain. Now you can get back up to the mushrooms the usual way. There's a warp point on one of the smaller 'shrooms (4) that will take you to a ledge leading to the cannon (5). Follow this ledge around carefully (6) and drop into the cannon. Line up the cannon crosshairs so that the star is bang in the middle then raise your aim so that the mushroom is only just visible at the bottom of the sight (7). Now just fire and you'll grab the star as you land on the mushroom (8).

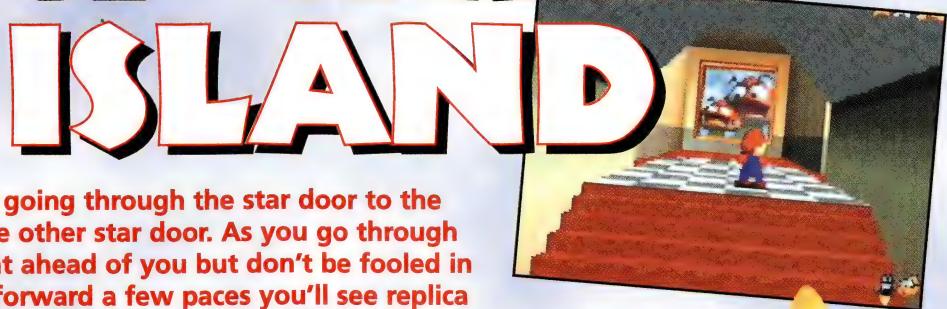
REACH FOR THE SKY



TINY-HUGE ISLAND

This weird and wonderful world can appear in two different ways depending on which picture you leap into. Make your way up to the tower as if you were heading

for Snowman's Land but instead of going through the star door to the right, head left instead and take the other star door. As you go through the door you'll see a picture straight ahead of you but don't be fooled in to jumping through it. If you walk forward a few paces you'll see replica pictures down corridors to the left and right. The left hand one will bring you into the world as huge Mario while the right hand one will make you tiny. You can change size inside the world at various points too by jumping into the green pipes.



PIRANHA PLANT PANIC!



To get the first star in Tiny-Huge Island you'll need to enter the world as huge Mario by leaping through the left hand picture. You'll appear on a grassy ledge surrounded by the sea and if you look to your left you'll see two other platforms with a green pipe on the furthest one (1). Two well timed long jumps will get you to the pipe platform where you'll meet a tiny piranha plant (2). Stomp him then jump into the pipe. When you re-emerge as tiny Mario the plants will be huge and pose a bit more of a threat (3) but you must destroy all five of them to get the star. You're too small to stomp them now so get right up close and punch or kick the stems to see them tumble (4). The star will appear near the fence (5).

2

TINY-HUGE ISLAND

Enter the world as tiny Mario this time and go through the archway at the start (1). Swim straight over to the grassy slope in the distance but

watch out for Bubba and the Fly Guy (2). The Fly Guy will drop bombs on your head and Bubba will eat you whole but if you stay just below the water and hug the cliff to your left you should be OK. Once you're up the grassy slope turn left and long jump over the first big gap (3). Leap off the next ledge and let the wind carry you up then shuffle along the coin ledge (4). Turn left again and head across the wooden bridge (5) making sure you avoid the strong gusts of wind. Now dodge the cannonballs as you jump up the next few steps and you'll soon see Chucky lying in wait on the next ledge (6). Take him out by grabbing him from behind and throwing him off the cliff then the way will be clear to dash up the wooden plank (7) and to the star box near the top of the mountain (8).

TOP OF THE HEAP



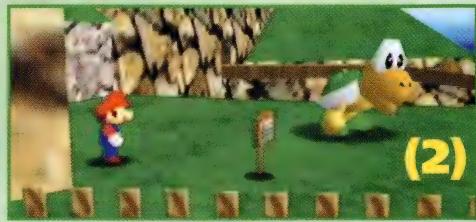


KOOPA'S BACK!

TINY-HUGE ISLAND

Koopa the Quick is back for a rematch but this time he's on his own ground and so

is much harder to beat than your encounter back in the Bob-Omb Battlefield. Head up the mountain again like you did for star 2 but stop just before you reach Chucky's platform and turn right instead (1). Jump off here into Koopa's garden (2) and challenge him to a race. Although it was fairly easy to beat him last time you met, you're going to need a few tricks up your sleeve to give him the slip this time. Try using loads of long jumps to get ahead of him as you dash up the first straight (3). You'll need a healthy lead before you approach the cannonballs and the windy bridge (4) because neither of these will slow Koopa down. If he's only just behind you as you get on the bridge you can block his path by moving from side to side as you cross. Beat him to the finish line and he'll reward you with a star (5). If you don't manage to get there first, jump in the Shrinker Pipe twice and you'll find Koopa back at the start point.

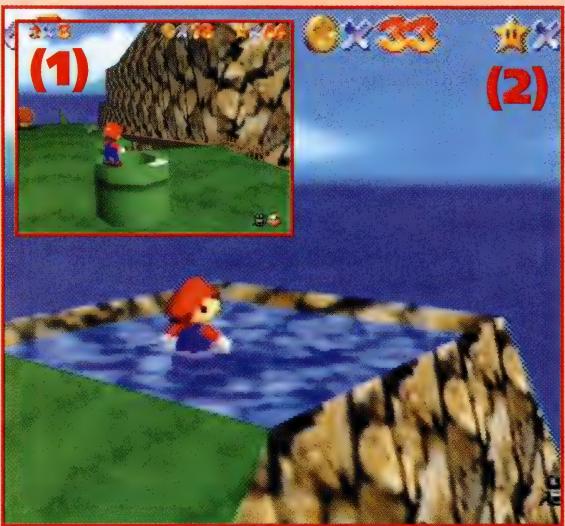


FIVE ALIVE

To get the fourth star you have to reveal five hidden numbers scattered around the island. Start off as tiny Mario and head up the hill again. Make yourself big with the Shrinker Pipe half way up (1) then carry on to the summit. You'll find the first number in the water at the top (2) and the second at the point where the cannonballs emerge (3). Get back down to the beach and you'll find number three on the thin ledge at the top right of the sandy slope. You might need to backflip up to reach the ledge (4). Number four is over by the small archway at the start of the level (5) and number five is back over the water on the grassy slope (6). Make sure you talk to the Bob-Omb Buddy while you're here (6) because he only appears when you're huge. Once you've revealed all five numbers head back over the hill towards the Shrinker Pipe you just used and drop over the edge on to the Piranha Plant platform from Star 1. Down to the right of the ledge you'll see a Purple Switch (7). Jump down on to it to activate a wooden bridge that will lead you over to a floating platform to get the star (8).

4

TINY-HUGE ISLAND



5

WIGGLE WIGGLE!

TINY-HUGE ISLAND



(2)



(3)

You'll be heading deep into the mountain to get this star by collecting the eight red coins hidden in Wiggler's Basement. Start the stage tiny and swim over to the cannon on the grassy slope. Jump in and aim above the lone tree on the ledge (1). If you've done it right you should land in the tree and activate a 1-Up on the way down. Now head left and gingerly walk across the thin ledge (2) and into the Basement. Once inside you'll see several staggered towers holding the coins (3) and you'll hear Wiggler moving about overhead. Play with the camera angles to judge your jumps carefully and collect all the coins. You'll probably find that you can get seven of them with ease (and a bit of wall-jumping) but the eighth might seem impossible to reach. The trick is to climb up to the tallest tower (in the far left corner as you enter) then position yourself right at the very edge (4). Now do a standing double jump and on the second jump press and hold down A to grab the railings above you. Keep holding the A Button as you swing over to the far platform (5) and grab the last coin. Now you can just do normal jumps down and back over to the bottom of the tower to claim your prize (6).



(4)



(5)

(6)

6

WIGGLER'S WELCOME

TINY-HUGE ISLAND



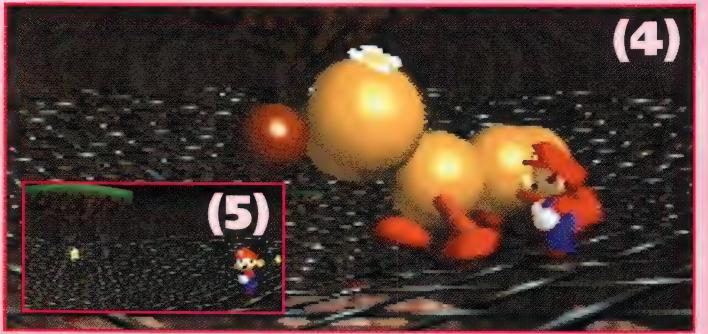
(1)



(2)



(3)



(5)

(4)

Start off small again but make yourself big before you reach the top of the mountain. Do a butt bash in the pool at the top to drain the water out and reveal a small hole (1). Nip back down the hillside and make yourself small again (2) then head back up and drop into the hole (3). You'll land in Wiggler's house above the red coin basement (4). Wiggler's a fast mover so you'll need to act quickly (and make good use of the camera angles) if you want the star. All you have to do is jump on his head three times and he'll shrink down to nothing revealing the star in the centre of his lair (5).

Well now, it's 13 down and 2 to go so don't miss next month's final part where we take you through the Tick Tock Clock and Rainbow Ride as well as your final encounter with Bowser in the sky.

NINTENDO 64 PLAYGUIDE SPECIAL LEVEL

FINAL PART

Here it is at last - the final part to our high-flying PilotWings 64 playguide. We've taken you right through all the standard levels up to now so we finish off this time with the guide to accessing and completing all the special levels.

BIRDMAN STARS

These stars give you access to the Birdman Levels and they're easiest to grab if you're using the Rocket Belt. These levels are just for fun and you can pretty much do what you like!

Beginner Class

The star in this stage is floating under the arch of rock on the coastline.



Class A

You'll find this one in the centre of New York's park in the Little States.



Class B

On Everfrost Island there's a cave leading from the smaller of two waterfalls. Go along inside the cave and then down at the end to find the star.



Pilot Class

Head left from the waterfall on Crescent Island and fly along the coast. You'll soon see a cave in a cliff so fly in here to get the star.





PLAYGUIDE NINTENDO 64 PILOTWINGS 64

CANNONBALL



SYMBOL KEY:
V = Vertical
H = Horizontal
P = Power

The cannonball levels are great fun, especially after flying through all those hoops, and each level has four different cannons to fire. In some stages you'll have to account for the wind when you aim, and in all of them you'll have to remember that you fly ballistically (in a curve) to the target. There's a trade-off between power and elevation so it might take you a little while to get the hang of it.

To help you on your way here are some settings to try. They should get you into the bull's eye every time so you

shouldn't have too much trouble getting a high score. There are three different settings to line up each time so check out the figures here and look at the screenshots to see the best positioning.

Once you've soared through all the levels with top marks, it can be a laugh to go back into them and try aiming for other things. If you fly into Mario's face on Mount Rushmore you'll get a cool effect (see left), and try hitting some of the passing hang gliders too.



Round 1

Cannon 1

V: 2°
H: W50°N
P: Full



Cannon 2

V: 12°
H: S70°W
P: Full



Cannon 3

V: 18°
H: W30°N
P: Full



Cannon 4

V: 4°
H: S87°W
P: Full



Round 2

Cannon 1

V: 10°
H: S65°W
P: Full



Cannon 2

V: -5°
H: S12°W
P: Just less than 1/2



Cannon 3

V: 29°
H: W28°N
P: Full



Cannon 4

V: 18°
H: E49°S
P: 3/4



Round 3

Cannon 1

V: 13°
H: E22°S
P: Full



Cannon 2

V: 7°
H: S85°W
P: 1/4



Cannon 3

V: 52°
H: S41°W
P: Full



Cannon 4

V: 45°
H: E54°S
P: Just less than full

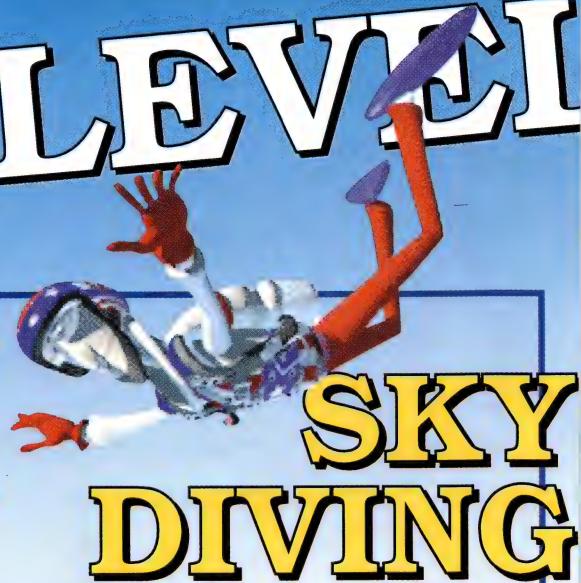




NINTENDO 64 PLAYGUIDE

SPECIAL LEVEL

The Skydiving levels are tricky so it's wise to use Goose. In the first stage of each you need to get into various freefall formations with the other parachutists and you do this by lining up with the flashing yellow targets. Next, pass through the clouds and try to come in for a nice gentle landing in the middle of the target. You also need to watch your speed of approach - too fast and you'll lose points.



Level 1

There are five positions to match here and they're all fairly easy. After you've tried it a few times you'll find that you'll be able to guess where you have to be next. Once you're through the cloud base, dive down to about 200m, aim between the island and the beach, then open your canopy. You can circle about a bit if you're going to miss the target but you score more points for a fast time so don't hang about for too long.



Level 2

Again five formations to match but this time you've got a little less time to catch up with the others. After you get past the clouds aim for the jetty downwind of the target then open the canopy at a bit less than 200m and head upwind. The wind will help you keep the speed down to the target and give you a better landing.



Level 3

The formations you have to match are a bit more difficult again in this final skydiving stage. Once you're through the clouds you have to watch out for the mountain peak or you might have trouble sitting down for a while! The target's on the very top of a small peak so head upwind of it and pull the 'chute at about 500m. It'll probably take a bit of practice to hit the spot.





JUMBLE HOPPERS

Level 1

Head straight towards the goal, avoid the lake in the middle of the island and plan your approach round the buildings to avoid them as much as possible.



Level 3

Head as directly as you can towards the goal. There are plenty of routes over the hills and it'll cost you too much time to go around. Once you get to the flat farmland you'll soon pick up speed and you shouldn't have too much trouble reaching the goal itself. Watch out for all the buildings though! It'll save you time to come away from the goal and then head back in if you miss first time.



Whoever came up with PilotWings was spending far too long in front of a computer screen and not enough time getting fresh air, because the bizarre craft for these levels is a pair of super bouncy boots and the aim's to hop your way to a goal in the minimum time. You can't land on a steep slope and you'll lose points if you get your boots wet. Kiwi's great in bouncy boots, so they say.

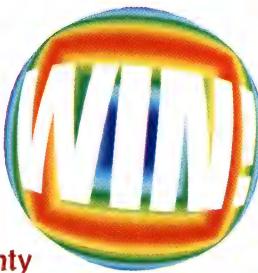
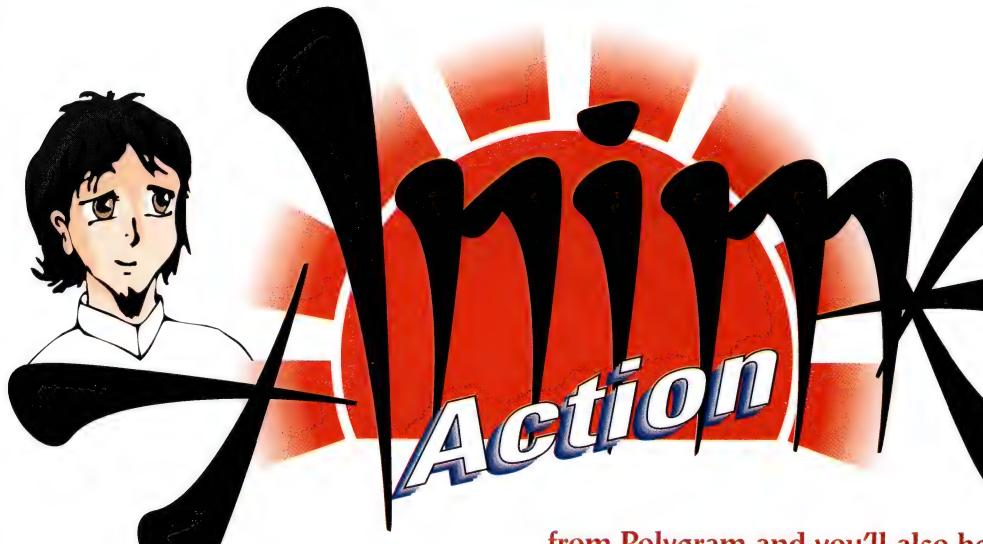
Level 2

Turn around and head for the gap in the hills just above the waterfall. Now bounce over the headland and follow the coast road and the sea shore to the goal.

Don't overshoot the goal from the land because you'll lose points in the sea.



By now you should know everything you need to get the most out of PilotWings 64. Don't forget that if you've missed a part you can always order a Back Issue (see page 67).



There's plenty of anime action this month with the third and final part of Madman Entertainment's *Genesis Survivor Gaiarth* out to buy. July also sees the release of the final part of the *3x3 Eyes* saga from Polygram and you'll also be able to buy the penultimate part of the Project A-Ko series that was released at the end of last month. If you've spent all your allowance though you can always try and win copies of *Gaiarth* and *3x3 Eyes* courtesy of Madman and Polygram.

WIN! WIN! WIN!

We've got two great anime competitions this month with a total of 19 tapes up for grabs! Answer the questions on the form below (you don't have to enter both comps if you don't want to) then fill in all your name, age and address details. Your age is important because these tapes are for over 15s only (be honest now!). Once you've filled in the form, just snip it out (or photocopy it if you like) then post it off to us here at the address below to arrive by 1st August.

SURVIVER SELECTION

Thanks to Madman Entertainment we've got three copies of the complete set of *Genesis Survivor Gaiarth* to give away. Tell us the name of the mysterious elf and you could be one of three people who will receive a three tape set of *GSG*.

AN EYEFUL OF PRIZES

Polygram have let us have two complete sets of the five-tape *3x3 Eyes* series that concludes this month. To win, tell us the name of the malevolent Sanjiyan lord.

Good luck and don't forget to give us your age!

KEY: Keep a look out for these icons so you'll know what to expect! Don't say we didn't warn you!



GORE

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



TENTACLES

Demons with lots of tentacles for tormenting hapless females!



TITILLATION

Whether it be shower scenes, dissolving bikini strings or shirts which tend to not be very well stitched together!



PROFANITY

Free exercising of the right to have a potty-mouth. "What the heck, lets just stick another #!@#! in here"

Genesis Survivor Gaiarth - stage 3



In the aftermath of planetary war, the people of Gaiarth struggle to survive amidst the remnants of technology they no longer understand.

After the defeat of Kampfdraken (in Stage 2), a mysterious elf named Sakuya awoke from a century long slumber only to be captured by the diabolical General who plans to use her to dominate the world – or destroy it in the attempt!

Can Ital, Sahari, Fayk and Zaxxon the War-roid rescue Sakuya, defeat the General and save Gaiarth from a fate worse than Armageddon? It's time to find out!

Some of the visuals, backgrounds and character designs in this series are truly awesome, although the animation itself lets it down at times. A great climax with the evil-ancient-robots-in-their-big-apocalyptic-war-machine-determined-to-exterminate-humanity-forever versus the good-little-humans-with-their-friendly-robot-determined-to-set-things-right-no-matter-the-cost thing going on as expected.

The *GSG* series overall offers wonderful visuals, is a great combination of the fantasy and science fiction genres and is well worth a look.

| ANIMATION | DUBBING | MUSIC | DIALOGUE | STORY | OVERALL | RELEASE INFORMATION |
|-----------|---------|-------|----------|-------|---------|---------------------|
| ■ | ■ | ■ | ■ | ■ | ■ | July 6th |
| ■ | ■ | ■ | ■ | ■ | ■ | \$24.95 |
| ■ | ■ | ■ | ■ | ■ | ■ | 'M' |
| ■ | ■ | ■ | ■ | ■ | ■ | 45 minutes |
| ■ | ■ | ■ | ■ | ■ | ■ | Madman |

ANIME COMPS

SURVIVER SELECTION

What is the name of the mysterious elf?

AN EYEFUL OF PRIZES

What is the name of the malevolent Sanjiyan lord?

Name: _____ Age: _____

Address: _____ Town/City: _____

State: _____ Postcode: _____ Phone: _____

Send to:

ANIME COMP #52, NMS, PO Box 734, Crow's Nest, NSW 2065

Project A-Ko

Part 5:

Battle 1: Grey Side



"You think you know A-Ko Magami, the world's strongest schoolgirl? You think you know B-Ko Daitokuji, the bitch-queen from hell, and C-Ko Kotobuki, the galaxy's cutest bubblehead? Well think again, because you've never seen them like this before! Get ready for the newest chapter in the Project A-Ko series, a fast paced alternate reality science fiction adventure - Battle 1: Grey Side.

Life for spunky A-Ko and her cunning partner B-Ko as monster hunters on a desert planet is simple but exciting. However when space pirates Liza and Crush foul up their attempt to kidnap C-Ko Kotobuki, the ten year old heiress to the Kotobuki fortune, trouble literally drops in on them.

Faced off against busty amazon Liza and her gun-toting partner Crush, A-Ko and B-Ko take the law into their own hands in order to rescue C-Ko before the sinister Gail has her in his clutches and fulfills his dark plan to resurrect the demon Xena. Fighting sand-submarines and three headed space dragons A-Ko must defeat Liza, while B-Ko finds herself staring death in the face..."

I found Project A-Ko 5 to be a bit of an alternate reality cash-in on the excellent original episodes of A-Ko. It's fairly amusing, with lots of super deformed action, and for some reason A-Ko seems to have a Star Trek badge on her uniform!!

I'm not sure why the bad guy needs that annoying little C-Ko to resurrect the Dragon God of the Universe and bring Xena back to life... Hopefully one of them'll eat her. I'll watch the second part and keep my fingers crossed!

| ANIMATION | DUBBING | MUSIC | STORY | OVERALL | RELEASE INFORMATION |
|------------|------------|------------|------------|------------|---------------------|
| ██████████ | ██████████ | ██████████ | ██████████ | ██████████ | June 4th |
| ██████████ | ██████████ | ██████████ | ██████████ | ██████████ | \$24.95 |
| ██████████ | ██████████ | ██████████ | ██████████ | ██████████ | PG' |
| ██████████ | ██████████ | ██████████ | ██████████ | ██████████ | 50 minutes |
| ██████████ | ██████████ | ██████████ | ██████████ | ██████████ | Polygram |

3x3 Eyes

- part 5



Yakumo and Pai's travels finally bring them to the Sacred Gate of Lost Time which leads to the city of Sanjiyan. It is here that they must begin the most dangerous journey of all - a journey into the dark past of the Sanjiyan people and their malevolent lord Kalyanwan. It is also here that Pai will unlock the secrets of her past and the truth behind her identity. But some secrets are better left unknown and the truth may destroy them all.

As the final battle approaches the forces of Darkness gather their strength, preparing to finally destroy all who stand in their way. Can even the mystical powers of Pai stand against the ages-old evil that has risen once again? In this action-packed finale, the fate of the world will be decided - once and for all!

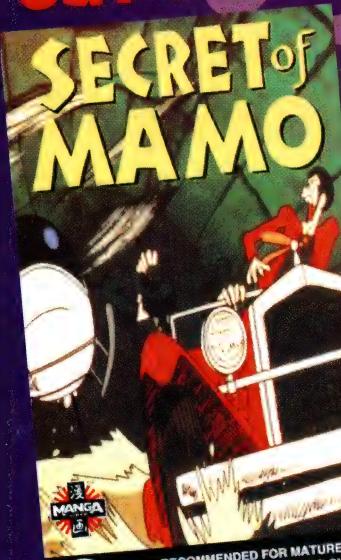
Great to see Yakumo (amongst several others) cop the mincer treatment a little more in this one. The secrets of Pai's past are revealed (kind of), the battle is fought and the fate of the world is decided (again). All in all a very cute and happy little ending to a most enjoyable series.

| ANIMATION | DUBBING | MUSIC | STORY | OVERALL | RELEASE INFORMATION |
|------------|------------|------------|------------|------------|---------------------|
| ██████████ | ██████████ | ██████████ | ██████████ | ██████████ | July 2nd |
| ██████████ | ██████████ | ██████████ | ██████████ | ██████████ | \$24.95 |
| ██████████ | ██████████ | ██████████ | ██████████ | ██████████ | PG' |
| ██████████ | ██████████ | ██████████ | ██████████ | ██████████ | 50 minutes |
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SEX, WHAT SEX?

To Les,
Please please please remove Ben and Bindi from any more NMSs 'cause they suck so just don't print their fairy loove any more or it shall drive me totally insane... on the other hand... is Nursie Pretty?
I think that people that write to Mail Bag should tell their sex... Is Bindi a boy or a girl? Is Ben a boy or a girl? Maybe they're both boys! I hope not! Whatever they are at least I know I'm a boy. Mark Withington, you're a f*%@% wicked drawer but what kind of fineliner do you use? Please tell! Oh and Les, if you get a letter from Mark print it right away or I shall shoot you full of lead.
Reugen Ashenbrenner, Vic

Nursie moves like the breath of an angel, she fills my very veins with deep, deep love and fluid, and her fair hands empty my soul and bag each day.

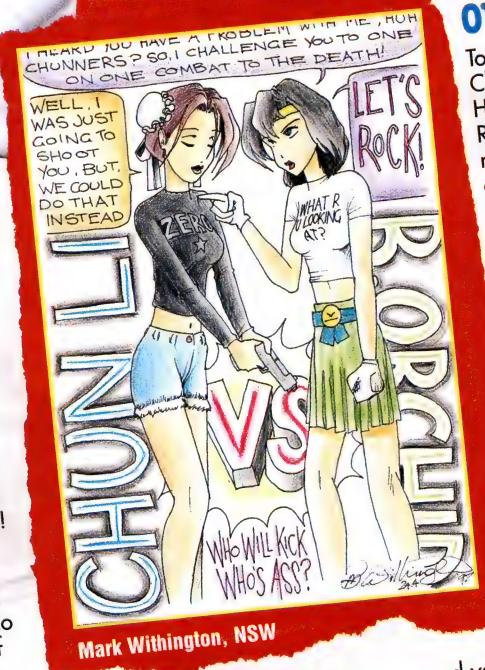
HERE'S ONE

Dearest Les,
Hello, how are you? It's me again, Mark Withington, with my 121st letter that probably won't get printed. But hey, I'm not bitter. I'm really glad you are printing my pictures, and I'm happy that the real Chun Li likes them. All this time I thought Chun Li was a video game character, live and learn. Anyway, a big hello to Chunnars... More greets go to Ben, man, you have incredible writing talent, keep 'em coming, I'm enthralled; Bindi, what's the deal? You going with Ben or what? From the Next Bed (#49), dude, what are you on? Awesome letter.

Hugs and Kisses,
Mark Withington, NSW
PS Laura Palmer's father killed her, who'd have thunk it?

Nursie has informed me that we are to have a special outing this week. I'm not sure what sort of 'outing' she means, the last one wasn't pleasant at all and Bobby regretted everything he said to that policeman. Nursie isn't looking too well just lately, we think that doctor who does all the experiments with milk and hallucenagenetics has been at her again with his syringe. Poor Nursie, sob, what will I do if she turns into a parking space?

As for love! We just get hate when there are love letters in the mail.



Mark Withington, NSW

Mark makes his mark like a shark in the dark. Everyone agrees. And he's in demand too! I had a peek at Laura and she's not dead, that's her twin.

IMPOSTERS!

Dear Les,
It has come to my attention that people seem to be imposing as other people, such as Chun Li, Ryu... um, okay that's all, but will the real ones please come forward. Some people claim they are them but where's the proof? Chun Li (#50) I always thought that Ryu was from Japan, so why would he say 'I love you' in Chinese?

To the real Chun Li, why would Mark Withington want to disgrace his artwork with you? He can draw whoever he likes, isn't that right my love? Don't pester my love with your pathetic attempts to win his heart as he is mine and I will conquer all the universe, battle the unstoppable tax man, etc, just to prove my love for Mark Withington.

Madam Pisces, Qld

She's sometimes other people too you know! That one I couldn't type for a start, and another one called... Ab
Sorry 'bout the pics Pisc.

Mark Withington, NSW



OVERDOSE

To Nikki Burns aka Chun-Li.

Hi Chun-Li it's me again Ryu, I know you are the real one. The person claiming to be you in #50 couldn't be Chun-Li, she didn't have a fire in her heart like yours.

Please let me be the one to steal your loving heart and not Tom Jennings (sorry Tom, no offence). Please choose me as your sweetheart my love! You are too precious to be without, as I dream of you all the time. But I

need you here beside me so I can comfort your soft heart like you have done to me. B-Orchid, Cammy they are no match for you and your lovely body and soul. Your soft skin and sweet love is all I need to live. And every time it storms down and every time you're lonely just remember I will be beside your heart.

From Ryu. Right at Heaven with Chun-Li.

convince Nikki that I am speaking the truth and nothing but the truth so help me God (sound familiar?) that I love her? If you will I will do the same for you and Bindi.

Tom 'In Love With Nikki' Sabre Wolf Jennings, Vic

Have you had enough love letters yet? Heh!

ANOTHER APPROACH

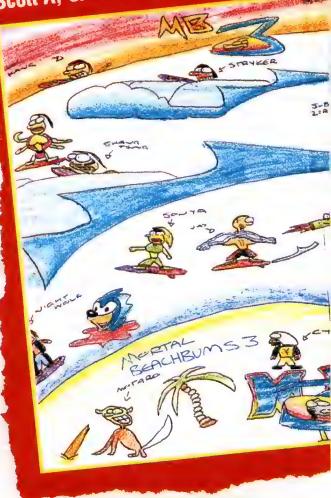
Dear Les,
To Nikki (#46) you sound so sexy when you're angry! You are one mega babe and I would love to win you over! Write back if you're interested.

Mr Burns, if you dare lay a finger on Nikki I'll wipe your face to the moon!

Joe, NSW

What a sweet talker!
Makes my calves go all sweaty just thinking about it. (No, not those calves!)

Scott A, SA



MORE, MORE!

MUMMY!

Hey Les,
I think you remember me.
You probably put that
picture I gave you up on
your wall and you're going
to start a cult trying to stop
your mother from taking it
down.

Mr Burns - I don't think
you have little devils with
sticks that poke people's
asses because then your
sister wouldn't have told
me that you leave your
undies on her pillow slip
ha ha!

Sister Burns - I think
everyone should laugh at
your brother and poke him
with forks. I would like to tell
any girl that plays Nintendo
and reads NMS that I'm the
man for you.

Dan Callaghan, NSW

LAST WORD

Dear Les,
Thanks for publishing my last
letter. To the real Chun Li (#50),
don't be offended by me. I only
wrote 'also known as' Chun Li
because I think Chun Li is the best
and most respected female
character in Nintendo. But you
crossed the line by telling off my
Ryu!

To Tom Jennings of Vic (#50), sorry,
I'm taken.
Sister (Nikki) Burns, Qld

And so to the end of this month's
gripping episode. Will Bindi
write back and confirm to Ben
what we all thought? Will Nikki
change her mind and her man?
What will Ryu do now? And how
can Madam Pisces deal with
Mark's latest picture? Tune in for
another episode of Fighting Fish
(codswallop) next month. OR...
you could write and tell me how
you HATE all these letters.
Nursie likes the hate letters best!

God! I wonder what else he's got
on me!



Green plastic hippos and
black plastic knickers,
Young men called Albert with
an interest in vicars,
Loads of old women all tied
up with string,
These are a few of my
favourite things...

DEAR LES,

Dear Les,
I am a 52 year old mother of seven
and my youngest son buys NMS
every month. I think it's a *#&@ing
waste of money if you ask me,
what's this \$4.95 for a few pages of
rubbish, that's enough to buy my
daily groceries. A few days ago I
was leafing through my son's NMS,
when for the hundredth time I saw
this Orchid character, this young
woman seems to have less and less
clothing on every time I see her, it's
utterly appalling. And this Nintendo
64 my son's got, it's rotting his
brain. Back in my day we used to
pick snails out of sewerage pipes for
fun. And how do you explain these
covers of your magazine, they're
evil I tell you, evil, evil, eeevvvill!

Yours truly
Mrs Bridgebottom, Vic.

I still do that with the snails.
They call it therapy here but I
think the doctors are selling
them on as snacks to an
unsuspecting public. Evil!

DEAR LES,

Sergeant Buck Sloppy here from the
almighty skull forces. We have had
you under video surveillance for
three months and have found out
some astonishing secrets of yours.
Here are three of the twenty four we
discovered:

- 1) You sold your SNES to a four
year old child telling him it was an
oversized Tim Tam. The child
eventually tried to eat the console
and now must have major surgery to
reconstruct his jaw bone.
- 2) You purchased every Sega
console from the original Sega to the
Sega Saturn.
- 3) You drive a Volvo!
Buck Sloppy, NSW

PS To that lovesick Casey - sorry
you didn't score with Ben but I'm
available!!!!

SEX REARS ITS UGLY HEAD AGAIN

Les,
Thanks for printing my letter in issue
#49. It is good to know you are a
believer, just like me. But I have a
question: Why are there so many
sexist pigs in this magazine? Of
course I am referring to Bret, Jade
Lake and Daniel V. Don't you think
it's just a little offensive to call
someone a girl? (to us girls I mean.)
Anyway, some of the greatest people
were females, like me, I'm a doctor,
scientist and an FBI agent so shut
up! Could demonic possession be
involved here? Who knows. The
truth is out there Les..... but where?
Scully, Vic.

How nice and fluffy to have a
lovely, lovely letter from a lovely
girly-whirly, pink and pearly er...
woman. Sorry! Some males are
good too. I'm a bit male and I
invented the Lunar Cycle, and
although I only rode it to the
main gate I expect I'll be famous
one day. Strange that we still get
letters about Bret (issue #37),
although we've never had
another from him. Mmmmm...

FOXED

Hi-dilly-ho-dilly Les,
I am answering the letter Scully
wrote in #49, especially the mistakes
she made... ONE: You mentioned
little green men. As I told you and
your friend Tom Colton from the
Academy in episode 1x02, Squeeze,
they are not little green men. Tom
said to me "So whatta ya think
Mulder, is this the work of little green
men?" And I said "Little grey men,
their actual colour in reported
sightings is grey." TWO: In episode
2x10 'Excelsius Dei' you said that
ghosts didn't exist and that Gung's
mushrooms were 'the scientific
explanation'. THREE: Poltergeists you
claim are not in existence, as you
voiced your opinions in episode
1x05 'Shadows'. FOUR: Zombies
are part of a religion in Haiti, they
are not real as in the real that we
think. We saw that in episode 2x14
'Fresh Bones'. FIVE: Vampires are
simply people who believe that by
drinking the blood of others they will
have eternal life. (But you wouldn't
know that because you were
abducted by aliens and not on Earth
when that happened). See episode
2x07 'Three'. SIX: We've never
done something on witches. One
thing I do agree with you on -
Kate Fischer is definitely not real.
Trust no-one
Fox Mulder, WA

No, no-no, no! You'd-a said
"Little gray men, their actual
color in reported sightings is
gray," in American. Now we
all know what poor old Scully
has to put up with all day.



Adam Daymond,
WA

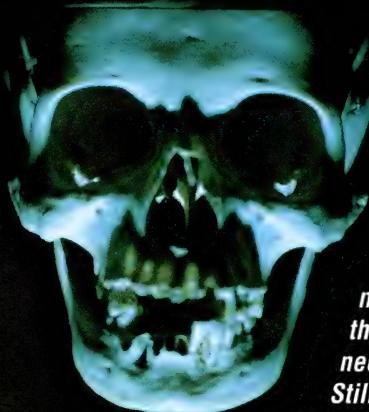


Zoran & Alex, Vic

Send Les one of his favourite things:

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

Skull's Graueyard



People say I'm getting lazy! Truth is I'm heading for the hills for a month, so the dear ol' Ed has cut me short so's I can tend to the small furry things that need my attention. Still, I'll do my bit for the firm, so here's a couple of the most useful letters and some tasty pics. See ya!

Dear Skull,
Do you know what really gets my gander and gets my goat at the same time? It's all the moronic Sega lovers who write in to this mag and slag off at Nintendo. These are the sort of nitwitted ninepins who give Sega lovers a bad name. If they love Sega so much why the hell do they buy a Nintendo Magazine? And what's worse is they actually believe what they write. You stupid, stupid idiots! I could write into Megazone and tell them how s*%t Sega is but I wouldn't waste my time. Us here at Nintendo know we're better and you sad gits are the ones who miss out on good gameplay and graphics because you rushed out and bought the crappy Saturn. I played that piece of crap and I, for two, was not impressed. Well I must be off now, but Skull, keep on printing those Sega lovers letters, they're good for a laugh.

Travis "Corpse" Vanderner, Vic

Yeah, but you have to see the funny side of it. If you're as unloved an' unheard of as they are they have to have somewhere to go to make a noise. We love 'em we do!

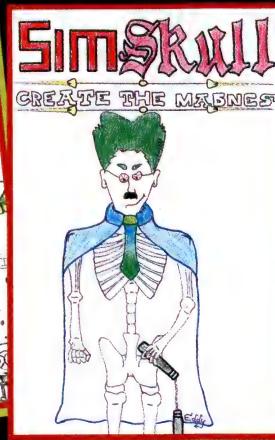
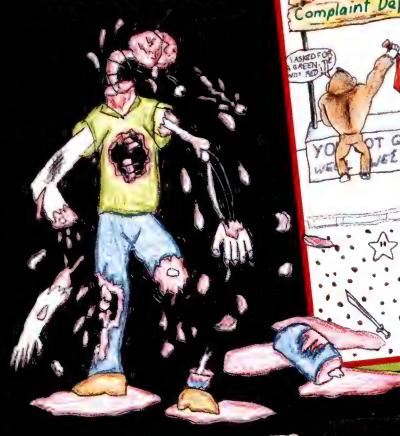
To Skull,
Robin Hood here. Was there any Robin Hood games on the Super NES or N64? Will there be? When will Zelda 64 come out (He's just like me). Will there be a game starring the legendary EARTHWORM JIM! for the N64 (I stole a lot of gold and gave it to Shiny to make a game). Do you have any gold? If you do I'll find out. Bye now, the lads and I are off to steal some more gold. Robin Hood, Tree No 567, Sherwood Forest
PS Stop printing letters from Sega lovers if you can't insult them back.

I was gonna say no, but I just read the News an' there is an EJW64. You might have wasted your dough on Shiny though!

Dear Skull,
I would like to write a small note to the little %\$@& who calls himself Prince Charles. You suck! I hate your %\$@& guts! Nintendo Rules! (And so does Skull). Usually I have nothing against royalties, but for your Charlesie there's an exception. Pooh to you ya stinkin' pomm. Jason, Vic.

Got that Chazza?

LES GOES BOOM!



Write off!

We don't just get letters and emails moaning all the time, but often these are the most interesting to put into the magazine. We're not afraid, send us your ideas and whinges as often as you like, as well as letting us know what's good and happy in the gaming world.

Dear Write Off,

I'm not a complainer but this has gone too far. Yes the N64 reviews are great! But it's taken over everything, including the GB reviews and the SNES reviews. I NEED those SNES reviews for my SNES, so I know what games are good or bad. People still have the Game Boy and SNES you know. So tell Willy to put in some SNES reviews, and tell Nun to get some more SNES tips.

Brenton Chong, WA

PS Tell Skull to move off out of this mag!

PPS Sorry about the complaining but I had to do it.

Skull, move off out of the magazine. Now!

It is true that we've had an over-indulgence in the N64 of late, and that SNES and GB titles have been few. But the combined reasons of the N64 being really hot, and having a barrage of interest shown in it, together with a virtual drying up of SNES titles has left us with very little choice for some months. Nintendo themselves have only brought out a couple of SNES and GB titles this year, and many other distributors have not been any more enthusiastic. We have covered non-N64 games in our playguides and tips, and reviewed such titles as Lufia, Terranigma, Game Boy Gallery 2, Wave Race, etc when they've become available. All's not gloomy though. The coming months will see a range

of titles for both systems that were previously unavailable over here. Check out pages 16 - 19 for some sneak previews and we'll cover them fully in a later issue.

Dear NMS,

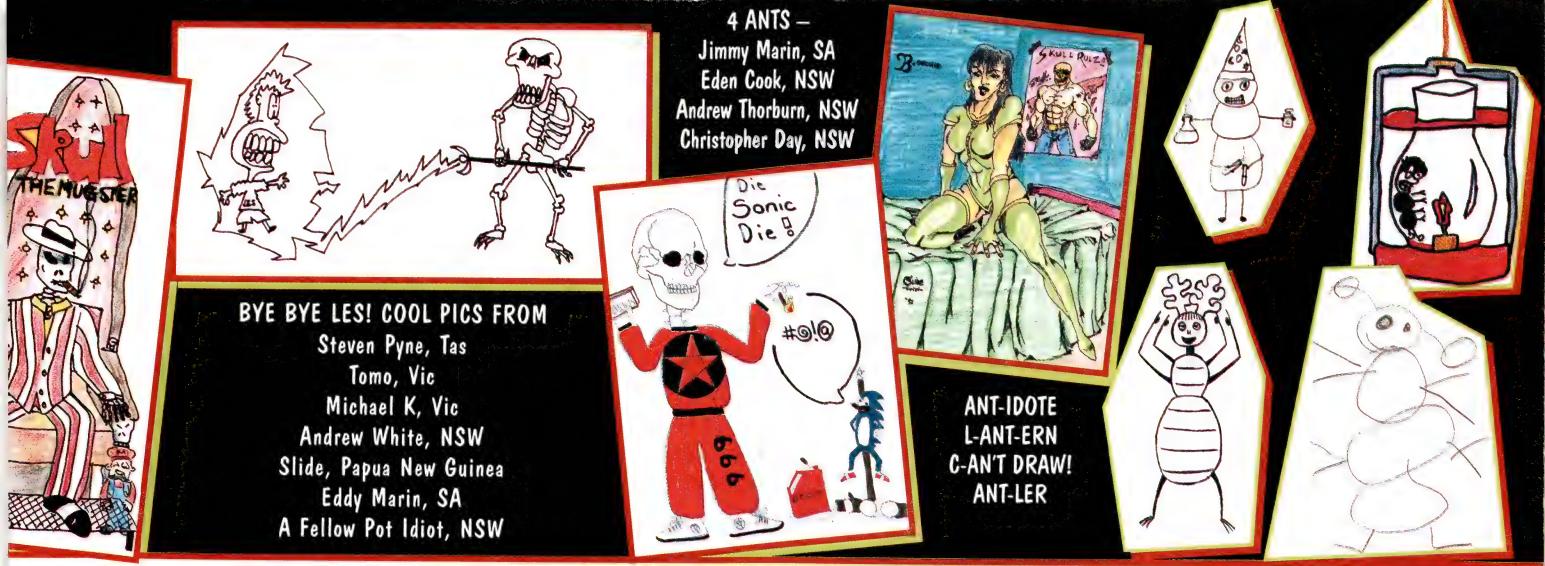
Amazingly I've actually got a complaint about Super Mario 64. I agree that it's probably one of the greatest games on earth. It's great to see what the N64 can do, but really, it's too easy! I defeated Bowser within a week and found Yoshi in two and a half. Now that I've completed it I really don't feel like doing it again, it has hardly any replay value. Now PilotWings 64 has the best replay value so far in an N64 game. I can literally spend hours exploring Little States Island or Crescent Island without getting sick of it. What I'm saying is that some of these new 'state of the art' games are boring after a month or so. Nintendo is doing great as it is catering for all people's style of gameplay.

David Fleming, Tas

This isn't a complaint we've heard much. There's such a lot in Mario 64 that for most people there's plenty to explore and the level of toughness seems more or less right. This first wave of games has set the base for those to follow, and I guess developers will use the feedback from players to determine how difficult to make them in future.

Skull's Graueyard

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



Dear NMS,

Your article 'Future Shock' in issue #49 brought up an interesting conversation between my friend and I. I thought the article was dead accurate. Why buy a NES when a SNES is around the corner? Why buy a SNES when a PlayStation's coming? Why buy a PlayStation when a Nintendo 64 is being made? Do these years of experience mean that purchase of a Nintendo 64 is pointless as something bigger and better will be here in three years time? "No way," my friend responded, "You didn't buy a SNES, you didn't buy a PlayStation. If you keep thinking about the future you'll never do anything now, in the present!"

I think my friend has a pretty good point, but then again so do I. What do you think?

Peter Medynski, NSW

Can you afford to miss out? Can you afford to stay in? Maybe this'll help you decide:

Dear NMS,

As a mother of an 11 year old Nintendo fanatic, I am really peeved to see the cost of the Nintendo 64 over \$100 cheaper only two months after the March 1st release date. Having started with the humble basic model, progressed through to the SNES, picking up the Game Boy on the way, we were assured by the 11 year old fanatic that the Nintendo 64 was a 'must have'. So we got in early with our order (Nintendo had our deposit for 3 months) and fronted up on March 1st with great excitement! The 11 year old fanatic is still excited by his N64 and the prospect of more games being released. I, on the other hand, am not so excited - feeling more that the Nintendo faithfuls have been penalised (financially) for being

too keen in securing orders for those first few truck loads. So, bring on your next whizz-bang system whenever you like. Regardless of what the 11 year old fanatic thinks we won't be at the front of the queue!

Judi Forrester, SA

True, in the May issue (out on 25th April) we said that: "The price has recently dropped in the US too, but no plans for anything to change here as yet." in response to a letter asking if that was likely. At the time we went to press that was precisely Nintendo's response when we asked them the same question. We talk to them regularly for news of what's happening, but if they haven't decided on a policy they're not about to tell us, and unfortunately the gap between us completing the magazine's editorial and it hitting the streets can sometimes mean that such things happen faster than we can report them. With that in mind I'm cautious about whether the compensation game policy is still in operation, but I do agree that, although frequent in the world of computers, it is a drag to find a price drop so soon after the launch date.

Dear NMS,

I recently bought a N64 and I am very pleased with it. But I am disappointed with how far behind we are of the rest of the world in the topic of release dates. Why is it that some games like FIFA 64 & Shadows of the Empire come out at almost the same time worldwide, and games that have been out since last year in America and Japan still haven't made it to our shores. I've been hanging out for NBA Hang Time which was out last year in America, and wasn't due out here until June. And now that's been delayed, as well as Hexen,

4 ANTS -
Jimmy Marin, SA
Eden Cook, NSW
Andrew Thorburn, NSW
Christopher Day, NSW



ANT-IDOTE
L-ANT-ERN
C-ANT DRAW!
ANT-LER

until August, and who knows that it won't be changed again? I'd also like to thank Nintendo Australia with how they dealt with the sudden price drop of the N64. They were compensating anyone who paid the \$399 price with a free game! This is why Nintendo is the greatest video game company in the world!

Chris Flavelle, Vic.

An alternative view on the price drop. As for some game release dates differing, this remains a constant source of mystery to many a games player. For some reason Australia is grouped together with Europe as far as marketing games is concerned, and we seem to lag far behind both Japan and the USA. Some games never make it out of Japan at all (too many RPG titles for many readers) and the US has its own specialist areas beyond which games don't travel. Whenever we ask we get a variety of replies, sometimes putting it down to availability of cartridges or chips, at other times describing Australia's particular marketing needs, but really the answers range between manufacturers managing to find distributors to deal with in particular territories, and the perceived needs and size of the home market. Although why some cracking titles never appear in PAL format still escapes us!

Dear NMS,

I'm sorry to have to complain in your brilliant mag but I feel the following has to be said. The new rating system is crap. It's hard to compare games on other systems as well as other Nintendo mags. Could we please return to the original rating system? There isn't any overall rating either which is crap 'cause you don't know really how good or bad a game is. Instead, all you know is the playability is great and the graphics are good. What use is that? When you talk to a group of Sony players and they say "Formula 1 got 99 out of 100, what did Mario Kart get?" you say "The playability is great and the graphics are good." All I'm asking is the return of the old system. I'm sure other NMS readers agree with me. Thank you.

Cameron Horn, Qld.

We've had very few complaints and some congratulatory noises over our new ratings panels. The idea of showing them in the categories and way we do was a follow up to survey responses and in anticipation of the new N64 system that made comparing some elements in a purely numerical form rather pointless. What's important is that you get a clear indication of what the game's like and whether it would suit you, but each score category has ten levels so you can work it out if you really want to.

Don't stop!
Write in to Write off!,
Les or Skull at the
usual address:

**NMS Magazine,
PO Box 734,
Crow's Nest,
NSW 2065**

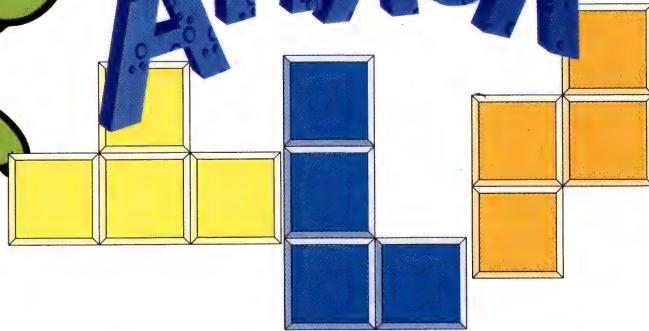
email: catalyst@popmail.dircon.co.uk

Nun the Wiser



Moi darlin's, moi darlin's! Tank ye's all from de bottom o' moi bin for all de tips ye's keep sendin' in te keep an ol' nun happy. Dese come from a darlin' choild o' the forest who calls himself Mark T. and udders are in from Andrew Black out o' de land o' de Queen, an' Peter Moffat from NSW. Oiy loves ye's all an' t'ink ye's a darlin' bunch o' darlin's.

TETRIS ATTACK



FIRST BATCH

- 1-1 None
- 1-2 FP%D292K
- 1-3 FP9J2%93
- 1-4 FPYD2%2P
- 1-5 . FP6J2S9D
- 1-6 FPFJ25CR
- 1-7 FPMD25!Z
- 1-8 FPCJ27C?
- 1-9 FPQD27!2
- 1-10 FPJD2694

- 4-1 FPLJ499Y
- 4-2 FP2J4%!B
- 4-3 FPXD4SK!
- 4-4 FP3J47MK
- 4-5 FP?J46%3
- 4-6 F35D4Y4P
- 4-7 F31J4F%D
- 4-8 F3QJ4GMR
- 4-9 F3LJ4Q%Z
- 4-10 FPXJ424?

SECOND BATCH

- 1-1 FP5D29J!
- 1-2 FPB2SJK
- 1-3 FP1J2773
- 1-4 FPGD2Y7P
- 1-5 FP4D2CJD
- 1-6 FPNJ21DR
- 1-7 FP?J2JNZ
- 1-8 F3SD2QN?
- 1-9 FP1J2HD2
- 1-10 FPJJ2X74

4-1 F35JH!DY

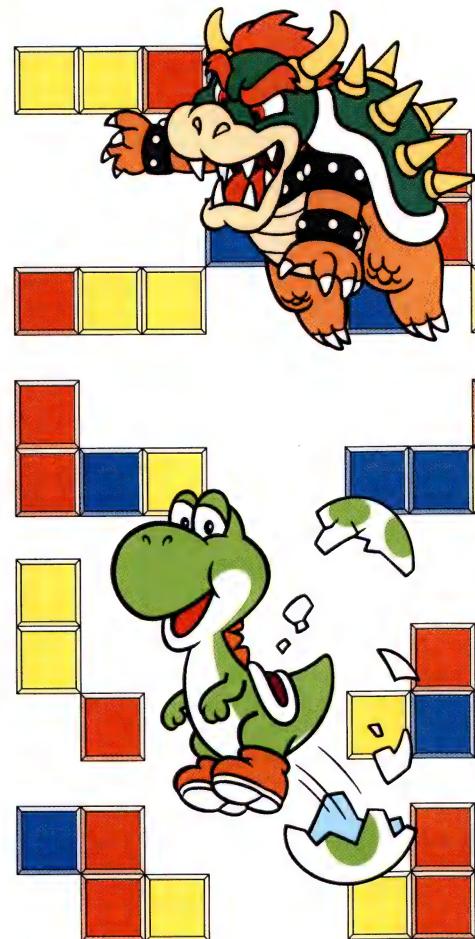
- 4-2 F37DHPDB
- 4-3 F38DHRX!
- 4-4 FP2DL9XK
- 4-5 FP3DL5R3
- 4-6 FPDJLYRP
- 4-7 F3JLQ6D
- 4-8 FPPDLHGR
- 4-9 FPRDLNXZ
- 4-10 F3YJL!6?

SUPER NES

TETRIS ATTACK

Puzzle Passwords

You may think you've finished all there is to Tetris Attack on the SNES but I bet you've not accessed all the secret puzzles stages. Below's the complete listings of access codes for the first batch of puzzles plus the access code for the second batch and all the second batch codes themselves, so take your pick...



Play as Other Characters

You can also play as different characters in Tetris Attack in the one-player versus mode. When you finish a stage, press and hold X and Y during the cinema scene and a player select screen will appear before the next game begins. Now you should be able to select and play as any of the characters that you've rescued up to that point. Be careful though because if you lose the next match with any of these players (except Yoshi) they'll disappear from the Player Select screen next time round.

NINTENDO 64

SHADOWS OF THE EMPIRE

Camera Trick

While you're flying through the Battle of Hoth stage, press and hold the right hand C Button for a few seconds. The camera will stop in its tracks as you fly ahead in your Snowspeeder over the horizon. It makes controlling your craft difficult but it looks great!

CRUIS'N USA

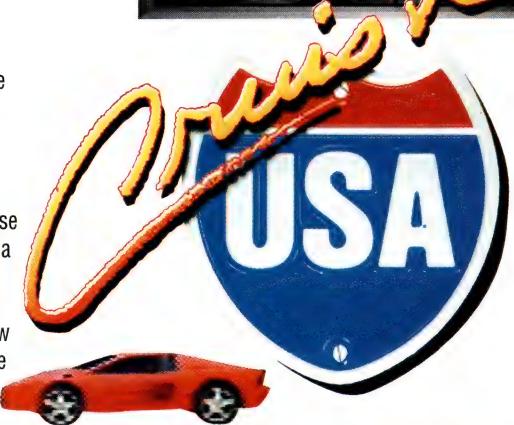
Faster Car Cheat

If you want two players to get car upgrades at the end of the cross-country race instead of just one of you then try this.

Make sure both players choose a save file and different cars at the start. After you start the Washington DC course, race each other then pause and exit the game. Now reset your N64 and start a one-player game with Controller 1.

Select Player One's previous saved game then finish the DC course to get your car upgrade. Now just select Player Two's saved game and complete that race too to get the second upgrade.

TIPS & CODES



MORTAL KOMBAT TRILOGY

Special Endurance Mode

At the character select screen choose Kano and press Down and Start. If you've done it right, the screen'll shake and you'll have all the endurances.

Enable All Options

At the storyline screen press HK, LK, Run, LP, HP, HP, HP, LP, LP. You should hear a voice say 'Ah-mah' if it's been done ok. Go back to the Options screen. Now you can access the red and blue question mark icons and you'll be able to have free play, two secret characters (Kameleon and Smoke) plus loads of other options.

Free Play

For unlimited credits press Down, Down, Up, Up, Right, Right, Left, Left at the story screen.

Todd Bolmere, NSW

Play as Motaro

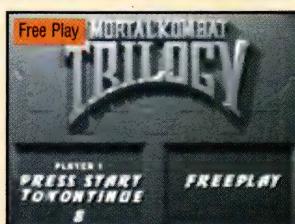
Select any character and when you're in either Kahn's Tower, Jade's Desert or the Wasteland (just before the round starts) press and hold B+HK+LK. If you win the bout you'll turn back into the original character you chose.

Play as Shao Kahn

Select any character then when you're in either Pit 3 or the rooftop stage (just before the round starts) press and hold Down+HP+LP. There'll be an explosion then Shao Kahn will replace your chosen character. Just like with the Motaro cheat, your fighter will turn back into your original selection after you win.

Stage Select

Go to Sonya on the character select screen and press Up and Start together. Then after you choose your character you'll get a stage select screen.



KILLER INSTINCT GOLD

Reach the Sky Level

At the Character Select screen and in Two-player Mode (two joypads have to be plugged in), hold down the joystick and press kick (the bottom C button) simultaneously. You should now be able to play in the sky level like in the arcade version of KI2.

Glacious Infinite Combo

This will take a bit of practice but it's a great combo. Use Glacious's liquidize move then uppercut with a medium kick to open. Then press forward and fierce kick and keep repeating this and the combo will go on until the power bar's gone or your opponent breaks it.

You can also open up with the Cold Shoulder move with a medium punch then forward and fierce kick.

Multi-Coloured Players

At the character select screen, press Z, B, A, Z, A, L. This code will automatically save, and then you'll be able to play as the black, gold, and white colours without the necessary training.

View Credits

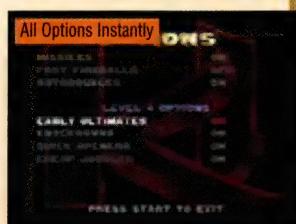
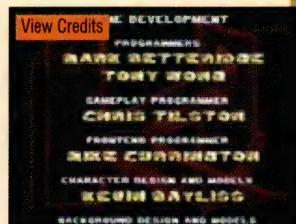
To view all of the credits without having to finish the game, press the following: Z, Left Shift, A, Z, A, and Right Shift.

Play as Gargos

At the character select screen, where age, height, etc are shown, press Z, A, R, Z, A, B. You'll hear Gargos laugh if you've done it OK.

All Options Instantly

Press these for getting all options instantly: Z, B, A, Left Shift, A, Z.



Nintendo® Game Gurus

Mario 64 still dominates the calls into the Gurus' den, closely followed by Shadows of the Empire. We've added a few of the commonest 'others' too to help out some of you.



Q How do I access the X-Wing and TIE Fighter?

A Finish the game on Jedi and collect all of the Challenge Points.

Q In Xisor's Palace how do I get to the Challenge Point that's outside of the window?

A Go to the first room with large gears and drop down the second hole near the slow moving gear. Search the wall next to the Challenge Point to find a hidden path. Follow the path and jetpack up to the Challenge Point.

AND...

Q How much are the extra controllers?

A RRP \$49.95

Q How much is Mario Kart 64?

A RRP \$99.95.

Q When is Blast Corps coming to Australia?

A It will be out in early July.

Q Is Starwing 64 multiplayer?

A Yes, 1-4 players simultaneously.

Q How much are the Memory Paks?

A RRP \$39.95.

Q When playing my game, my character moves automatically even though I am not touching the control stick.

A Try letting go of the controller and resetting the game. If you are holding the control stick while turning the game on it will assume the direction you are holding is neutral. Then, when you let go, the characters will move when they're not supposed to!

TIPS & CODES

Those gorgeous Gurus have been beavering away in their trough o' tips again to bring you answers to questions you'd never think would be asked. Since they were asked though, it's bound to help others who have yet to question!



Q How do I enter the door in the castle's moat?

A You need to stomp down the pillars inside the castle first to drain the water.

Q There is a grate out front of the castle and I think it has a cannon in it. What gives?

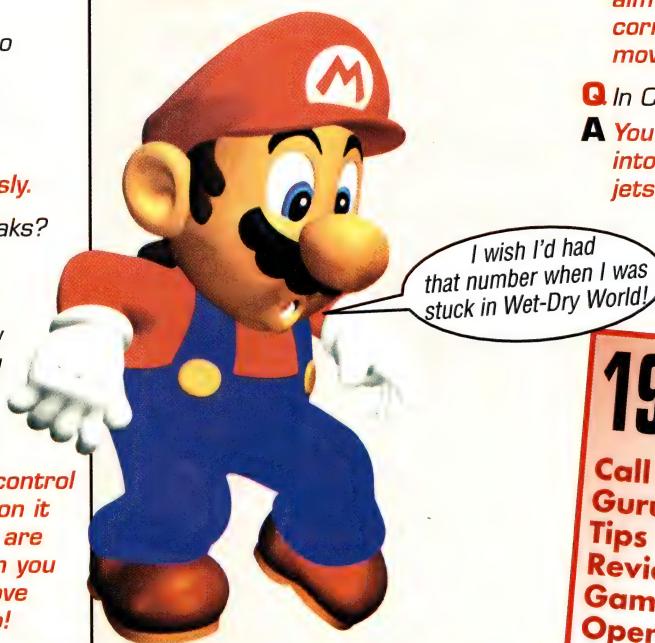
A Head back there after collecting 120 Stars.

Q I've lost Mario's hat in Course 10, and my head's getting cold.

A If you get blown off the side of the mountain, search the area around the ice building. If you can't find it, re-enter the course and look for the spinning snowmen.

Q In Course 10 you need to grab it off the bird as he swoops by.

Q In Course 12 the monkey will have Mario's cap at the top of the mountain.



I wish I'd had that number when I was stuck in Wet-Dry World!

I.T.M. call rate 75¢ per minute.
A higher rate applies to mobile and public phones.

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.

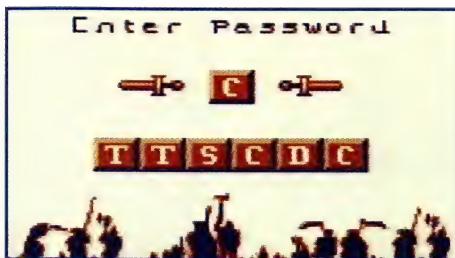
You've only got to ask! Sadly the Gurus can't deal with queries by post, but call 'em or check out the Nintendo web site which you'll find at: <http://www.nintendo.com.au> for more info than you can swallow in one.

GAME BOY

DRAGONHEART

Level Passwords

Level 2: BCDLST
 Level 3: DCLTSB
 Level 4: LCTBSD
 Level 5: CBLSBT
 Level 6: TTSCDC
 Level 7: SDCDTS
 Level 8: BVDVSC



NBA JAM TOURNAMENT EDITION

Quick Hands Code

To improve your chances of stealing the ball press Left, Left, Left, A, Right. 'QUICK HNDS' will flash at the top of the screen if you've done it right.

Max Power

Press Right, Right, Left, Right, B, B, Right to increase the Power Stats of all your players. 'MAX PLYR' will flash at the top of the screen if you've done it right.

Speed Up

Press Up four times Left four times then B and A to speed up your games. You'll not see a confirmation message with this code but you're sure to notice the difference when you start playing!

Better Offense

To boost up your offensive talents press A, B, Up, A, B, Up, Down. 'OFFENSE' will flash at the top of the screen if you've done it right.

More Turbo

To get even more Turbo action press B, B, B, A, Down, Down, Up, Left. 'TURBO' will flash at the top of the screen if you've done it OK.

Better Pushing Power

To boost your pushing power press Down, Right, A, B, A, Right, Down. 'PUSH' will flash at the top of the screen if you've done it right.

STAR TREK GENERATIONS: BEYOND THE NEXUS

Level Passwords

Level 2: HARRIMAN
 Level 3: DEMORA
 Level 4: SOREN
 Level 5: VERIDIAN
 Level 6: OGAWA
 Level 7: FARRAGUT

SUPER NES

DONALD IN MAUI MALLARD

Level Passwords

Level 2: QVRBLP
 Level 3: CNFJTS
 Level 4: PHMBTT
 Level 5: NFXDQH
 Level 6: SXGDLJ
 Level 7: MDVCBQ
 Level 8: HRTGDV

NHL '96

Bonus Team Code

Wait for the demo game to begin then hold Select and press the L and R Buttons quickly while pressing Start. While you're doing this the screen will change from the demo game to the Team Select screen and let you access the other teams.

SPAWN

Stage Passwords

Stage 2: D9963D1D
 Stage 3: 4H253DGF
 Stage 4: 4CC138CF
 Stage 5: 0C4F458H
 Stage 6: D31551FG
 Stage 7: 09BF596F
 Stage 8: DB8D9B4H



NFL QUARTERBACK CLUB '96

Add NFC and AFC Teams

If you want to include the NFC and AFC teams in the Pre-Season roster then go to the copyright screen and press Y, B, Y, B, Y, B.

Turn Fumbles On and Off

At the copyright screen, press A, Y, B, A, Y, B to make the first two tackles of every play a fumble. If you want to disable this code then go back to the copyright screen and press B, Y, B, Y, B, Y.

Rookie Teams

If you want to change any team into a rookie line-up then press Start, Y, Down, Y, Start, Start on the copyright screen before you select a team.

SEPARATION ANXIETY

Tough Game Mode

If you reckon that Separation Anxiety's too easy then try entering this password to make the game super tough: MRRYPN.

TIPS & CODES

MADDEN NFL '97

Access Classic Teams

Select the 'Play Now' mode, highlight a team then enter the relevant code to play as a classic version of the side you've chosen.

| | |
|---------------|---|
| 1978 Seahawks | A, Right, Right, Y, Y |
| 1970 Colts | B, Right, Select, Select, Y |
| 1972 Dolphins | A, Left, Left, B, Select |
| 1977 Cowboys | B, A, Right, Right, Y |
| 1985 Patriots | B, Left, Y, Select, A |
| 1988 49'ers | B, A, Y, Y, Right |
| 1966 Packers | Select, Right, B, A, Y |
| 1976 Raiders | B, Right, A, Left, Y |
| 1980 Falcons | A, Left, Left, Y, Right |
| 1978 Steelers | Select, Left, A, Select, Right |
| 1986 Browns | Choose Ravens then B, Y, Right, Right, Y |
| EA Sports | Choose Panthers then Left, A, Right, Right, Y |
| Tiburon | Choose Jaguars then Select, Y, Select, Right, Left |
| NFLPA | Choose All-Madden then A, Left, Left, A, Left, Left |

PHANTOM 2040

Level Passwords

| | |
|-----------|--|
| Chapter 2 | JVH9TWGZTLDG GGB8LNDCG?FW KBGDY79HYQQ 5NCZ?2B9FDD4 |
| Chapter 3 | DVH1Y1G97LDF 8JBXQ6CHH2FW KBGDY79QJYS8 5N1Z411P-7Y? |
| Chapter 4 | BBJM51PB3KXF 8J8DJ?1HN3YW KBQDY917JYS8 5M1746FV23QT |
| Chapter 5 | JGBH33PH8LXF 8X8DJ?11J6DW KCQDY1W3JYS7 5M276VC7K54S |
| Chapter 6 | JBBH33PNHWSF 8X?DJ?1JB2JT YCQDY1X3JYS7 5M29ZD2-RNW6 |
| Chapter 7 | JDB195PS6SYF 8X9WJ?1HH9JQ 2CQDYHT4GZS7 5C29VJMRHWJK |



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

ACT

RICKY HEINRICH
24a Hutchins St, Yarralumla, ACT 2600
Tel: 06 2824204

WANTS

Urban Strike (SNES)
Sim City 2000 (SNES)
Killer Instinct (SNES)
Super Scope Gun (SNES Hardware)
Terminator 2 Arcade Game (SNES)
Clay Fighter 2 Judgement Clay (SNES)

WILL SWAP/SELL

Unirally (SNES)
Mortal Kombat 2 (SNES) no box, no manual
Ultimate Mortal Kombat 3 (SNES)
Robocop 3 (SNES)
Robocop vs Terminator (SNES)
Donkey Kong Land (Game Boy)
Donkey Kong Land 2 (Game Boy)
Primal Rage (Game Boy)
Super Game Boy (SNES/Game Boy Hardware)
Game Boy Console

NEW SOUTH WALES

JOSEPH FORD
PO Box 202, Keera, Condobolin, NSW 2877. Tel: 965332

Rival Turf
F-Zero
NHLPA 93 Hockey

DETAILS

ANDREW WOO
Arndcliffe, NSW 2205
Tel: 02 9556 1203

WANTS

Donkey Kong Country 2 (SNES)
2nd hand, will buy

WILL SWAP/SELL

Mario Paint & Mouse (SNES) \$20
F-Zero (SNES) \$15
Super Mario World (SNES) \$17
Cool Spot (SNES) \$15
NBA Jam (SNES) \$20
Super Bomberman (SNES) \$20
Zelda III (SNES) \$20

BRIAN CAMERON
55 Mitchell St, Eden, NSW 2551
Tel: 064 961023

World Rally (SNES)

Shadowrun (SNES)

GALVIN GAPUD
22 Mallee St, Quakers Hill, Sydney, NSW 2763. Tel: 9626 8893

Donkey Kong Country 3 (SNES)
Killer Instinct 2 (SNES)
Shadowrun 2 (SNES)

Shadowrun (SNES)

DAVID SINDEL
102 Sherwood St, Old Toongabbie, NSW 2146. Tel: 02 963 2028

Theme Park (SNES)
Donkey Kong Country 2 (SNES)
Super International Cricket (SNES)

The Lost Vikings (SNES)
Super Mario All Stars (SNES)

TOM WESTBROOK
1 Dalmeny Rd, Northbridge, NSW 2063
Tel: 9958 1359

Yoshi's Island (SNES)
Super Tennis (SNES)
Super International Cricket (SNES)

Super Metroid III (SNES)

MITCHELL PARRISH
3c/164 Burwood Rd, Concord, NSW 2137. Tel: 02 9747 3396

Battletoads in Ragnarok's World (GB)
Donkey Kong Land (Game Boy)

Donkey Kong Land (Game Boy)

J STANTEN
2 Clargo St, Dulwich Hill, NSW 2203

Secret of Mana (SNES)
PilotWings (SNES)
Earthworm Jim (SNES)

Tetris (GB) no box or manual
Bart Simpson's Escape from Camp Deadly (GB) no box or manual
Kirby's Dream Land (GB)
Pacman (Game Boy) no box

NICK D'AGNIGT
School House, Shore School, Blue St, North Sydney, NSW 2060
Tel: 02 99004712/02 99231965

Dirt Trax FX (SNES)
Yoshi's Island (SNES)

Stunt Race FX (SNES) \$70 boxed & unused
Mario is Missing (SNES) \$50

DANE CALLAGHAN
6 Carex Close, Glenmore Park, NSW 2745. Tel: 047 336789

Unirally (SNES)
NHL '96 (SNES)
Super Mario Kart (SNES)
Micro Machines 2 (SNES)
Theme Park (SNES)
Killer Instinct (SNES)

NBA Live '96 (SNES) Swap
Home Alone (SNES) Swap
NBA All Star Challenge (SNES) Swap
Cal Rippen Jr Baseball (SNES) Swap
International Cricket (NES) Swap
Excite Bike (NES) Swap
Solstice (NES) Swap
Captain Skyhawk (NES) Swap
Cobra 5 Joystick (NES) Swap

DETAILS

CHRISTOPHER WOOD
146 Bougainville Rd, Blackett, NSW 2770. Tel: 02 9835 1380

WANTS

Donkey Kong Country 2 (SNES)
2nd hand, will buy

Mario Paint & Mouse (SNES) \$20
F-Zero (SNES) \$15
Super Mario World (SNES) \$17
Cool Spot (SNES) \$15
NBA Jam (SNES) \$20
Super Bomberman (SNES) \$20
Zelda III (SNES) \$20

Send to: Swap & Sell, NMS, PO Box 734, Crow's Nest, NSW 2065.

I WANT:

Name _____

Game _____

Console _____

Address _____

Game _____

Console _____

Town/City _____

I'LL SWAP/SELL

State _____ Postcode _____

Game _____

Console _____

Tel _____ Age _____

Game _____

Console _____

#52

Copy the coupon if you don't

DETAILS

BEN HANNAN
24 Stockton St, Morisset, NSW 2264
Tel: 049 734887 (after 6pm)

WANTS

Syndicate (SNES)
Theme Park (SNES)
Return of the Jedi (SNES)
Super Punch Out (SNES)
Monster Max (Game Boy)
Pro Action Replay Mk 3

WILL SWAP/SELL

Killer Instinct (SNES)
Donkey Kong Land (Game Boy)
Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)
Super Metroid (SNES)
Alien 3 (SNES)
Mortal Kombat 3 (SNES)

QUEENSLAND

JOSH MCKENZIE
11 Mackie St, Chinchilla, Qld 4418
Tel: 076 628127

True Lies (SNES) with manual

Pagemaster (SNES) with manual

ADAM MORRIS
PO Box 142, Moura, Qld 4718
Tel: 079 973036

Mortal Kombat 2 (SNES)
Mortal Kombat 3 (SNES)
Killer Instinct (SNES)
Donkey Kong Country (SNES)
Super Mario Kart (SNES)
Primal Rage (SNES)
CutThroat Island (SNES)
Revolution X (SNES)
Virtual Bart (SNES)
Mortal Kombat (SNES)
will sell all for \$450

DANIEL WODDRIDGE
Lot 5 Arthur Lyons Dr, Redlynch, Cairns, Qld 4870. Tel: 391529

Super Multitap (SNES Hardware)
Super Bomberman 2 (SNES)

Mortal Kombat (SNES)
Mortal Kombat 2 (SNES)
Mortal Kombat 3 (SNES)
Secret of Mana (SNES)
Secret of Evermore (SNES)

JUSTIN CHAPMAN
c/- PO Highlands Rd, Eudlo, Qld 4554
Tel: 07 5445 0745

Lemmings (SNES)
Worms (SNES)
Donkey Kong Country (SNES)

Super Mario All Stars (SNES)
Kirby's Ghost Trap (SNES)
all games with manual & box

PHILLIP HOWELL
4 Gouldian St, Bay View, Cairns, Qld 4978. Tel: 070 330396

Killer Instinct 2 (SNES)
Killer Instinct Gold (SNES)
MegaMan (SNES)

Mortal Kombat II (SNES)
Clay Fighter (SNES)
Clay Fighter 2 (SNES)

DYLAN KOSICK
Dimbulah Rd, C/- Post Office, Mutchilba, Qld 4872. Tel: 931200

Donkey Kong Country 2 (SNES)
MechWarrior 3050 (SNES)
StarWing (SNES)

Donkey Kong Country (SNES)
Super Mario World (SNES)
NBA Jam (Game Boy)

JOHNNIE PICKFORD
Ms 177 Old Gooboroon Rd, Gympie, Qld 4570. Tel: 07 5482 9717

NATHAN MARSHALL
75 Leyte Ave, Palm Beach, Gold Coast, Qld 4223. Tel: 07 5534 2747

Donkey Kong Country 2 (SNES)
Olympic Summer Games (SNES) \$25
Secret of Mana (SNES) \$20
Super Mario Kart (SNES) \$25
Super International Cricket \$25

LACHLAN HERRIOT
12 Margaroola Ave, Biggera Waters, Qld 4216. Tel: 075 5537 9085

STAR WARS - Return of the Jedi (GB)
Micro Machines 2 TE (Game Boy)
Donkey Kong Land 2 (Game Boy)

Donkey Kong Land (Game Boy)
Alien vs Predator (Game Boy)
Stargate (Game Boy)

PATRICK HANNON
114 Taylor Ave, Golden Beach, Caloundra, Qld 4551. Tel: 075 4921442

Super Mario All Stars (SNES)

Kung Fu (NES) Sell
Gum Shoe (NES) Sell
Balloon Fight (NES) Sell
Clu Clu Land (NES) Sell
Hogan's Alley (NES) Sell
Super Mario Bros (NES) Sell
2 controllers and a NES

LIAM GUDGEON
3 Stirling St, Rockedale South, Logan City, Qld 4123. Tel: 07 3341 3175

Donkey Kong Country (SNES)
Yoshi's Island (SNES)
Mortal Kombat 3 (SNES)
Super Street Fighter II Turbo (SNES)

Skate or Die (NES)
Journey to Silius (NES)
Lolo 3 (NES)
Little Red Hood (NES)
Original Tennis (NES)

EMMA MACDONALD
Pandora Rd, Alton Downs, Qld 4702
Tel: 079 341169

Mortal Kombat (Game Boy)
Mortal Kombat II (Game Boy)
Mortal Kombat 3 (Game Boy)
Street Fighter II (Game Boy)
Yoshi's Island (Game Boy)
Super Mario Land (Game Boy)

Mortal Kombat 3 (SNES)
Lethal Weapon (SNES)
Super Street Fighter II (SNES)

IAIN ROBINSON
5 Barry Mount Cres, Toowoomba, Qld 4350. Tel: 076 395 090

Zelda 3 (SNES)
Worms (SNES)
Street Racer (SNES)

Super Street Fighter II (SNES) Swap
Another World (SNES) Swap

JOHN MARTINERO
40 Freemans Rd, Lower Beechmont, Qld 4211. Tel: 07 5533 1278

JORDAN WALSH
17 Glen Rd, The Gap, Brisbane, Qld 4061. Tel: 07 3300 5097

Super Mario Land (Game Boy)
Killer Instinct (Game Boy)
Micro Machines (Game Boy)
Micro Machines 2 (Game Boy)

SIMON SQUIRES
25 Queen Street, Caloundra, Qld 9551
Tel: 07 5491 8030

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

Mortal Kombat 3 (SNES) \$50
Mega Man X (SNES) \$50

LUKE SIMS
B119 Archer St, Woodford, Qld 4514
Tel: 075 961 305

Empire Strikes Back (SENS)
F-Zero (SNES)
Super Strike Eagle (SNES)

Empire Strikes Back (SENS)
F-Zero (SNES)
Super Strike Eagle (SNES)

DETAILS

ROBERT FERRARA
6 Bennelong Crt, Kulwin, Qld 4558
Tel: 07 5476 6007

KANE CROSS
4/5 Quondong St, Mooloolaba, Qld 4557. Tel: 074 5444 3708

BRETT JOHNSON
60 Rosstrevor Rd, Brisbane, Qld 4034
Tel: 07 3865 5349

SOUTH AUSTRALIA

LYNDON SLAVIN
Normanville, SA 5204
Tel: 08 8558 3118

CRAIG LOVE
53 Fuller Crs, Elizabeth East, SA 5112
Tel: 08 8252 4720

CHRIS FAAST
27 Truro Rd, Mooloola, SA 5353
Tel: 08 8563 9061

KIM SERVENTY
31 Kokoda Tce, Loxton, SA 5333
Tel: 08 8584 5941

DUNCAN SALT JR
PO Box 1097, Loxton, SA 5333
Tel: 08 8584 5646

NIHAN LAM
40 Meath Ave, Salisbury Downs, Adelaide, SA 5108. Tel: 08 8281 6624

DION LITTLE
33 Market Place, Nairne, SA 5252
Tel: 08 8388 6772

DAVID SPENCER
56 Yardea St, Port Lincoln, SA 5606
Tel: 86 824211

JAKE NUGENT
Box #623, Loxton, SA 5333
Tel: 08 8584 7954

GABRIEL WOMACKS
Glenelg St, SA 5045
Tel: 08 8294 3989

SEAN HAINES
Kennedy Rd, Tantanoola, SA 5280
Tel: 08 8734 4238

JUSTIN HOWARD
610 Grange Rd, Henley Bch, SA 5022
Tel: 08 8353 4522

STEPHEN NOBLE
24 Nankoor Cres, Howrah, Hobart, Tas 7018. Tel: 6244 5080

MARK LAREDO
Main Rd, Mt Seymour, Outlands, Tas 7120. Tel: 03 6254 7125

DANIEL HEWITT
6 Wignall St, Hobart, Tas 7000
Tel: 6231 4485

GREGORY AIREY
27 Lemonwood St, Launceston, Tas 7248
Tel: 03 6326 6708

WANTS

Metroid II (Game Boy)
Mercenary Force (Game Boy)
Earthworm Jim (Game Boy)
Donkey Kong Land (Game Boy)

Killer Instinct 2 (SNES)

MechWarrior 3050 (SNES)

Super Mario Land (Game Boy) Sell
Donkey Kong Land (GB) Sell
Fl Race (Game Boy) Sell
Game Boy Carry Case Sell
Game Boy Adapter Sell
SNES Console
Honey Bee Controller SNES

Ultimate Mortal Kombat 3 (SNES)
Super Mario RPG (SNES)
PilotWings (SNES)
Street Fighter II Turbo (SNES)

Mortal Kombat 3 (SNES) no box swap
Any N64 game
PilotWings 64 (N64) (PAL)
Turok: Dinosaur Hunter (N64) (PAL)
(swappers near Adelaide, will sell for a reasonable offer)

Aaahh!!! Real Monsters (SNES) Buy
Super Star Wars (SNES) Buy
Super Empire Strikes Back (SNES) Buy

WWF King of the Ring (Game Boy)
WCW Super Brawl (SNES)
WWF Raw (SNES)

Mortal Kombat 2 (Game Boy)
Mega Man (Game Boy)
Mega Man 2 (Game Boy)
Zelda (Game Boy)

Mortal Kombat (SNES)
Mortal Kombat 3 (SNES)
Virtual Bart (SNES)
Super Mario All Stars (SNES) \$50
Super Mario Kart (SNES)
1 on 1 Jordan vs Bird (GB)
Tetris (Game Boy)
Mortal Kombat (SNES) \$30
Mortal Kombat II (SNES) \$50

Any WWF game (SNES)
WWF King of the Ring (Game Boy)
Donkey Kong Country 2 (SNES)

Yoshi's Island (SNES) Sell
Super Mario Kart (SNES) Sell
Killer Instinct (SNES) Sell

Any Power Ranger game (SNES) Swap
Super Game Boy (SNES/GB Hardware)
Mortal Kombat 2 (SNES)
Bubsy 2 (SNES)

Super Strike Eagle (SNES) \$35
Vegas Stakes (SNES) \$35
Super Chase HQ (SNES) \$30
All PAL (Price shown or reasonable offer)

Killer Instinct (SNES)
Mortal Kombat 3 (SNES)
Earthworm Jim II (SNES)
Donkey Kong Land (Game Boy)
Donkey Kong Land 2 (Game Boy)
Wario Land (Game Boy)

Super Mario World (SNES) \$30/Swap
Goof Troop (SNES) \$20/Swap
Dankey Kong (GB) \$20/Swap

SNES Console, Stereo cable, 2
Controllers, Micro Machines,
Nigel Mansell's World
Championship, Donkey Kong
Country 2, Super Mario Kart
(all SNES) \$210 ono

Super Mario Kart (SNES)
NBA Jam TE (SNES)
Final Fight 3 (SNES)

Super Mario All Stars (SNES) \$45
Lord of the Rings (SNES)
Fl Race (SNES)
True Lies (SNES)

Earthworm Jim 2 (SNES)
Donkey Kong Country (SNES)

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MR A MILLS
51 McNamara St, Queenstown, Tas 7467
Tel: 03 6471 2643

VICTORIA

SEDAR LONG
19 Armadale Ave, Melbourne, Vic 3174
Tel: 9798 3015

MegaMan X2 (SNES) Swap
MegaMan X3 (SNES) Swap
MegaMan 3 (Game Boy) Swap
Kirby's Fun Pak (SNES) Swap

Mortal Kombat 3 (SNES) \$50
Dragon (Bruce Lee) (SNES) \$70
Batman Forever (SNES) \$50

JACK ANGWIN
22 James St, Surrey Hills, Melbourne,
Vic 3127. Tel: 03 9836 7893

Bubsy the Bobcat (SNES)
Secret of Mana (SNES)
Donkey Kong Land 2 (Game Boy)

Plok (SNES) Swap
California Games (SNES) Swap

LIAM BANAGAN
18 Wilson Rd, Melton South, Vic 3338
Tel: 03 9747 9134

Doom (SNES)
Mortal Kombat 2 (SNES)
Donkey Kong Country 2 (SNES)

Super Adventure Island (SNES) Swap

BRETT PATTERSON
4 Somerset Drv, Mt. Martha, Vic 3934
Tel: 059 743447

Wolfenstein 3D (SNES)
Final Fight (SNES)
NHL '96 (SNES)

Super Mario Kart (SNES) \$50
Donkey Kong Country 2 (SNES) \$50
Starwing (SNES) \$40

RYAN CLARK
8 Jack Road, Cheltenham, Vic 3192
Tel: 9583 2655

Unirally (SNES)
Super Mario 4 (SNES)
Super Mario All Stars (SNES)
Super Mario RPG Legend of the 7 Stars (SNES)
Bubsy the Bobcat (SNES)
Kirby's Fun Pak (SNES)
Mario is Missing (SNES)
Mario's Time Machine (SNES)
Super Krusty's Fun House (SNES)
and any other game (SNES)

Michael Jordan: Chaos in the Windy City (SNES)
Starwing (SNES)
Super Mario World (SNES)

Mario and Yoshi (Game Boy) \$20
Super Mario Land 2 (GB) \$45
FIFA Soccer (SNES) \$20
Super Punch Out (SNES) \$50
Pop Up (Game Boy) \$8
Marble Madness (Game Boy) \$8
Big Hurt Baseball (Game Boy) \$40
F-1 Race (Game Boy) \$20
Donkey Kong Land (GB) \$35
Super Mario World (GB) \$20
World Cup (Game Boy) \$8
Golf (Game Boy) \$15
Tetris (Game Boy) \$8
Ferrari Grand Prix (GB) \$15

QUAN VU
98 Waverley Rd, Chadstone, Vic 3148
Tel: 03 9888 1885

Shadow Runners 2 (SNES)
Wolfenstein 3D (SNES)
NBA Jam Tournament Edition (SNES)

Syndicate (SNES) \$35/Swap
Total Carnage (SNES) \$15/Swap
Battletoads in Battlemaniacs (SNES) \$15/Swap
or 3 games for 2 of yours!

Victoria only

Star Wars (SNES)

BEN DEWHURST
RMS 994, Panoo Rd, Lockington, Vic 3563. Tel: 054 862292

Donkey Kong Country 3 (SNES)
Donkey Kong Country 2 (SNES)
Super Mario World (SNES)
Mario & Wario (SNES)
Super Mario RPG (SNES)

Star Wars (SNES)

CHRIS BRYAN
10 Little River Rd, Little River, Vic 3211
Tel: 05 2831523

Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)
Alien vs Predator (SNES)
Fist of the North Star (SNES)

Super Metroid (SNES)
The Rescue of Princess Blobette (Game Boy) Sell

TIM WONG
9 Tintern Rise, Glen Waverley, Vic 3150
Tel: 9561 2751

Illusion of Time (SNES)

Bubsy the Bobcat (SNES)

ANTHONY CHENEVIER
32 Clifton Gve, Coburg, Vic 3058
Tel: 9350 7301

Super Scope Gun (SNES Hardware)
Mega Man 7 (SNES)
Mortal Kombat (SNES)
ChronoTrigger (SNES)
Super Mario Kart (SNES)
Breath of Fire 2 (SNES)

Lethal Weapon (SNES) \$35

KEN FENN
Fenns Nursery, Ravenswood Rd, RSD L500, Lockwood, Vic 3539.
Tel: 054 353633

Killer Instinct (SNES)
Donkey Kong Country 2 (SNES)

Alien vs Predator (SNES)
\$45/Swap
Darius Twin (SNES) \$50/Swap
Street Fighter II (SNES) \$70/Swap

DAVID CAILLERI
8 Alaster Crt, Hampton Park, Vic 3976
Tel: 9799 0272

Secret of Evermore (SNES)

Donkey Kong Country 2 (SNES)
Swap

BRENDAN GREEN
48 Dalpura Circuit, Frankston North, Vic 3199. Tel: 03 9776 6616

Give 'n' Go (SNES)
NHL Hockey '96 (SNES)
Super Tennis (SNES)

Prince of Persia (SNES)
\$50/Swap (with converter)
Home Alone 2 (SNES) \$40/Swap
Street Fighter II (SNES)
\$45/Swap (with converter)

SIMON TURNER
6 Tylden Crt, Grovedale, Vic 3216
Tel: 052 441343
Victoria area only

Maximum Carnage (SNES)
Spiderman & X-Men (SNES)

Killer Instinct (SNES) Swap
Primal Rage (Game Boy) Swap
Battletoads (Game Boy) Swap

BEN HARBERTS
RMB 1885 Falls Rd, Narracan, Vic 3824
Tel: 03 5634 8253 after 4.00pm

Secret of Mana (SNES)
Donkey Kong Country (SNES)
Zelda 3 (SNES)
Super Mario All Stars (SNES)
Aero the Acrobat (SNES)
Unirally (SNES)
Vortex (SNES)
Stunt Race FX (SNES)
Super Bomberman, Magic Boy,
Super Mario World, Lamborghini,
American Tom & Jerry, Universal
Soldier, Pit Fighter, Home Alone 2
8 in 1 (with converter) (SNES)

DETAILS**WANTS**

PAUL BRADY
6 Winslow Crt, Keysborough, Melbourne, Alleyway (Game Boy)
Vic 3173. Tel: 03 9798 1691

MATT KRIESFELD
RMB 1165, Tatura, Vic 3616
Tel: 03 5854 8361

Aladdin (SNES)

Doom (SNES)

Earthworm Jim (Game Boy)

Earthworm Jim 2 (SNES)

Killer Instinct 2 (SNES)

Separation Anxiety (SNES)

Street Fighter II (Game Boy)

Super Mario Land (Game Boy)

Tetris 2 (Game Boy)

Toy Story (Game Boy)

Turtles in Time (SNES)

WILL SWAP/SELL

Nigel Mansell's World Championship (SNES)
\$55/Swap
Michael Jordan Chaos (SNES)
\$35/Swap
Mystic Quest (SNES) \$35/Swap
Krusty's Fun House (GB) \$30/Swap
Score Master Joystick (SNES) \$40/Swap
Or all for \$180

WESTERN AUSTRALIA

JAY HAGAN
PO Box 104, Armadale, WA 6112
Tel: 09 5255698

RICHARD PRESSER
Box 6, Grass Patch, WA 6446
Tel: 090 757064

PETER HARES
23 Pyrus Way, Forrestfield, Perth, WA 6058. Tel: 09 453 1190

FREDERIC FLOYD
3 Tor Place, City Beach, Perth, WA 6015
Tel: 285 7472

NINTENDO 64 (N64 Hardware)
Super Mario 64 (N64)
Cruisin' USA (N64)

DANIEL BROAD
31 Tewson Rd, Kelyscott, Perth, WA 6111
Tel: 390 7420

TRENT FROST
4 Wright Pl, Lake Grace, WA 6353
Tel: 098 651094

Super Mario Kart 64 (N64)
Action Replay (Hardware)

Lemmings (SNES)

Donkey Kong Country 3 (SNES)

Donald Duck in Maui Mallard (SNES)

Nintendo 64 (N64 Hardware)

Yoshi's Island (SNES) \$85

Super Mario Land 2 (Game Boy)

Turtles Tournament Fighter (SNES) \$60

Kirby's Dream Land (GB) \$20

LUKE BARNES
PO Box 256, Harvey, WA 6220
Tel: 097 292086

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Super Mario 64

Memory Card

Donkey Kong Land \$18

Kirby's Dream Land 2 \$18

Zelda: Link's Awakening \$18

Tetris \$10

Kirby's Dream Land \$10

Wario Blast \$14

F1 Race \$14

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ROBERT STOYKOVSKI
14A Balauna Way, Heathridge, Perth, WA 6027. Tel: 307 3802

PilotWings (SNES)

Donkey Kong Country (SNES)

Bubsy the Bobcat (SNES)

Super Mario All Stars (SNES)

Super Soccer (SNES) Swap

KEVIN GREEN
42 Sulphur Road, Parmelia, WA 6167
Tel: 09 419 2877

Mortal Kombat (SNES)

Mortal Kombat II (SNES)

Mortal Kombat 3 (SNES)

Ultimate Mortal Kombat 3 (SNES)

Yoshi's Island (SNES)

Donkey Kong Country (SNES)

Donkey Kong Country 2 (SNES)

Donkey Kong Country 3 (SNES)

Super Mario Kart (SNES)

Doom (SNES)

Battletoads (SNES)

Kirby's Fun Pak (SNES)

Super Mario RPG (SNES)

Super Scope Gun (SNES Hardware)

Boxed + manuals please

NEW ZEALAND

AMANDA KIBBLEWHITE
24 Embo St, Kew, Dunedin, NZ
Tel: 03 4877 124

Power Ranger (SNES)

Sailor Moon (SNES)

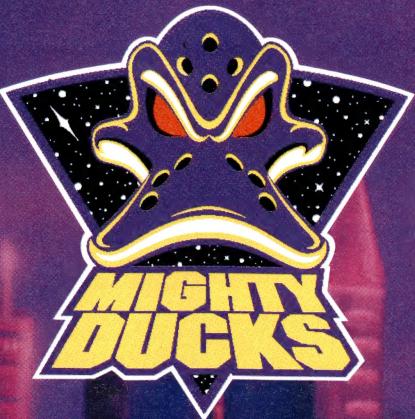
Tiny Toons (SNES)

Donkey Kong Country 2 (SNES)

Adventure Island (SNES)

Adventure Island 2 (SNES)

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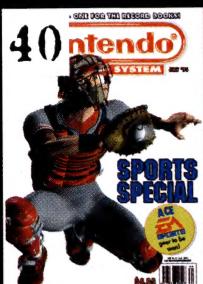
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ISSUE 38: May
SNES: NHL '96, Breath of Fire II, Final Fight 3, Weaponlord, Yoshi's Island, Tintin in Tibet, Doom. **GAME BOY:** Return of the Jedi, Tetris Blast. **ARCADE:** Killer Instinct 2. **N64:** PilotWings 64, Zelda 64, Super Mario Kart R, Wave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



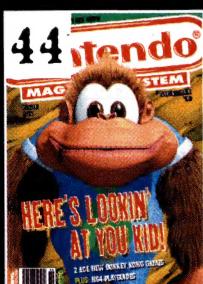
ISSUE 48: March
N64: Mario Kart 64, Shadows of the Empire, Turok: Dinosaur Hunter, Super Mario 64, PilotWings 64. **SNES:** Terranigma. **GAME BOY:** Donkey Kong Land 2. **FEATURES:** History of the N64, Melbourne Grand Prix.



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 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.



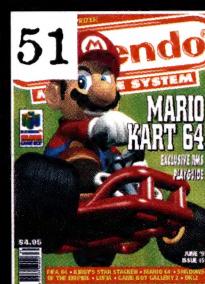
ISSUE 44: November
SNES: Donkey Kong Country 3, Kirby's Fun Pak, Power Pigs of the Dark Age, Wario's Woods, Mortal Kombat 3. **GAME BOY:** Donkey Kong Land 2. **N64:** Turok: Dinosaur Hunter, Super Mario 64, PilotWings 64.



ISSUE 50: May
N64: Legend of Zelda 64, Yoshi's Island 64, Dark Rift, Top Gear Rally, Mission: Impossible, Doom 64, Blast Corps, Wayne Gretzky's 3D Hockey, Hexen, Killer Instinct Gold, Cruis'n USA, Mortal Kombat Trilogy, Shadows of the Empire, Super Mario 64, PilotWings 64.



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 51: June
N64: Mario Kart 64, FIFA 64, Shadows of the Empire, Super Mario 64. **SNES:** Kirby's Star Stacker, Lufia. **GAME BOY:** Game Boy Gallery 2, Donkey Kong Land 2. **FEATURES:** The Lost World: Jurassic Park film feature.

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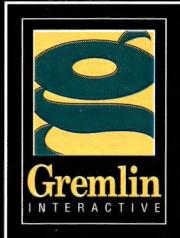
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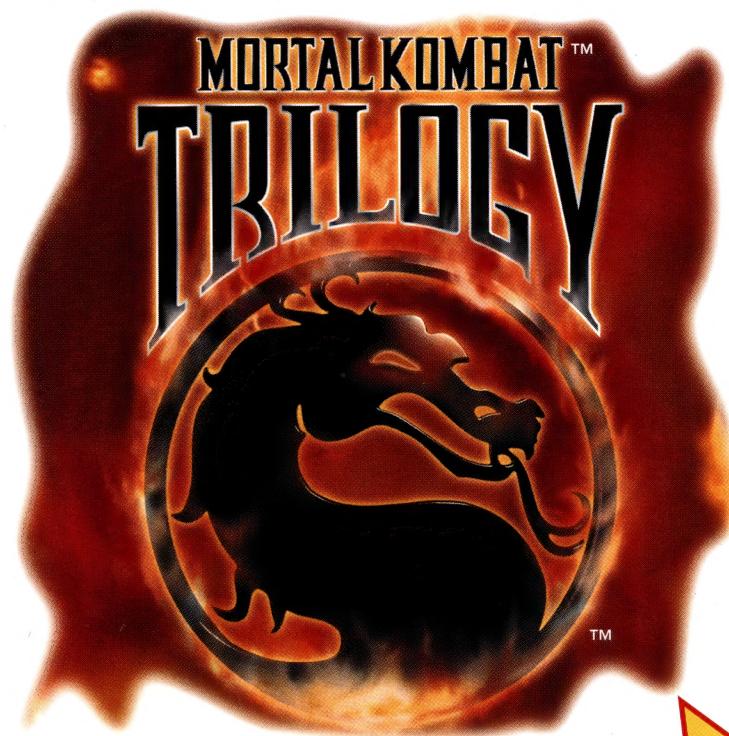
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