

COMPETITIONS!

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up front

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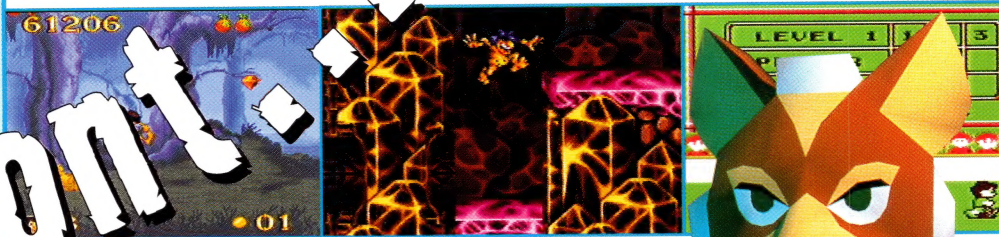
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Entries close by the end of the working day Friday
25th September 1997 unless otherwise stated. The
winning names will be printed in a future issue of
Nintendo Magazine System. Prizes are not
transferable nor are they redeemable in cash. The
judges decisions are final and no correspondence
will be entered into. Information on how to enter
forms part of these conditions of entry. Each contest
is a game of skill, not chance, and, as such all
entries will be judged on merit.



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bananas in this
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David Yarnton, Catherine Michael, Greg Arthurton &
Janine Baird at Nintendo Australia and Beth Llewellyn at
NOA; Tim Anderson at Madman and Jonathan Alley at
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& Hobby Agencies; Chris Cupples at Penline Mon-Ami;
Belinda Balkwell at Acme Merchandising; David Tolmer &
Emma Winter at Funtastic.

84 PAGES

This month we've grown to a massive 84 pages (that's a full 16 pages more) to pack in all the latest N64, Game Boy and SNES action. OK, we've had to up the price by a buck but we can't do this for free you know and we'll do our best to make sure it's worth it.

Games galore

We take a peak at Lylat Wars, Fox McCloud's latest adventure which comes with the Rumble Pak. Hexen also gets a thorough testing in the NMS labs and the first hockey game for the N64 is out too in the shape of Wayne Gretzky's 3D Hockey – we see if it cuts the ice. Our huge Mario playguide finally comes to an end too while the Turok maps carry on. We don't forget the other platforms though, as we review The Jungle Book and give you some hints for Prehistorik Man on the SNES. We also look at the latest Game Boy action – Tennis, Alleyway and Solar Striker. That should be more than enough to be going on with so turn the page and enjoy!

LYLAT WARS

Fox McCloud is back and he's ready to shake rattle and roll with the Rumble Pak. We preview Nintendo's space-faring adventure.



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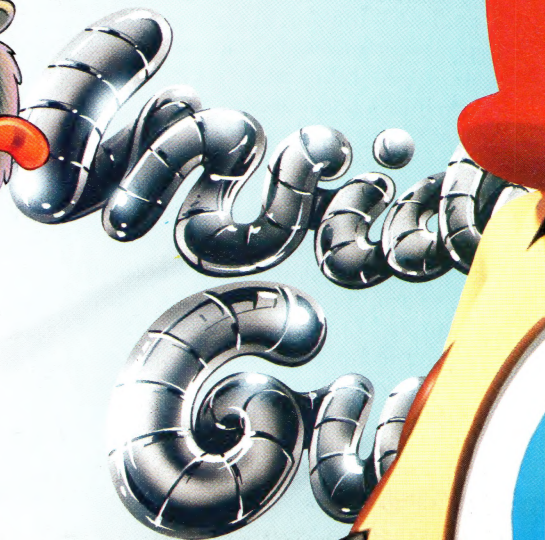
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Tired of it? Then get shot if it!



NEWS

SHORT STORIES

LAMBORGHINI GOES BACK TO 4

Having concentrated all their efforts and all the N64's capability into the graphics for this title, Titus have now found enough room left to reinstate the previously dropped multiplayer option into **Lamborghini 64**. This was apparently in response to testing out player reactions to proposed features in their eagerly-awaited road racing game, and doubtless a peek at the many racing titles in competition. **Lamborghini 64** is expected out in Australia about October.

PUZZLE TIME

Just as Tetrisphere breaks onto the N64 we're hearing of further puzzle games that are about to add to the frustration of N64 players everywhere. **Puyo Puyo Sun 64** is scheduled for release in Japan in October and promises to be both Rumble Pak compatible and feature playing modes for one to 16 players (taking turns of course!). The emphasis will be on pure puzzling, with graphics and technological developments taking a back seat, but developers Compile have produced a range of puzzle games before, so it promises to be good. We don't know when this will appear in Australia (or if it will at all) but for puzzle players it would be welcome if it did.

WINTER OLYMPICS

Konami are currently developing an N64 Winter Olympics title, based on the Japanese Nagano site which will host the games early next year. They plan to feature all the main events (skiing, slalom, speed skating, luge, ski jumping, etc) in as realistic a setting as anyone's yet seen in such a title.

Mario Bros to Ride Again?

Super Mario 64 II is in development and will feature a two-player option which will mean the return of Mario's brother Luigi. Nintendo are aiming to make Super Mario 64 II even bigger and better than Super Mario 64, which won acclaim around the world.

Super Mario 64 II will be released for the 64DD in Japan some time in the second half of next year so it should reach Australia in early 1999. Luigi won't be the only character to be resurrected, others may be playable too; it could also mean that the game will support more

than two players at a time.

Many gamers spent hours hunting for Luigi in SM64, convinced that he must be there somewhere. Shigeru Miyamoto, Mario's creator, said last year that Luigi *had* been written into the game as a bonus level but that space limitations had forced him to be dropped from the final release.



Rumble Pak Remixes Shake Japan

Rumble Pak compatible versions of **Super Mario 64** and **Wave Race 64** have been released in Japan to mixed reviews. The two games also have other very slight changes.

The rumbling in Super Mario 64 is quite subtle – the Pak buzzes when Mario bumps into walls, falls or slides. It'll also give a bit more of a kick to hits from enemies, and because the effect is infrequent it seems to be all the more effective.

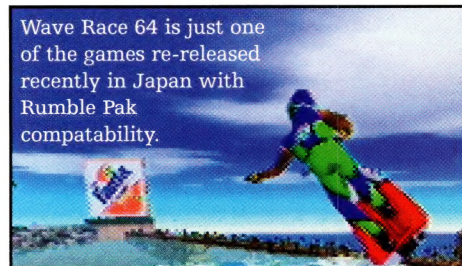
Wave Race 64, however, uses the Pak almost continuously with every wave and collision emphasised. The device never seems to stop and it has received some criticism for this. The game also has a couple of new features in addition to its Rumble Pak compatibility. Some new music and sound effects have been added and a ghost dolphin appears in the time trial and two-player modes to mark the previous best time on the course.

At the moment there's no news about a US or Australian release date for either game, or about the re-release of other games such as *Shadows of the Empire*, *Mario Kart* or *Cruis'n USA*.

Acclaim's **Turok: Dinosaur Hunter** may also soon be receiving the Rumble Pak treatment. Turok is being re-issued to retailers in the States for the Christmas period and Mike Myers of Acclaim said that nothing was definite yet, although it might be cheaper and it might be Rumble Pak compatible.

Turn to page 23 for a look at the Rumble Pak and its games.

Wave Race 64 is just one of the games re-released recently in Japan with Rumble Pak compatibility.



What price a 64DD?

In an interview in Japanese magazine Dengeki, Nintendo's Shigeru Miyamoto has revealed that the price for the 64DD in Japan will be about US\$120. "We are now at a point where CD-game platforms are under US\$200" Miyamoto said, "and by the time the 64DD comes out, some other consoles may be as low as US\$145, but the 64DD will be around US\$120". No pricing has been announced for any other territory but Nintendo seems keen to keep the price for the add-on unit lower than the '64 itself. The total system would come in at under US\$300, closely competitive with the launch prices of the PlayStation (US\$299) and Saturn (US\$399).

Miyamoto also revealed that work on **Mario Paint 64** and **Fire Emblem 64**, two of the 20 64DD games in development, is progressing well. He emphasised the need for a good number of games to be released with the 64DD. Mario Paint 64 has reached the stage where pictures can be drawn and edited, much like its SNES predecessor. He also hinted at some kind of remote control input device, but dismissed suggestions of a mouse and mysteriously described the new device as "something everyone can enjoy". Fire Emblem 64 is in the planning stages still because the programmers are pushing ahead with **Mario RPG 2**. Let's hope this reaches our shores unlike its predecessor.

Mortal Kombat 4 smashes into US Arcades

Midway is showing off in the States with their almost-complete arcade version of **Mortal Kombat 4**. Although still unfinished, the US developers wanted to test out the latest version in real playing situations.

The game will feature 15 characters, including six hidden ones, and some of the old gang will be amongst the line up, including Sonya, Sub-Zero and Rayden. Characters can now make use of weapons, including a sword, hammer, fireball and axe, but these need to be controlled as a carefully-aimed blow can knock a weapon from your character's hands and there's nothing more dangerous than a flying hammer!

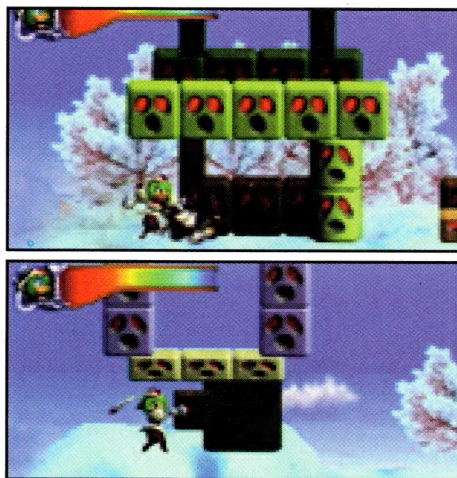
Arcade machines make use of some pretty advanced technologies and Midway's 'Zeus' engine, on which the game runs, is powerful enough to give a full 3D feel. Camera viewpoints follow the action throughout, and the depth of the action is increased over previous titles with a flatter look and feel.

There's still no firm news of when the N64 version will be released, but expect some news on this by the end of the year, with a probable release in late '98.



Making Mischief

It was called 'Yuke Yuke Troublemakers' in Japan, but apparently the translation to **Mischief Makers** for the rest of the world has caused less difficulties that was first thought and we can expect to see this here in October or November.



Mischief Makers is a side-scrolling 2D adventure featuring a robot who has to rescue her creator from the clutches of an evil emperor. Five different worlds, each with 12 stages have to be crossed to get to the goal.

All this will sound familiar to those of you who've played the SNES for so long, and there doesn't appear to be anything too radical about the graphics, but the N64 has been lacking this sort of playing experience and it could be a useful addition to the N64 stable. The gameplay is the real selling point in this title, with a mix of puzzle and platform-like action.



Born Slippy?

Then check out next month's NMS as we review Fox McCloud's latest adventures in **Lylat Wars** for the N64.

Plus...

Conker's Quest
Banjo-Kazooie
GoldenEye 007
War Gods
Doom 64
Tetrisphere
Turok: Dinosaur Hunter
Prehistorik Man
NBA Hang Time

and much more in 84 packed pages...



NMS. Get in the Space Race.
October issue on sale
25th September.

EA Touchdown

Sports sims on the N64 promise to throw up some tasty titles in the next few months. Early scorers in the game are EA, whose American Football title **Madden 64** looks set to make many forget FIFA 64's lesser aspects and gush over the promised gorgeous graphics.

Madden is set for release in the US before Christmas, and leads EA's expected return to the forefront of sporting titles on the N64. They're expected to follow with **FIFA: Road to World Cup '98** before the end of the year, with **NBA Live**, **NHL '98**, **NASCAR**, **March Madness**, **NCAA Football** and **Triple Play** all coming up in the new year. We don't have too many details as we go to press, but we'll bring you screen shots and news of releases as soon as we get hold of anything.



Death or Gory boys!

Enter this dark, often satanic world, with menacing monsters and horrific scenarios – all in realistic 3D. **Quake's** 3D engine allows players to move freely and realistically within multiple levels of an area, allowing for awesome one-player levels and two-player deathmatch modes. Using an arsenal of weapons ranging from a double-barrelled shotgun to a nail-gun, or a missile launcher to a lightning rod, and even an extremely nasty grenade launcher – just imagine the ensuing carnage with blood and guts flying everywhere when you meet your 'realistic-looking' enemies! Hot on the heels of Doom 64, the boys at Midway Home Entertainment are sure to be on to another winner with this one.

COMPETITION WINNERS

VOLCANO COMP

20th Century Fox and Hoyt Cinemas let us have a whole bunch of Volcano goodies including free tickets to the film. The answers were: 1a, 2b, 3b.

The lucky winners are:

Brock Anderson, Vic
Gary Clementson, WA
Jess Stewart, NSW
James Nelson, NSW
Chris Flavelle, Vic

BLAST CORPS/CONTROLLER PAK COMP

Nintendo gave us six copies of Blast Corps and six Controller Paks to give away. The answers were: 1a, 2c, 3a. The winners are:

Chris Regan, WA
Marcus Mason, ACT
Jamie Marasco, Vic
Michael Ong, NSW
Matthew Webb, Tas
Luke Piper, Vic

MORTAL KOMBAT TRILOGY COMP

GT Interactive sent us six copies of MKT. The answers were: 1a, 2c, 3c and those about to start beating up their mates are:

Ben Gilmore, WA
Daniel Dyson, Vic
Thomas Walenkamp, NSW
Matthew Butler, W
Dan Robbins, Qld
Hinda Chau, Vic

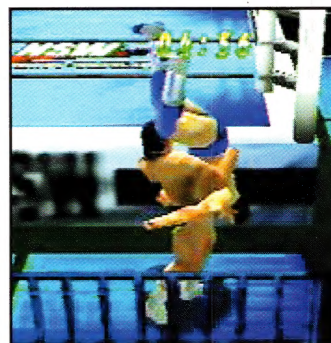


WCW vs. NWO: World Tour

So can you tell a WCO from a NWO? Whether any of that really matters might become clear later in the year when T•HQ release

this 3D polygon-based fighter/wrestler sim. It promises to feature all the top wrestlers you could want (over 60 are proposed), each with speciality moves and characteristics; a multiplayer option for up to four players and at least four different modes of play, including Tournament, Team Tag, Versus and Battle Royal. There's also the option to devise your own contests.

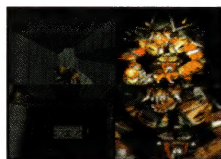
These images make it look as good as earlier promised, and when we get our hands on the controls we'll let you know which (WCO or NWO) is the tops.



Is the hunt finally over?

Another title in the making is **Quest 64**, Imagineer's RPG game that's currently in development. It features a guardian of mankind as he strides through many lands in a quest for er... something or other, and promises to satisfy RPG-ers who've been hungry for something to satisfy their craving since the N64 first came out.





"Hey. You're the disease and I'm the cure."

Duke Nukem 3D is nearing completion and the game looks even better than its PC ancestor. The PC version was the only Doom clone to improve on the original and this looks far better. The humour is all there, the levels and enemies have been given a quick polish to make them 64 standard and 7 new levels have been added. Duke has to save all the Earthbabes from Alien scum and he has an awesome arsenal to do it with. You can also play 4-player death matches, even against three CPU controlled players.

Body Harvest

Evil aliens, who planted the human race as perfect food, are now ready to reap what they have sown! So goes the background story to DMA Design's xenophobic N64 game, **Body Harvest**. The action is part third-person shoot-em-up, part driving and part combat strategy. This game is astounding with at least 130 air, land and sea vehicles to choose from which are used to rescue humans from the clutches of nasty aliens.



NINTENDO 64 THE LIST

EVERY N64 GAME IN DEVELOPMENT

The List includes all the N64 games that we've been told, reasonably reliably, may be in development. A lot of these titles may change name, release date or may fade away into nothing but all details are correct as we go to press. The release dates given, unless otherwise stated, are for Australia. US and Japanese dates have been given where no Oz dates are available. Q means quarter of the year, so US Q1 '98 means the game will be released in the US in the first three months of next year.

GAME TITLE	DEVELOPER	RELEASE DATE						
7th Legion	GTI/Epic Megagames	US Q1/2 '98	Final Round 64 (Golf)	Konami	TBA	Pachinko World 64	TBA	US '98
64 Oozumo	Bottom Up	Jap Q3/4 '97	Fire Emblem 64	Nintendo	TBA	PilotWings 64	Nintendo	Out Now
Acclaim Fighter	Acclaim	US '98	Fishing	Nintendo	TBA	PilotWings 2	Paradigm	US Q1 '98
Actua Golf	Interplay	US '98	Flights of the UN	Paradigm Ent	US '98	Pocket Monster 64	Nintendo	US Mar '98
Art of Fighting Twin	Culture Brain	US Q4 '97	Forsaken	Acclaim	US '98	POD	Ubi Soft	TBA
Aero Fighters Assault	Mc O'River, Inc	US Oct '97	Freak Boy	Virgin	US Q1 '98	Power Pro Baseball 64	Konami	Jap Out Now
Battle Dancers	Konami	US Q1 '98	F-Zero 64	Nintendo	US Q1 '98	Quake 64	Midway	US Q3 '97
Banjo-Kazooie	Nintendo/Rare	December '97	Grand Prix Race	Paradigm Ent	US Dec '97	Quest 64	THQ	US Q1 '98
Bio Freaks	Midway	US '98	GoldenEye 007	Nintendo	November '97	Quest for Camelot	Titus	US Q1 '98
Blade and Barrel	GTI	TBA	Golf	Nintendo	TBA	Raze	Interplay	US Q4 '97
Blast Corps	Nintendo	Out Now	Golgo 13	Vic Tokai	US '98	Rev Limit	Seta	US Q1 '98
Body Harvest	Nintendo/DMA Design	US Q4 '97	Hexen	GT Interactive	Out Now	Robotech: Crystal Dreams	Gametek	November '97
Body Count	Nintendo	TBA	ISS 64	Konami	Out Now	Robotron 64	Midway	October '97
Bombberman 64	Hudson	US Q4 '97	Jeopardy 64	Gametek	November '97	Roto Gunners	TecMagik	TBA
Buggie Boogie	Nintendo	US '98	Joust 64	Midway	October '97	San Francisco Rush	Atari Games	US Oct '97
Cabbage (64DD)	Nintendo	US Q3/4 '98	Jungle Strike 64	EA	TBA	Shadow Warrior	GTInteractive/Apogee	US '98
Cavalry Battle 3000	Japan Supply System	TBA	Jurassic Park 2: Last World	Dreamworks	TBA	Silicon Valley	BMG	US '98
Chameleon Twist	Nihon System Supply	Jap Q3 '97	Ken Griffey, Jr. Baseball	Nintendo	US Sep '97	Sim City	Maxis	TBA
Clay Fighter 63 1/3	Interplay	Out Now	Killer Instinct Gold	Nintendo	Out Now	Sim City 2000 (64DD)	Imagineer	TBA
Climber	Nintendo	TBA	Kindaichi Shonen no Jikenbo	Hudson	TBA	Soccer 64	Hudson	Jap Q4 '97
Condemned	Acclaim	TBA	Kirby's Air Ride	Nintendo	TBA	Space Circus	Ocean	US '98
Command & Conquer 3D	Westwood Studios	TBA	Lamborghini 64	Titus	US Sep '97	Star Wars: Shadows of the Empire	Nintendo	Out Now
Conker's Quest	Rare	US Dec '97	Legion X	Hudson	US Sep '97	Street Fighter 3	Capcom	US Q2 '98
Creator (64DD)	Software Creations	TBA	Legend of Zelda 64 (Cart)	Nintendo	US Q1 '98	Suikoden	Konami	TBA
Cruis'n USA	Midway	Out Now	Legend of Zelda 64 (Disk)	Nintendo	US Q2/3 '98	Superman 64	Titus	US Nov '97
Cruis'n World	Midway	US Q4 '97	Legend of the Mystical Ninja 64	Konami	US Dec '97	Super Mario RPG 2	Nintendo	TBA
Cu-On-Pa	T&E	TBA	Lode Runner	Bandai	TBA	Super Mario 64	Nintendo	Out Now
Daikatana	Ion Storm	US '98	Lylat Wars	Nintendo	Out Now	Super Mario 64 II	Nintendo	TBA
Dark Rift	Vic Tokai	US Out Now	Mace: The Dark Ages	Atari Games	US Sep '97	Tetrisphere	Nintendo	Out Now
Dead Ahead	Potical Entertainment	TBA	Mal-Jong Master	Konami	Jap Out Now	Tokan Road	Hudson	Jap Q4 '97
Deadly Honor	TecMagik	TBA	Mahou Seiki Eruteiru	Imagineer	Jap Q4 '97	Tonic Trouble	UbiSoft	US '98
Diablo	Blizzard	TBA	Mario Paint 64 (64DD)	Nintendo	US Mar '98	Top Gear Rally	Kemco	US Sept '97
Donkey Kong Country 64	Nintendo	TBA	Mario Kart 64	Nintendo	Out Now	Turok: Dinosaur Hunter	Acclaim	Out Now
Doom 64	Midway	October '97	Metroid 64	Nintendo	TBA	Turok 2	Acclaim	US Q2 '98
Doraemon	Epoch	Jap Out Now	Mission Impossible	Ocean	January '98	Turrican 64	Factor 5	US '98
Dracula X (Castlevania 64)	Konami	US Q4	Mortal Kombat Trilogy	Midway	Out Now	Ultra Battle Royal	Asmik	TBA
Dragon Quest 7	Enix	TBA	MK Mythologies: Sub-Zero	Midway	December '97	Ultra Descent	Interplay	US Q3/4 '97
Dual Heroes	Hudson Soft	US Q4	MLBPA Bottom of the 9th	Konami	TBA	Unreal	GTI/Epic Megagames	US Q1/2 '98
Duke Forever	GTI	US '98	Monster Dunk	Mindscape	TBA	Vandal Hearts	Konami	TBA
Duke Nukem 3D	GTI	December '97	Mortal Kombat 4	Midway	US Oct '98	VR Golf	Interplay	US Q4 '97
Dynamite Soccer	Imagineer	TBA	Mr. Tank	GT Interactive	TBA	War Gods	Midway	Out Now
Earthbound 64 (64DD)	Nintendo	US Mar '98	Multi Racing Championship	Ocean	October '97	Wave Race 64	Nintendo	Out Now
Earthworm Jim 3D	Interplay	US '98	Mischief Makers	Treasure	November '97	Wayne Gretzky's 3D Hockey	Midway	Out Now
Extreme-G	Acclaim	November '97	NBA Hang Time	Midway	Out Now	WWF Wrestling '98	Acclaim	TBA
F1 Pole Position	Ubi Soft	US Oct '97	NBA In the Zone '98	Konami	US Dec '97	Wheel of Fortune	Gametek	November '97
FIFA Soccer '97	EA	Out Now	NFL Blitz	Midway	US Q1/2 '98	Wild Choppers	Seta	US Q1 '98
FIFA: Road to World Cup '98	EA	US Dec '97	NHL Breakaway '98	Acclaim	US '98	WCW Vs. NWO: World Tour	THQ	US Q3 '97
			NFL Quarterback Club '98	Acclaim	US Nov '97	Yoshi's Island 64	Nintendo	US Q4 '97
			Ogre Battle	Quest	TBA	Yuke Yuke Trouble Makers	Enix/Treasure	Jap Out Now



UNLESS

you've been on Tatooine for the last six months

you'll have noticed that Star Wars has been enjoying a bit of a revival. George Lucas re-mastered and then re-released the three classic films a few months ago which sparked off a huge train of merchandise (not to mention the excellent new N64 title Shadows of the Empire). Not to be left off this eternal bandwagon, we've been hard at work collecting the ultimate bundle of Star Wars goodies to give away to a few lucky readers. We've got toys and calendars and ring binders and keychains and T-shirts and model kits and... the list goes on.

All you've got to do is check out which of the compos you'd like to enter (you can go for as many or as few as you'd like) then fill in your answers on the form over the page. Then add all your name and address details and post it off to reach us by 25th September 1997. The first correct entries pulled out of the dark helmet for each compo will win the prizes listed and we'll print all the winning names, together with the answers, in a future issue.

Thanks to all the companies who've helped us gather all this together and good luck to you lot!

May the Force be with you!

STAR WARS

STAR WARS

compo 1

calendars & diaries

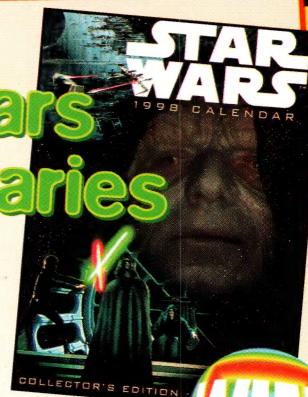
Prizes:

- 5 Star Wars Wall Calendars
- 5 Star Wars Day-to-Day Calendars

Thanks to **The Ink Group** you'll always know where and when you are with these great 1998 Star Wars calendars and we've got five of each to give away!

The Star Wars Wall Calendar is a large format job in full-colour focusing on the most famous battle sequences from the Star Wars trilogy. The calendar also features superb images and illustrations, plus heaps of informative text – it's a real collector's edition. It usually costs \$24.95 (\$29.95 in NZ).

The Star Wars Day-to-Day Calendar is terrific value, featuring a galactic adventure for every weekday and weekend – some in full colour. It covers all the action from Star Wars, The Empire Strikes Back and Return of the Jedi. This action-packed calendar will set you back \$19.95 in the shops (\$23.95 in NZ).



compo 2

Prizes:

- 2 '20 Years' T-shirts
- 2 Space Battle Long Sleeve T-shirts
- 2 '20 Years' Caps

Acme Merchandising has been producing Star Wars T-shirts for several years now and they've still got a wide range of stuff on offer. Whether it's traditional iron-on transfer T's (that take you back to 1977) or all-over designs and jumbo prints, the entire cast are featured on a variety of colours to suit fans of all ages and sizes.

Acme have chosen three of their most popular items to give away here, two of which commemorate the recent 20th anniversary. You'll be able to buy these from most department stores and gift and specialty stores but if you answer the question on the form you might be the lucky owner of one of them for absolutely nothing!



t-shirts & caps

R

TM

Compo 5 toys & action figures

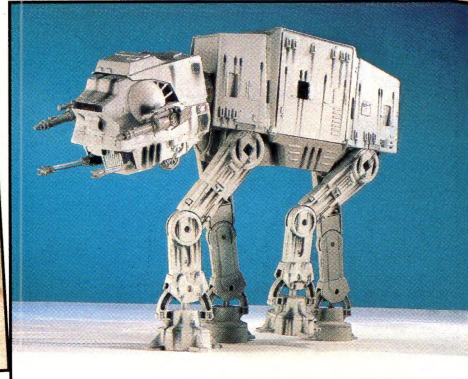
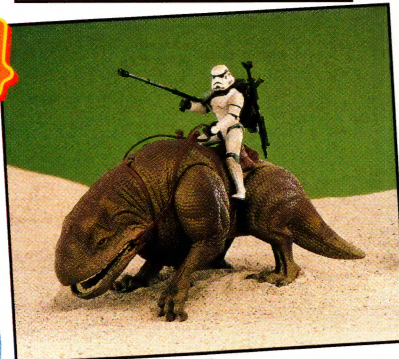
Prizes:
 3 At-At Vehicles
 10 Beasts
 10 Figures

Hasbro Australia have a brilliant range of Kenner Star Wars toys available soon and they've let us have some of the best. The three first prize winners in this compo will score themselves an excellent At-At Vehicle, the 10 second prize winners will get a great Star Wars Beast and the 10 runners-up will win an authentic Star Wars Character Figure. The Beasts and the Figures are out to buy this month and you should see the At-At in the shops in October. You'll be able to find them in most major toy & hobby retailers, department stores and local toy stores.

The At-At Vehicles usually cost \$169 in the shops and this fearsome Imperial Walker has poseable legs, manually reciprocating guns and electronic lights. It also features 8 different electronic phases and sounds, 2 positionable projectile launchers, a manually operated winch, a remote operated head that pivots, and a light-up, electronically triggered 'holographic' transparency of Darth Vader inside the passenger bay. With each Walker you'll also get an At-At Driver and an At-At Commander figure, both of whom fit in the cockpit.

Each of the Beasts (which will usually cost \$29.95) are authentic creatures from the legendary movie saga and come with exclusive 'ready for action' figures and each one has authentic movie action for added play.

The Star Wars Figures (worth \$11.95) are authentically detailed heroes, villains, creatures and droids from the movies and they each have authentic weapons and accessories plus character statistics.



Compo 3

Prizes:
 6 Star Wars School Kit Packs

Funtastic have let us have six great School Kit Packs that are made up of a pile of their ace Star Wars stuff and would cost you getting on for 40 bucks in the shops. Each one includes one of the following: 1 School Kit (pencil case, pencil, pencil sharpener, eraser, ruler), 1 Telephone Book and Pencil, 1 A4 Spiral Notepad, 1 2-Ring Binder, 1 Diecut Eraser, 1 Lockable Diary. This stuff's a necessity to get you through another boring school year and you're sure to be the envy of all your mates.



school gear

Compo 4

Prizes:
 200 Star Wars Ball Point Pens

These smart Star Wars Ball Point Pens have great SW artwork covering them and they come in four different designs. You can buy them in most newsagencies and supermarkets for about \$2 but

Penline Mon-Ami have let us have 200 of 'em!

pens



Star Wars property TM and © 1997 Lucasfilm Ltd. All Rights Reserved.

compo 6

Prizes:

- 3 Speeder Bike Model Kits
- 3 A-Wing Fighter Model Kits
- 3 Y-Wing Fighter Model Kits

Available in Toys "R" Us, K Mart, Big W, plus hobby shops and all good toy stores, these excellent Model Kits from **Toy & Hobby Agencies** will keep you quiet for ages. The A-Wing Fighter kit (usually about \$25) is designed for the first time builder from 8 years upwards and can be assembled without glue. With over 20 parts, including a clear display stand, this model is simple enough for a beginner to enjoy and with fully detailed features will satisfy the more advanced builder too.

The Y-Wing Fighter (also around \$25) is the companion to the infamous X-Wing and part of the Rebel Forces' squadron of fighters from the original film, and can be assembled by simply snapping the parts together. With over 20 parts and a clear display stand the Y-Wing Fighter is suitable for all model builders.

The Speeder Bike first appeared in 'Return of the Jedi' and was used by Imperial Scout troops to patrol the Moon of Endor. This kit replicates in

stunning detail, complete with directional flight controls, a classic piece of Star Wars hardware and a realistic Scout Trooper is also included for seating on the Bike. With over 70 parts and requiring medium skill levels to complete, including gluing and painting, this is a perfect addition the Star Wars fan's collection.



Compo 7

Prizes:

- 12 Cool Sounds Pens
- 12 Keychains
- 6 Darth Vader Voice Changers
- 6 Millennium Falcon Challenges

Croner Tyco Toys have let us have some brilliant bits of Star Wars gadgetry. These are all great fun and make really clever use of the SW license. The Cool Sounds Pens usually cost \$16 and each design has four great Star Wars sounds and authentic phrases. The Keychains are worth nearly 10 bucks and there are loads of different types to collect and each character has different sound effects or light-up pieces.

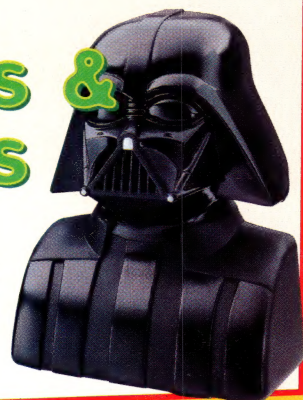
The Darth Vader Voice Changer is a fab gadget that transforms your voice to make you sound like the Dark Lord himself. Just press the button and speak into the microphone to terrorise your friends and family. Usually \$34.95 in the shops, we've got six to give away here.

Also worth \$34.95 are the Millennium Falcon Challenge LCD games and we've got six of these too. Hold the fastest ship in the galaxy in the palm of your hand as you battle your way across the sector!

All these bits and pieces are available at KMart, World 4 Kids, Myer-Grace Bros, Toys "R" Us, Target and selected Toyworld stores but our winners will get one of them for the price of a stamp!



toys & gadgets



model kits



your details...

Name: _____

Address: _____

Town/City: _____

State: _____ Postcode: _____

Phone: _____

Age: _____ T-shirt size: _____

Compo 1 - How much is the Star Wars Day-to-Day Calendar in New Zealand? _____

Compo 2 - Which company produces the Star Wars T-shirts we're giving away? _____

Compo 3 - How many pencils are there in a complete Star Wars School Kit Pack? _____

Compo 4 - How many Star Wars Pens have we got up for grabs? _____

Compo 5 - Which toy has a 'holographic' Darth Vader transparency in the cockpit? _____

Compo 6 - In which Star Wars film did the Speeder Bike first appear? _____

Compo 7 - What ship is the Star Wars LCD game modelled on? _____

entry form



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

send to:

ESSENTIAL MANGA

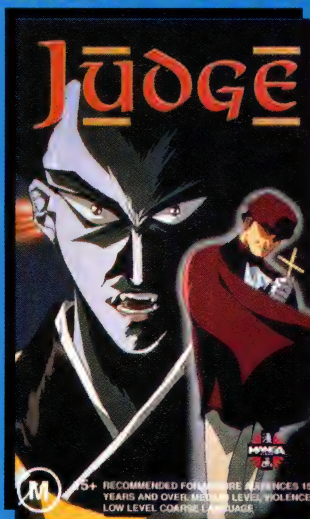
If you don't have these Manga videos on your shelf - WHY NOT?!



MONSTER CITY

... from the creators of Wicked City

\$29.95
rrp



JUDGE

... a sinister thriller where what goes around, comes around!

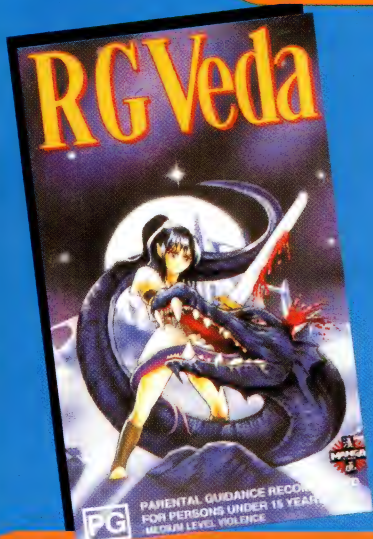
\$29.95
rrp



3X3 EYES

...5 part series that concludes with the ultimate battle.

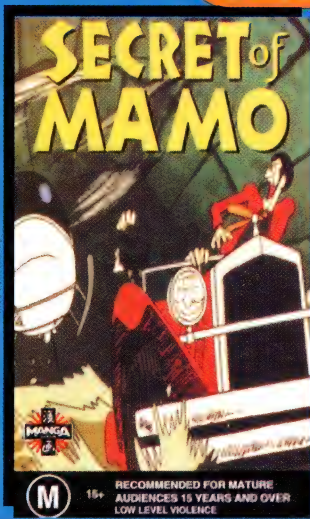
\$24.95
rrp



RG VEDA

...a supernatural adventure to defeat the powers of evil.

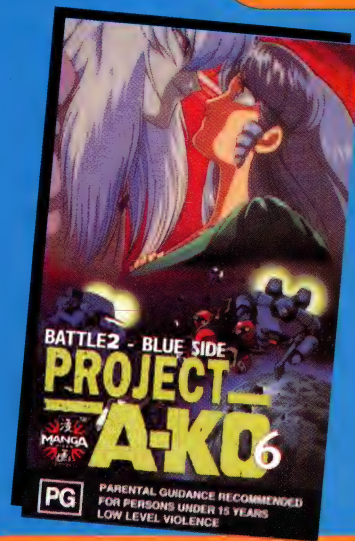
\$29.95
rrp



SECRET OF MAMO

...Part 2 in the Monkey Punch series starring Wolf (alias Lupin III), the world's greatest thief - top rate comedy adventure.

\$29.95
rrp



PROJECT A-KO

...6 part comedy series featuring 3 schoolgirls and their explosive high jinx.

\$24.95
rrp



Available at all good Manga video retailers.

Distributed by PolyGram Video, PO Box 17, Millers Point, NSW, 2000

PolyGram Video

Competition

Excellent Broken Arrow Flight Jacket and 33 videos to be won!

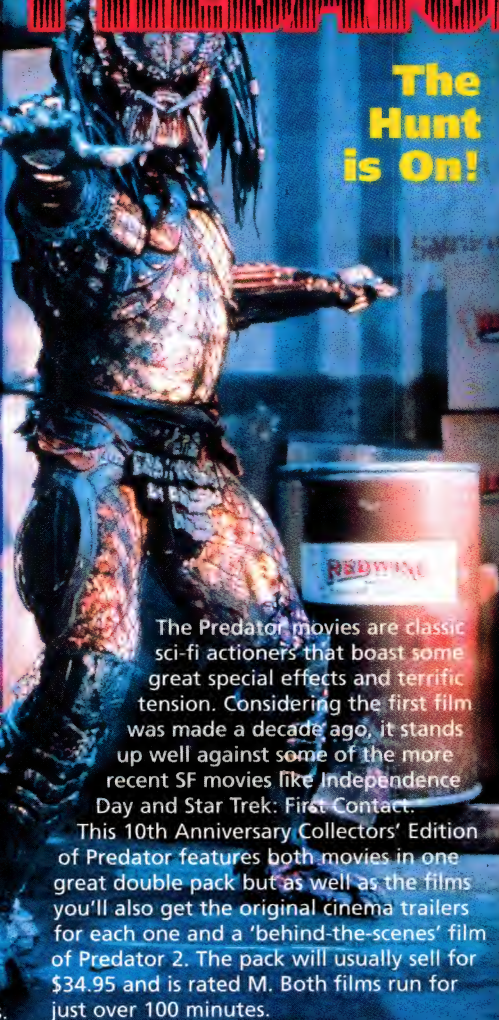
The movie maestros over at 20th Century Fox unleashed a clutch of great new action films on video last month and now you can be part of the action too. The 10th Anniversary Collectors' Edition of Predator, the Speed special edition and last year's smash Broken Arrow are all out to buy now but, along with 20th Century Fox, we're giving you the chance to win them all for absolutely nothing! But that's not it - the guys at Fox have also let us have a great Broken Arrow flight jacket that's worth \$200 to give to our first prize winner!



PREDATOR

The Hunt is On!

The Predator saga started in 1987 when we saw a crack team of soldiers in the jungle who find themselves hunted down by a highly intelligent foe. Arnold Schwarzenegger heads up the cast in this cult SF action film directed by John McTiernan. Predator 2 (made 3 years later) is quite a different movie even though it has the same bad guys as the first. This time we're in downtown LA and the new Predator soon turns up to wreak havoc. Danny Glover is our hero this time and the director's chair is ably filled by Aussie Stephen Hopkins.



The Predator movies are classic sci-fi actioners that boast some great special effects and terrific tension. Considering the first film was made a decade ago, it stands up well against some of the more recent SF movies like Independence Day and Star Trek: First Contact.

This 10th Anniversary Collectors' Edition of Predator features both movies in one great double pack but as well as the films you'll also get the original cinema trailers for each one and a 'behind-the-scenes' film of Predator 2. The pack will usually sell for \$34.95 and is rated M. Both films run for just over 100 minutes.

BROKEN ARROW

Prepare to Go Ballistic!

Stacks of special effects and some jaw-dropping stunts take us on another all-action journey as good defeats bad and saves the world from nuclear disaster. Travolta and Slater are old hands at the action movie game and they both keep Broken Arrow moving along at a cracking pace with plenty of smart quips and witty ripostes. Rated M, it's about 104 minutes and will cost you \$24.95 if you buy it in the shops. Just like our other offerings, the tape also contains some great 'behind-the-scenes' footage.

Broken Arrow is the most recent of this batch of films and it stars John Travolta as renegade fighter jock Vic Deakins and Christian Slater as his protégé Riley Hale. Released here in March last year it took \$8 million at the Australian box office and hit the number 1 spot on the rental charts, staying in the top 40 for 16 weeks!

The story sees our heroes on a top secret mission in a top secret aircraft carrying top secret nuclear warheads. It all goes horribly wrong when Hale releases that Deakins is behind a plot to hijack the warheads and he has to use all the skills his mentor taught him in order to beat him at his own game.

Prizes

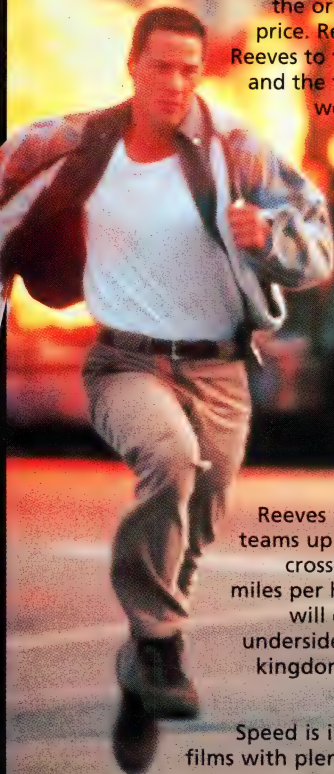


Take a look at our reviews of each of the films here then answer the questions on the form below and fill in all your name and address details too. Post the form off to us by 25th September 1997 and you might be one of the lucky winners. The first name pulled out of the nuclear bunker will win the star prize of the Broken Arrow flight jacket along with a copy of each vid while the ten runners-up will get themselves one of each of the videos.

SPEED

Get Ready for Rush Hour!

The sequel to this excellent action film is out at the end of this month and to celebrate, 20th Century Fox have brought out the original again on video at a reduced price. Released in 1994, Speed shot Keanu Reeves to fame as an action hero for the 90s and the film took an amazing \$112 million worldwide and nearly \$17 million in Australia alone.



Reeves plays a SWAT team specialist who teams up with Sandra Bullock to prevent a cross-city bus from dropping below 50 miles per hour. If they fail, a hidden switch will detonate a bomb attached to the underside of the bus and blow them all to kingdom come, thanks to the work of all round bad guy Dennis Hopper.

Speed is in the tradition of the best action films with plenty of thrills and spills and death-defying stunts. It's a non-stop roller coaster of a ride that'll have you on the edge of your seat for all 112 minutes. This re-release is rated M and will usually set you back \$19.95. It contains the original cinema trailer as well as over 30 minutes of extra footage in a 'making of' film about the sequel - Speed 2: Cruise Control.

FOX FILM FREEBIES!

1. Who directed the first Predator movie?
2. Who plays the main hero in Predator 2?
3. How fast did the bus have to keep moving in Speed?
4. Who plays Riley Hale in Broken Arrow?
5. How long was Broken Arrow in the top 40 video rental chart?

Name _____ Age _____
 Address _____
 Town/City _____ State _____
 Postcode _____ Phone _____

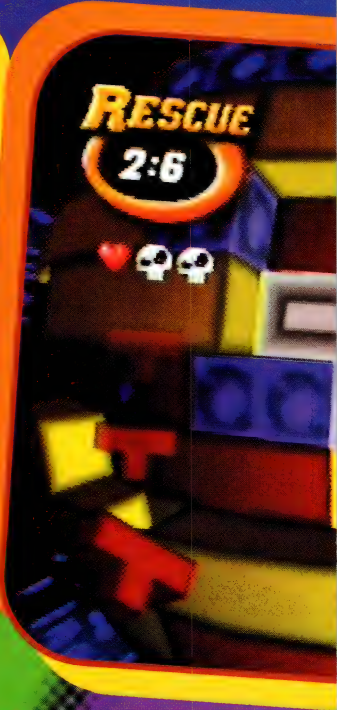


Send to:
FOX FILM FREEBIES!
 NMS, PO Box 734, Crow's Nest, NSW 2065.
 email: catalyst@popmail.dircon.co.uk

TETRIS PHIER

GREAT BALLS OF BLOCKS!

The answer to the first question is 'God only knows' and the answer to the second is a resounding 'yes!' The finished game flew into our offices recently and at a first glance we've all been pretty impressed. On the surface it seems like standard puzzle fare but H2O and Nintendo have done themselves proud making good use of the N64's powers to provide a great range of gameplay and some cracking visuals.



WHAT GOES AROUND...

WHAT

The basic premise of Tetris is retained, with plenty of block shifting and block dropping to produce groups of pieces that then disappear. This time though, you're working on a sphere and you have full 360° movement around it to plan your moves. The usual roster of coloured, shaped blocks is here with the odd new one thrown into the mix as well. You'll also have some 'wild card' pieces and the 'magic' weapons to help you in your quest for block paradise.

The N64's been out in Australia over six months now but we've had to wait until now for a puzzle game. What's taken Nintendo so long to put one together and is it worth the wait?

PREVIEW NINTENDO 64

TETRISPHERE

GAME DATA

- BY: Nintendo/H2O
- RELEASE: September '97
- GAME TYPE: Puzzle
- PLAYERS: 1-8



...COMES

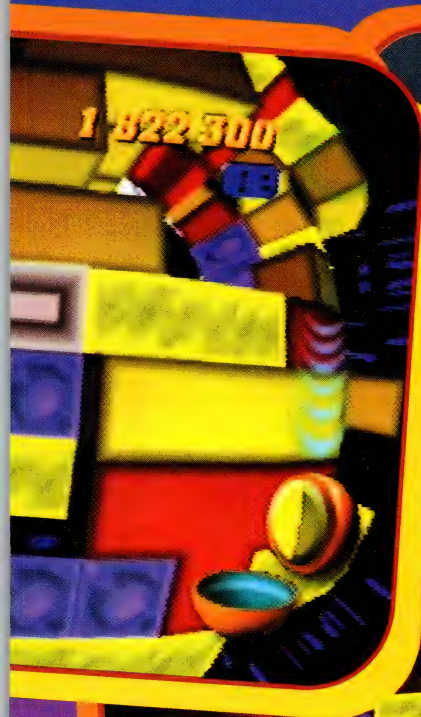
There's a choice of five single player modes in all as well as the option of playing with up to 7 friends in an 8 player tournament. The game pak will record all your scores and stats automatically (so there's no need for a Controller Pak) and you can go back into any previous game at any time and at any point. You can also go head-to-head with the CPU in a frantic split screen game.

AROUND



TOTALS

TOTAL SCORE	24 800
HIGHEST COMBO SCORE	6 200
BIGGEST COMBO	8
X COUNT	1
TOTAL PIECES TAKEN	59
TOTAL DROPS	18
CORES UNCOVERED	0
LEVELS PASSED	0



SET ME FREE!

The main point in most of the modes (covering over 300 different stages) is to break through to the core of the sphere to release a robot pal who's trapped inside, but many of the other modes (like Puzzle and Time Trial) have different objectives. To progress through the levels you'll have to learn to control the seven robots who act as your slaves, dragging and dropping as you tell them. Each of them has slightly different talents and they'll each affect how the game unfolds.

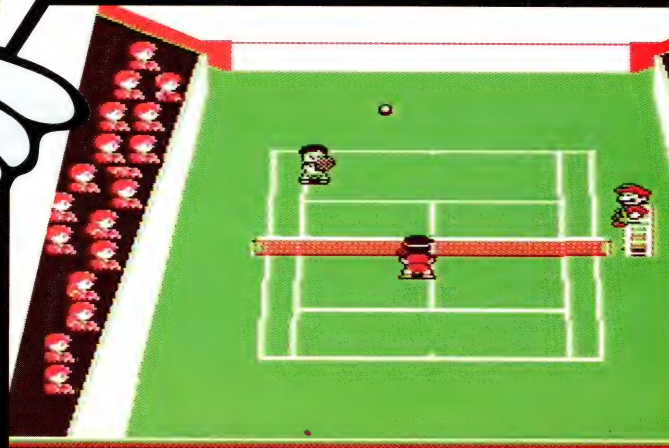
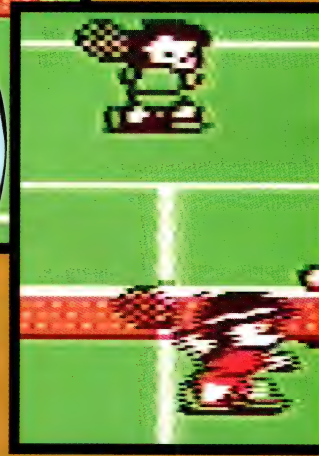
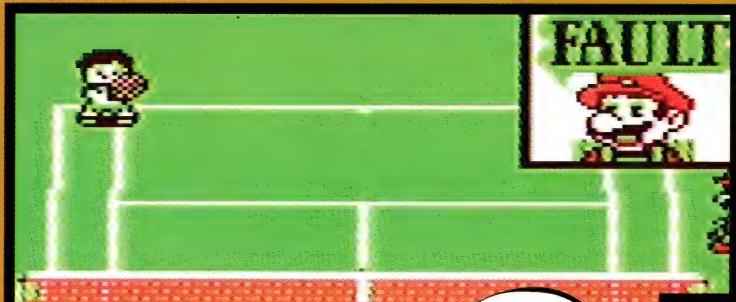
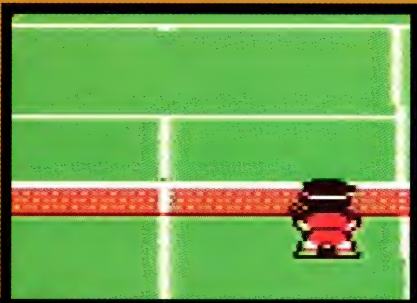
With such a variety of gameplay and excellent graphics and sounds, this is set to be absolutely huge. It's due out this month and we'll take an in-depth look at it in the next issue.

TENNIS

Will's been looking a little absent lately, all the excitement of expectation over Hexen making him a bit dazed and confused. So we gave him a little holiday of sorts: armed him with a Super Game Boy and some of the latest re-releases to grace the hand-held beast, and off he went into his corner of the office to see what he could make of them...



It's tough coming to a Game Boy version of a game like Tennis. We all know the hand-held as a damn good puzzle platform and while its quality often surprises us with the likes of Wario Land and Donkey Kong Land, a re-issued title like Nintendo's Tennis doesn't offer the prospect of too many thrills. Still, with that side of my brain sorted out I guess I'd better dive in and see what it's got to say for itself.



SMASHIN'

There's quite a trick to getting and keeping control here, with a combination of the direction pad and A/B Buttons directing the ball and controlling its power. At the same time you have to anticipate your opponent's serve and returns and position yourself accordingly. This means that the deceptively simple look of this little player hides some crafty skills and techniques that become clear (and quite satisfying too) when you learn to lob and smash and carry these off to show up your opponent for the wuss he is. There's never that moment when you have to stretch to reach a passing shot or execute that perfect half-volley like you can on a real court, but there are moments of satisfaction within the game's limitations nonetheless.



NEW BALLS PLEASE

The kiddy box graphics and Mario acting as umpire suggest this as a younger player's game. I guess it is really, except that there are quite a few tricks to learn that'll have older fingers moving as fast as their age

will let them. It seems slow initially and takes a little while to get beyond thinking it's the flat, lifeless toy it first appears. I spent a while getting to grips with controls that really weren't that hard to master, but it was occasionally worth the trouble I'd taken in

dodging up to the net to anticipate a soft return and send the ball smashing across court and beyond reach of the 'enemy'.



LEVEL	1	1	2	3
PLAYER	0			
COMP.	1			

CHANGE SIDES



BASE LINE

Yeah, I can reckon this. I'm really not into tennis as a real life game, although I've been known to slip into those tight shorts when the partner's been right. There's a bit of a closed feel about repeatedly swapping ends and battling for each point in the same sort of way, but that's true to the game and if you're into it this can give you more than it appears to offer.

REVIEW GAME BOY

TENNIS



INFO

- **GAME DIFFICULTY:** Medium
- **FIRST DAY SCORE:** Crashed in the Cup!
- **ALTERNATIVES:** Mmmmm

CREDITS

- **PUBLISHER:** Nintendo
- **DEVELOPER:** Nintendo
- **PREVIOUS TITLES:** Golf, Baseball
- **DISTRIBUTOR:** Nintendo
- **RELEASE:** July '97
- **GAME TYPE:** Sport

FEATURES

- **PLAYERS:** 1-2 (+Game Link™)
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** N/A
- **OPTIONS:** Music/Number of players

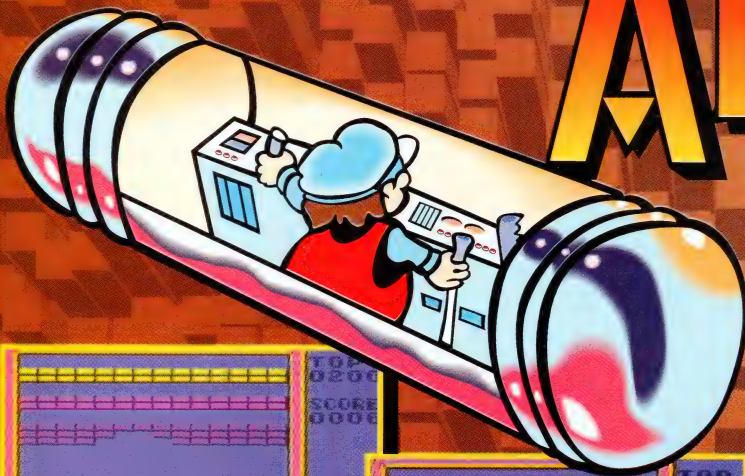
CONTROLS

- **RESPONSIVENESS:** Slow
- A** Toss ball/Quick serve/return
- B** Slow serve/return
- S** Start: Start/Pause
- S** Select: Nothing

Sound Graphics Usability Originality Strategy Challenge Action Playability



ALLEYWAY



Whatever drugs the old boys at Nintendo took in those days, they came up with some wacky concepts for Mario-based 'adventures' that look altogether mad nowadays. With Alleyway it's Mario sitting in a silver sausage in space, defending the universe against space grids with an energy ball! Take no notice! Don't even read the box. Just plug this in and start playing and you'll find not a jot of space or other nonsense, 'cos this is simply a tasty little time-passing puzzle game.

DOWN THE DARK ALLEY

Not bad this one. Partly 'cos it's so easy to get into, and partly 'cos, like Tetris, it's such a simple concept, there's really no reason to be critical. I don't expect to see multitudes of follow-ups, or add-on levels, but as it stands it has enough of a skill and thrill to pass time in a fairish way.

SIMPLE!

All there is to this is the bouncing ball, a paddle to bounce it off, and various blocks to break or 'atomize' in the process. It's as simple as that, but don't be put off by the apparent limits this might suggest. I had a great time splattering through the differently-shaped barriers and trying out side swipes that would keep me going a little bit longer. True, you won't see a multi-issue playguide to this, as all there is what appears, but for the back seat of a car or a visit to some dangerously boring relative it's just what's needed.

is what appears, but for the back seat of a car or a visit to some dangerously boring relative it's just what's needed.

ALL BLOCKED!

There are only four types of game in Alleyway, but these get revisited as you progress through. In all there are 32 stages: static blocks, side scrollers and advancing blocks, plus a bonus, timed level after each three. There are different coloured blocks to signify different scores (shades of grey without a Super Game Boy), and unbreakable blocks that mount up in the later stages and are sometimes tough to get past. The ball speeds up too and there's a danger of your paddle losing length to keep things more than interesting.

REVIEW GAMEBOY ALLEYWAY

INFO

- **GAME DIFFICULTY:** Easy to Medium
- **FIRST DAY SCORE:** Nothing special but better'n Steve
- **ALTERNATIVES:** Tetris series

CREDITS

- **PUBLISHER:** Nintendo
- **DEVELOPER:** Nintendo
- **PREVIOUS TITLES:** Tetris series, Space Invaders, etc.
- **DISTRIBUTOR:** Nintendo
- **RELEASE:** July '97
- **GAME TYPE:** Puzzle

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** None
- **OPTIONS:** None

CONTROLS

- **RESPONSIVENESS:** OK
- **A** Release ball, High speed
- **B** Nothing
- **S** Start: Start/Pause
- **S** Select: Nothing

Sound Graphics Usability Originality Strategy Challenge Action Playability

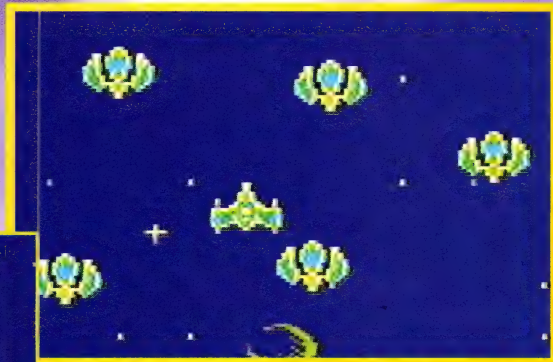


SOLAR STRIKER

This is what it says...

"It is now the year 2159. Earth has been attacked by forces from the planet Reticulon. Several hundred years ago, Reticulon sent messages conveying their intent to attack. The Earth Federation Government was formed, unifying the whole world..."

There used to be people who worried about the effects on kids about these games, that they'd have trouble distinguishing reality from fantasy. What this doesn't really need is some dumb background story about a secret Megabase on the moon and Reticulon's home planet core to get you into this. You either love or hate shoot 'em ups and don't need telling anything more.



Fire at Will!

The action's one way: up the screen towards the hoards of oncoming enemy spacecraft that fall relentlessly towards your brave little fighter, dropping bombs, dodging your returned fire, and generally taking over the galaxy. After a few batterings you get to recognise the pattern these attacks take, and you can dodge the last onslaught by an advance spray of missiles into the space where the next lot are coming. Pick-ups are essential, as they increase your fire power considerably, but you lose these if you're shot

down. Some enemies are only beaten by certain weapons, so you'll have to collect and stay safe in some levels, and time your attacks to perfection to win out.

REVIEW GAMEBOY

SOLAR STRIKER



INFO

- **GAME DIFFICULTY:** Medium
- **FIRST DAY SCORE:** Beaten by Ultra Crusher in Stage 3
- **ALTERNATIVES:** Space Invaders, Centipede

CREDITS

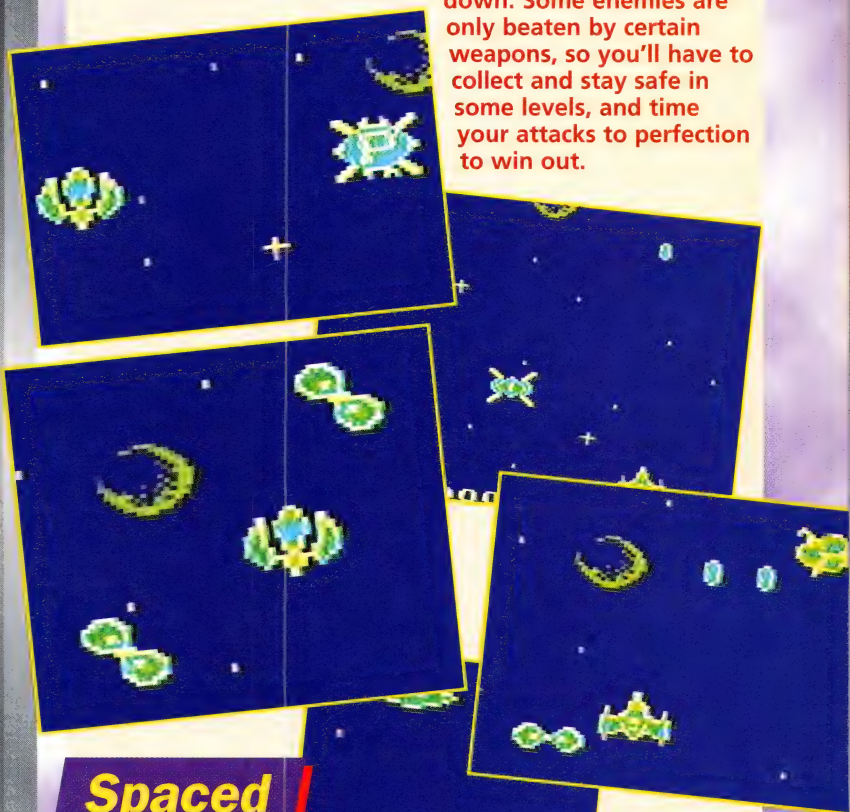
- **PUBLISHER:** Nintendo
- **DEVELOPER:** Nintendo
- **PREVIOUS TITLES:** Space Invaders
- **DISTRIBUTOR:** Nintendo
- **RELEASE:** July '97
- **GAME TYPE:** Shoot 'em up

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** None
- **OPTIONS:** None

CONTROLS

- **RESPONSIVENESS:** OK
- A** Fire missiles
- B** Fire missiles
- S** Start: Start/Pause
- S** Select: Nothing



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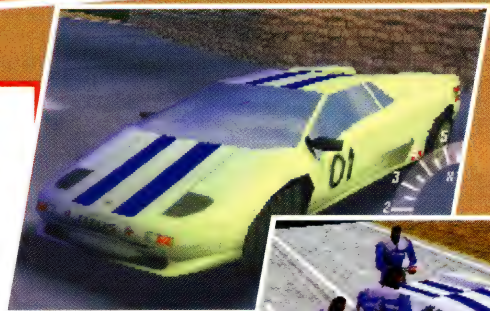
This is a blast if you're keen on these, and can survive the storming hail of bad guys long enough to stay in your seat. There's a lot of repetitive side movement, coupled with some daring forays to the top of the screen to collect Power Ups and outsmart some Vexor or Anthrop, but as mindless violence goes it's a fair way of killing aliens. As long as you don't believe the story that is!



One genre of games that the N64 is ideally suited to is racing games. Its incredible speed and potential for stunning graphics make it a natural platform for fast scrolling racing action. Unfortunately only three racers have come out on the format so far. Wave Race and Mario Kart 64 were both universally acclaimed, but Cruis'n USA generally disappointed players. All looked great (in fact Wave Race was stunning) but Cruis'n didn't deliver the goods as far as gameplay goes. However if you're a racing nut there are some great games on the way and we take a quick look here at those on the starting grid. But remember - some details may change as the games near completion and release.

Lamborghini 64

Titus's **Lamborghini 64** is possibly the best looking of the racing games in development judging from the previews we've seen so far. In fact it's so graphically rich that Titus couldn't get the three or four player modes to be fast enough. They've spent a lot of time on the graphics and it really shows - the scenery is stunning and the cars are beautifully rendered. Five race modes are included: Arcade, where you blast down tracks with other vehicles to be first to checkpoints; Time Trial, where you're racing purely against the clock; Tournament and Championship modes, where you're up against other drivers on one or a variety of tracks. The fifth mode is a bit of a mystery because Titus is keeping it under wraps at present. You'll also be able to set up your chosen car in a variety of ways, making appropriate changes for each track, and opting for tyres and suspension to allow for straight-line speed or faster cornering. The one vehicle that's a definite so far is the Lamborghini Diablo but other high performance supercars are promised. The 64DD will enable new tracks to be added and the game will support the Rumble Pak to give you some extra realism.



Developer:	Titus	Players:	1-2
Vehicles:	TBA	Release:	Oct/Nov
Play Modes:	5	64DD:	Yes
Tracks:	4	Rumble Pak:	Yes

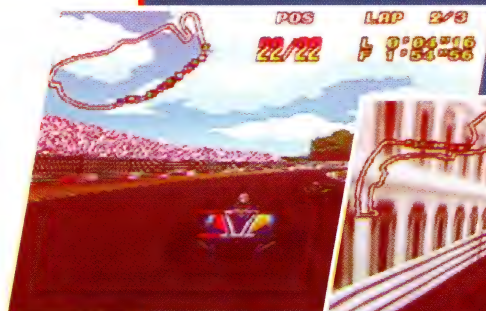
Multi Racing Championship

The first off-road racer released for the N64 will be Imagineer's **Multi Racing Championship** which will feature 10 cars (plus a few hidden ones) and three courses. The programmers have concentrated on the realism of the cars' physics and the complex courses. The vehicles range from off-road trucks to street cars, and will obviously handle the various terrains very differently. The game's intended to have the widest range of options possible for each car - you'll be able to choose gearboxes, suspension, brakes, spoilers, engines, two or four wheel drive, front or rear wheel drive, tyres and handling. It may seem that there only a few courses but each one will have a number of routes. Do you choose a shorter off road track or a longer road route? That will depend on your car set-up, and driving skills of course.

Developer:	Imagineer	Players:	1-2
Vehicles:	10	Release:	TBA
Play Modes:	5	64DD:	No
Tracks:	3	Rumble Pak:	Yes

F1 Pole Position

The only Formula One game announced so far, **F1 Pole Position** may well appeal to the more serious racing fans with more emphasis on simulation. UBI Soft have however said that there will be plenty of Arcade style action thrown in too. They're trying to include actual cars, drivers and courses from the F1 Championship but so far only Monaco and Monza are confirmed. The game has been designed to put the emphasis on frame rate and so there's less detail being put into the scenery. Battle Mode will be a straight forward one-on-one race whilst World Grand Prix mode will put up to 22 cars on the grid in a series of 16 races. There are five different view points that you can swap between during play and six configurable options for your car. Just as in the real races, victory could come down to things like tyre choice and the set-up of your vehicle.



Developer:	UBI Soft	Players:	1-2
Vehicles:	TBA	Release:	TBA
Play Modes:	6	64DD:	No
Tracks:	16	Rumble Pak:	No

Top Gear Rally

The second off-road racer to be released will be Kemco's **Top Gear Rally** which is now almost complete. The game has excellent graphics and the early version plays extremely well. The courses are long and very hard and the game will let you wander off them to make up your own short cuts. If you choose to make things even less predictable the weather will be fully changeable too and, as well as that, **Top Gear Rally** will be Rumble Pak compatible so you'll really feel every bump in the road. The cars, probably up to 11 real rally racers, will take damage during a race and even roll if you stuff things up. Kemco Vice President Colin Gordon demonstrated the game recently and took a car right off the course into the desert. He explained, "The physics are very accurate, and the shocks, brakes and handling are specific to each car so no car will drive like another." The game will also have jumps and other obstacles and changeable viewpoints. Gordon also explained that it won't be four player due to the difficulty in maintaining frame rates.

Developer:	Kemco	Players:	1-2
Vehicles:	11	Release:	TBA
Play Modes:	3	64DD:	No
Tracks:	TBA	Rumble Pak:	Yes



RACING ON THE N64



Rev Limit

Rev Limit from Seta looks set to be one of the best Arcade style racers for the N64. It will include all the best features of a racer including crashes, rolls, hazards, and cars you can design yourself. You build up money to improve your car by winning races through a range of circuits. The graphics look wonderful with good polygon detail and good bright colour too. CPU controlled cars will have an aggressive Artificial Intelligence that will make for some really challenging gameplay. Races can be as long as 50 laps (including pit stops) and the three modes include shorter sprint races, long distance marathons and a long straight road to test the cars on. The emphasis of the game seems to be driving skill and not pure speed which should make a welcome change to this genre.

Developer:	Seta	Players:	TBA
Vehicles:	TBA	Release:	TBA
Play Modes:	3	64DD:	TBA
Tracks:	TBA	Rumble Pak:	TBA

San Francisco Rush

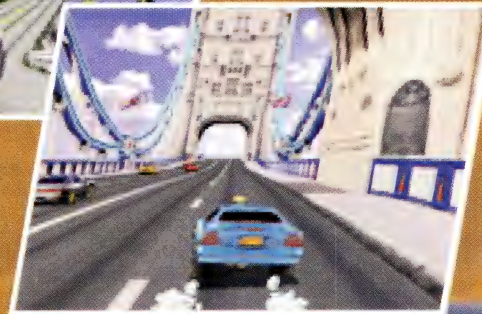
Even though the game is still very early in development Midway's **San Francisco Rush** looks to be really hot. The arcade version was a massive hit and the 64-bit conversion won't disappoint fans. The really long courses look excellent with loads of jumps and the like throw in to keep you on your toes. The cars include the awesome Dodge Viper and the somewhat less awesome VW van. There'll be eight courses in all and you'll be able to find short cuts and play mirror or backward tracks to make up to 24 different racing challenges. The game looks very different from anything else on offer and may well prove a big seller.



Developer:	Midway	Players:	TBA
Vehicles:	8-12	Release:	TBA
Play Modes:	TBA	64DD:	TBA
Tracks:	8	Rumble Pak:	TBA

Cruis'n World

Cruis'n USA was actually worse than the arcade version and has been widely criticised for not utilising the N64 to its full potential. So, will the sequel be any better? These shots are from the arcade version of **Cruis'n World**; the N64 game is still in the very early stages of development. The courses include Egypt, France, Italy, China, the USA, Mexico and Australia. The arcade title is great fun with loads of pile ups and crashes and the 64-bit version promises not to be dull either, as the cars will include one with mounted machine guns! Hopefully Midway will make a better job of the conversion this time, because there's some hot competition which will be released long before *Cruis'n World* hits the shops.



Developer:	Midway	Players:	TBA
Vehicles:	TBA	Release:	TBA
Play Modes:	TBA	64DD:	TBA
Tracks:	TBA	Rumble Pak:	TBA

F-Zero 64

We'll leave the realms of 'realistic' racing games and fly off into the future now. *F-Zero* remains one of the best games for the SNES and its sequel **F-Zero 64** is due for release at the end of this year in Japan. The designer, Japanese Nintendo guru Shigeru Miyamoto, is very excited about it. The game isn't finished yet but it looks to mirror the style of its predecessor. Obviously the vehicles will be much better, the graphics even more stunning and the gameplay the fastest around. There'll be variable viewpoints and the graphics will no doubt improve from these early shots. Miyamoto has made claims that the game will run at 60 frames per second, twice as fast as other racing titles. This one is going to be big!



Developer:	Nintendo	Players:	TBA
Vehicles:	TBA	Release:	TBA
Play Modes:	TBA	64DD:	TBA
Tracks:	TBA	Rumble Pak:	TBA

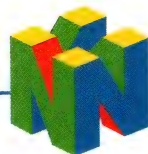
RACING ON THE N64

Extreme G

Another futuristic racer, this time on two wheels instead of none, **Extreme G** should combine the speed of *F-Zero* with the aggressive gameplay of *Mario Kart*. Up to four players will battle it out over twelve tracks with a wide range of weaponry and pick up items. The tracks will take you places few other racers have, including water pipes, mine shafts and cityscapes, and Acclaim reckon you should be left feeling as though you're on the best roller coaster ride of your life. Tracks include loops and corkscrews and the bikes will be armoured, have a fixed weapons package and will be able to pick up items like control swap missiles that change the way an opponent's controls work. Sounds like fun. Acclaim are really getting it together here!



Developer:	Acclaim	Players:	4
Vehicles:	12	Release:	TBA
Play Modes:	3	64DD:	TBA
Tracks:	12	Rumble Pak:	Yes



ARE YOU READY TO RUMBLE?

As if stunning your ears and eyes wasn't enough the N64 can now appeal to your sense of touch as well with the new Rumble Pak (out this month bundled with Lylat Wars). You'll feel the impact of enemy lasers, you'll know when you've got a bit too close to the car in front and you won't be in any doubt that the whirlwind series of kicks from your opponent knocked you out of the arena. But is all this feedback just a gimmick or does it actually improve the gameplay?



Nintendo's latest N64 peripheral (the long-awaited Rumble Pak) finally hits the streets this month and we check it out.

IS IT WORTH IT?

We're all hardened game players here at NMS. We've been playing every console there's been for years and have never felt the need for the Controller to shake about a bit so we were really cynical about the Rumble Pak – it sounded OK for kids but we wouldn't need it. Then we got one. We're all sad enough to have ducked when something leaped towards us on screen, and we've all tried to make Mario jump further by lifting the Controller into the air. Most good games have given some physical feedback, apart from making our thumbs ache, but the Rumble Pak takes this to a whole new level. Lylat Wars would be a great game without the Pak, but with it you really do have a greater involvement. When you hit the boost or brakes, the controller shakes slightly. When you receive enemy fire it's a little more insistent. Take out a boss and it's not just the base speaker that rattles, the controller practically jumps out of your hand.

SO HOW'S IT WORK THEN?

The technology for the Rumble Pak has been around for a while and is similar

to a personal pager that vibrates in your pocket rather than beeping. The Pak contains a vibrating motor that reacts to signals from the N64 that tell it how much to vibrate and for how long. It's powered by two AAA batteries that should take you through about 50-60 hours of vibration, so it should last for quite a while because in a game like Lylat Wars it doesn't rumble continuously (unless you're a really bad pilot, that is).

WILL I BE ABLE TO USE IT WITH OTHER GAMES?

A game has to be written with the Rumble Pak in mind and so don't expect it to work with your current copy of Mario 64. Games so far announced as being Rumble Pak compatible though include: GoldenEye 007, Lamborghini 64, Multi-Racing Championship, Top Gear Rally, Art of Fighting Twin, Extreme G, San Francisco Rush, Aero Fighters Assault, Wild Choppers, Chameleon Twist, Fishing (!), WCW vs NWO, Wayne Gretzky 3D Hockey 2, and Robotech: Crystal Dreams. Super Mario 64 and Wave Race 64 have been re-released in Japan recently fully Rumble Pak compatible,

but at present there's no news as to whether we'll see them here or not.

WHAT ABOUT MY CONTROLLER PAK?

The Nintendo Developer guidelines say that hot-swapping (i.e. when the N64 is on) between the Rumble Pak and a Controller Pak should be possible but no game has implemented this yet and I'm not sure I'd like to trust it with a Controller Pak holding all my saved games. The games so far released have all got memory on the cart to save your games though so you shouldn't need to do this for a while anyway.

WHAT'S NEXT?

Games will become ever more complex and hopefully more interactive so now that the N64 uses sight, sound and touch will there be anything more? Do you want that dry mouthed feeling as you face a boss with the Taste Pak? Do you want to feel the impact of the Demon's fists in Doom with the Pain Pak? Or, even better, do you want to smell the Raptors breath in Turok with the Smelly Pak? Stranger things have happened.



IT'S A SPACE RACE

You're Fox McCloud, ace Cornerian pilot, and you've been called upon by General Pepper to defeat Andross, a fight that'll take you right across the Lylat System. There are sixteen missions to complete that'll see Fox flying an Arwing fighter, driving a Landmaster tank or piloting a Submarine. Each battle has an end-of-level guardian of awesome power but with a hidden weakness. Warps and secret missions lead you to new areas, and different paths between the worlds can be found on the way to the final confrontation with evil scientist, Andross.

You're backed by old pals Peppy, Slippy and Falco, although in Multiplayer Mode they're maybe not the good guys you thought they were! You'll have a choice of machines (as well as characters) whether it's the classic Arwing which features in most missions, or the all-new Landmaster, a hovering tank that's used on some of the planet surfaces. Last up is the Blue-Marine submarine which comes out from under you just when you need it. Handy!



MULTI-MODES

Sound OK? Yeah, but things can get complicated! Lylat Wars features three different Multiplayer modes to add to the single player option. There's Battle Royal Mode where up to four players clash and the winner is the only one to survive;

Point Mode where it's the scores that count; and **Time Trial** where time is on ration but the enemies aren't.

If you're on your own and want to battle it out, learn the basics of 3D flying in **Training Mode** before taking on the main game, where you'll face **Corridor Mode** in which you must fly down a tightly defined mission area, and **All-Range Mode** where there's no limit to how long you spend in the saddle or how far you stray into space.

Star Fox on the SNES was a crackin' game in its time, and the first to use the revolutionary FX chip for holding the polygons together and players on the edge of their seats. Now it's undergone a change of name as well as a change of processor power, as Fox McCloud and buddies blast onto the N64 in what could be an earth-shakin' experience. The heroes are the same, the story's similar, but now we're talking N64 and Rumble Pak, so prepare yourself for a combination of smooth graphics and a rough ride!



LYLAT WARS

**LOOKS LIKE...
SOUNDS LIKE...
FEELS LIKE...**

Between missions you'll be treated to real-time 3D movies to prepare you for the phase ahead and help put the whole story into place. These sequences are given the full cinematic treatment and offer some real relief from fighting and flying your way through the sky. In the game the graphics have been pumped up to their limit too, and throughout your missions you'll hear from the 23 characters who'll have things to say, either encouraging advice or mere taunts from foes you've yet to beat. Underpinning all this is the rockin' Rumble Pak, which reacts to on-screen movements and impacts as they happen, with either a nudge as a missile passes close by, or a full-blown rumble when you receive a direct hit! On your side you'll have armaments such as laser cannons, smart bombs, targeting computer-linked guidance systems and the speed and maneuverability to outsmart the enemy - if you're tough enough!

PREVIEW  **NINTENDO 64**

LYLAT WARS

GAME DATA

- **BY:** Nintendo
- **RELEASE:** September '97
- **GAME TYPE:** Shoot 'em up
- **PLAYERS:** 1-4





**LEVEL ONE
CORNERIA**

Level 1 sees the team defending their home planet in the Lylat system. Andross's attack is wreaking havoc and the old army base is in trouble. Watch out for collapsing buildings as you fly through the crumbling city.

Attack the city through the southern canyon for the element of surprise.



**LEVEL TWO
METEO**

Andross is blasting a path through this asteroid belt and you've got to stop him. Watch out for the shifting planetoids and prevent them from flying off in odd directions. Don't ignore your intelligence readings either.

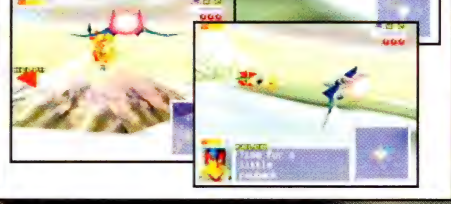
Find the warp emissions and you'll get to a dimension with loads of bonuses.



**LEVEL THREE
FORTUNA**

Fortuna is an icy world that's ripe for terraforming but Andross has invaded and taken it over. The team must go there and liberate the planet but look out for your old enemies the Star Wolf space pirate gang - they're trouble!

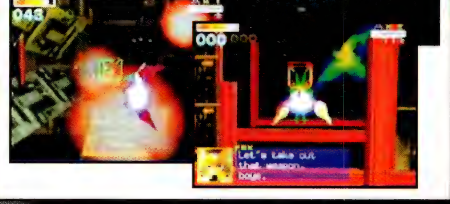
Take out the Star Wolf team before the base explodes and you'll get through to Solar.



**LEVEL FOUR
SECTOR X**

Andross was developing a secret base in Sector X but now sensors pick up nothing but debris. Check out the Sector and find out what's going on but be careful of all the weird magnetic currents that are flowing through the entire region.

Wipe out HVC-09 before losing Slippy and you'll head to Solar instead of Titania.



**LEVEL FIVE
TITANIA**

Travel to Titania is restricted due to an ancient defense system called 'Goras', but still Andross has been spotted there. Take the Landmaster, neutralise the problem and prevent him from taking control.

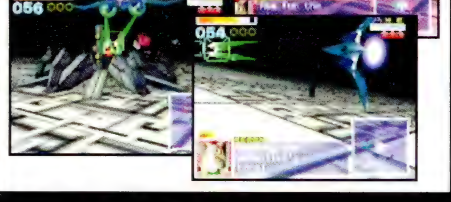
You can avoid landmines on Titania by using the Landmaster's rolling abilities.



**LEVEL SIX
BOLESE**

This artificial base is Andross's handwork and it's well protected by a strong gravitational field. Only the Lylat gang can destroy it by taking out each of the six generator pylons. Keep an eye out for the Star Wolf team again though.

Make use of the spinning gravitational field to alter speed as you approach.



**LEVEL SEVEN
SECTOR Y**

Corneria's flagship has been left crippled in Sector Y and you have to take on their robot attackers. They're impressive giant robots that will only fall to a direct laser hit. But be careful - they're defending by a fleet of starfighters.

You'll carry on to Aquas if you manage to shoot down 100 enemies.



LEVEL EIGHT KATINA

The Cornerian Defense Force on Katina is battered and worn down.

Fox McCloud's old academy classmate has sent word that there are 100s of fighters attacking the base. You have to take out the mother ship to save the installation.

Just as Fox's mate says "The hatches are open" blast the underside of the mother ship.



LEVEL NINE SOLAR

This lava covered planet was thought uninhabitable but Andross's ships have been seen leaving the surface. Take the team's specially modified heat resistant Arwings down to the surface and take out the bad guys!

Keep away from the surface and get all the Supply Rings that'll boost your shields.

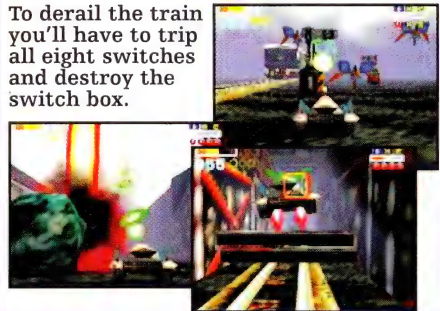


LEVEL TEN MAGBETH

The miners have been captured by Andross and forced to make weapons for his army.

You've to destroy the transport train that carries the minerals and supplies by derailling it on route between the mines and the main base.

To derail the train you'll have to trip all eight switches and destroy the switch box.

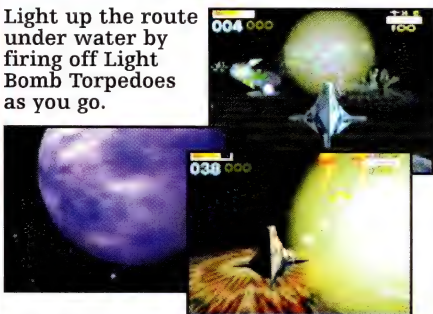


LEVEL ELEVEN AQUAS

Andross and his minions are mutating all the sea-life on this water planet into deadly weapons.

Take Slippy's experimental Blue-Marine submarine into the deep to thwart Andross's evil bio-engineering plans.

Light up the route under water by firing off Light Bomb Torpedoes as you go.



LEVEL TWELVE ZONESS

More bio-hazards here as Andross continues his vile toxic experiments. There's a rumour that he's building a supply base so head down there and find out. Avoid the searchlights and the mutated life-forms in the polluted ocean.

To carry on to Sector Z you must destroy all of the underwater searchlights.



LEVEL THIRTEEN SECTOR Z

This is the most dangerous of the three space dust sectors with plenty of magnetic distortions and space debris. You must scout the sector avoiding all the wrecked ships but watch out - it might be another Andross trap!

As long as you wipe out all six of the missiles you should progress on to Area 6.



LEVEL FOURTEEN AREA 6

Area 6 is the best place to mount an attack on Andross's home base: the battle station Death Ball. It is armed with a matter displacement device but if you make it through the defensive cordon you'll get an attack run on Andross.

Plenty of practice and luck is what you'll need here plus skill in all the vehicles.



**THERE'LL BE MORE FROM FOX
IN A FUTURE TIMEZONE.**

Originally a PC title, *Hexen* is a blend of two of the most popular gaming genres: first person action with some RPG thrown in. But have they taken it far enough to satisfy the followers of either?



SPELL IT OUT

If you're a *Doom* fan you can skip the next bit because you don't want to know the premise of the game, you just want to walk around and kill things don't you? For RPG fans here's the story so far: *Hexen* is a human planet in the dimension of Cronos, ruled with the help of the usual evil spell by three warlords. The three are in turn controlled by your average multi-dimensional bad guy, the Serpent Rider Korax, who has given the warlords dark and magical powers. He's actually the second of three Serpent Riders, the first being killed in the game *Heretic* which preceded *Hexen* on the PC. I guess there'll be a third title where you kill the last of the brutes. But that can wait.

INTO ACTION

Your quest involves having to fight your way through mazes, caves and dungeons, solving puzzles, collecting keys and slaughtering everything that even thinks about moving. At the end you'll meet the big bad boss for a showdown to remember. Right at the start of the quest you can choose one of three characters, the only humans to escape the influence of the Serpent Rider's magic. Baratus is a Fighter, fast and deadly and likes getting in close for the kill. Daedolon is a Mage, slow and vulnerable but with magic powers that can take out monsters from a distance. Parias is a Cleric, a blend of the two and a good all round character to begin the game with.

OK, *Doom* fans can come back now. The thing that sets *Hexen* apart from *Doom* or even the mighty *Turok* is the Multiplayer modes. You not only have the option of killing all the nameless sprites that inhabit the various levels but you can also go round with three of your mates killing things, or even better you can battle it out with them in a death match. What could be better than whacking your mate's character about the head and neck with a large spiky thing on a stick! That'll teach him for finishing Mario before you did!



IN AT THE DEEP END

The game starts in the Winoing Hall, an easy level just to get you going. As soon as you start some two-headed guards come storming along and straight away you'll have to start testing out your fighting skills. If you're fighting as a Mage hang back and fire from a distance, but the other two characters will have to get up close. There are heaps of stuff to pick up as you explore: Blue Vials and Quartz Flasks replenish health, and some of the power-ups are hidden in pots or behind windows. To get it all you have to go around smashing everything up – very satisfying! Mana power-ups act as power to some of the later weapons, and other pick-ups improve your armour, make you fly or make you run faster. Aside from these you can also pick up spells. The best spell has to be the Porkelator which turns all your enemies into pigs! Anybody fancy a bit of spare rib? Other spells create your own tame monster that'll kill your enemies for you or give you a form of invulnerability.

CHARACTERS



Baratus the Warrior

Baratus is the master of all weapons; highly trained he's both the fastest and strongest character. He's great for close combat and his increased speed lets him jump farther. He starts with good armour and can increase it further than the Cleric or Mage. His main weakness is that his weapons are all short range so it's more difficult for him to keep out of harm's way. Each character has a special weapon that's been broken up and hidden in the game. Baratus's is a rune-sword called Quietus which will dice up most enemies in one swipe.



Daedolon the Mage

Daedolon has low armour, he is slow and he is weak but to balance this his magical powers let him cast spells that can defeat an enemy long before they can injure him. You have to keep your wits about if you play as Daedolon and keep beyond the reach of your enemies. The Mage's special weapon is the wonderfully named Bloodscourge. This staff fires energy globes that hunt down your foes and destroy anything in the way.



Parias the Cleric

Parias is a good mix of Mage and Warrior. He is faster than a Mage and also quite strong and some of his weapons can be used at long range. Because of his range he's a good choice of character for your first few sorties into the world of Hexen. The Wraithverge, the Cleric's special weapon, will summon the forces of death to feast on your enemy's soul. Sounds nasty!

GET ORGANISED

Movement's controlled with the stick or the pad and a map function is available if you lose your bearings. The view can occasionally be a bit disorienting and seems a little narrower than in Turok, for example. Also you might find the game a bit sluggish now and then but there are options for lower detail to speed things up a bit.

Each level's based around a central hub and you might have to revisit a level several times. Around each hub are series of areas with puzzles to solve or items to find that will help you progress. It's here that it gives you a slightly more RPG feel, and you have a few more choices than you do in the likes of Doom. Remember to save your game fairly frequently, because if you die then you'll have to begin a level again and be forced to redo all you achieved last time. Some of the stuff you have to do to get to the next level can be pretty strange too. In the first level, for instance, you'll need to ring a bell in a tower to activate the exit transport.

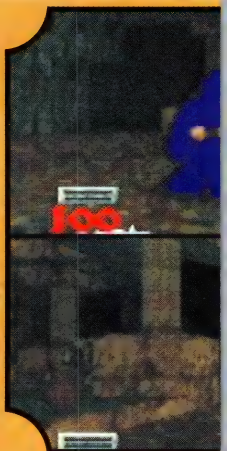


MULTIPLAYER MELEE

In the Multiplayer modes you can choose whether to play co-operatively or in a Death Match and two to four players can play in either.

If you're playing co-operatively you need to think about the characters you choose. It might be good to team up Baratus with Daedolon so that you get the best mix of skills. One thing to remember is that you can still kill each other, so watch where you're sticking that sword. Try to stay together to support each other.

In the Death Match you can choose to warp into any level you want and choose to have monsters there or not. When you die you can be revived and the computer will keep track of victories and defeats. Loads of pickups are strewn about so keep moving to find them all and the long range weapons are the ones to go for. Use cover well and if you want to see where your mates are, sneak a quick look at their bit of the screen. The levels are exactly the same for the Death Matches as they are for normal gameplay including all the warps to other areas and even to the next level. If one of you escapes to the next level then all players will go there and the win/lose tally will be reset to zero. This could be a useful tactic if you're losing badly!

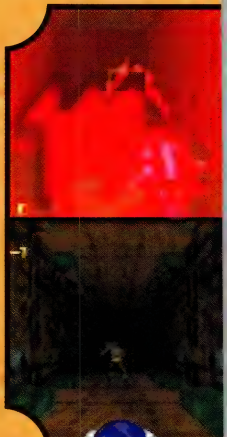


approaching
castle of grief

In this Pantness of pain, suffering lasts an eternity and only time can tell if you will persevere to venture onward.

options

- messages : yes
- panel : no
- gfx volume
- music volume
- control stick
- manual center



COMMENT - ALAN

Hexen is one of the first titles to come out on the '64 that's a straight conversion of a 32-bit game and to be honest you can tell. The graphics are poor compared to Turok or Shadows of the Empire, and it's ridiculous that you have to turn down the level of detail to get some decent speed from it. That said, if you can ignore the fact it looks a bit shaky it does give you some enjoyable gameplay and challenges. The Multiplayer mode is great and I wish Turok had had this option. If you're a big guns fan then the axes and wands you have to use might appear a bit lame but you have to go along with the idea of the game. If you're a dedicated D&D freak then you might find the puzzles a bit simplistic and the story a bit trite. To sum up: Hexen doesn't break any new ground but you can expect to get some fun out of it.



OPTING OUT

Aside from the choice of characters, giving three different styles of play, you can choose a number of useful options that'll help or hinder your quest. The sound effects, music and controller actions can all be adjusted if you want. You can also choose to have or not have messages which inform you about the state of play and what you have in your possession. At the bottom of the screen is a status bar which'll tell you about your weapons, health etc. If you just want to guess these and take a chance (or you just want a cleaner screen) you can always switch this off too. All these depend on where you want to focus your attention: on staying alive as long as you can, or on killing and maiming as many enemies as you can.

The choice is yours.

REVIEW NINTENDO 64

HEXEN



INFO

- **GAME DIFFICULTY:** Medium
- **FIRST DAY SCORE:** Reached Level 4
- **ALTERNATIVES:** Doom 64, Turok: Dinosaur Hunter

CREDITS

- **PUBLISHER:** Midway
- **DEVELOPER:** Midway
- **PREVIOUS TITLES:** MK Trilogy, NBA Hang Time
- **DISTRIBUTOR:** GT Interactive
- **RELEASE:** September '97
- **GAME TYPE:** RPG/Action

FEATURES

- **PLAYERS:** 1-4
- **HEAD TO HEAD:** Yes
- **MEMORY PAK:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** Graphics/Sound/Display/Controls

CONTROLS

- **RESPONSIVENESS:** Good

-  Start/Pause
-  Run
-  Use weapon
-  Various
-  Move Left/Right
-  Modify other buttons' functions





The NHLPA & NHL Present

WAYNE GRETZKY'S 3D HOCKEY

Think back to NHL Live on the SNES. Think back to NHL '96 on the Game Boy. Now wipe your memory and think again. Wayne Gretzky's 3D Hockey is real ice hockey. No ifs, no buts, it's the real thing. If ever there was a console game that completely recreated the feel of a real team sport then this is it.

Power-monger

Game settings and options aplenty and the full range of NHL and NHLPA rosters go some way to making this a comprehensive sports game but most sport sims worth their salt have all of that these days. What sets Gretzky apart is the detail of the rink, the fluid player movement and the fully adjustable cameras. OK, so we've said that about almost every new 64-bit sporting phenomenon that's appeared in recent months but this really is something special. It's the only team sport sim (apart from ISS64 perhaps) that really seems to have made use of all 64 bits of power at its disposal instead of just porting a 32-bit game on to the new machine.



Think before you rink

If you're the sort who likes to just slap a new cart in the machine and play then you can with this. You'll have all the default settings and play a single 4-on-4 game where you control three of the players on the rink (but not the goalie). If you're prepared to put in a bit more time though you can take on a whole season's worth of games. You can only play seasons in one player mode but there are three different types to try (Arcade Season, Short Season and Full Season). Of course, if all this is just a bit daunting then head straight for the pre-game practice mode and get yourself in shape first.



Multi-player markers

With a lot of team console games it can sometimes be difficult to keep track of who you're controlling but with Gretzky the player markers are really clear and have pre-defined colours depending on the mode you're in. So whether you're playing on your own against the computer, head-to-head against a mate or in a 4 player 2-on-2 match, you'll always know just where you are and where you're going.

TACTICS

Although it's easy to leap into a game and just fly backwards and forwards randomly hitting buttons on your controller, the best plan is to try and learn a few basic offensive and defensive strategies.



Nice view

One of the great new developments on the N64 is the ability to shift the camera angles in a game as you play. Not all the developers have made use of it but Midway have employed it well here. There are 7 different angles in all that let you view the action from various positions on the side or goal end of the rink. Position it high or low and choose a second angle as your toggle camera so you can switch between the two during play.

But it's the replay mode where the cameras really come into their own. If you want to watch an impressive play again you'll have full control over the camera. You won't just be confined to the seven set angles - you'll be able to zoom in and out and pan around the players to your heart's content. The camera's centred on the puck so you can watch the action from between a player's legs or pull right out and view it from outside the rink.

On the offensive

He shoots, he scores!

One of the most useful bits of advice when you're playing in an offensive situation is to think before you shoot. In a full-throttle all-action game like this it's tempting to just blast the puck at the goalie whenever you get the chance but it's often better to pick your moments carefully and use the right man for the job. Look at all your players' stats and work out who's best to use on the breakaway or who'll come up trumps in the final seconds of the game.



Drop back and defend



Tackle tricks

Having your attacking moves down is a key skill to learn but it'll mean nothing if you can't defend. Even the best attacking teams lose possession sometimes so make sure you know all the tricks of getting the puck back on your side. You'll have to know your way around the N64 controller if you want to pull this off because all the yellow C Buttons will help you to block, shoulder charge and steal your way out of trouble.





Puck hog!

One of the other major tips is not to hog the puck as you power down the ice. You may want the glory of scoring the winning goal but if you keep passing the puck around the ice you're more likely to end the game on the winning team. Keep moving and passing and you'll make life harder for your opponents. Try to confine your passes to the area of the rink that you can actually see on screen too – flying a shot off into nowhere will almost always end up on the stick of a defender.



Play it by the book

By learning a few basic textbook hockey manoeuvres you should be able to outsmart most of the top goalies. Try dodging or faking as you approach the goal or try mastering the one-timer move. This involves a swift pass to a team-mate who then fires off a shot just as you reach the goal.

Kneel before me!

Another really useful trick to regain possession is the block. If you don't manage to trip, hook or check the puck off one of your opponents then you can always try blocking one of their passing shots to capture it back. To pull this off wait until the player with the puck pulls his stick back to pass then hit the A Button to kneel down in front of him and block the shot.



Just checking!

If you turn off the penalties and you're playing against the computer then watch out – it won't hold back! It knows all the tricks of the trade and you're bound to come off worse in a fight. If you master the art of checking then you might be able to redress the balance a little. Again it's the C Buttons that'll help you through here so come up behind players and try using them to trip up or shove the opposition over. Make sure the referee doesn't see you though or you'll be spending some time in the penalty box!

Comment - Lou

It's not often that a game comes along that it's hard to find anything bad to say about, especially when it comes in a really over-tackled genre like sport sims. But Wayne Gretzky's 3D Hockey is great! It's full-on action all the way whether you're playing a single match or an all-out 82 game season right through to the Stanley Cup. This is fast and furious and dead easy to play and it's just as much fun if you're on your own against the CPU as it is with four players battling it out in a head-to-head tournament.

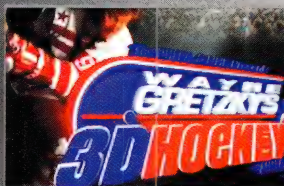
Probably the most impressive thing in the game is the player movement. Apart from the celebrations when a goal is scored (a bit like in ISS64) the basic movements up and down the ice are as realistic as any I've seen on a console. It's not easy to pin down exactly what it is that makes the gliding movements seem so real – they just are!

Midway have made good use of the camera angle adjustments and the option screens are user-friendly and pretty comprehensive. The manual's also a great help because it takes you through all the various infringements and regulations in laymen's terms.

There's no doubt about it, this game sets the standard for all future 64-bit sport sims. A real winner!

REVIEW NINTENDO 64

WAYNE GRETZKY'S 3D HOCKEY



INFO

- **GAME DIFFICULTY:** Easy to very hard (depends on settings)
- **FIRST DAY SCORE:** Lifted the Stanley Cup (just kidding!)
- **ALTERNATIVES:** NBA Hang Time, ISS64, FIFA 64

CREDITS

- **PUBLISHER:** Midway
- **DEVELOPER:** Midway
- **PREVIOUS TITLES:** NBA Hang Time, Doom, Hexen
- **DISTRIBUTOR:** GT Interactive
- **RELEASE:** September '97
- **GAME TYPE:** Sport sim

FEATURES

- **PLAYERS:** 1-4
- **HEAD TO HEAD:** Yes
- **MEMORY PAK:** Yes
- **CONTINUES:** N/A
- **OPTIONS:** Players/ Difficulty/Speed/Music...

CONTROLS

- **RESPONSIVENESS:** Very good



Start/Timeout



Shoot/Kneel/One-Timer (+B)



Pass/Steal



Bottom: Turbo/Power shot (+A)/Dive (+A)
Left: Check Top: Hook
Right: Trip



Switch players



Shoot



The Jungle Book



Not the latest Disney ride but a friendly parrot that makes a useful vehicle.

An old favourite

You must know this one! Everyone's favourite since it was first made - when we all went around in loincloths and survived by chewing roots and berries - The Jungle Book has stood the test of time, first as a book, then a Disney animated film, and now as a SNES platformer. The original story became ever-so-slightly changed in Disney's translation, but has remained a firm favourite and the characterisations and songs have become classics.

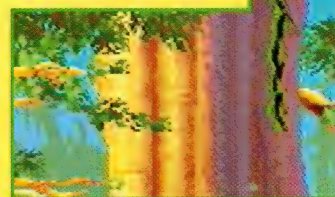
This game conversion remains loyal to the film in both its graphics and storyline, and even if it wasn't so familiar as a tiger-taming tale, it should still rank as a damn good way of passing time.



The orange overlord prepares an underarm attack.



Mowgli stakes a claim that man-cub is descended from apes.



Mowgli bares his necessities after falling from a branch!

It's a jungle out there

Man-cub Mowgli has to find his way through the perils of the jungle to the Man Village where he will realise his true nature and lose any childhood illusions he had about being an ape. On the way there he'll meet up with a strange array of characters, not all of whom you'd expect to meet in your average jungle location. Some (a few) are friendly and recognise him for what he is, but others are out to make a juicy meal out of this lump of tender meat that just happens to be attached to a human being. To get past these lesser vertebrates is no small task and involves some skillful action and cunning moves through the jungle landscape. At the end lies Shere-Khan, the tiger with blood in his stripes, who'll more than make up for any missed meals if he gets the chance.

ook



Leap into action

You control Mowgli through the various landscapes by combining his running, leaping and vine-swinging skills, carefully avoiding the traps, pitfalls and other creatures that litter the jungle floor. At the same time you must collect gems and bananas to keep his health and spirits up. There are eleven levels to negotiate, (ten plus one training level), each based on a scene from the classic film, and at the end of each there's a battle with some dastardly character or other before Mowgli can continue on his merry way. It's worth fully exploring the jungle as some items are hidden from view and you're gonna need all the bananas and diamonds you can get! Some creatures aren't after Mowgli with any evil intent, but they can cause havoc anyway, as colliding with any passing fur-ball loses him energy points, and with a time limit to each scene too there's every reason for missing a head-on with some poxy porcupine or malicious monkey. Health points can be found on the journey, but life in the jungle's a lot safer with your body intact.



Anyone need a light?

Vine art

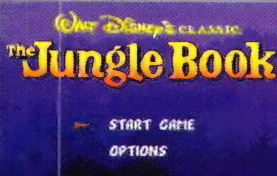
You'd expect this to look like it was lifted straight from the film and it does, with Mowgli and the lesser species all acting it up in fine Disney style. Monkeys cavort around like the real thing and, while spitting snakes and plants aren't anything to write home about (as if anyone would!), the scenery's pretty well in keeping too. All through you'll hear the jolly beat of jungle drums and cheeping or growling creatures, not to mention the famous and oh-so-catchy tunes.

Mowgli on the move

The key to success in this is to fully explore the levels, and to make good use of all the objects that lie around. In Training mode you get to push boulders about and use them to climb up to greater heights, and Mowgli's push posture gives a clue to where this can be useful in later levels. Timing jumps and vine swings are other things to practice until they're just right, as these are essential when your bananas just aren't enough to flatten that hyena or wild boar. The other main things to watch out for are the moving sprites that warn you of falling blocks and moving platforms, and remember not to ignore those small but deadly insects that can catch you out just when you thought you'd made it.

REVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

THE JUNGLE BOOK



INFO

- **GAME DIFFICULTY:** Medium to hard
- **FIRST DAY SCORE:** Rode the parrot
- **ALTERNATIVES:** Lion King, Prehistorik Man

CREDITS

- **PUBLISHER:** Nintendo
- **DEVELOPER:** Disney
- **PREVIOUS TITLES:** Lion King, Pinocchio, Aladdin
- **DISTRIBUTOR:** Nintendo
- **RELEASE:** September '97
- **GAME TYPE:** Platform

CONTROLS

- **RESPONSIVENESS:** Good
- A** Not used
- B** Jump/Grab or release vines
- X** Not used
- Y** Throw bananas
- L/R** Not used
- S** **Start:** Starts game
Select: Pause

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** None
- **OPTIONS:** Level select/ Flying/Slo-mo



Acting it up **Act 2** JUNGLE BY DAY

Here's a brief guide to Mowgli's key hazards and the adversaries he'll come across in each of the levels:

Act 1 TRAINING

This just lets you get to grips with vines and batter snakes and monkeys over the head without too much danger to your own skin.

Spitting snakes, chasms with collapsing bridges, coconut-throwing chimps and stinging insects all provide the hazards in this start-up level. But look out for your buddy Baloo who'll reward you with the occasional bonus item.



Act 8

COLLAPSING RUINS

Louie's simian servants litter the entire level as Mowgli avoids an abundance of collapsing platforms, fire-breathing gargoyles and stinging scorpions. The scenes all slide smoothly past so you have to be fast to keep up with it all.

Act 7 KING LOUIE

Down amongst the ruins there are skulls that fire arrows, moving platforms, rockfalls and the usual bats, snakes and monkeys to keep you busy. Meanwhile our orange crusher Louie has decided that a man-cub is the last thing he needs in his neck of the jungle.



Act 9

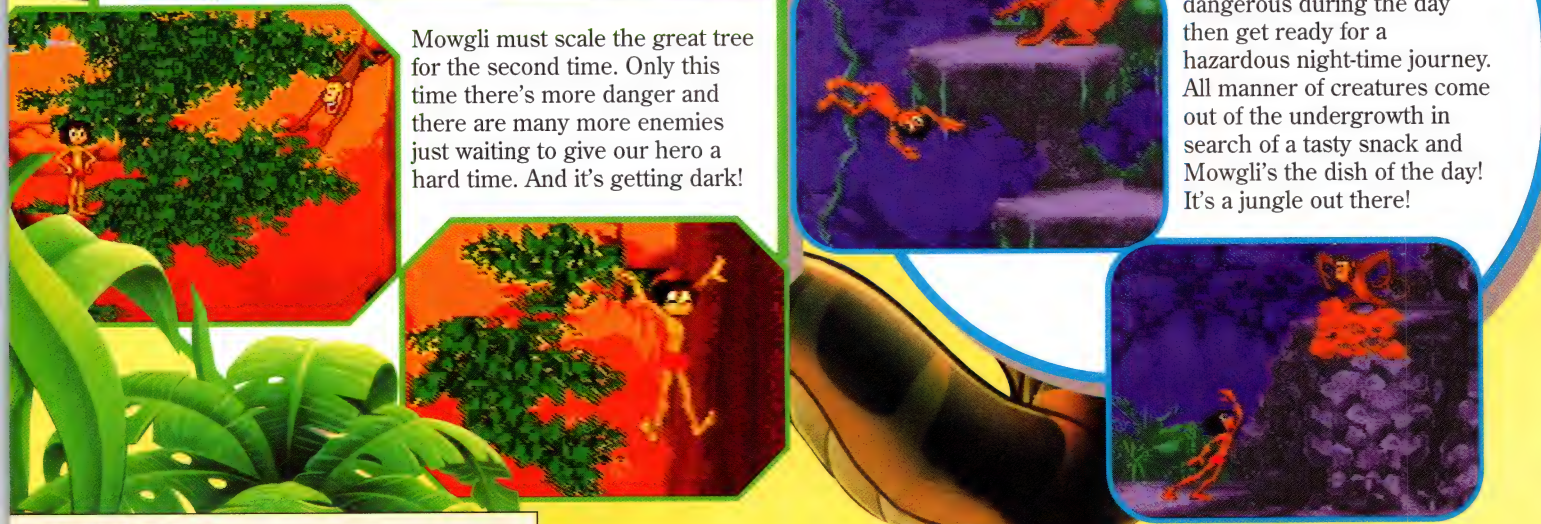
GREAT TREE AT DUSK

Mowgli must scale the great tree for the second time. Only this time there's more danger and there are many more enemies just waiting to give our hero a hard time. And it's getting dark!

Act 10

JUNGLE AT NIGHT

If you thought the jungle was dangerous during the day then get ready for a hazardous night-time journey. All manner of creatures come out of the undergrowth in search of a tasty snack and Mowgli's the dish of the day! It's a jungle out there!



Act 3

KAA THE SNAKE

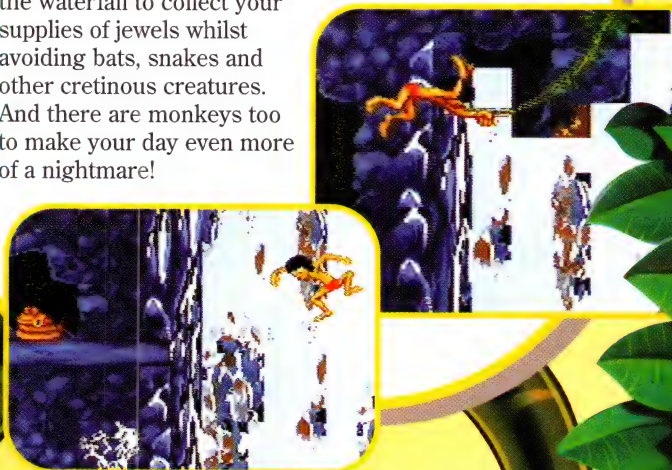
Mowgli must clamber up the great tree to the branches at the top. Look out for holes in the trunk that can be used to gain entrance to other parts of the tree. Hazards include swarms of bees and some jungle birds who are unhappy about having their space invaded.



Act 4

THE WATERFALL

It's pouring down, and you've got to leap up and down the waterfall to collect your supplies of jewels whilst avoiding bats, snakes and other cretinous creatures. And there are monkeys too to make your day even more of a nightmare!



Act 6

PARROT RIDE

Further on in the Tree Village there are more problems to cope with. Hitch a ride on Pretty Polly to get through to the latter stages of this terrible place, but your troubles won't be over there!



Act 5

TREE VILLAGE

This tricky level is home to some devious traps and aggressive enemies. Use the huts and bridges as ledges, but timing's all important to get across some of the gaps. Watch out for collapsible platforms, spiky porcupines and even more of those spitting snakes. Just what is their problem?



Act 11

THE WASTELANDS

The jungle's in the middle of a lightning storm so watch out as the vines catch fire. Bats and hyenas are about too, driven crazy by the storm!



Comment - Alan

This plays OK and if, like me, you were brought up on this sort of chubby-cheeked nonsense, you'll have a small nostalgia trip to contend with too. The graphics are nice, the sound's good. (although you do keep humming those tunes long into the night), and it plays well too. I got a bit rattled at some of the stages, but persistence paid off, and I managed most of the way through in the end, although I still have an appointment with a tiger at some stage this week! A good careful choice for a SNES release at a time when things were looking a little bare on the 16-bit front.





Win! ReBoot Videos!

The **ReBoot** adventures first hit Australian shores (courtesy of Channel 7) at the end of 1995 and proved an instant hit. It was the first time that an animated kids' show was created entirely on computer using the state-of-the-art Silicon Graphics technology previously used for Jurassic Park. The first 13-episode series included more than a staggering 300 minutes of computer generated imagery (CGI) and each week we followed the adventures of Bob and his friends in this hi-tech world.

If you've ever wondered what it's like inside your PC then Bob's your man. Bob lives in the city of Mainframe and defends its helpless citizens from two evil computer viruses called Megabyte and Hexadecimal. He also has to help Mainframe's Sprites contend with The Games whenever The User decides to unleash one on the unsuspecting inhabitants. Bob's a master at all this though and soon becomes the hero of the city. Bob's adventures in his new home are also livened up by an attractive local business-woman called Dot (who owns the local diner) and her over-enthusiastic brother Enzo (no, not our Enzo!). **ReBoot's** great fun with amazing CGI effects and some really entertaining stories. Don't miss it!

The videos have been available to buy for a while now but Polygram have just dropped the price from \$19.95 to \$9.95 so now's your chance if you've not stocked up already. Of course you can always try and win one in our **ReBoot** comp this month instead. Just answer the question on the form below and fill in the rest of your details then post it off to us by 25th September. The first 5 correct entries pulled out of the disk drive will get a set of the first four volumes of **ReBoot** for absolutely nothing!



Available everywhere videos are sold or from Moores Home Entertainment on 1300 366 088.



In **ReBoot**, what's Enzo's sister called?

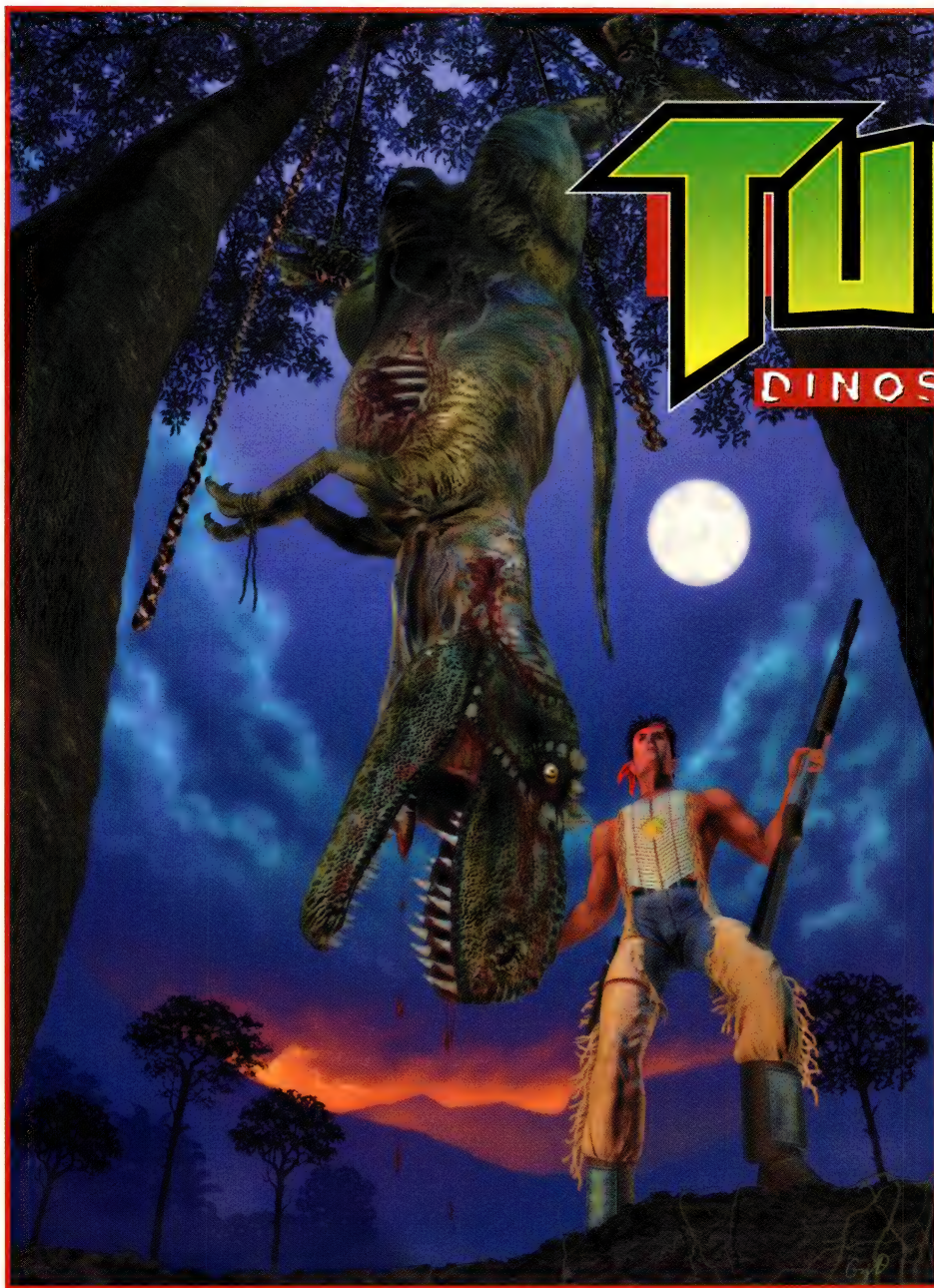
Name: _____ Age: _____

Address: _____

Town/City: _____ State: _____ Postcode: _____

Send to: **Boot Me Up Comp**
NMS, PO Box 734, Crow's Nest, NSW 2065 or email: catalyst@popmail.dircon.co.uk





TUROK

DINOSAUR HUNTER

The second part of our exclusive Turok Playguide takes you step-by-step through Levels 3, 4 and 5. Remember that our maps come straight from the programmers so what you see here should be just what you encounter in the game. Happy hunting!

Level 3

The Ancient City



Clear the lower level and search for all the pick-ups you can carry then go up to the next level by either staircase. Wipe out all the

opposition here as well and then jump into the water and follow the Life Force icons to an underwater room. Climb out and head up the stairs to the right and take a good look around this area then cross a log bridge and follow the stones to another staircase. Pause for breath at the Checkpoint and carefully look around the village. You can climb ladders and cross bridges and the like to get to all the rooftops and upper rooms but enemies will appear around you all the time. Kill all you can because some of them will open up hidden areas when they die. It's well worth taking the time to find pick-ups as you'll need all the ammo you can get! There's a pool that you can jump into as well and wading into the far wall will lead you to another hidden area. Once you've either got bored or got everything you can carry, take

the steps to the next level. If you climb up to the top of temple you can jump off the right side to get more power ups in a secret room. Back outside you'll need to kill the Purlins to lower the barriers in the buildings. Pass two more bonus filled pools and enter the temple at the end to save your game. Then step on the Teleport Pad and you'll find yourself at the top of the building. Jump across to the ledge on the left and follow it along to find the Level 4 Key. Now drop back down to the terrace and then follow the path behind the temple to start your hunt for the next item.

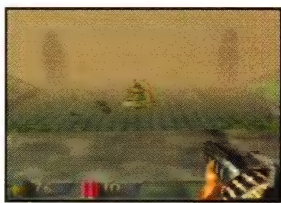


Level 3

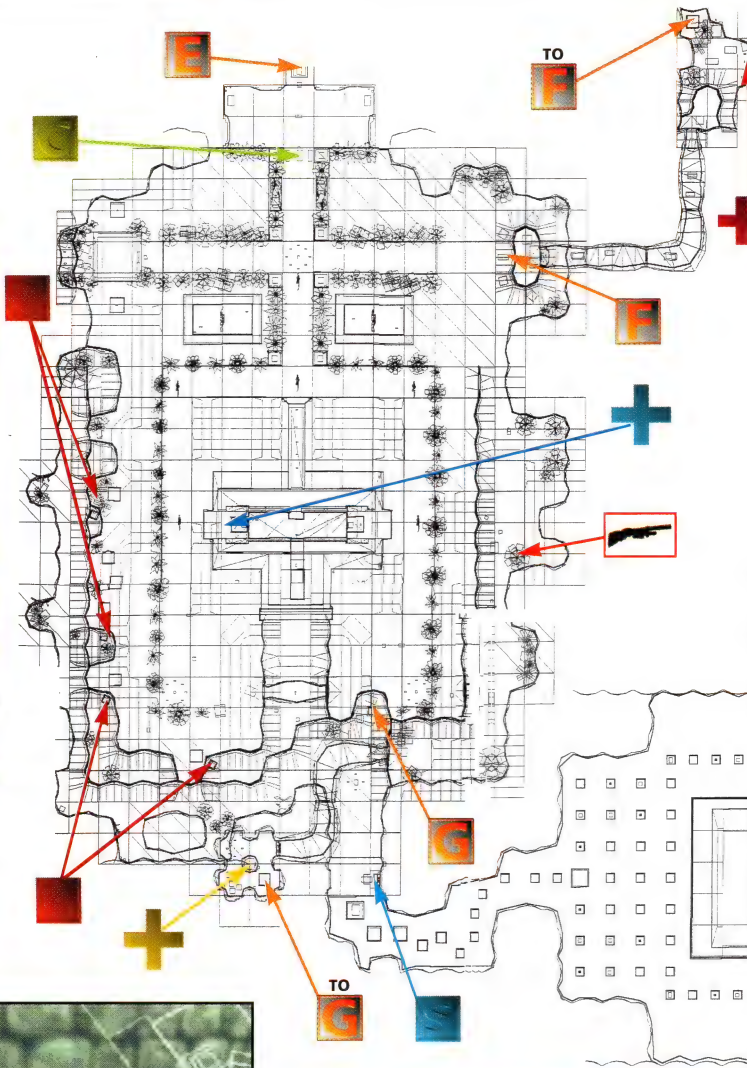


2nd Level 5 Key

Move methodically through each terrace until you reach the temples. In this area there are four climable trees, climb the far left one and then jump left to hit a switch which will open a trapdoor on the level below. Drop down then go through the trapdoor and turn left. You'll find a room with a deep pool and plenty of pick-ups. Now double back and go straight across the crossroads to find another pool. Dive into the water and find the underwater tunnel at the back. Follow this tunnel to a room packed with Beetles then carry on until you meet a flamethrowing Purlin – defeat him and you'll find an Ultra Health. Hit the floor switch and explore outside for a few more health bonuses, then get back down to the trapdoor and this time just go straight at the crossroads and through the Checkpoint. Eventually you'll come to a Teleport Pad and you'll need to be ready to take on a flock of Raptors after you go through. You'll find the Key in a sunken area directly ahead. There are some good bonuses in

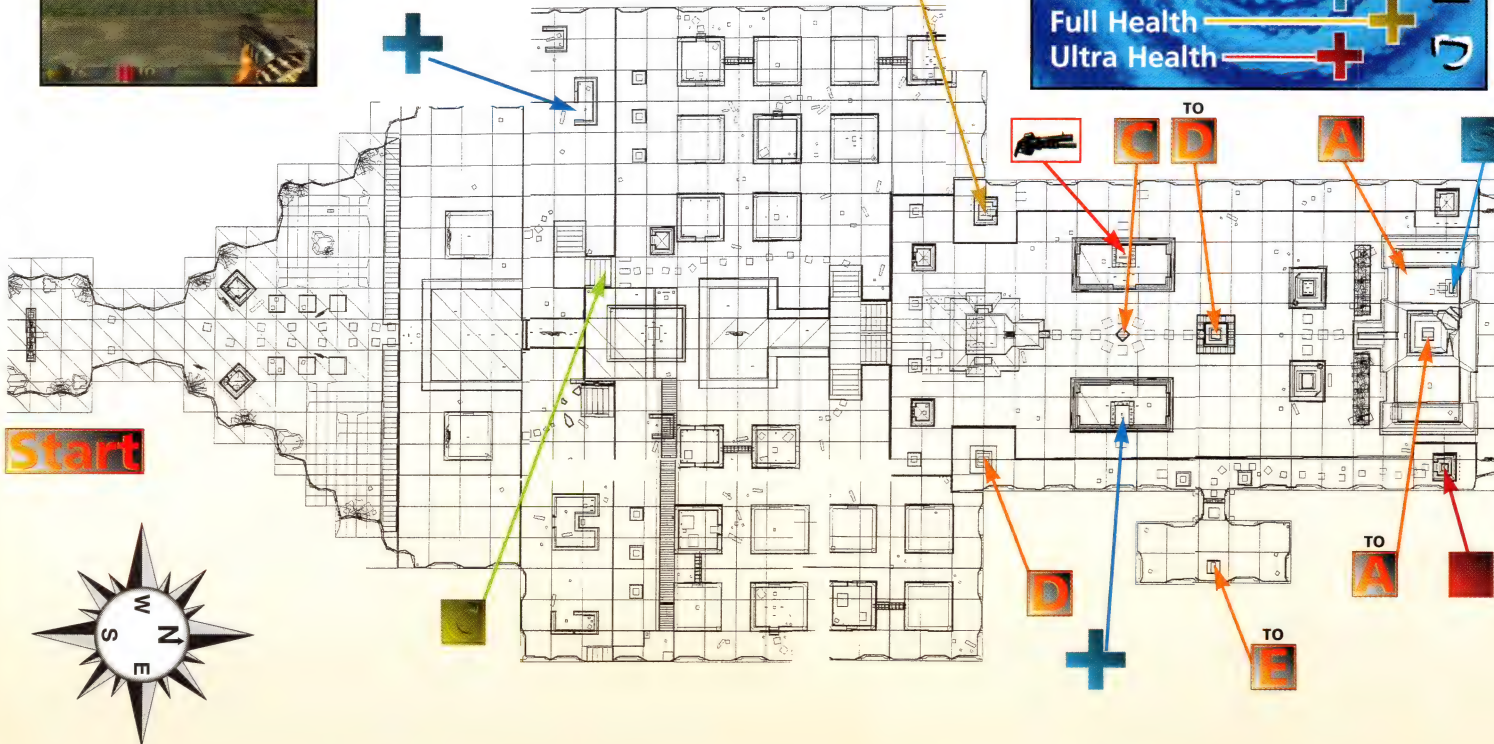


and around the buildings here including some Tek Armour.



Checkpoint	
Save Point	
Level 4 Key	
Level 5 Key	
Chronosceptor Piece	
Teleport Pad	
Switch	
25% Health	
Full Health	
Ultra Health	

LEGEND





Chronosceptor

After getting the Level 5 Key, leave the area and hunt for some steps down to a basement. Kill the two Purlins to open the barrier to an underground passage and follow it to find Teleport Pad C. You'll materialise on a pillar that's slowly lowering to the ground. Ahead you'll see a second lowering pillar where you'll find another Pad (D) which will take you to a long ledge which has a switch on a building at the end. Activate it and run back to the gate that will open half way along the ledge. Go through and use Pad E.

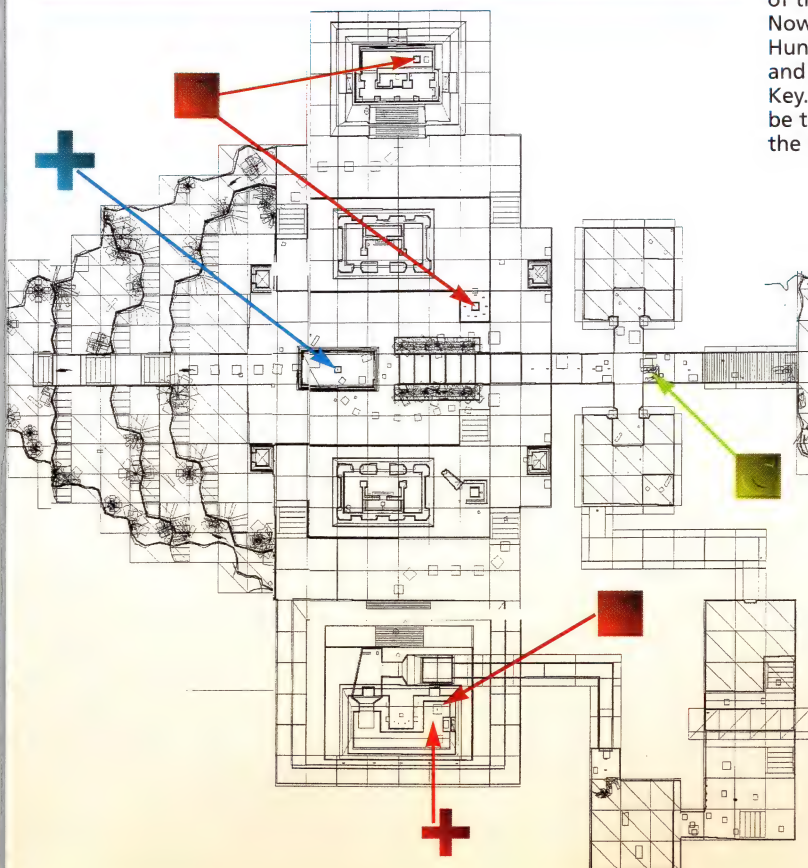
Have good look around the ground level of the next area – you should find a cave with loads of Leapers coming from it. Fight your way past them and into the cave to get a Full Health. Use the Pad in the clearing to get back where you were (Pad G). Now find the big Temple and head up the steps, but before you drop into the water get ready to fire with a strong weapon. Once you're in you

can either surface to face the two Commandos or you can chicken out and head down the underwater tunnel straight ahead. If you take out the bad guys you'll get a pile of pick-ups for your trouble.

Once you've gone down the tunnel you'll come out on a grassy ledge. Work along it using the switches to raise pillars in the gaps. At the end (before you go up the slope) find a pillar leading to a temple roof full of pink Life Force icons. (Watch out for the traps as you go up the slope!) At the very top near the switch you'll notice a brown area beneath you on the map so drop off the ledge above it and go down the tunnel to find an Ultra

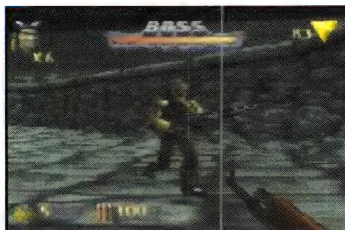
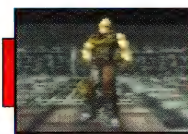
Health and Teleport Pad F to get back up top. Hit the switch but use the Save Point before you tackle the forest of pillars.

This area is really annoying if you aren't much good at jumping. Take the route round the outside left and use the map to help you judge your jump. Some pillars need a short jump but some take a heck of a leap! When you get to the last corner look left for a vine, jump over to it and go up to get the Chronosceptor piece. Then step through the Warp and go up the steps to meet The Long Hunter.



The Ancient City

The Long Hunter



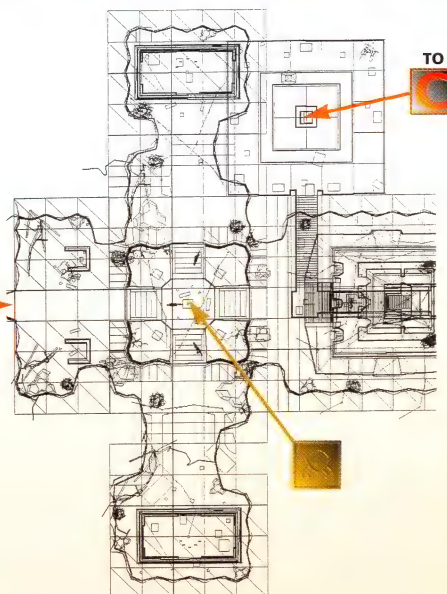
Before you take on your first big boss of the game go for a quick swim in the four pools around the arena where you should find ammo, health and some Tek Armour. You'll need plenty of Explosive Shells and some Tek Arrows before you take on The Long Hunter so make sure you're well stocked up. Once you drop into his arena he'll appear and taunt you for a while then he'll nip off and leave you to take on his Humvee jeeps. The first one's pretty easy to defeat (just keep out of its line of fire and blast away with a medium powered weapon) but the second one's a bit quicker. Power-ups will appear at the doors to the arena while you blast away so grab them as you run past. Try not to use your Tek Arrows just yet – your Explosive Shells should be good enough.

The Long Hunter himself will return after you destroy the second Humvee (armed with a Pulse Rifle and some deadly Boomerangs) but he's very quick so don't stay still for long. Start off with your Tek Arrows then move up to the Explosive Shells, and if he's still staggering about after that just blast him with whatever you've got left. Don't panic if you die because you'll regenerate but he won't.



3rd Level 5 Key

Once The Long Hunter's history the third Level 5 key will appear in the centre of the room. Now grab the Hunter's Pulse Rifle and then pick up the Key. After that you'll be teleported back to the Hub.



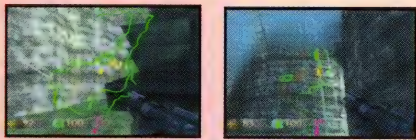
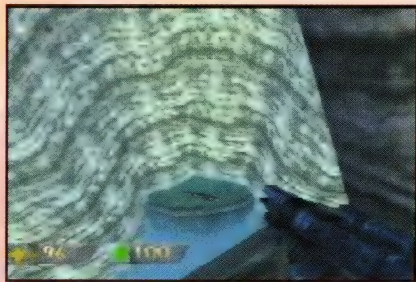
Level 4

The Grenade Launcher



Walk around behind the Warp and follow the canyon until you get to the edge. Dive into the water and swim to the left until you enter another large pool. Now swim to the far corner and dive down to find a submerged tunnel. Follow this tunnel until you find Teleport Pad A.

Walk out of the cave you get transported to and turn left along the logs and jump across to the ladder. Climb the ladder and go through the Checkpoint and carry on jumping from ledge to ledge – you'll soon see two trees by a cliff edge. Jump off this cliff across the canyon to the right of the right hand tree and push forward and you should land on a ledge. Here you'll find the Grenade Launcher which is possibly the most useful weapon in the game. Some of the other ledges are a bit out of your way but they're worth reaching because they'll reward you with power ups.



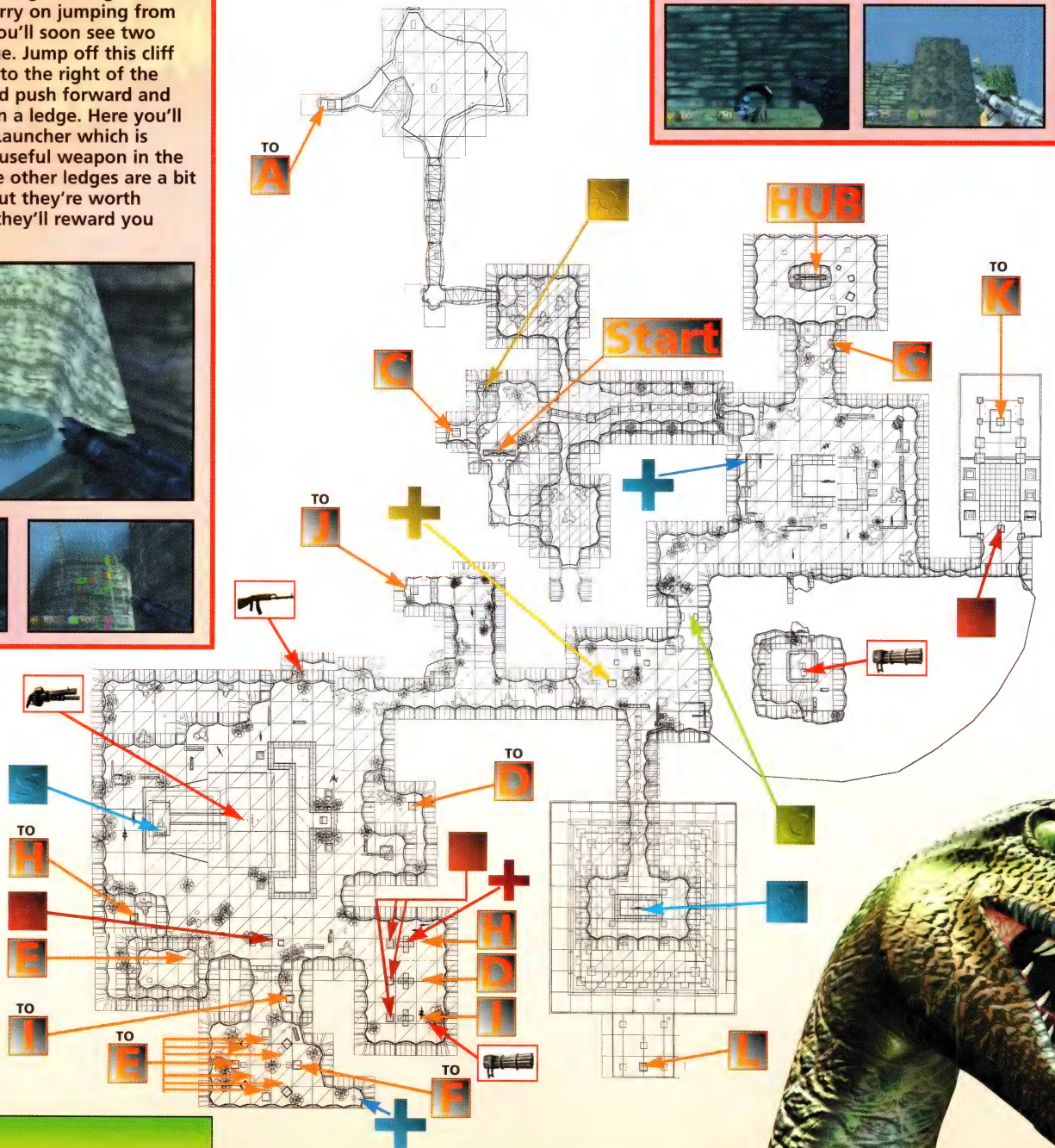
1st Level 8 Key

Jump back to the logs and carry on to Teleport Pad C at the far end of the canyon. Now head left to get the first Level 8 Key, but be careful because it's well guarded! Jump down to the valley floor and head across the long wooden bridge. Snipers will try to pick you off as you go along the bridge so this could be a good time to practice with your Grenade Launcher because it takes time to get used to the way the grenades bounce about. Once you reach the portal, head right into the ruined village.

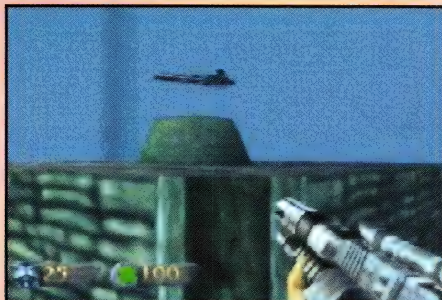


The Minigun

Clear the ruins of enemies and search for all the ammo you can carry then head towards the platform that hangs over the edge of the cliff opposite the pool. Jump down to the long platform beneath and then jump across to the platform on the far side of the chasm. Work your way around the ledge and climb the vine on the other side of the rock. At the top you'll have to defeat a Purlin so remember to have your Tek Arrows handy and when you're in the temple make sure you pick up the Tek Armour. Use the ruined walls to get as high as you can and then jump across to the temple roof to get the Minigun. The Minigun is an awesome weapon, but its only drawback is it that sounds so good you just want to blaze away at everything!



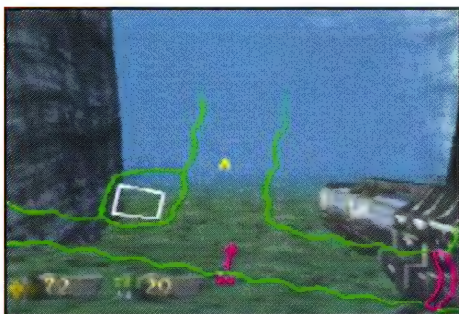
The Ruins



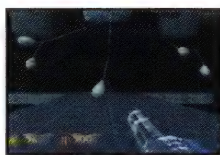
Unfortunately it eats ammo like there's no tomorrow, so don't be tempted to use it too often. Save it for special occasions!

Jump back across the chasm and turn left towards the Checkpoint. There's a Witch Doctor on a pillar to your right which is a great opportunity to try out your new toy!

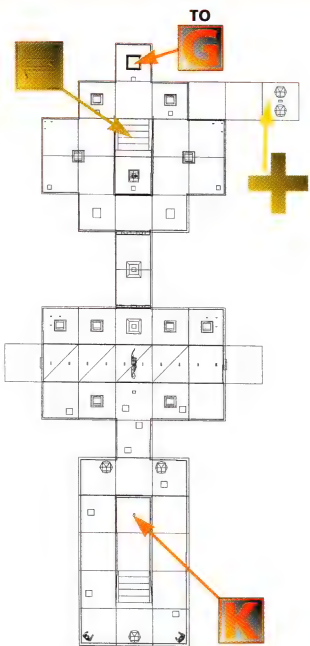
1st Level 6 Key



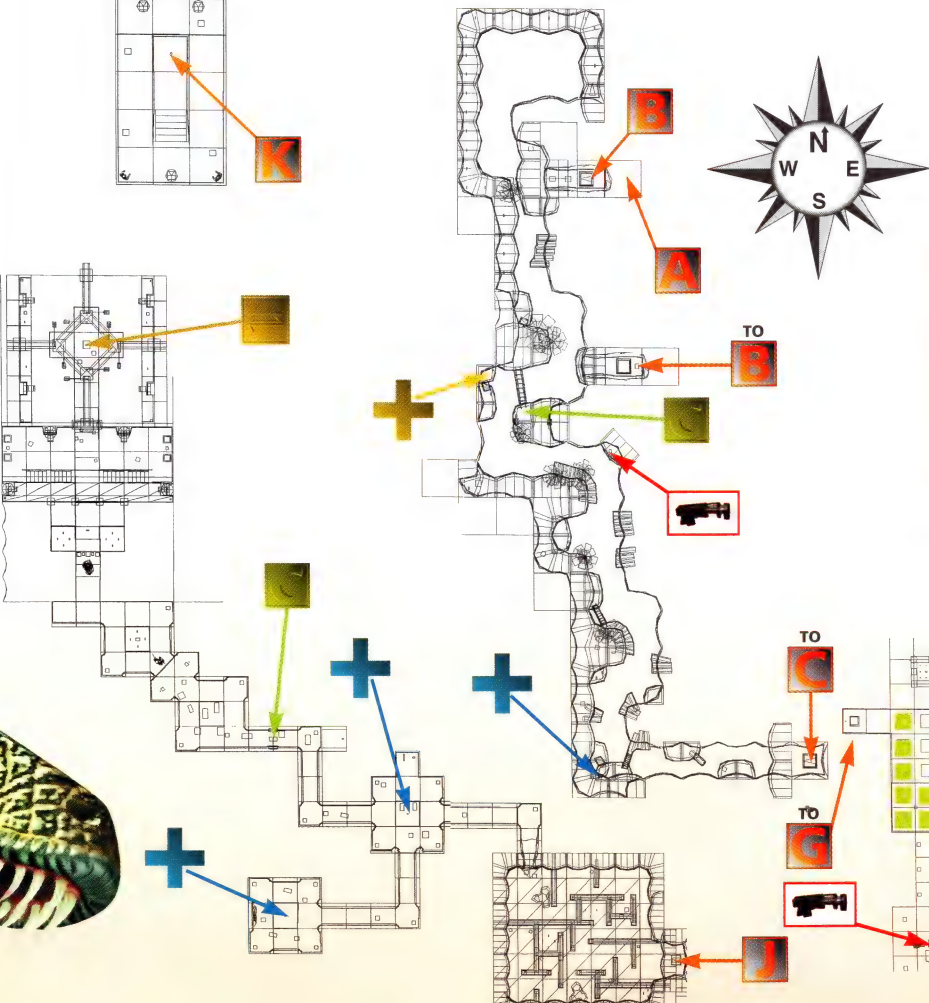
When the Purlin dies you should have access to Teleport Pad J ahead of you. After you rematerialise, drop down into the maze and to get through it you need to keep turning to the right whenever you can. Various enemies await your attention around almost every corner but don't bother







trying to shoot through the grid of the maze because you can't! Enter the tunnel system and get the Health bonuses from the two pools then go through the Checkpoint. You'll find Tek Arrows in one of the next pools and you'll need them for the Purlin just ahead (killing him will open the next barrier). Go up the stairs and the first Level 6 Key is just ahead. The swinging sandbags that can knock you off the path and the host of enemies that persist in warping into the area are, of course, a mere minor irritation!



After Minigunning or Grenading the Witchdoctor follow the trail of Life Force icons to a grill in the floor. Look down and you'll see the Chronoscepter piece. You can't get to it from here so double back and jump up the flaming pillars to get the Full Health icon first. Don't worry – the flames won't hurt (Turok's obviously got a flameproof loincloth!) and when you get to the top, the barrier ahead will drop. Go through it and turn right down the slope. Use your Grenades to take out the Purlin – if you judge the bounces right you should be able to do it while you're still out of his range.



Checkpoint		LEGEND
Save Point		
Level 6 Key		
Level 8 Key		
Chronoscepter Piece		
Teleport Pad		
Switch		
25% Health		
Full Health		
Ultra Health		

Follow the route marked here to get you safely to Teleport Pad G.

Level 4

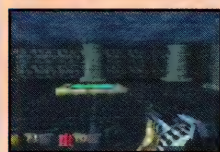
The Ruins



Chronosceptor

Double back on yourself through the tunnels and the maze until you reach the vine where you dropped down into the maze. Go back up and use Teleport Pad J to get back to the main area. Head right and you'll see a vine on your right. Turn left at the top of it and leap to another ledge for a heap of bonuses. Now find the temple in the centre of this area and climb the steps to the Save Point. After saving you'll see a Pink Life Force triangle floating in mid-air behind you and as you approach it a bridge of light particles should appear to lead you to another Grenade Launcher. Drop back down to the ground and you'll soon meet another Witch Doctor on a pillar – his death will open a barrier behind him. Before you go through it though, go to the left and hit the three switches at the foot of the three pillars. This will raise the pillars up out of reach, but don't panic because there are Teleport Pads to get you to the top of each one.

To find the first go back to the side of the temple where the light bridge appeared. There's a ruined building here with walls

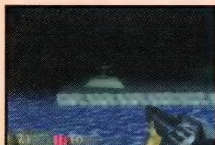


you can climb to get to a ledge. On the ledge is the Teleport Pad to the middle pillar (D) where you'll find Tek Armour. The Teleport for the next pillar can be found on a ledge behind a lava pool so use the vine to get up there and



then use Pad H where you'll get an Ultra Health. The last pillar can be reached by going through the barrier where you killed the Witch Doctor. Don't use any of the Teleport Pads you can see but look for a ruined wall on the left. Climb up the walls and leap to the ledge. The Teleport Pad (I) will take you to the last pillar where you'll get another Minigun.

Go back through the barrier and go up the circle of eight Teleport Pads. Seven of these pads will take you straight to a lava pit (E). The one you want is the one facing east, as marked on our map. You'll rematerialise underwater (F) so surface and jump out on to a ledge and then jump down into a room full of pillars. Find the exit in the south east corner and when you get to the Save Point save your game straight away. Now follow the corridor along and avoid the flame traps, go through the next room and you'll find Teleport Pad L in the following one. You'll be transported to the room you saw through the grill in the floor earlier in the level. Walk up the ramps around the waterfall until you reach the top then jump across to the platform and you'll see several statues. As you step on the platform in the centre they'll come to life and you'll be raised up to collect the fourth of the Chronosceptor Pieces.



on it. Hopefully! Walk along the passage ahead and you'll see you're at the top of the room of pillars you walked through earlier.

These pillars are all at different heights so you can find yourself at a dead end when you can't reach any of the pillars ahead. Try this route: Jump on to the pillar in front of you, second from the left. Now jump along three pillars to the corner. Turn left and jump another three pillars. Turn left again and jump one pillar. Right and one pillar. Left and two. Right and two. Right and one. Left and one. Left and one. Right and one. Left and one. Right and one. Left and four to the end, turn, jump and you should be in a passage leading to Teleport Pad G. (If all this is a bit complicated just follow the green boxes on our map.) This'll take you back to the main area. There's a room with a Grenade Launcher in it to the south of the pillars but unless you're very keen I'd just concentrate on getting out of there.

You'll find yourself back by the exit warp but it isn't time to leave just yet. Turn around and walk into the big area ahead and then bear left. You come to the cliff edge and you should be able to find a ledge off to the left. Follow it along and you'll see some more statues which will come to life as you approach them so be ready! Once you've dealt with them all you can activate the floor panel to open the forcefield ahead. Walk on to the Teleport Pad (K) and on the other side walk up the stairs and towards the water where there'll be a couple of Witch Doctors to tackle to open further barriers and the key is on the raised area ahead. Before Teleporting out there's a Full Health behind the wall to the right as you come down the steps from the key – just walk into the wall. Once you get back to the lava pit near the exit warp, just jump the pillars to the archway. Save your game at the Hub and get ready for The Catacombs!



2nd Level 6 Key

Drop back down the waterfalls or the ramp and use Teleport Pad L to take you back to the room with the four switches in. As you enter the room turn right and hit the switch in that corner, then the one diagonally opposite. Then hit the one on the same side and finally the one diagonally opposite that. This will raise the pillars in the room so that you can jump from one to another and into a passage near the top of the room. It might take you a few goes to get the timing right and don't forget to use the map to help you jump. Once in the passage you'll come to a large pillar of water where the laws of physics seem to be having a day off. Walk/swim into the water and swim up. Use the map to make sure you aren't getting too



close to the edge, because if you fall out of the water you'll have to do the room with the four switches again. As you swim up you'll see a ledge appear in grey on the map and once you're on the same level as the ledge you can leap from the water and land

Level 5

The Catacombs



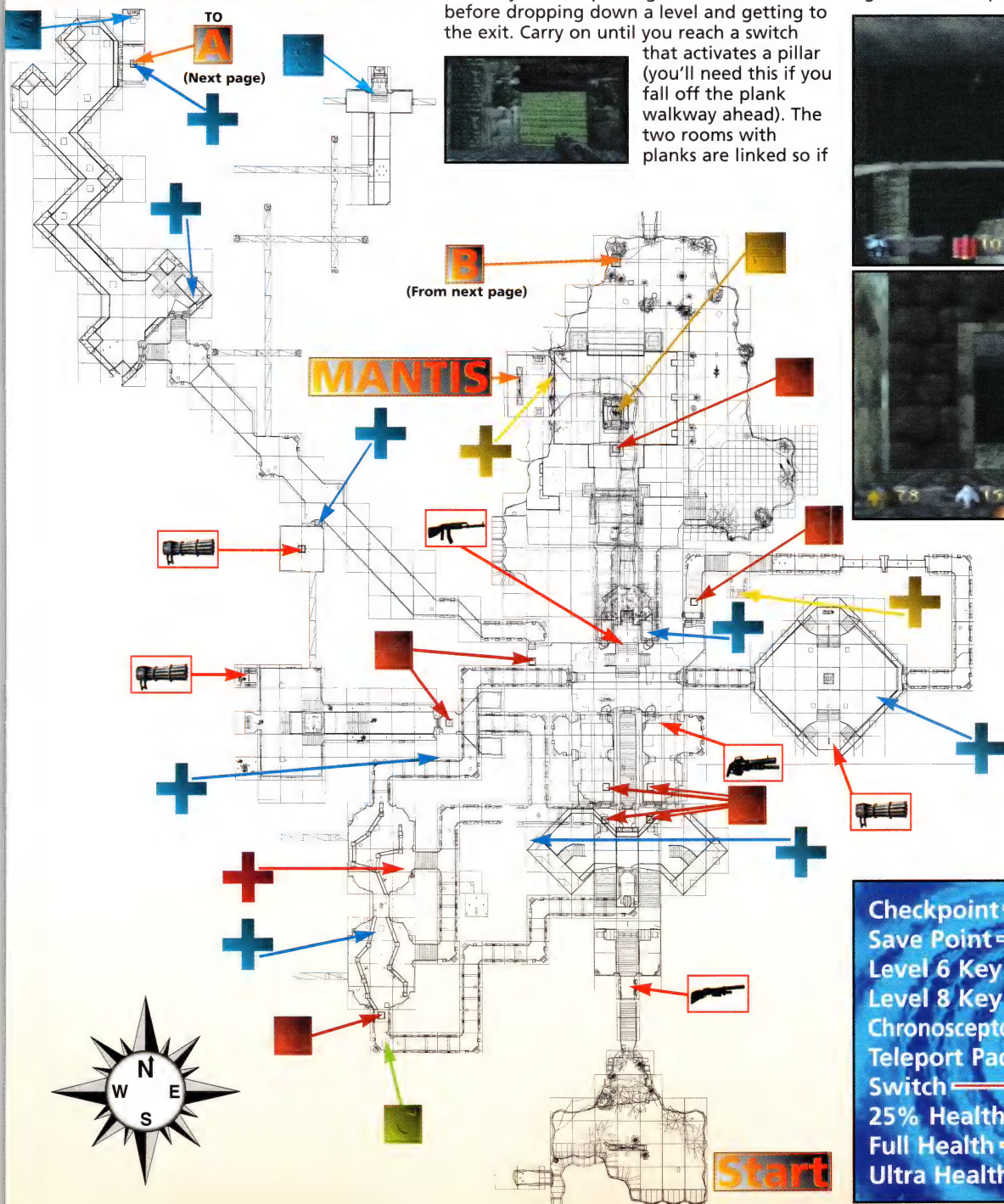
2nd Level & Key

Before you head down the steps look around and find a vine – climb it for some easy ammo. Now head down into the gloomy passage ahead. Don't be tempted to go for a swim in the black water, it's pretty deadly. Activate one of the switches and a door will open. There's a short flight of steps ahead but turn around and go up the long stairs behind you. Go up and grab the bonuses before dropping down a level and getting to the exit. Carry on until you reach a switch

that activates a pillar (you'll need this if you fall off the plank walkway ahead). The two rooms with planks are linked so if you fall off, try to find the pillar. Follow the passages along over a longer bridge until you come to a room with a Witch Doctor. When you kill him the cage surrounding the key will lift and you can grab it. Now head back to the long bridge and drop off to the level below. Walk back towards your entrance to this room, near the black water, and turn right towards a pink icon on a switch.



that activates a pillar (you'll need this if you fall off the plank walkway ahead). The two rooms with planks are linked so if



Checkpoint		LEGEND
Save Point		
Level 6 Key		
Level 8 Key		
Chronosceptor Piece		
Teleport Pad		
Switch		
25% Health		
Full Health		
Ultra Health		

Level 5



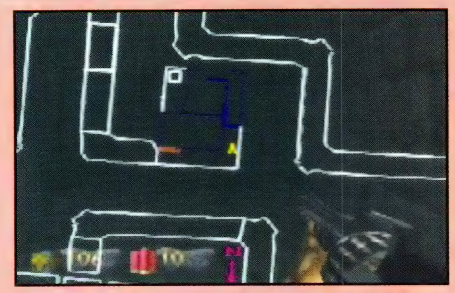
Chronosceptor

Start at the switch with the pink icon and once the door opens wade through the water and into the chamber ahead. One of the walls has stones jutting from it so us them to climb up to the top where there's some Minigun ammo. Drop off carefully from the top ledge and you should land on a narrow ledge below. Walk along this to the end and then climb up some more stones to get a Minigun. There's a tiny tunnel in one corner of the room so walk into it and you'll automatically get on all fours and crawl along. At the end of the passage you'll find a room with another Minigun and a switch to open the door to lead you onwards. As you enter the corridor you should be able to find another tiny tunnel to your left across the other side. Crawl along here and follow the tunnel until



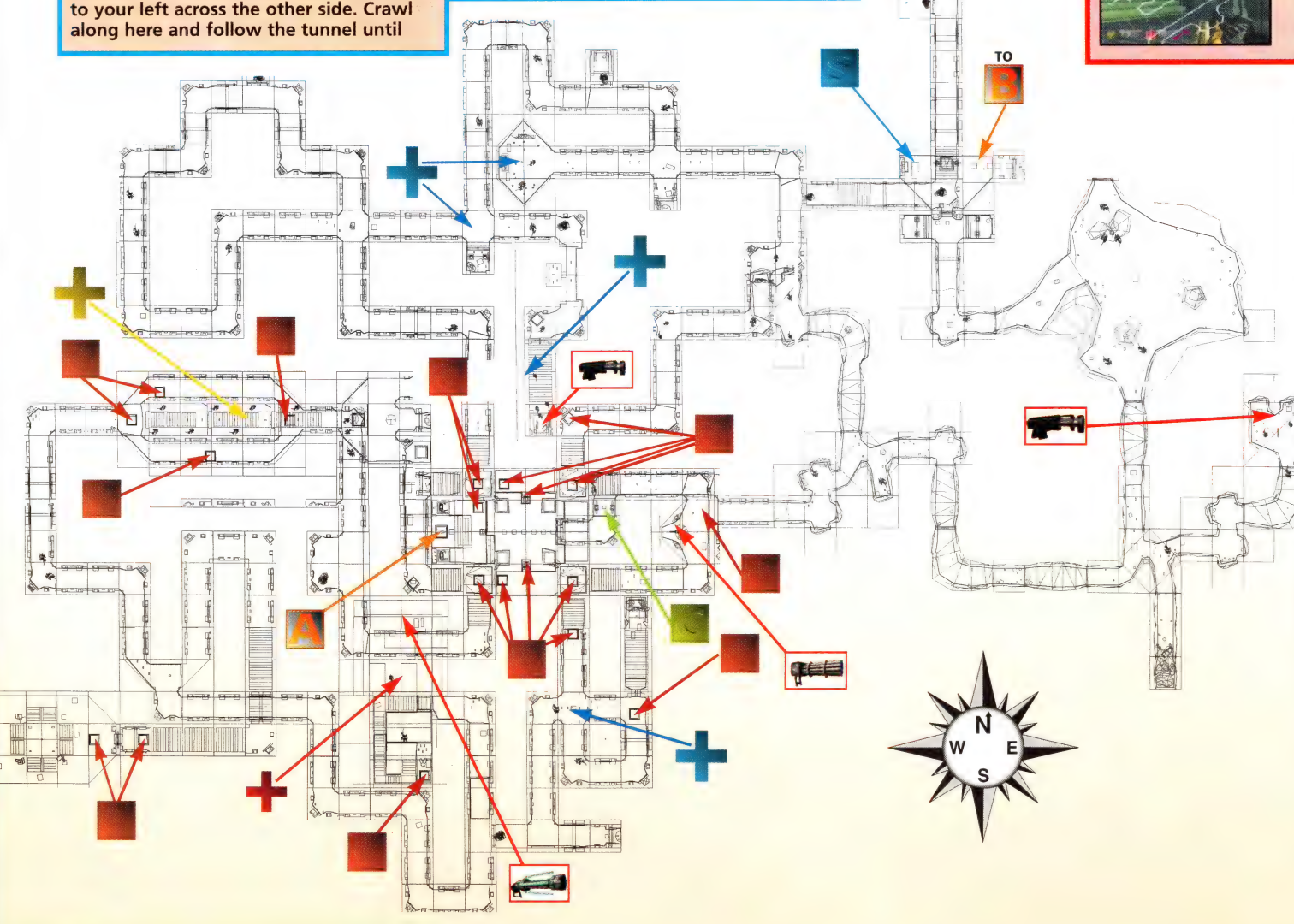
you get to a chamber with a narrow ledge and some water. If you use the map, the route through the tunnel isn't difficult to follow. At the end of the chamber you'll meet a very nasty Teleporting Witch Doctor (the worst kind!) but once you kill him you can grab the Chronosceptor piece. Now double back along the tunnel until you come to the corridor.

Turn right and follow the corridor until you get to some steps, then take the right hand set. Follow the ledge until you come to a doorway on the right then find and climb the wall to the Save Point. Jump off this level using the Life Force icons as a guide and you should land on Teleport Pad A which will take you to the next area.



The Particle Accelerator

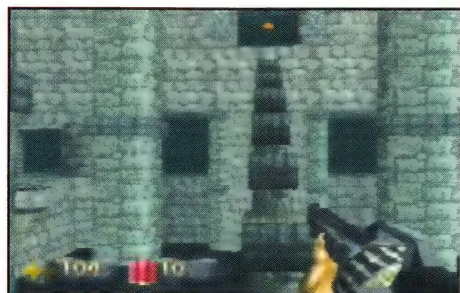
This next area can be pretty confusing to navigate around. Your main objective is to activate all the switches around the central poison pool - here's one method of doing it but you might come up with others. First off get the Pink Icon ahead of you and then go left through two switch operated doors. Carry on down some stairs and turn right at the next crossroads. Head straight past the rotating knives to a switch that opens a wall panel where you'll find a Grenade Launcher. Double back and take the first right turn and walk through the wall ahead at the next crossroads and you'll get a Spiritual Invisibility. Turn right when you come out of the wall and carry on until you get to a switch on a corner; go up the steps and activate the next switch as well. Now turn right and activate the switch on your left then carry on and hit the switch to open the door, then activate the switch on the corner and go up the steps to activate the next one.



The Catacombs

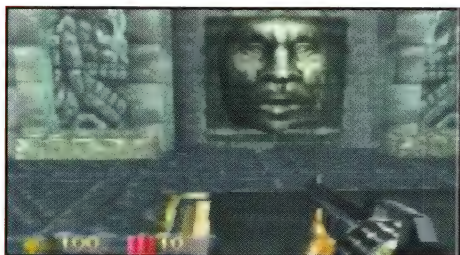
Turn right and head up the passage until it divides into two and then rejoins. There are four switches in this area – activate them all. Carry on through three right angle corners until you get to a less sharp bend in the passage. A wall on your left can be walked through to get you loads of ammo, but there are some Beetles to contend with too.

Once you're back in the main passage carry on the way you were going before. The next time a Purlin bursts through the wall to attack you he'll make an entrance you can use to access another tunnel. Ignore this for now and carry on past it until you come to a chamber with some water and a switch in the corner. The switch will open an underwater door that leads to the Particle Accelerator. This awesome device freezes an enemy and then breaks down it's molecular structure. The upshot of this is that they turn black and then explode. Now swim back the way you came and get back to the Purlin tunnel. Turn left and left again to a switch. Activate it and then activate the one on the far side which will open a door to your left. Activate the switch here and you'll be able to use the pillars to cross the poison water and get to the Checkpoint in the passage ahead.



Leave the Checkpoint and find the switch that will open a path into a tunnel system. This is quite a big area but it shouldn't be too hard to find your way to Teleport Pad B. You'll know you're on the right track when a Witch Doctor bars your way. Once past him use the Save Point before you Teleport out.

Once you're in the next area, climb the stone steps and you'll get some Tek Armour. Use the map to find a tiny ledge off this area and jump down to get an Ultra Health. Find a climbable wall to get out and then go up the steps and look out over the lake. It's probably best to snipe away at the beasties in the water before you make the plunge



into the water. Swim for the central pillar and then find the climbable side to get the Level 6 Key at the top.

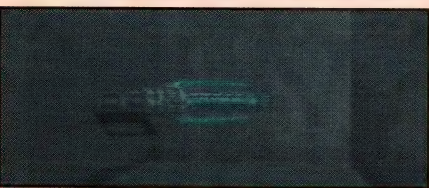
Jump off on to the pillar with the switch on it which will open a floodgate to drain away the water. Get to the ground and head down the steps where you'll see a pink Life Force marking the entrance to another small tunnel. Crawl along and drop into the water at the end.



Find an underwater passage that takes you to a Save Point. Save your game and then carry on to face The Mantis. Or you could just run away, it would be a lot less painful!



Once The Mantis is dead you can go and collect the Level 8 Key which will appear in the arena then warp you back to the Hub.



The Mantis



The Mantis is a bit of a tough bug to crack. He's fast and has a disgusting habit of spewing acid slime and explosive gunk at you as well as bashing through walls. Keep backing away from him and just keep your finger on the trigger. Try to use weapons that fire quickly (the Particle Accelerator you just picked up takes too long to charge up to

a decent level). The Mantis moves around so much it's best to get in many smaller hits than rely on hitting it with the tougher weapons. If you can time it right though, a Grenade or two will help you on your way. Ammo and Health bonuses may appear around the edge of the arena too so keep an eye out for them.

TUROK

DINOSAUR HUNTER

Next month our exclusive Turok guide continues with Levels 6 & 7 – The Treetop Village and The Lost Land.

PREHISTORIK MAN

In issue #53 we brought you an introduction to the crazy caveman antics of Sam, our Prehistorik Man with a mission. You'll remember that Sam must travel with his band of mis-shapen pals in search of bones and food to save his ill-prepared village from extinction. Over the first four levels he's met up with dastardly dinos, problem parrots and b&@\$%d bears amongst others. In this issue we're gonna take a glimpse at the next 9 levels as well as introducing you to all things good and bad that you'll come across on your way to the Dinosaur Graveyard.



CURSED CRITTERS!

Throughout these levels you'll come across a wild bunch of wildlife, some useful, but others downright dangerous. Here's a guide to just a few.

SPIDERS (OCTARIUM LEGGUS)

These spin their webs wherever there's something to hang them on. If they catch you with a knock or bite they'll do you some harm, but they can offer useful lifts over chasms or to higher platforms.



PARROTS (PLUMI SCWAGA)

These pinko, bent-beaked, feather dusters fly blindly through the jungle and are sooo annoying when Sam bumps into them while trying to climb the vines.



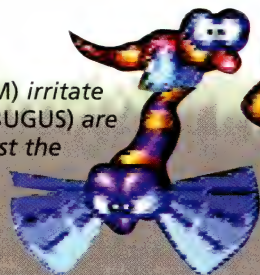
GORILLAS (DONCIUM CONGUS)

More jungle thugs! These nut chuckers are pretty shy and lurk in the undergrowth and tree-tops, but they get roused or annoyed when their territory is invaded, then you'll know it!



INSECTS

The Mossies (MUCHI IRRITUM) irritate and the Wasps (VERRA BUGBUGUS) are BIG! They're found in amongst the trees and after dark and we hate 'em!



TO HELP YOU ON YOUR WAY

BONUSES

UP/EXTRA LIFE:

As it says. And God knows he's gonna need them!

HEARTS:

Little supplements for Sam's energy, unless he already has all he can carry.

HEART CONTAINER:

Extremely important as they increase the number of hearts for each of Sam's lives. There are three in all.

BONES BASKET:

1 basket contains 20 bones Yum!

STONE AGE SHIELD:

Protects Sam for a short time.

HAND GRENADE:

Blow this and all Sam's enemies touched by its shockwave get the message – and hospitalised!

BOMB:

Takes energy from enemies on screen and destroys enemies on low energy.

There are many types of bonus to collect. Food comes in two sorts – normal and super, which count as 10 normals. Collect 100 bonuses and at the end of levels the Chief rewards Sam with an extra life.

POISON:

To be avoided! It removes one of Sam's hearts if collected. So leave it, OK?



HANG-GLIDER:

Difficult to control this one. It comes to light in level 3.

POGO STICK:

Sam'll get this from the inventor in level 12.



STONE WHEEL

Just as tough as the Hang-glider to start with. The Wheel becomes available in level 17.



RUNNING SHOES:

Get these and Sam'll lose his Pogo Stick, Wheel or Hang-glider if he's using one.

Here we go then – our look through the levels from 5 -13.

5

DARK FOREST



Arm your self with a super-shout, but to get this ability you have to recover the torc from the monkeys who stole it. In an environment not unlike much of The Jungle Book Sam'll be attacked by gorillas throwing coconuts, learn to climb vines and dodge and fight with the creatures of the forest.

DRAGONS (VILANUS BADDIS)

Less trouble than they look, but the fire breathing variety (FLAMIUS GRILLUS) can be quite a problem.

They guard the trees day and night and are well annoyed over the forest fire! There are some trained Dinos that can make useful weapons though.

APE MEN (LINKUS NOFINDUS)

Not hot on conversation the guys with hair for brains and toe nails for breakfast just muscle their way through the tree platforms knocking off anyone who's in the way. And that's you!

SQUIRREL (ETUTTI DENUTUS)

Not the charming cheerful creatures you think they are. They lurk in holes in trees and guard their territory jealously. Inside the hollow trees they're a barrier to Sam's ascent.

TORTOISE (USCAIRI MEHIDES)

Tucked away in a hidden bit near the start the Tortoises'll carry Sam over some deadly spikes to collect foodie goodies. But don't expect to take one home as a pet!

BEARS (TEDDIUS BEARUS)

You'll have met these at the start, and while they're too dumb to outsmart Sam they can still be a problem because of their sheer numbers.





More clambering about in the overgrowth! This is a difficult level to get just right as it involves a lot of swinging and grabbing while avoiding the inevitable parrots and deadly falls. There are plenty of berries and other goodies to collect here too.

FOREST VINES

6

7

OLD VOLCANO



The heat is definitely on in this level! The volcano's been extinct for years but now's the time it's chosen to warm things up a little. Watch out for the shadows of falling rocks and use the vines to escape the hot spots. Only your deadly shout will move some of the rocks out of the path.



Here you're faced with a choice of taking your time in insect avoidance and study (and getting burned to death), or running and jumping like hell to make it above the level of the ever-advancing flames. Use the spiders to get a lift up, but you'll have to be quick!

BURNING TREE

8

9

BURNT FOREST

The whole forest is on fire this time, so it's up to the tree tops to get beyond the flames. Bounce off the spears to get that extra spring when jumping, and use them to take out enemies too. The dinos will take several spears to exterminate though!

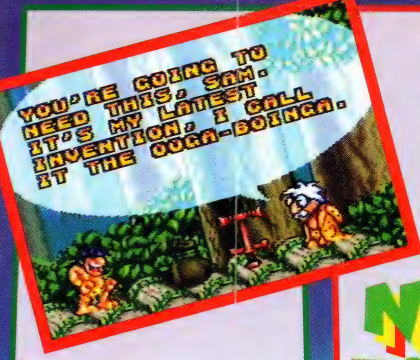




13

NIGHT FOREST

Night is come, and to get to the ground you're gonna need some light to see by. There are fireflies at the top of the trees, but getting them is no easy task, and all sorts of nocturnal nasties await. Use the spiders for a lift and your running techniques will come in handy too.



YOU'RE GOING TO NEED THIS, SAM. IT'S MY LATEST INVENTION: I CALL IT THE OOGA-BOINGA.



The Ooga-boinga (pogo-stick to you and me) is the key to success here. Without weapons you'll have to bounce your way to stardom, avoiding parrots and bouncing on their heads to collect those all-important bones.

APEMAN VILLAGE

11

Oh pooh! Your guide the Hunter has been taken captive by the Apemen and is tied to a tree. You must rescue him if your party is to make it back to the ground. Sleeping birds will bounce you upwards but the fruits here aren't all juicy and the boomerang-throwing Apemen are mean as hell.



APEMAN SUBURBS

12



WINDY TREE

10



Still 10 levels to go - coming soon!

Ill bet you thought you could rest your Mario controlling fingers after last month didn't you? Think again because the game's not over yet. OK, so you've been kissed by the Princess and all's well in the Mushroom Kingdom but there's still more to be found! In all there are a massive 120 stars to be collected in Super Mario 64 and just completing each Course will only yield 93 (including the Bowser levels). We've mentioned a few of the 'secret' stars before but this month we're going to round off our monster SM64 playguide by showing you all the additional 27 stars.



BONUS STARS

HEAD FOR THE HUNDRED!

As we mentioned back near the start of our playguide, you can earn yourself a seventh star in each of the 15 Courses by collecting 100 coins in each one. Some are easier than others but in most cases you shouldn't have too much of a problem snaring the loot. Gold coins are worth one, red are worth two, and blue are worth five.



1
100 GOLD COINS

As you'd expect in the first Course, finding 100 gold coins isn't a major problem here. You'll find plenty of them lying around the area (1) but don't forget that almost all of the bad guys (like the Goombas) can be stomped or punched to yield at least one coin each time (2). Make your way to the island with the Winged Cap box (3) and use the cannon to fire yourself through the rings of gold and red coins (4).

BOB-OMB BATTLEFIELD



2
100 GOLD COINS

Just like in the Bob-Omb Battlefield, Whomp's Fortress is full of cash just waiting to be collected. You can get an easy blue coin out of every Piranha Plant you come across just by tip-toeing up to them (1) then punching them in the guts! Likewise, if you kick a Whomp over you'll get one gold coin and if you stomp on its back you'll get five of them (2). Watch out for the line of blue coins just below the cannon (3) and keep a look out for plenty of other coins around the area (4/5).

WHOMP'S FORTRESS



WARIO 64

JOLLY ROGER BAY



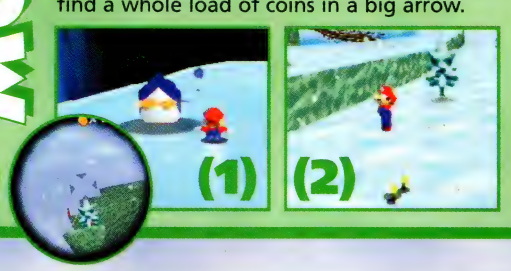
Down in the Jolly Roger Bay you'll find a horde of coins floating in the blue - they're usually in rings of gold ones around single red ones (1). But swim right down into the cave and you'll find the blue switch (2) which will reveal 6 blue coins when you stomp on it. As usual, other coins are lying about or hidden in corners (3) and you'll find another 15 on the gangplanks (operated by the good old purple switch) (4).



COOL, COOL MOUNTAIN



The best source of coins on the Cool Cool Mountain is down the ice-slide inside the cabin (1). Chase after the blue coin at the start and grab all the others you see on the way down. You can score yourself over 60 coins on the slide alone without too much trouble but you'll have to look outside as well to top up to 100. Jump on the Spindrifts and you'll get three gold coins (2) and don't forget to stomp on any other bad guys that come your way. Use the cannon (3) to get to those out of reach areas and you'll find a whole load of coins in a big arrow.

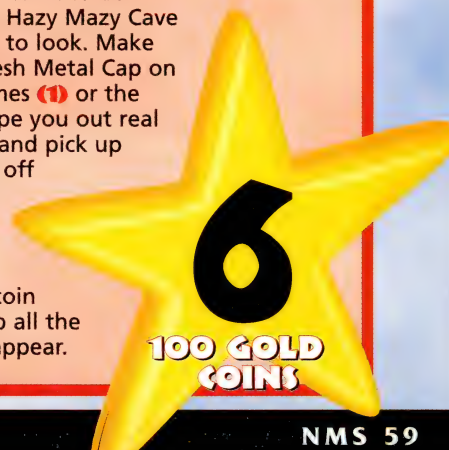


BIG BOO'S HAUNT



Here in the haunted house you can notch up your score pretty quickly just by chasing all the Boos (1) and stomping them to reveal a blue coin in each (2). If you dash round Mr I fast enough (3) he'll turn into a blue coin too and almost all of the other nasties (like the flying books) can be smashed into coins with a well placed punch or stomp.

HAZZY MAZY CAVE



There are plenty of coins to be found down in the Hazy Mazy Cave if you know where to look. Make sure you keep a fresh Metal Cap on your head at all times (1) or the toxic fumes will wipe you out real quick. Dash round and pick up the gold coins first off (2) as well as despatching the Snufits to grab some more. Then head for the blue coin switch (3) and grab all the five-pointers that appear.

LETHAL LAVA LAND

7

100 GOLD COINS

You'll probably remember that when you got the fifth and sixth power star in this Course you had access to a Koopa shell skateboard. Well, you'll need this surfing device to get all the coins here so make sure you enter the level through either the fifth or sixth star. Go straight ahead at the start and get to the yellow box (1) which will reveal the 'skateboard'. Now you can fly around the lava (2) picking up coins until you hit a flat surface which will wipe out your transport. You can also use the bouncy boxes to get around the stage (3) if you lose your skateboard. One more trick – dash around Mr I again (like you did in Big Boo's Haunt) and he'll burst to reveal another blue coin (4).



(1)



(2)



(3)



(4)

8

100 GOLD COINS

SHIFTING SAND LAND



(1)



(2)

Start off by collecting as many coins as you can outside before you venture into the pyramid to snare some more. Once you get inside the pyramid itself make sure you don't miss the blue switch just by the entrance because it'll unveil a pile of five-pointers. Once you've got these, start exploring the rest of the pyramid and you'll find quite a few gold and red coins dotted about (1). Make sure you've practised your hanging from bars too because this skill will let you access some more loot inside the pyramid (2).

DIRE, DIRE DOCKS

9

100 GOLD COINS

You'll be underwater again for this level but you should be well practised at holding your breath by now! To make sure your total hits 100 you'll have to get every one of the red and blue coins floating in the docks. Again, you shouldn't have too much difficulty in finding them (or in finding gold ones) and the blue coin switch is on a platform floating above the submarine.



10

100 GOLD COINS

Although there are loads of coins scattered around the Snowman's Land, your best source of them is inside the igloo. First off, despatch the Spindrifts by jumping on them to reveal gold coins (1) and take out the others by punching or kicking to do the same (2). Watch out for the long rows of coins though because sometimes they'll turn into nasties (3). Now get the Koopa shell skateboard and head up to the igloo. Make for the far left corner (4) and break the blue box to give you the Vanish Cap. Now you can dash round everywhere inside the igloo and collect all the goodies. Don't miss the big mass of coins frozen inside the wall (5).



(1)



(2)



(3)



(4)



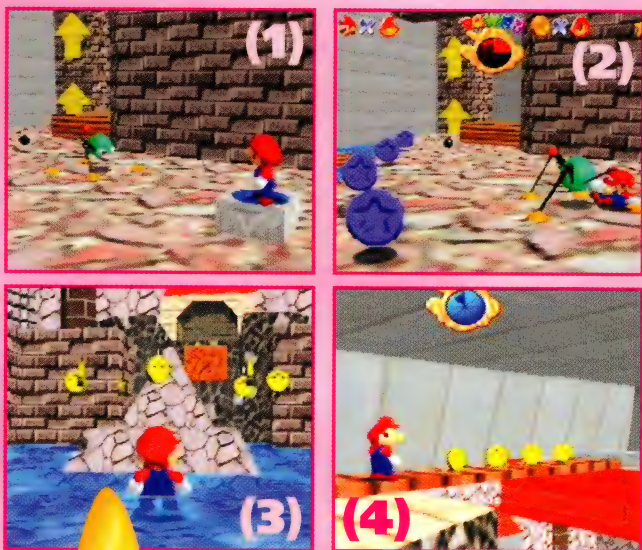
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SNOWMAN'S LAND

WET-DRY WORLD

11
100 GOLD COINS

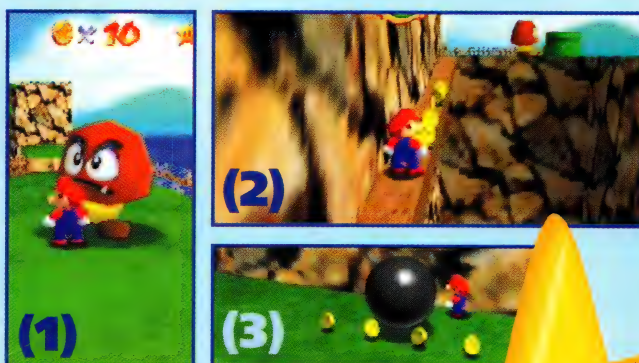
The best way to get your first batch of coins in Wet-Dry World is to lower the water level as far as it will go and stomp on the blue switch (1). Six blue coins will pop up (2) and you can dash round and collect them. Take out Chuckya to get a few more then raise the water level to its limit and head for Downtown. There are plenty of coins here too so just explore the area from top to bottom and pick them up (3/4).



TINY-HUGE ISLAND

13
100 GOLD COINS

Make sure you're tiny for the start of this level because it's only when you're small that you can stomp the Goombas (1) and get a blue coin out of each one. You'll also get a blue coin if you can wipe out the Koopa on the beach. Now head up the mountain and grab every coin you see (2/3). You'll need to be big to get the red coins but it's usually easier to collect a pile while you're still tiny.

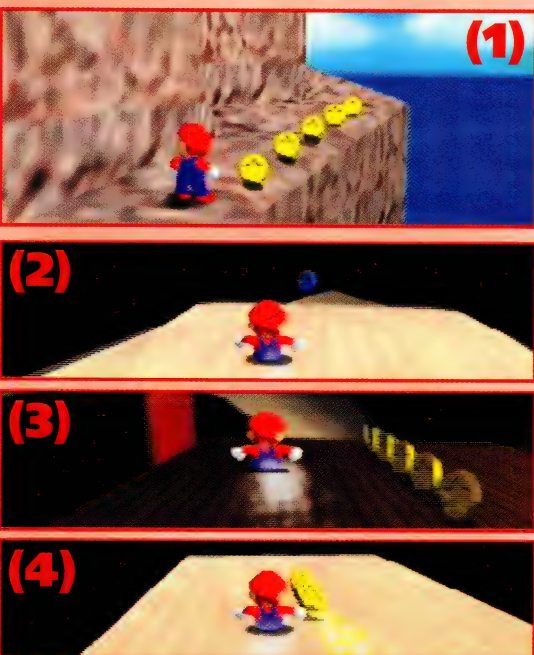


12
100 GOLD COINS

TALL, TALL MOUNTAIN

As usual, collect any coins you find on your way up the mountainside (1) then head into the slide inside the mountain to gather up some more. There are

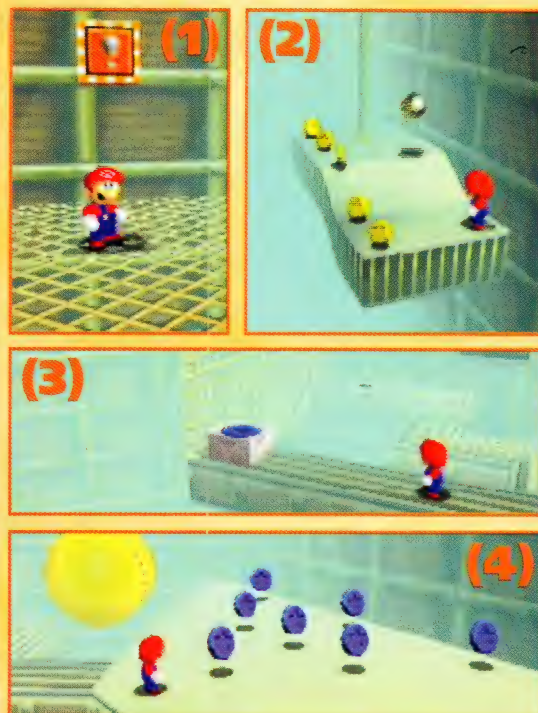
plenty of coins on the slope so just take it steady and pick them up as you go (2-4).



TALL, TALL MOUNTAIN

14
100 GOLD COINS

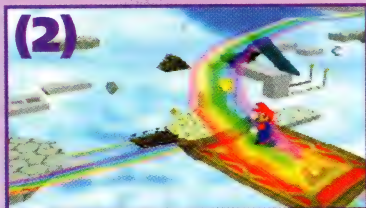
Don't miss a single yellow box inside the Tick-Tock Clock (1) because almost all of them hide a clump of gold coins. You can pick up all the red ones too if you stop the clock, then head up and up collecting as you go (2). If you get up to near the second star, you'll see the blue switch (3) so stomp it, turn round and you'll see about 40 coins worth of loot (4).



TICK-TOCK CLOCK

RAINBOW RIDE

Although this is the last and possibly hardest of all the courses, collecting 100 coins should be dead easy. Your first port of call has probably got to be the maze though. Stomp on the blue switch at the far end (1) then quickly wall jump up to the top corridor where you'll find a huge stash of blue coins. Once you've cleared all these, just head round the level on your carpet (2) and pick up any coins you pass. There is a stack of gold coins lying around the centre of the level and if you head over to the red coins you'll pass several other stashes on the way (3/4).



BONUS STARS

SSSH! IT'S A SECRET!

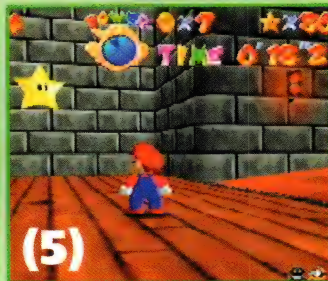
The remaining 12 stars can be found dotted around the castle, some on each level of the building. You'll need to use the full range of your skills to get all of these as some require some nifty thumb work!

1

SECRET STAR

SECRET SLIPPERY SLIDE

Your first two bonus stars can be found in the same place. Make for the Princess's Tower (top right door on the first floor) and leap through the right hand stained-glass window (1). This'll take you flying down the Princess's Secret Slide and all you've got to do to get your first star is make it down the slide in one piece and in a reasonable time (2/3). To get a second star, leap into the slide again and try to make it down in less than 21 seconds by taking the shortcut. Just after you come out of the tunnel near the top of the slide, leap over the edge just at the start of the next steep slope (4). You should land further down the slide then just speed yourself up by pushing forward on the Control Stick and power over the finish line (5). Easy!



2

SECRET STAR

3

SECRET STAR

AQUARIUM ACTION

In the picture room that gets you to Jolly Roger Bay take a good look around the room and you'll spot a recess up in the wall above the aquarium (1). Backflip up into it and drop down into the fish tank itself where you'll see heaps of coins floating in the water (2). The job here is to collect eight red coins (3) then the star will appear in the middle of the tank (4).





4

SECRET STAR

WINGED CAP WONDERS

As soon as you've collected 10 power stars (which of course you've done by now!) you'll be able to access the Wing Cap Tower. You must have done this earlier to activate all the Wing Cap boxes in the game but if you go back here now you can snare an extra star. Stand in the middle of the sun picture on the floor in the castle entrance and look up into the light (1). This will transport you to the Wing Cap area and if you fly around quickly enough (2/3) you should be able to pick up another eight red coins to earn your fourth bonus star.



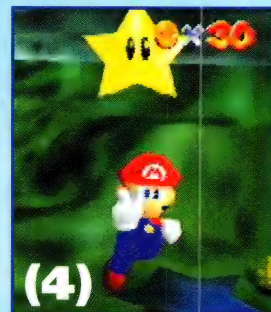
5

SECRET STAR

METAL CAP CAVERN



Head down to the bottom of the Hazy Mazy Cave, jump on Dorrie's head (1) and get a ride over to the platform at the back of the lake. Head in here (2) and start collecting red coins again. A few are above the water level but to get the rest you'll have to swim down (with the help of the Metal Cap) and find them (3). Get all eight and your star will appear (4).

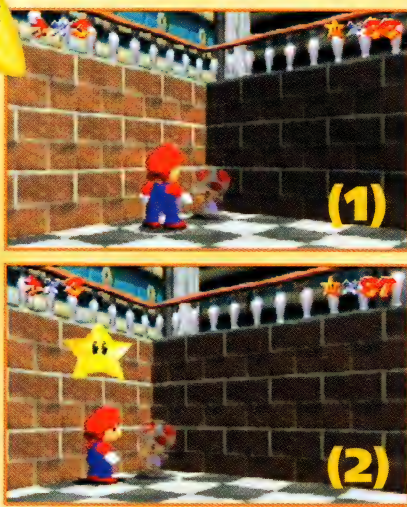


6

SECRET STAR

TALK TO TOAD

In a few places around the castle you'll get yourself a star just by going up to Toad and talking to him. Yes, really, that's all you have to do! The first one of these easy stars is at the metal pool that's the entrance to the Hazy Mazy Cave. Just walk up to Toad, have a chat (1) and he'll give up his star (2).



MOAT MEANDERINGS

Go outside of the castle again and jump into the drained moat. Round near the waterfall you'll find a hole (1) so jump inside and check out another secret area. There'll be a steep slope facing you as you enter but resist the temptation to leap straight down it. Instead, do stomp-jumps down to each ledge and pick up four red coins (2) and several one-ups on your way down. Now head round the corner and negotiate the flame-throwers (3). Leap a few ledges and see-saws and you'll find the second four coins floating above the last stretch of the level. Jump carefully on to the moving platforms and pick up each one (4) then make your way over to the final ledge where you'll find a Vanish Cap box and a blue switch (5). Break the box and grab the cap then dash through the grating to get your star (6).



SECRET STAR



You'll need to venture into the basement for these next two stars and when you get down there you'll spot MIPS the rabbit lurking in the gloom (1). To get your star you've got to go up to him and pick him up but this isn't as easy as it sounds because as soon as you get near him he dashes off. The trick is to chase after him then dive at him when he's cornered. This way you'll grab him before he can take off again (2). Have a chat, let him go and the star's all yours (3/4). This takes a bit of practice but once you've got it sussed you can grab him again for a second star. Just make sure that the first time you capture him you've got less than 50 stars and the second time you've got more than 50.



SECRET STAR

This secret star is one of the hardest you'll grab and you need to have flying with the Wing Cap down to a fine art. Near the entrance to Bowser's final encounter you can back-flip up to a ledge in the wall (1). From here you can access the cloudy rainbow-filled area and pick up eight red coins. You can take a variety of routes but you'll need to make use of the cannon (2) and follow the rainbows as guides (3).



MIPS MADNESS

8

SECRET STAR



(1)



(3)



(4)

9

SECRET STAR



The final two stars are to be had by chatting to Toad again. The first is on the second floor to the right of the Snowman's Land access room (1). The second is on the top floor just to the right of the Tick-Tock Clock (2).

11

SECRET STAR

RETURN TO TOAD



(1)



(2)

12

SECRET STAR

CLOUD HOPPING



(2)



(3)

120!



Well, that really is it this time! Now you should have scored yourself 120 stars and explored every last inch of Mario's world. We've brought you every stage in our mammoth playguide but if there are any courses you've missed then check out our Back Issues page (at the back of the mag) and order the ones you're missing.

Anime Action

There's not much going down this month in the wonderful world of anime so I've graciously given over one of my pages to make room for some more of your excellent drawings. Don't panic though because we'll be back to 2 pages again next month, so don't go away!

In the meantime, we take a look at Siren's latest piece of animated magic in the shape of Crapston Villas. Made by a British company and shown on TV over there originally, we're getting it here on video from September 7th. We'll give you a quick taste of it now but we'll review it next month.

Also doing the rounds at present is a 'Manga-ish' title from the Columbia TriStar label (also being distributed by the lads at Siren). Although it was made some years ago, it's never seen the light of day on video in Australia before so we give you a brief taster then check it out next time.

Polygram may not be releasing any anime at the mo but they have got some other great animated stuff available. Take a look at our ReBoot video giveaway on page 40 and try your luck.

See you next time,

enzo



The introduction to Crapston Villas describes it like this: "Welcome to the Happy House from Hell! Where delinquency, graffiti, loose morals, cat sick, dismal sex, miserable cows, hidden sexuality and women in big pants reside in harmony".

That sets the scene pretty well for this riotous animated comedy series that's billed as a comic soap opera - but your average soapie was never like this! From Jonathan and Sophie, who are always at each other's throats, to Flossie the dumb blonde and Falso the bad tempered cat, it's mayhem and laughs all the way. Volume 1 is out this month with Volume 2 appearing in October. We'll review them both next time and give you the chance to win some copies too!

RELEASE INFORMATION

Volume 1 - Sep 7th; Volume 2 - Oct 'M' 35 minutes per tape (3 episodes a tape)
Siren Entertainment

Crapston Villas



Don't miss next month's Anime Action for a chance to win copies of Crapston Villas!

Heavy Metal

Heavy Metal is based on the classic comic mag of the same name and was originally created way back in 1981. It never had much of a cinema release over here but now you can get it on video for the first time in Australia for \$29.95.

It's a great mix of fantasy and science fiction with an imaginative storyline and some great music. The only problem is that a lot of the content is fairly adult so make sure you're old enough to buy it before you try and hand over your dollars! We'll review and rate Heavy Metal next time so watch this space...

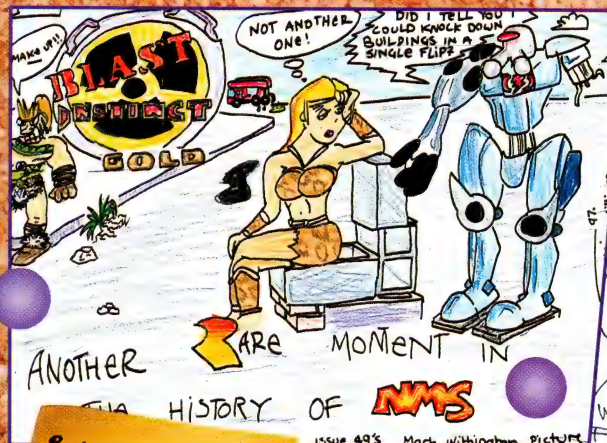
RELEASE INFORMATION

September
\$29.95
Siren Entertainment/
Columbia TriStar

WINNERS #52

The winners of the Genesis Survivor Gaiarth comp in Issue #52 were: **Shaun Meagher**, Safety Bay, WA; **John Boekel**, Canberra, ACT; **Utah Simms**, Miami, Qld. The winners of the Polygram 3x3 Eyes comp were: **Mike Rulf**, Albany, WA; **Loi Tang**, Mulgrave, Vic.

Art Attack



Pretender to the crown? William Varsanyi from Bonnyrigg, NSW gives us a Rare Moment.



Aaahhh! Isn't it sweet? More Killer instinct secrets revealed by Mark Withington, NSW.



Daffy from Bendigo, Victoria has captured Les in all his glory!



What happens in Chez Mortal Kombat after hours. Natalie Javoroski, Montrose, Vic.

NURSIIE'S MAIL BAG



LES HAS ESCAPED!

SO NURSIIE FILLS HIS SHOES.

SUGAR UND SPIZE

Dear Les,
Geez, where should I start? First of all I'm the biggest, biggest, BIGGEST Spice Girls fan in the world!!! No joke! So here we go...

Angus the so-called Ninja Turtle (#51) who doesn't have dreams about the Spice Girls! I have dreams about 'em every night!! Beat that! And Steve, well, you're just a plain %@\$ pervert!! Mel C. is just as natural as any other girl on this earth!! And for the person with the funny name, (#51) you're the only 'weird' one round 'ere! #1 Spice Girls Luva, NSW.

YEZ, I CAN ZEE YOUR PROBLEM. ZIS IS A DEEP PSYCHOZIS FROM ZE TIME VEN YOUR MUZZER SPANKED YOU VEN YOU VERE A LITTLE BABY. SEE A PSYCHIATRIST, NOW!

TOO MUCH NURZIIE?

Dear Les,
I am concerned you are becoming too involved with Nursie. This will cure you. Listen, you are getting very sleepy, veerry sleepy. Now, repeat after me: Nursie is not pretty. She is ugly, ugly, ugly. Les, you are now under my spell, you will do everything and anything I say. Ha, ha, ha, ha, ha!!

As for Reugen Ashenbrenner, I totally agree. Mark Withington is a totally wicked drawer; please tell your fine-liner secrets Mark. Reugen, let's start some burning fairy loove of our own, to drive us both insane. Sorceress Leah.

ZO, SORZERESS, I AM UGLY AM I? VEE VILL SEE! I KNOW VERE YOU LIVE UND I HAVE ZOME NICE AND JUICY MEDICINE VCHICH VILL PUT AN END TO YOUR INSANE LIES! LIES, LIES I ZAY!!



Sonic Man

MARK UP

Dear Les,
This letter is for the highly admired artist Mark Withington. I'd like to say that your artwork is the best I've seen in this magazine, I love them!! Especially the Rare Moments, very funny. I'm so jealous (I'm one of those people who try drawing stuff good as that and die of trying). Your Giant Robo drawings were also really wicked and I was wondering if you did any other anime characters, such as the guys and gals from Ranma 1/2 or Legend of the Four Kings.

On a more bitter note: there are still many chauvinistic males out there who think all boys are better skilled than females on video games. That is not true as I proved when playing Super Mario Kart 64 with three boys at the Sydney Home Computer Show at the Video Heaven stand. I thrashed them while racing on Toad's Turnpike and other tracks as well. So suck that, all those sexist pigs out there in videoland!!! Princess Peach Rulz!!! The Fire Angel, NSW.

I HAVE SHOWN ZIS LETTER TO ZE DOKTOR UND HE ZAYS ZAT YOU HAVE A DEEP, DEEP SUPERIORITY COMPLEX COUPLED WIZ AN OBZEZZION WIZ JAPANEZE CARTOON CHARACTERZ. YOU SHOULD ZEE ZOMEONE!

I'M A GIRL!

Dear Les,
This is for Dan Callaghan. Hi. In answer to your letter (#52) I'm a girl, I play Nintendo and read NMS. You tell me, are you the man for me?

And Les, what would you do for a face if a monkey wanted its arse back?
Kitty 'Maya' Samson, SA.

ZO, YOU HAVE SEEN LEZ HAVE YOU? I WAZ GOING TO ISSUE A DESCRIPTION BUT ZERE IZ NO NEED NOW. IF YOU SPOT HIM, TELL ZE AUTHORITIEZ UND ZEY VILL ZEND HIM BACK TO ME!

VOT? VOT!? ZAT SVINE LEZ HAS EZCAPED, YOU SAY? DUG A TUNNEL VIZ A SPOON UND SNEEKED HIS VAY OUT OV ZE COMPOUND EH? BRING ME ZE ONES RESPONSIBLE! ZEY VILL PAY VIZ ZERE SKINS!

OK! LIZEN UP! NURZIE HERE. VEE HAVE HEARD ZAT LEZ HAZ EZCAPED UNDER ZE FENZE UND UNTIL FURZER NOTIZE I VILL BE ANZWERING ZEE LETTERZ, ZO I VANT NO FUNNY BUZINEZZ UND YOU VILL ALL WRITE ZENZIBLE LETTAZ, OK? I ZED OK!?

VEE HAVE HAD TOO MUCH OV ZE ZILLY LETTERZ UND VEE ARE GEDDING ZIK OV ZEM. ANYONE FOUND WIZ ZILLY LETTERZ IN ZEIR POZZEZZION VILL BE PERZONALLY STRIPPED UND VIPPED BY ME!!

Madam Pisces



MARK TWO

Dear Les,
I just had to write back after issue #52. Thank you Les for printing the most beautiful and sexiest letter ever - you know, the one written by my sexy light-of-my-eyes Mark Withington.

Mark, you make the rain cry. Mark, you make the moon shine. Mark, you are the love that Cupid fires with his arrows. You are my everything... [She goez on a bit here!!]

RSVP The fight of Planetary dimensions: Madam Pisces versus Chun Li. The challenge has been issued, and only a 'wimp' will back down to it. In the ultimate show of two-women-fighting-over-a-bloke, this will blow the rest away!!! Love you (Mark Withington)
Madam Pisces

FISH HAVE A VERY INTEREZTING ZYMBOLISM IN PZYCHOLOGY. ZEY APPEAR AZ TOKENZ REPRESENTING GODZ UND IN DREAMS ZEY CAN ZYMBOLIZE A YEARNING TO RETURN TO ZE ZEA UND GET WET ALL OVER. TO CALL YOURSELF A FISH IS VERY DISTURBING!



Daniel Thompson
Ve got you in at lazt!

LOVE LETTERZ

Huan Ying Les,
I'd just like to thank you for printing my last letter. It just goes to show that under all that insanity you are a nice person.

Mark Withington - A big hello from me

to you. The drawings were awesome. By the way, are you and Madam Pisces an item or is she just laying claim to you?

Madam Pisces - I think Mark can answer for himself. Ryu is from Japan but he'd say 'I love you' in Chinese so Chun Li (who is Chinese) could understand him.

Daniel V - I could RUIN you at Nintendo. Any console, any game, any time.

Skully - I'll have to disagree with you there. Pepsi tastes better than Pepsi Max.

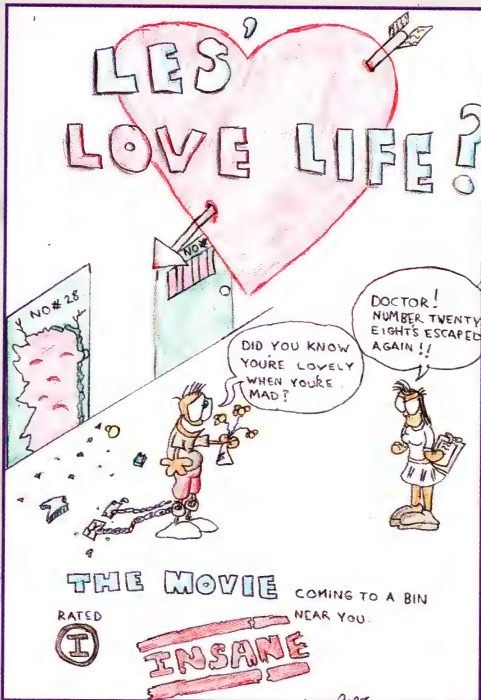
All my love to Les and Nursie,
Bye,
From the real Chun Li.

MMMM. YOU ARE VERY FREE VIZ YOUR LOVE. PERHAPS YOU HAD A CHILDHOOD IN VICH YOU WERE SMOTHERED VIZ LOVE UND NOW YOU ARE TRYING TO FIND ZIS AGAIN. I VILL ASK ZE DOKTOR.

MARK THREE

Dear Les,
Hi, what is happening in the world? Is it going insane? Since when did kids' mums write in complaining? Also people writing crap things in letters like "I think people should tell their sex". Well Reugen, for your peace of mind I'm female. I'm sure all the NMS readers out there will sleep better tonight knowing that!
It's pretty cool reading the love letters people write to each other. Bindi - go for it girl! Ben sounds sweet; so does that Ryu dude. But I'm not interested in them. I want Mark Withington - I need him! As for his pictures they're the best Manga I've seen. I've been in love with him since his picture of Samus in #34. Ahhh. That picture is stuck on my CD player with my pictures. So Madam Pisces you better get in line! Love, CyberKay (Fairchild), Qld.
PS I beg you Les, if Mark ever writes in again would you print his letters? Please, please, please!

ZIS IS CAUZING UZ GREAT CONCERN! ZIS MARK WIZINGTON HAZ A HOLD OVER HALF ZE POPULAZION OV ZE COUNTRY! I VUNDER IS HE IZ TRYING TO TAKE OVER ZE WORLD! MAYBE VE COULD RECRUIT HIM FOR ZE ORGANIZATION!!



Lance McGill - You vere ze one zat gave Lez ze idea in #50! I vill get you viz pillz!



OLD COOT!

Dear Les,
In issue #52 you received a letter from a '52 year old mother of seven'. I would just like to say you silly old coot, if you've got 40¢ on you, go ring someone who gives a @&\$% what you think about this magazine. And as for B.Orchid having less and less clothes on, simple task for you, don't look at her. You're probably jealous of her great looks because you're probably some fat 500 pound beached whale trying to swim back home. As for \$4.95 daily groceries, what do you buy? I know, a couple of cans of sardines and tuna to take back down to the bottom of the ocean to share with all your fat, hairy, ugly, %\$&*@ whale friends.
Philo, NSW.

ZEE VOT I MEAN ABOUT ZE FISH?!

TEDDY!

To Les,
Hello, I'm the guy that lives three padded rooms away. It took me a bit to persuade Nursie to take off my straight jacket. How's your room? My padded room's great, you can spin around in circles and not get hurt. You can even bang your head against the wall! If you are wondering how I get NMS... What's that Teddy? You want to read my NMS, then it's over there. Anyway, where was I? Oh yeah, Nursie slips it under the door. What is it now Teddy? You want to play 'run into the wall'? Well I can't now I'm writing a letter. Sorry. How long have you been in here? I've been here since I was five which has been 16 years. Now what teddy? You want to say 'Hello'. Well I wrote it in for you. Nursie wants me to put on my jacket again. Bye now, The guy that lives three padded rooms away.

ZAT CRAZY GUY! HE MAKES UZ LAUGH YOU KNOW! VIZ ALL ZEZE DRUGS VE CAN MAKE HIM DO ANYING!

HEARTSTOPPER!

Dearest Les,
Well, where to begin? First things first. Thank you once again for printing my piccys in your fine magazine, I feel very honoured and kind of flattered every time I see them. But Les, come on, TWO piccys of mine in the one Mail Bag? You're going to give me a big head and I try so hard to be modest. I must admit that I wasn't completely sure about the Chun Li Vs Orchid piccy, I mean who cares who would win? I know I don't really. I just liked the Pumpkins shirt Chun Li was in. Then after I read what Pisces, my better, my inspirer, had to say I thought 'Wow, what have I done?' I mean Pisces's talent exceeds mine easily. All you have to do is look at Ayx in #49 to see my point. Anyway, I'm sorry Pisco, forgive me?

So, let me get this straight: you're a female, with unbelievable drawing ability and an awesome anime style, who's into Nintendo and you want to prove your love to me? Cool. Truly I am yours, but you don't have to conquer all the universe just for me, we can do that some other time, together. Patience.

Also, you made me very curious about your real identity and if you had had any letters printed before. So I did a little bit of investigative research and I think I discovered who you are. I'm reluctant to ask you in case you don't want your true identity revealed, but I think I know who you are.

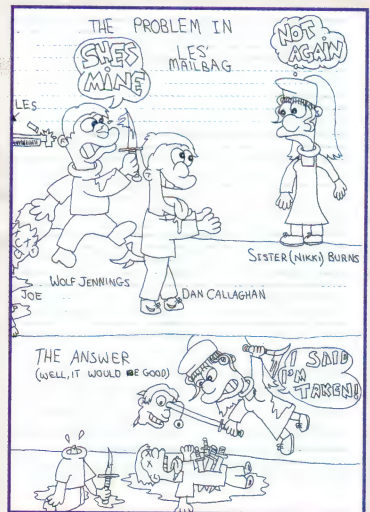
Reugen Ashenbrenner, how are you? Thanks for the kind words, man. In answer to your question I use an Artline200 fine 0.4 in all my artwork. I can't see why anyone would care, but there you go. Hugs and kisses,
Mark Withington, NSW.

PS Les, I am your father! Search your feelings, you know it to be true.

OH MINE GOT! HE IZ ZO NIZE! ZEND UZ A PICTURE OV YOURZELF MARK. ZAT WOULD ZEND ALL ZE LADIEZ CRAZY! UND YA, ZAT IZ RIGHT, YOU LIDDLE DETECTIVE YOU! VE VILL LET MADAM FISH ANSWER VIZ HER REAL NAME IF SHE VANTS TO. YOU ZAY YOU ARE LEZ'S FARTER! ZAT MIGHT EXPLAIN HIZ OBZEZZION VIZ SOME OV ZE PICTURES I HAVE FOUND UNDER HIZ BED!



I vunder vot she's really like Mark?



Robert Cuthbertson will put an end to all zis stoopid nonzense.

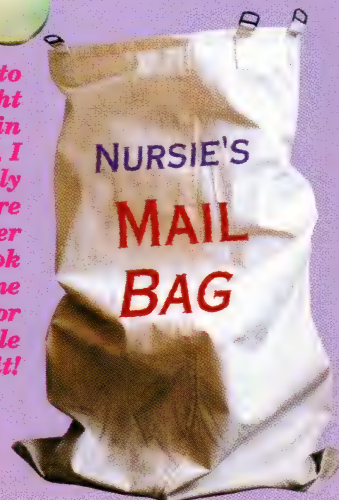
Orry Wyer Humper Stumper leiben deze eik!



Sssh! Whisper, whisper, whisper! I've managed to get to the end of my tunnel and I can see the light beyond the wire! There are people out there too, in the street. Oooh! I'm getting really excited now, I haven't been outside for so long that I can't really remember what people are like! These ones are standing around on the corner of the street under a streetlight and smiling at cars. They do look friendly! If I can find my way to Handsome Pauline's chip shop I could stay underground for good and escape the clutches of the doctors while I get my mind back! I can hardly wait!

Ryan Lucas.
Iz zat Lez in disguize?

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



Skull's Graveyard



To Skulleton,

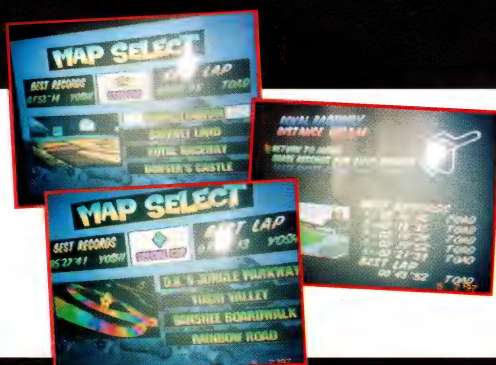
Remember me from Issue #48? How's your fat beastrosity of a wife going, or as I call her (or rather it), 'Sloth'. Below I've put together the top 5 uses for Sloth:

- At first Sloth fits nicely into a small packet where you just add a few drops of water. When Sloth is fully grown poke happily with little devil pitchforks.
- Paint a bull's eye on Sloth's arse and play darts.
- Shave Sloth's back for a carpet.
- To make lots of money name Sloth after a dinosaur, for example: Sloths gotta sore arse (Slothasaurus).
- Roll into a big big oven and roast Sloth up until well done. Season Sloth and cover with gravy. Then feast on the tender and succulent fat.

Finally, I'll kick anyone's arse at Mario Kart 64, I got 2'08"74 on Luigi Circuit on my PAL version N64. And to the *%\$head in Issue #50 - %@\$ Mario Kart cause I'll play you at Mario Kart 64.

See Skull, I rule the Nintendo Gaming World. By King Nintendo, Duke of 64 and Erle of Mario.

Sick as a sick dog! So many people make claims about their highest scores but only a few back them up with any real evidence. Here's some sorta proof from Grant, NSW:



Dear NMS,

I am disappointed in your efforts to find a short-cut in Mario Kart 64's course Yoshi Valley. I have found a large short-cut which is probably bigger than most of the short-cuts you have found. The short-cuts cut almost 10 seconds off your usual time.

The short-cut is towards the end. You have to do a U-turn and a jump. It takes a bit of practice because it is easy to fall off the other side. Easy!

Cameron Smith, Qld

Yeah, yeah, smart arse! I got handed this by the Ed. as if I was to blame for something: 'Deal with it!' Yeah!

We don't put every tip and code ever in the world ever in our playguides otherwise you'd probably moan about that too.

Hey Skull!

Before I start I would like to give you a mighty piece of information about Les.

- Les is really stupid and he smells funny, I now know the pain you go through.
- Because he drives a Volvo (which is one of the safest cars) you can have fun ramming into him!!!

I have now got some questions.

- Can Blast Corps use the Rumble Pak like you once said in the news section?
- Are there any pictures of Dracula 3D that you can show us?
- When will you review Doom 64 or Sim City 2000 on SNES?
- Does Mario Kart 64 have the speed-o-meter as shown in the previews?
- When does Mission: Impossible on the 64 come out?
- I heard that there was a Killer Instinct 2 on SNES. Is this true and if so, why haven't we seen any pictures?
- Why is Blast Corps cheaper than Mario 64 in the shops?

Thank you Oh Mighty Skull
From The Mighty Poiter!

Les couldn't drive a pedal car round his mum's garden.

- Did we say that? Well you can't.*
- There were some on page 8 of last month, but we're negotiating with Konami for more, more, MORE!*
- Doom 64's comin' up next month. Sim City 2000 - dunno!*
- Not entirely clear what you're rattling about here! So... be clearer! If it's in a screen shot it'll be in the game. If it's in the text Will probably made it all up just for a laugh!*
- Round about February, but we've been told that sort of thing before!*
- Killer Instinct 2 was in the Arcades, and it formed the basis for developments into Killer Instinct Gold on the N64.*
- Maybe they like the look of you.*

Beat These Times!

I send out a challenge for someone to beat my Wario Stadium lap time on Mario Kart 64. I don't think many people will get a 1'40"13 on Rainbow Road either.

Happy Karting,
Grant, NSW

Skull,

Could you answer my few question please.

- What's the difference between Super Mario Kart R and Mario Kart 64?
- When will Yoshi's Island 64 be coming out?
- When will Clayfighter 64 be coming out?
- Will there ever be a Wario 64?
- When will Donkey Kong Country 64 be coming out?

Joshua Sparks, NSW

- None - the name! Originally called 'R' (for Rendered) this was dropped later for the highly original but clearly identifiable '64'.*
- It was going to be before Christmas, but delays seem to have crept in and it's not listed amongst this year's releases now. It would be foolish to speculate - that Editor will only get on at me again!*
- Most likely October/November but not confirmed just yet and it's ClayFighter 63'.*
- Doubtless, but nothing planned that I know of yet.*
- It's a secret! Not telling!*

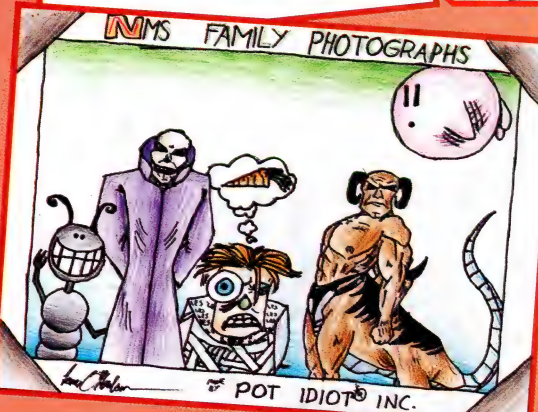
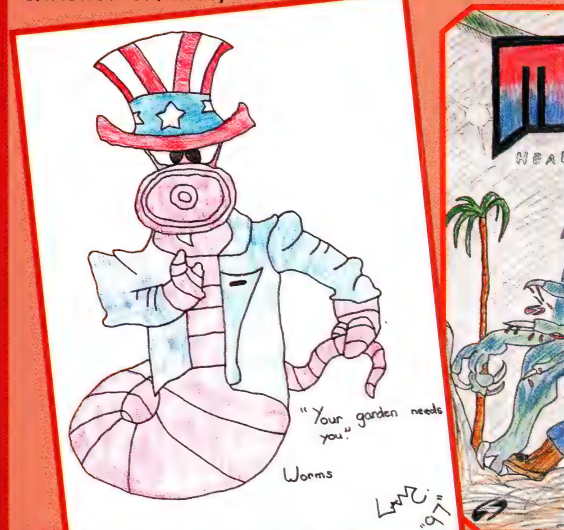
To Skull,

You're a idiot in capitals. So is Les. You should both marry each other. What I want to say is there is all this talk about the bloody 64. What about the kids that can only afford a SNES. NMS should start talking more about the SNES for the poorer kids and families. If anyone wants to fight about this write in and make a complaint.

Skull, print this letter or I'll abuse you till your bones rot.

From Anonymous

CAMERON CHARLES, NZ



JAMES O'HANLON, NSW

Kiss my pelvis!

As SNES and GB titles come out so we include them (usually!). Some are re-released old (and sometimes crap) games but there's still a reasonable supply of new and classic games that are well worth including in the mag, and we do.

Dear Skull (the best of all time),

In your NMS mag I would like you to put in more competitions, posters, tips & tactics and most of all more hot, sexy babes especially the kind of hot, sexy, NUDE babes! I would also like it if you could put in a competition for an N46, a picture of you Skull and also if it isn't too much would you please put in a picture of B.Orchid totally, and I mean totally, nude on the front cover of next month's NMS issue (before I get the doc to make you look like that no-good hedgehog Sonic - plastic surgery of course). PS You can also pay for the plastic surgery. PS Don't forget the babes! From the all-time Pervert King, Schwarzenigger!

I blame Les for all this crap! You'll get what you're given Pervie! I wouldn't be surprised if you haven't got a mountain of totally nude mags as it is. I know I have!

You know Skull,

I was reading all those letters you printed (the ones from the Nintendo Lovers) and I reckon those guys are just as stupid as Sega Lovers! What's the difference between a SNES and a Sega Master System? Okay, there are other guys starring but what else? Those damn

Sega/Nintendo Lovers are just saying Sega/Nintendo is better. What's better about them? I don't know what it is like with the Sega stuff, but one thing: Super Mario 64 is great. But have you ever thought about how boring it would be on the SNES? Not many Goombas, Koopas, etc. Mario Kart 64 is just about perfect, but why Mario Kart? Why not Kong-Kart? What fun would it be to have all the Kongs driving karts! But the N64 is still great! What would be better than the N64? Probably a N128. Bye, Yana, SA

Difference? Mario Kart, Donkey Kong Country, DKC2, DKC3, Yoshi's Island, Killer Instinct, Super Mario World; better plastic; better colour; better...

Dear NMS,

What the ***** is wrong with you?? I have sent in 3 letters (or was it 4), anyway, YOU HAVEN'T ANSWERED ANY OF THEM, AND THAT WAS 5 MONTHS AGO!!!! YOU'D BETTER ANSWER THIS ONE OR ELSE I'M GONNA SELL MY SNES, BUY A SEGA AND TURN INTO A SONIC LOVER. SO ANSWER THIS ONE QUESTION FOR ME OK!!

1. Where are all the 15 Banana Birds hidden in DKC3?

From a very p***** off Hint Hunter, SA.

Send in crap letters and you can only expect crap answers. I'm not telling you!

Dear Skull,

- 1. Will there be an Olympics game on 64?
 - 2. Will there be an Aussie rules game on 64?
- Josh Macpherson, Vic

- 1 Konami have something with 'Olympics' in the title planned for early next year, but I don't know enough about it yet.
- 2 It'd take someone dedicated (and Aussie) to get this out. It would be ace to see but somehow I don't think so!

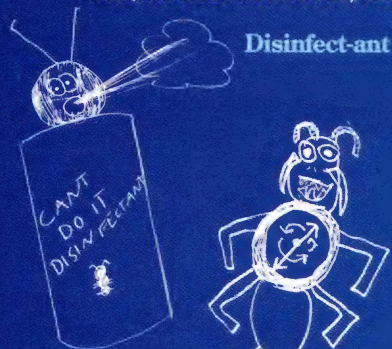
To Skull,

I used to own a Sega Mega (flop) Drive. I'm so ashamed I even had Sonic 2!!! But then my brother said let's get a PlayStation and I said "No". No matter what I did he didn't want a N64. But then one day he saw the ray of enlightenment... He saw the ad for the N64. I immediately turned to him and said "Still want a PlayStation?". He replied "I want a Nintendo 64". So in other words we are going to get a legendary N64! At the moment I've got a Game Boy and have recently bought Donkey Kong Land 2: Diddy's Kong Quest. I've got issue #51 so I got the last half of the bonus barrel guide but I don't have any cheats for the game. So could you give me some? Or at least tell me where I can find them on the net? I've been searching everywhere! MM, WA

Your brother's an advertiser's dream. Until he sees another advert that is! Nintendo of America's web site 'Power Source' at <http://www.nintendo.com> has a section with codes for loads of games. Check it out!

ANT MANIA

ANTS THIS MONTH FROM:
WILL EVATT, NSW; DANIEL MAHONY, QLD;
LEIGH MOSS, VIC; JAMES HAYWARD,
NSW; NEVILLE NEWHOUSE, NSW



Disinfect-ant

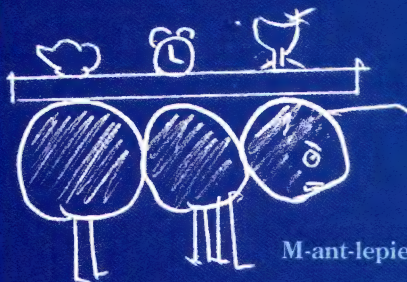


Ant-i Clockwise

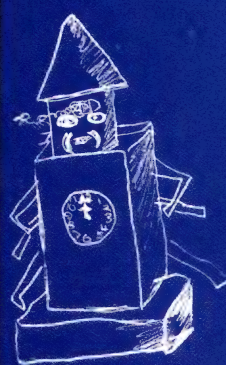


Ant-idote

P-ant-ihose



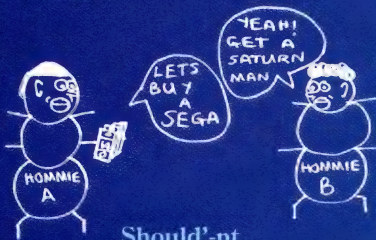
M-ant-lepiece



Ant-ique



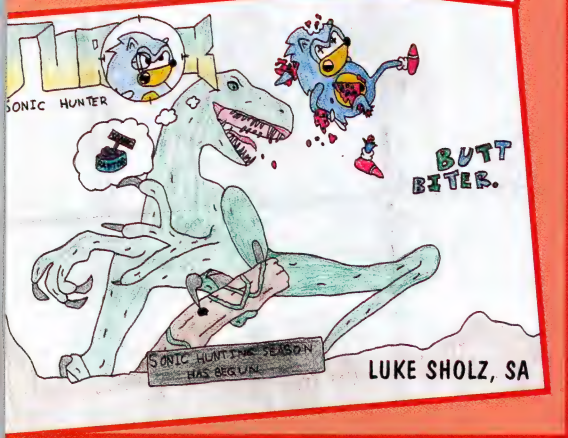
Ant-i bacteria



Should'-nt

STEPHEN NUMMY, NZ

LUKE, SA



Skull's Graveyard

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

Write off!

Dear NMS,

I must congratulate you on a great mag but some of the release dates are not accurate. Like in issue #49 you said Starfox 64 [now called Lylat Wars] and GoldenEye 007 would be out in May, but they weren't! Have you guys put down American release dates instead? It is confusing having American release dates so could ya please use Australian release dates as that's all I'm interested in. Anyway, please answer the following questions.

- 1 With the 64DD ya mentioned in issue #51 that a modem may be included, so will you be able to surf the net?
- 2 How much will the DD cost?
- 3 What N64 games are out now and what will be out in the next few months?
- 4 GoldenEye 007 and Mission: Impossible seem to be excellent games - when can we expect them in Australia?
- 5 I've seen some shots of Mission: Impossible and it looks great, but I haven't seen many of GoldenEye 007, could you show some?
- 6 I have heard Tekken 3 may make its way to the N64, is this true?
- 7 Any chance of an N64 only magazine? Why don't you guys leave out the SNES and GB and go completely N64? I mean the N64 is the only reason I buy the mag.

Thanks
K. Starn, NSW

We get Australian release dates from the distributors of games and put them in the mag in good faith. Unfortunately things happen between us making pages and them releasing (or not) their titles, so these dates can change as has happened with several N64 games this quarter. Sorry, but we do try to be as accurate as we can.

1/2 No further info on the 64DD just now beyond what we reported. We'll let you know just as soon as we do.

- 3 Turn to page 7 for a list of current and expected N64 titles for this year. We'll update this regularly.
- 4 What! You still want release dates? As reliably as we can tell, GoldenEye should be out in October and will be 4-player and Rumble Pak compatible, and Mission: Impossible is planned for January/February, but not firmly fixed yet.
- 5 GoldenEye has had an uplift since we last featured it and we'll let you see what it now looks like in the next issue.
- 6 We've heard no news of this, but we'll ask around.
- 7 There's a definite split between readers who want more SNES and Game Boy coverage and those who want more N64. To accommodate you all we've made the magazine bigger, so you get coverage of your system without encroaching on others.

Dear Write Off,

1. Is there any news on Yoshi's Island 64? If so, can you put in some screen shots?
2. Will the price of N64 games come down like the system, if so by how much?
- 3 I've heard of a game called Extreme G and it's supposed to be like Wipeout, have you heard anything?

Keep up the good work.
Matthew Lanzini, NSW

- 1 We showed some Yoshi 64 screens in issue #50, and while there have been a few more screens released by Nintendo there's nothing really new to tell you at the moment.
- 2 Who can say!? The history of PC, SNES, etc. games is that they do come down in price eventually, but when and by how much depends on the state of the market at the time.
- 3 We've got some screens and info from Acclaim on page 22 and yes, it is like Wipeout.

To NMS

There's no denying the power and capabilities of the N64. Just look at games like Super Mario 64, Wave Race 64 and PilotWings 64. But one has to wonder why Nintendo bothered releasing crappy titles like Cruis'n USA, Killer Instinct Gold or even Mortal Kombat

Trilogy. It's all right to cash in on old coin-ups or out of date games but for Nintendo to have next generation games, is the money really worth it? Is the reputation really worth it? Now Nintendo, you've left me wondering just where all those next generation of games are. It's one thing to talk about quality but it's another thing when you release B or C grade titles. I think Nintendo are lucky Mario Kart 64 has a huge following and that there are 70+ games in the works because releasing games which are below par will be their downfall. S. Intharacks, NSW.

I'm not about to defend less-than-perfect games, but to some extent it's a matter of taste whether you like an arcade-style or fighting game or not. We try to give an honest opinion in our reviews but there are always people who'll love what we hate and vice versa. There are some truly 'next gen' titles already out and in development, but I guess there will always be also-rans too!

Dear NMS

I have some questions I would like to ask about the magazine and some questions on the N64.

- 1 Why did you cut out the Spider's Web and replace it with a Future Shock page that has nothing to do at all with Nintendo?
- 2 What is all that Anime Action all about which does not seem to have anything to do at all with Nintendo?
- 3 Why have all those movie things near the front and why do you have those adverts in the mag like that Astro Boy?
- 4 When you save something on the Controller Pak, can you save a different game on the same pack or do you have to buy a new one?

Thanks.
Anon, SA

- 1 We're resting Spider at the moment but the page will return for an occasional visit. Your responses to our surveys suggested that many readers have an interest in new technology and other developments, so we responded to that with Future Shock. We're still getting feedback and we'll see how that develops.

- 2 Anime Action is one of those parts of the magazine that totally splits the readers. You seem to either love or hate it with no in-between! It has a big following amongst the lovers and when we've cut it in the past we've suffered a barrage of complaints. And hey, it's only a couple of pages in a big magazine!
- 3 More non-Nintendo stuff! Again the inclusion of other things is based on the feedback we get from you. We can't please everybody on every page but we do our best to cater for relevant interests by featuring items that have generated a good response in the past.
- 4 Some games take up nearly the whole pak to save, but others take only a small part, so yes, you can fit more than one game's info on a pak. Check out our article on the Controller Pak in Issue #52.

Dear Write Off,

You are always asking us how you could make this mag better for us the readers, so I'm telling you how you could. I totally agree with Cameron Horn (#52) in Write Off when he said the new rating system is crap. It's true when we go to brag to our Sony and Sega friends how good a game is we have to say "The playability is great and the graphics are good" and then they ask us what that means. Another thing - to Brenton Chong in issue #52 who said there was a lack of SNES, NES and Game Boy reviews I disagree with him. I've got a SNES, NES and a Game Boy, that's right - no N64, but those systems are a thing of the past and are now boring so cut their reviews.
Matt Greene, Vic.

OK, enough! We'll take a look at the scoring system and revert to putting in a percentage or out-of-ten number in our review panel. Next issue - I promise!

Write off!

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

TIPS & CODES

Nun the Wisen



Oiy was out performin' some missionary work in ACT when lol Oiy came upon a miracle. A vision befell me wid a t'ousand young boys playin' wid dere N64s an' SNEs an' GBs an' dey turned towards me sayin' "Give us more tips, for our fingers have fallen on stoney ground". Little darlin'st Oiy especially asked for RPG-flavoured hints, but Oiy do loik to move in mysterious ways, so ye's don't always get what ye's pray for!

SUPER NES

SECRET OF EVERMORE

Dese are from James Sherriff, SA

Get More Money

Go to the Nobilia market and find the stall that sells rice for 3 jewels. Buy as much rice as you can and find the Appraiser to the bottom of the market. Sell all your rice to her and you'll get more money than you started with!

Tugs Coat

After you're pulled out of the well into the land of Gothica go to the well handle and keep pressing the B Button until an Oglen comes out then look for him in the dark forest.

Alchemy

After you enter Gothica and you go left one screen you should see trees to your left. Keep pressing them near the top and you should go into the trees to find a chest with the Aura spell in it.

Dark Forest

To guide you through the dark forest look up in the trees for a gray animal. If you see one you are going the right way.

Ebony Keep

If you cannot find a place to save your game in Ebony Keep find the door marked 'inn' but don't go in. Go in the next door to the right and talk to the man in the room above. After you have talked to him go down and to the left and a man will save your game.



CHRONOTRIGGER

All from Simon 'Hendo' Henderson, SA

If you're having trouble finding some of the rocks in ChronoTrigger here's where they are:

Blue Rock

This is the easiest to find as it sits in a chest within the cave, Giant's Claw.

White Rock

This is in the treasure chest in the black omen.

Black Rock

In the kingdom of Zeal's library open the books in the order of: Water, Lightning, Fire.

Silver Rock

In the Laruba ruins talk to the lonely Nu and accept its offer.

Gold Rock

In 600AD have Frog lead the party into the Denadoro mountains. When you come to a freelancer throwing rocks stand in the way and Frog will grab the rock.

NINTENDO 64

SUPER MARIO 64

Beating Bowser

On the last Bowser level, just before jumping into the pipe to fight Bowser, there are two pillars. Near the left one, just out of sight, there is a 1-Up Mushroom which comes back each time you die fighting Bowser. This effectively means you can have infinite lives to fight him.

Richard Hamilton, ACT



BLAST CORPS

Instant Explosion

When you can't get out of your vehicle, because a building is blocking your way, press the Z Trigger and hold it down. The drivers will yell, "Doh!" then about a second and a half later, the building will blow up! This cheat is best performed with the Backlash.

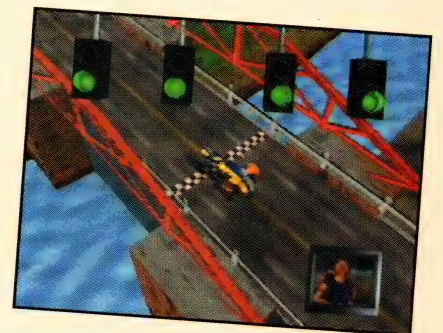
Kevin De Oliveira, WA



Turbo Start

You can get a turbo start on timed events by pressing the acceleration button on the last 'beep' just as the light turns green. You must time it perfectly for it to work. This is essential for shaving seconds off your time.

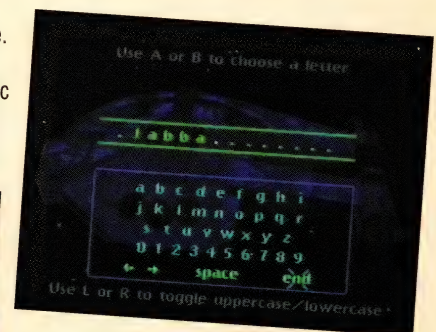
Kevin De Oliveira, WA



STAR WARS: SHADOWS OF THE EMPIRE

Stronger Weapons

On the Jedi setting, enter your name in as "Jabba". Make sure you have a space at the start and that the 'J' is in upper case. Rohan Latimer, Vic



Nintendo® Game Gurus

TIPS & CODES

More wisdom from the Nintendo Game Gurus. All your questions answered! Don't forget you can check out the Nintendo web site on <http://www.nintendo.com.au> for even more info or dial up the 'phone number below.

FIFA 64



Q When I score, I get differing sounds from the crowd, why?

A Try pressing the four C Buttons for different sounds.

Q How many Memory Card pages does this game use?

A 63

Q Who are the best teams to play as in the International play.

A Germany, Italy, Brazil and Argentina.

Q I can't control the Goalie in Shootout, why?

A You cannot control the Goalkeeper until the ball has been kicked.

Q Which camera angle is best to use?

A It's really personal choice but the FIFA 64 Cam seems to work best.

Q Can you trade players?

A As far as we know you can't.



TUROK DINOSAUR HUNTER

Q Is there a code for a stage select?

A NTHGTHDGDTCRTDTRK.

Q In Level 2 there is a cave and inside is a Minigun and some health items but they are blocked off. How do I get to them?

A You need to go back after receiving the Rocket Launcher from Level 4.

Q In Level 3, how do I get into the doors in the ruins?

A You can't.

Q In Level 4, how do I get across the broken bridge near the beginning of the level?

A You can't, the jump is too far.

Q What about a Pen and Ink code?

A DLKTDR.

Q In Level 5 I found a room with four switches, what do they open?

A After using the switches, try looking at the top of the room for a secret passage.

Q In Level 6 I've found the first Save Point but don't know where to go from there.

A Look near the water for a huge tree that is hollow and swim under the roots to get to an elevator.

Q Does this game require a Controller Pak?

A Yes it does to save your progress.



DONALD IN MAUI MALLARD



SUPER NINTENDO
64

Q How do I get a password?

A You need to access the Babalau Bonus Stages. This is done by collecting the required amount of Loot in the previous stages.

Q How do I grapple on to a skull as Ninja Maui?

A Jump at the skull and then swing your staff.

Q How do I climb with Ninja Maui?

A When you jump in between two walls that are close together, press the Y Button to jam the Staff in the wall. You can then jump. Press the Y Button again to continually climb up the wall.

Q How do I get extra continues?

A By collecting the Mojo Dolls.

Q How do I defeat the Flock Of Muddrakes at the end of Level 3?

A You need to use your regular Bugs, not the Lightning or Fire Bugs. Just avoid their fire while shooting as quick as possible.

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.

More questions? Don't forget - the Gurus can't answer queries by post, so use the Hotline or the Web site.

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 but make sure you check before you go ringing all round the country! Try not to give us too much either because the more space you want the less there is for everyone else – so, to make sure we fit in as many swappers and sellers as pass, from next month we're going to limit each entry to 10 items. Don't be greedy now!

DETAILS	WANTS	WILL SWAP/SELL
ACT		
LLOYD HUGHES 34 Archdall St, Macgregor, ACT 2615 Tel: 06 254 1540	Ultimate Mortal Kombat 3 (Game Boy) Mortal Kombat 2 (Game Boy) Mortal Kombat 3 (Game Boy) Space Invaders (Game Boy) Zelda: Link's Awakening (Game Boy)	NES Console, 1 controller, 8 games, plus 2 of the following: Battletoads (GB) no case Spiderman (GB) no case Street Fighter II (Game Boy)
CHRIS REID 5 Lumble Place, Oxley, ACT 2600 Tel: 06 2314814	SNES Console plus 4/5 good games	N64 plus 2 controllers, Super Mario 64, PilotWings 64 and Wave Race 64
SIMON PANG 6 Lort Pl, Chisholm, Canberra, ACT 2905 Tel: 291 5251	Killer Instinct 2 (SNES) Earthworm Jim (SNES) Earthworm Jim 2 (SNES)	Super Mario All Stars (SNES) Swap Busby the Bobcat (SNES) Swap
BRETT KAYE 3 Dunbar St, Fraser, Canberra, ACT 2615. Tel: 06 258 3334	Zelda: A Link to the Past (SNES) Unirally (SNES) Donkey Kong (Game Boy)	Mystic Quest Legend (SNES) \$20 Go Go Tank (Game Boy) \$10 Jurassic Park (Game Boy) \$15
CHRISTIAN DENNING 4 Galu Pl, Ngunnawal, Gungahlin, ACT 2913. Tel: 06 241 9062	Snow Brothers Jr (Game Boy) World Heroes 2 Jet (Game Boy) Lemmings (Game Boy) Desert Strike (Game Boy) Kirby's Pinball (Game Boy) Choplifter 2 (Game Boy) Elevator Action (Game Boy) Go Go Tank (Game Boy) any Zelda game except Link's Awakening (Game Boy) Super Game Boy Connector (GB/SNES Hardware)	Wario Land (Game Boy) Megaman II (Game Boy) Double Dragon (Game Boy) Zelda: Link's Awakening (GB) Mortal Kombat 3 (Game Boy) Killer Instinct (Game Boy) Micro Machines 2 (Game Boy) Probotector (Game Boy) Donkey Kong Land 2 (GB)
KYLE SINCLAIR 32 Stockdale St, Dickson, ACT 2602 Tel: 06 257 6576		SNES Console \$90 Arcade Pad (SNES) \$40 Action Replay (SNES) \$35 Converter (SNES) \$25 Super Mario (SNES) \$15 Super Mario 2 (SNES) \$20 Super Mario Kart (SNES) \$20 Super Mario Paint & Mouse (SNES) \$50 Donkey Kong Country (SNES) \$15 Donkey Kong Country 2 (SNES) \$20 Donkey Kong Country 3 (SNES) \$30 Mortal Kombat (SNES) \$15 Mortal Kombat 3 (SNES) \$25 Super Metroid (SNES) \$15 Plus many others
NICHOLAS CLARKE 77 Bearepaire Cres, Holt, Canberra, ACT 2615. Tel: 06 254 5445	Killer Instinct Gold (SNES) Killer Instinct 2 (SNES) Ultimate Mortal Kombat 3 (SNES)	Yoshi's Island (SNES) Unirally (SNES) Donkey Kong Country 3 (SNES)
NEW SOUTH WALES		
KURT PHELPS Lot 1 Gingers Lane, Weston, NSW 2326 Tel: 049 361055	Secret of Mana (SNES) Donkey Kong Country 2 (SNES) Chrono Trigger (SNES) Batman Forever (SNES) Killer Instinct (SNES) Earthworm Jim 2 (SNES) Breath of Fire 2 (SNES) Any good RPG (SNES)	Michael Jordan: Chaos in the Windy City (SNES) The Lawnmower Man (SNES) Legend (SNES)

DETAILS	WANTS	WILL SWAP/SELL
DYLAN WATTERSON 1/91 Mount St, Coogee, Sydney, NSW 2034. Tel: 9665 7621	MegaMan (Game Boy)	Kirby's Dreamland (GB) \$20/Swap Earthworm Jim 2 (SNES) \$60/Swap Killer Instinct (SNES) \$50
TOM WESTBROOK 1 Dalmeny Rd, Northbridge, NSW 2063 Tel: 9958 1359	Super International Cricket (SNES) Donkey Kong Country 3 (SNES) Super Tennis (SNES)	Super Metroid (SNES)
TROY DEAMAN "Kadangle", Trundle, NSW 2875 Tel: 068 925 125	Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES) Yoshi's Island (SNES)	Mrs Pacman (Game Boy) \$15 Primal Rage (Game Boy) \$35
PHILLIP PENFOLD 9 Joshua Close, Rutherford, NSW 2320 Tel: 049 327 368		Lawnmower Man (SNES) £30 Unirally (SNES) \$30 Super Mario All Stars (SNES) \$45 Killer Instinct (SNES) \$55 Donkey Kong Country 2 (SNES) \$50 Universal Adaptor (SNES) \$25 SNES Console & 2 Controllers \$70 Or SNES Console + all games and MechWarrior 3050 plus Universal Adaptor & Lawnmower Man (SNES) \$85
RICHARD LUTZ Murray Sq, Mayfield, NSW 2304 Tel: 049 676 420		SNES Console plus Gradus, Castlevania, Zelda, Double Dragon II & III (all NES) All boxed with manuals Works perfectly, quick sale \$100 ono
THOMAS BOWERS 40 Dorothy St, Denistone East, Sydney, NSW 2112. Tel: 9888 6281	Donkey Kong Country (SNES) Super Mario All Stars (SNES) Super International Cricket (SNES)	Super Mario Kart (SNES) \$60/Swap Yoshi's Island (SNES) \$60/Swap all with manuals
THURATAKUN THANAPALASUNTHERAM 6A Rochester St, Homebush, NSW 2140 Tel: 02 9746 1720	Game Boy Console Ultimate Mortal Kombat 3 (SNES) Zelda, Zelda 2, Zelda 3 (SNES) Sim City (SNES) Sim City 2000 (SNES) Super Return of the Jedi (SNES) Super Star Wars (SNES) Batman Returns (SNES) Super Empire Strikes Back (SNES) Super Mario World (SNES) Any Simpsons game (SNES) Any RPG game (SNES)	SNES Super Scope + 7 games \$120 Super Mario All Stars (SNES) \$55 Super Mario Kart (SNES) \$70 Donkey Kong Country (SNES) \$50 Maniac Mansion (NES) \$10 Super Mario Bros. (NES) \$10 California Games (NES) \$10 NES Console \$5 Will swap any SNES game Exchange cheats for other cheats
ERIC FUTTERLEIB 438 Fairlight Road, Mulgoa, NSW 2745 Tel: 047 738 398	NBA Jam TE (SNES) Killer Instinct 2 (SNES)	Super Mario All Stars (SNES) Cybernator (SNES)
DANIEL GUILFOYLE 89 Midson Rd, Epping, Sydney, NSW 2121. Tel: 02 9868 2239		Killer Instinct (SNES) Sell Super Street Fighter II (SNES) Sell Super International Cricket (SNES) Sell Donkey Kong Country 2 (SNES) Sell

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

		I WANT:	#54
Name _____	_____	Game _____	Console _____
Address _____	_____	Game _____	Console _____
Town/City _____	_____	Game _____	Console _____
State _____	Postcode _____	I'LL SWAP/SELL	
Tel _____	Age _____	Game _____	Console _____
		Game _____	Console _____
		Game _____	Console _____

DETAILS

CHRIS JAMESON
91 Parker Street, Bega, NSW 2550
Tel: 064 923 746

MATTHEW SHORT
Strathfield, NSW 2140
Tel: 02 9764 2139

SHANE BRISLANE
125A Wynter St, Taree, NSW 2430
Tel: 065 525 632

MATT CROWLEY
RMB 5955, Wattle Tree Rd, Holgate,
NSW 2250. Tel: 043 676 136

CRAIG HANNAH
44 Park Rd, East Hills, Sydney, NSW
2213. Tel: 9771 2034

ADAM CROUCH
8 Wellingham Pl, Temora, NSW 2666
Tel: 069 772 417

STEPHEN COPE
117 Bent St, Lindfield, NSW 2070
Tel: 02 9416 1700

DANIEL REDMOND
5 Camp St, Adelong, NSW 2729
Tel: 069 462 250

REECE NALPON
6/101 Houston Rd, Kingsford, Sydney,
NSW 2032. Tel: 9662 8848

SAM BROADFOOT
26 Evelyn Cres, Thornton, NSW 2322
Tel: 049 663 274

QUEENSLAND

OLIVER TRIBE
31 Craig St, Brighton, Qld 4017
Tel: 3269 0916

GLEN BRUNCKHORST
MS 1552, Murgon, Qld 4605
Tel: 071 684 967

TOMAS LELLO
47 Tingira Close, Rainbow Beach, Qld
4581. Tel: 863251

SCOTT FODEN
19 Stephenson St, Moura, Qld 4718
Tel: 079 971 640

PAULINE KILLEEN
54 High St, PO Box 52, Jandowae, Qld
4410

NATHAN MUIR
4 Carpenter Cr, Worongary, Qld 4213
Tel: 07 5574 8507

BEN RANKIN
10 Anelena St, Chapel Hill, Brisbane,
Qld 4069. Tel: 3878 2009

BIRCH JAMES
4 Douglas St, Kippa-Ring, Qld 4021
Tel: 07 3284 7041

WANTS

Super International Cricket (SNES)

Super Mario 64 (N64)

Super Mario RPG (SNES)
Return of the Jedi (SNES)
Killer Instinct (SNES)

Alien 3 (NES)
Predator (NES)
Rolling Thunder (NES)

Lion King (Game Boy) under \$30
Wario Land (Game Boy) under \$30
Jurassic Park (Game Boy) under \$30

Yoshi's Safari (SNES)
Secret of Mana 2 (SNES)
Sim City 2000 (SNES)

Killer Instinct (Game Boy)
Mortal Kombat 3 (Game Boy)
Street Fighter II (Game Boy)

Secret of Mana 2 (SNES)
Donkey Kong Country 3 (SNES)
Mech Warrior (SNES)
Mech Warrior 2 (SNES)
Worms (SNES)

Clay Mates
Rock 'n' Roll Racing
Star Wars

Best of the Best (SNES)
Chessmaster (SNES)
Chrono Trigger (SNES)
Secret of Mana 2 (SNES)
Theme Park (SNES)
Elite (NES)

Killer Instinct (Game Boy)
MegaMan 2 (Game Boy)
MegaMan 3 (Game Boy)

Chrono Trigger (SNES)
Breath of Fire II (SNES)
Any Final Fantasy (SNES)

WILL SWAP/SELL

Sim City (SNES)
Super Street Fighter II (SNES)
Donkey Kong Country 3 (SNES)
SNES Console + 2 Controllers

WaveRace 64 (N64) \$75 ono
with box and manual
Donkey Kong Country (SNES) \$40
Super Punch Out (SNES) \$20
Yoshi's Island (SNES) \$45
Mario Paint (SNES) \$40

Nigel Mansell's World
Championship Racing (SNES)

SNES Console + 2 Controllers \$60
Killer Instinct (SNES) \$35
Street Fighter II (SNES) \$20
F-Zero (SNES) \$30
Super Mario World (SNES) \$30
Super Mario Kart (SNES) \$35
Donkey Kong Country 2 (SNES) \$35
Secret of Mana (SNES) \$35
Zelda 3 (SNES) \$35
Or all for \$315. All with boxes
except Street Fighter II

Dr Franken (SNES)
Mighty Max (SNES)

Jurassic Park (NES)
Ninja Turtles (NES)

Donkey Kong Country 2 (SNES) \$60
Yoshi's Island (SNES) \$60
Earthworm Jim 2 (SNES) \$55
Super Mario Kart (SNES) \$55
SNES + 2 Controllers \$80

Street Fighter II Turbo (SNES)
Battletoads (SNES)
Mortal Kombat (SNES)
Unirally (SNES)
Earthworm Jim (SNES)
Clay Fighter (SNES)
Darius Twin (SNES)
Lost Vikings (SNES)
Jap/US Converter with Game (SNES)

WWF Royal Rumble (SNES)
Donkey Kong Country 2 (SNES)

Hole in One Golf (SNES)
Sim City (SNES)
NHL '96 (SNES)
Spy vs Spy (NES)

Double Dragon (GB) \$30/Swap
MegaMan (GB) \$25/Swap
Mercenary Force (GB)/Swap
Wario Land (GB) \$50/Swap
Pinocchio (GB) \$50/Swap
Wario Blast (GB) \$35/Swap

Attack of the Killer Tomatoes
(Game Boy) \$15
Super Mario and Yoshi (GB) \$15
Game Boy Cable \$15

DETAILS

SAM COLLINS
349 Scarborough Rd, Scarborough, Qld
4020. Tel: 07 3203 4961

KEVIN LEE
2/111 Mountain View Ave, Miami,
Gold Coast, Qld 4220. Tel: 5535 3873
Call on weekends only between 10am and 4pm

ADAM GEREKINK
4 Stella Maris Close, Redlynch Grove,
Cairns, Qld 4870. Tel: 070 392 070

BEN LYNAM
42 Amarina Ave, Mooloolaba, Qld 4557
Tel: 07 5444 3865

MATTHEW DICK
2 Tugun St, Tugun, Qld 4224
Tel: 07 5534 3298

RICHARD NATION
5 Mill St, Redland Bay, Brisbane, Qld
4165. Tel: 07 3829 0907

DAVID TRACY
7 Dutton St, Blackwater, Qld 4717
Tel: 079 8524 493

STEFAN GOSTYNSKI
101 Georgina Drive, Logan Village,
Brisbane, Qld 4207. Tel: 07 5547 0442

STEVE DUVARY
13 Hammons St, Mysterton, Townsville,
Qld 4812. Tel: 794 469

NEIL RICKARD
27 Free Stone Rd, Warwick, Qld 4370
Tel: 076 613 819

DAMIAN KELLEHER
105 Walker St, Maryborough, Qld 4650
071 232 740

QUINN ALLEN
1 Kingfisher Ct, Maroochydoore, Qld
4558. Tel: 07 5476 8434

LUKE HOUSELANDER
114 Sharton Ave, Buccan, Qld 4207
Tel: 07 3200 7585

JOSHUA KIMBER
PO Box 168, Mundubbera, Qld 4626
Tel: 071 656 199

PAUL WEE
36 Currajong St, Calamvale, Brisbane,
Qld 4118. Tel: 3272 1974

GRANT FREER
8 North Tce, Ardrossan, SA 5571
Tel: 08 8837 3201

GREG ROBINSON
PO Box 86, Kalangadoo, SA 5278
Tel: 08 8739 3076

WANTS

Samurai Showdown (SNES) with converter
Super Street Fighter II (SNES)
Boxes, manuals & good condition please
Call on weekends only between 10am and 4pm

Kirby's Dream Land 2 (Game Boy)
MegaMan X3 (SNES)
Aaahh!!! Real Monsters! (SNES)

Doom (SNES)
NBA Jam (SNES)
Krusty's Super Fun House (SNES)

Lost Vikings (SNES)
Worms (SNES)
Maniac Mansion (NES)

Super Mario 64 (N64)
Shadows of the Empire (N64)

Super International Cricket (SNES)
NBA Jam TE (SNES)
Stunt Race FX (SNES)

Secret of Mana (SNES)
Secret of Evermore (SNES)
Breath of Fire 2 (SNES)

Sim City 2000 (SNES)

Killer Instinct (Game Boy)

Worms (SNES)
Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)
Secret of Mana 2 (SNES)
Final Fantasy (SNES)
Final Fantasy 2 (SNES)
Final Fantasy 3 (SNES)
Breath of Fire (SNES)
Donkey Kong Country 3 (SNES)
Super Bomberman 3 (SNES)

Yoshi's Island (SNES)
Any MegaMan game (SNES)
Any MegaMan game (Game Boy)
Any Super Mario Bros game (GB) [except no. 1]

Ultimate Mortal Kombat 3 (SNES)
Samurai Showdown (SNES)
NBA Live '97 (SNES)

WILL SWAP/SELL

SNES Console + 2 Controllers & 2
Autofire ProPad Controllers \$120
ProAction Replay (SNES) \$20
SNES Scope 6 + batteries \$50
Secret of Mana (SNES) \$50
Jurassic Park (SNES) \$25
Yoshi's Safari (SNES) \$25
Super Mario All Stars (SNES) \$20
Killer Instinct (SNES) \$50
Super Mario Kart (SNES) \$30
MechWarrior 3050 (SNES) \$50
Super Mario World (SNES) \$20
Zelda III: A Link to the Past
(SNES) \$25
Clay Mates (SNES) \$20

Killer Instinct (SNES)
Swappers in Queensland only

Busy the Bobcat (SNES)
Primal Rage (SNES)
Killer Instinct (SNES)

Sim City (SNES) \$30/ Swap
Donkey Kong Country (SNES)
\$30/Swap
Tetris (SNES) \$30/Swap
Dr Mario (SNES) \$30 or Swap

Hyperzone (SNES) \$15
Nigel Mansell's World
Championship (SNES) \$25
Super Mario Kart (SNES) \$40 ono
Super Mario All Stars (SNES) \$30
SNES Console + 2 Controllers \$55
All games boxed with manuals
except Hyperzone

Operation Wolf (NES)
Mach Rider (NES)
Othello (NES)

The Jetsons: Robot Panic (GB)
Super Mario Land (Game Boy)
Spud's Adventure (Game Boy)
Gargoyles' Quest (Game Boy)
Rolan's Curse (Game Boy)
Game Boy Console

Sim City (SNES) \$30
boxed + manual
Action Replay 3 (SNES Hardware)
\$50
SNES Console + 2 Controllers \$70
All for \$120

Mortal Kombat 2 (SNES)
Teenage Mutant Ninja Turtles
Tournament Fighters (SNES)
Lethal Weapon (SNES)

Super Mario World (SNES)
Super Mario World 2 (SNES)

Battletoads in Battle Maniacs
(SNES) Swap

Busy the Bobcat (SNES) \$40
Secret of Mana (SNES) \$40
Ghoul Patrol (SNES) \$40
Secret of Evermore (SNES) \$60
Super Mario World (SNES) \$40
Vegas Stakes (SNES) \$40

Clay Fighter (SNES)

SOUTH AUSTRALIA

Winter Gold (SNES)
Nigel Mansell's World
Championship (SNES)

Busy the Bobcat (SNES)
Lion King (Game Boy)
Double Dragon (Game Boy)
Gargoyles' Quest (Game Boy)

DETAILS

JARROD QUILTY
269 Main Rd, Hawthorndene, SA 5051
Tel: 08 8278 1553

RICKY ARNOLD
Naracoorte, SA 5271
Tel: 08 8769 2162

AARON CHRISTIAN
7A Ash Ave, Adelaide, SA 5052
Tel: 08 8278 4930

LIAM DIGGLE
28 Rau Ave, Evanston, SA 5116
Tel: 08 8522 1793

PAUL STILES
8 Boothey St, Mt Gambier, SA 5290
Tel: 08 8725 9070

DARREN MILL
Box 399, Kadina, SA 5554
Tel: 08 8825 6242

RHYS ACKLAND
41 Verdun Rd, Murray Bridge, SA 5253
Tel: 08 8532 5264

ROBERT BOLTON
23 George St, Paradise, SA 5075
Tel: 08 8336 9182

MARK ELDRIDGE
18 Linwood Ave, Aldgate, SA 5154
Tel: 08 8339 3891

JOEY SANDERS
Adelaide, SA 5093
Tel: 8395 0630

JAMIE HORN
4 Cheam Drive, Reynella, SA 5161
Tel: 8276 9564

TASMANIA

MARK LEWIS
37 Lyons Ave, Devonport, Tas 7310
Tel: 03 6424 9378

CHRIS BELGIOVANE
Main Road, Waterloo, Tas 7109
Tel: 03 6297 1636

LUKE JACKSON
425 St Leonard's Rd, Launceston, Tas
7250. Tel: 03 6339 2975

WANTS

Donkey Kong Country 3 (SNES)
Any Street Fighter game above Super II (SNES)

Sim City (SNES)
FIFA '96 (SNES)
FIFA '97 (SNES)
NHL '95 (SNES)
NHL '96 (SNES)
NHL '97 (SNES)

Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)
Donkey Kong Country 3 (SNES)

ChronoTrigger (SNES) pay \$90

Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)
Toy Story (SNES)

Metroid Return of Samus (Game Boy)

Killer Instinct Gold (N64)
Mortal Kombat Trilogy (N64)
Turok: Dinosaur Hunter (N64)
Super Mario 64 2 (N64)
Yoshi's Island 64 (N64)
Doom 64 (N64)
Hexen 64 (N64)
Star Wars (N64)
WaveRace 64 (N64)
PilotWings 64 (N64)
Blast Corps (N64)
Wayne Gretzky's 3D Hockey (N64)
NBA Hang Time (N64)
Robotech (N64)
Clay Fighter 3 (N64)
Will buy or swap

Killer Instinct 2 (SNES)
Worms (SNES)
NBA Live '95 (SNES)
NBA Live '96 (SNES)
NBA Live '97 (SNES)
Rock 'n' Roll Racing (SNES)
Micro Machines 2 (SNES)
Final Fight (SNES)
Final Fight 2 (SNES)
Crash Dummies (SNES)
Super Mario RPG (SNES)
NBA Jam TE (SNES)
Mortal Kombat 3 (SNES)
FIFA Soccer '96 (SNES)

Super Mario Kart 64 (N64)
Killer Instinct Gold (N64)
Shadows of the Empire (N64)

N64 Console

WILL SWAP/SELL

Mortal Kombat 3 (SNES)
Super Star Wars (SNES)
Illusion of Time (SNES)
PilotWings (SNES)

SNES Console (SNES Hardware)
Joystick (SNES Hardware)
2 Controllers (SNES Hardware)
Super International Cricket (SNES) \$60
Super BattleTank 2 (SNES) \$40
Vegas Stakes (SNES) \$40
Or all for \$200

SNES Console
2 Controllers (SNES)
Donkey Kong Country 2 (SNES)
Kirby's Dream Course (SNES)
\$220 ono. Will separate

Plak (SNES)
NBA Jam TE (SNES)
Donkey Kong Country (SNES)
Vortex (SNES) no manual

Spiderman vs X-Men (SNES)
Plak (SNES)
Super Mario All Stars (SNES)

Final Fantasy III (SNES) (US) \$75
Super Battleship (SNES) \$25
Prince of Persia 2 (SNES) \$60

Zombies (SNES)
Outlander (SNES)
Terminator 2 Judgement Day (SNES)

Wario Land (Game Boy) Swap

Super Mario Land (GB) Sell
Tetris (Game Boy) Sell
Asteroids (Game Boy) Sell
Missile Command (GB) Sell

Mortal Kombat 2 (SNES) \$35
Super Pinball (SNES) \$35
Mystic Quest Legend (SNES) \$35
Sim City (SNES) \$35
Super Punch Out (SNES) \$35
Vegas Stakes (SNES) \$35
Super Metroid (SNES) \$35
R-Type 3 (SNES) \$35
WaveRace (N64) \$80
FIFA 64 (N64) £90
PilotWings 64 (N64) \$80
Turok: Dinosaur Hunter (N64) \$100
Super Mario 64 (N64) \$90

Super Mario 64 (N64) \$60
Cruis'n USA (N64) \$50
Yoshi's Island (SNES) \$35
Zombies (SNES) \$30
Super Mario World (SNES) \$30
Super Strike Gunner (SNES) \$20
Killer Instinct (SNES) \$40
Unirally (SNES) \$30
Super Scope + 6 in 1 game (SNES) \$60
Killer Instinct (GB) \$30 ono
Donkey Kong Land (GB) \$25 ono
NES Console, 2 Controllers + all connectors \$110 ono
Will swap or sell

Killer Instinct (SNES)
Donkey Kong Country 2 (SNES)
Super Mario Kart (SNES)
Sim City (SNES)
Earthworm Jim 2 (SNES)
Street Fighter II (SNES)
Stunt Race FX (SNES)
Donkey Kong Land (GB) \$20
Ren & Stimpy Veediots (SNES) \$15

Super Mario 64 (N64) \$80/Swap
N64 Console + Super Mario 64 \$500

SNES Console, 2 Controllers & 8 SNES games

DETAILS

NICK REID
135 Nicholls St, Devonport, Tas 7310
Tel: 03 6424 3564

BEN CHANDLER
3 Traralgon Close, Acton, Hobart, Tas
7170. Tel: 03 6248 6283

JACK KALLEND
1/47 Calder Cres, Blackmans Bay, Tas
7052. Tel: 6229 2955

VICTORIA

LUCAS BLATMAN
Flat 3/14 Park St, South Yarra,
Melbourne, Vic 3141.
Tel: 03 9867 7713

MICHAEL GAGGIANO
33 Templemore Drive, Templestowe, Vic
3106. Tel: 9846 6098

ANDREW CHENG
20 Wood Street, Donald, Vic 3480
Tel: 054 971 547

NATHAN ARMSTRONG
2 Skipton Court, Wantirna, Melbourne,
Vic 3152. Tel: 03 9800 1027

MORGAN JACOBS
PO Box 95, Morwell, Vic 3840
Tel: 051 342 730

TRUNG NGUYEN
33/90 Brunsworth St, Fitzroy, Vic 3065
Tel: 9415 1085

MATTHEW SOUTHWELL
PO Box 370, Craigieburn, Vic 3064
Tel: 03 9308 3291

JASON BALL
23 Drummond Rd, Seville, Vic 3139
Tel: 059 643 201

MICHAEL LAST
70 Byron St, Elwood, Melbourne, Vic
3184. Tel: 9531 2914

LESLEY CHISHOLM
4 Drewett St, Surrey Hills, Vic 3127
Tel: 9899 0612

MICHAEL TOMIC
50 Fairbank Rd, Clayton Sth, Melbourne,
Vic 3169. Tel: 03 547 6479

DYLAN JONES
9 The Crossways, Strathmore, Vic 3041
Tel: 03 9379 9073

JENNI MCGRATH
56 Mountain Gate Drive, Fern Tree Gully,
Vic 3156. Tel: 9758 5604 or 014 855492

TIBI FIERS
48 Hawthorn Rd, Doveton, Vic 3177
Tel: 9793 1201

WANTS

N64 Controller
N64 Memory Pack
any N64 game

Worms (Game Boy)
Theme Park (SNES)
Worms (SNES)
Micro Machines (SNES)
Micro Machines 2 (SNES)
Sim City 2000 (SNES)

Summer Olympic Games (SNES)
Super Mario Kart (SNES)
NBA Live '96 (SNES)
Yoshi's Island (SNES)
Earthworm Jim 2 (SNES)
Mortal Kombat (SNES)
Mortal Kombat 2 (SNES)
Mortal Kombat 3 (SNES)
NHL '96 (SNES)
Super Mario Land (SNES)

Prince of Persia (SNES)
Turtles IV: Turtles in Time (SNES)

Super Game Boy (SNES/GB Hardware)
Super Street Fighter II (SNES)
Game Boy Console + 1 GB game

Secret of Evermore (SNES)
Turtles (SNES)

Jungle Strike (SNES)
Super Punch Out (SNES)
Stunt Race FX (SNES)
Wario Blast (Game Boy)

Killer Instinct 2 (SNES)

Wario Land (Game Boy)
Super Mario Land (Game Boy)

Mortal Kombat (SNES)
Mortal Kombat 2 (SNES)
Mortal Kombat 3 (SNES)
Donkey Kong Country (SNES)
Killer Instinct (SNES)

Secret of Mana (SNES)
Mortal Kombat 3 (SNES)
Earthworm Jim 2 (SNES)

Super Mario Bros/Duck Hunt (NES)
Super Mario Bros 2 (NES)
Super Mario Bros 3 (NES)

The Chessmaster (Game Boy)
Kirby's Pinball (Game Boy)
Side Pocket (Game Boy)
Sellers in Victoria only

Days of Thunder (Game Boy)

Secret of Mana 2 (SNES)
Secret of Mana 3 (SNES)
Chrono Trigger (SNES)
Final Fantasy 2 (SNES)
Final Fantasy 4 (SNES)
Final Fantasy 5 (SNES)

WILL SWAP/SELL

F1 Race (Game Boy)

Donkey Kong Land (GB) Swap
Mario and Yoshi (GB) Swap
Zelda: Link's Awakening (GB) Swap
Super Mario Kart (SNES) Swap
Mortal Kombat 3 (SNES) Swap
Super Street Fighter II Turbo (SNES) Swap
Donkey Kong Country 3 (SNES) Swap
Kirby's Fun Pak (SNES) Swap
Itchy & Scratchy (SNES) Swap
Yoshi's Island 2 (SNES) Swap
Tiny Toons (SNES) Swap
Flintstones (SNES) \$25

SNES Console + 2 Controllers,
1 Super Game Boy Adaptor,
1 Game Boy Console,
Mortal Kombat (SNES),
NBA Jam (SNES),
Chess Master (Game Boy),
Dr Mario (GB), Tetris (GB),
F1 Race (Game Boy),
Bad 'n' Rad Skate or Die (GB)
All for \$200

F-Zero (SNES) \$25/Swap
Super Soccer (SNES) \$20/Swap
Duck Tales (NES) \$10/Swap
Zelda II (NES) \$8 /Swap
Bart vs the World (NES) \$8/Swap
Fighting Golf (NES) \$9/Swap
Blades of Steel (NES) \$8/Swap
International Cricket (NES) \$10
Arch Rivals (NES) \$7/Swap
Track and Field (NES) \$7/Swap

Cliffhanger (SNES) \$15/Swap
FIFA Soccer '96 (SNES) \$40/Swap

Killer Instinct (SNES)
Mortal Kombat 3 (SNES)

Busy the Bobcat (SNES)
Digger T Rock (NES)

NBA Jam (SNES)
Sim City (SNES)
Jurassic Park (SNES)
Zelda: Link's Awakening (GB)

Super Mario All Stars (SNES) Swap

Nigel Mansell's World
Championship Racing (GB)

Wolfenstein 3D (SNES)
Clay Fighter 2 (SNES)

Yoshi's Island (SNES)
Donkey Kong Country 2 (SNES)
Sim City (SNES)

Off Road (4 player) (NES)
Power Rangers (Game Boy)
Lemmings 2: Tribes (Game Boy)

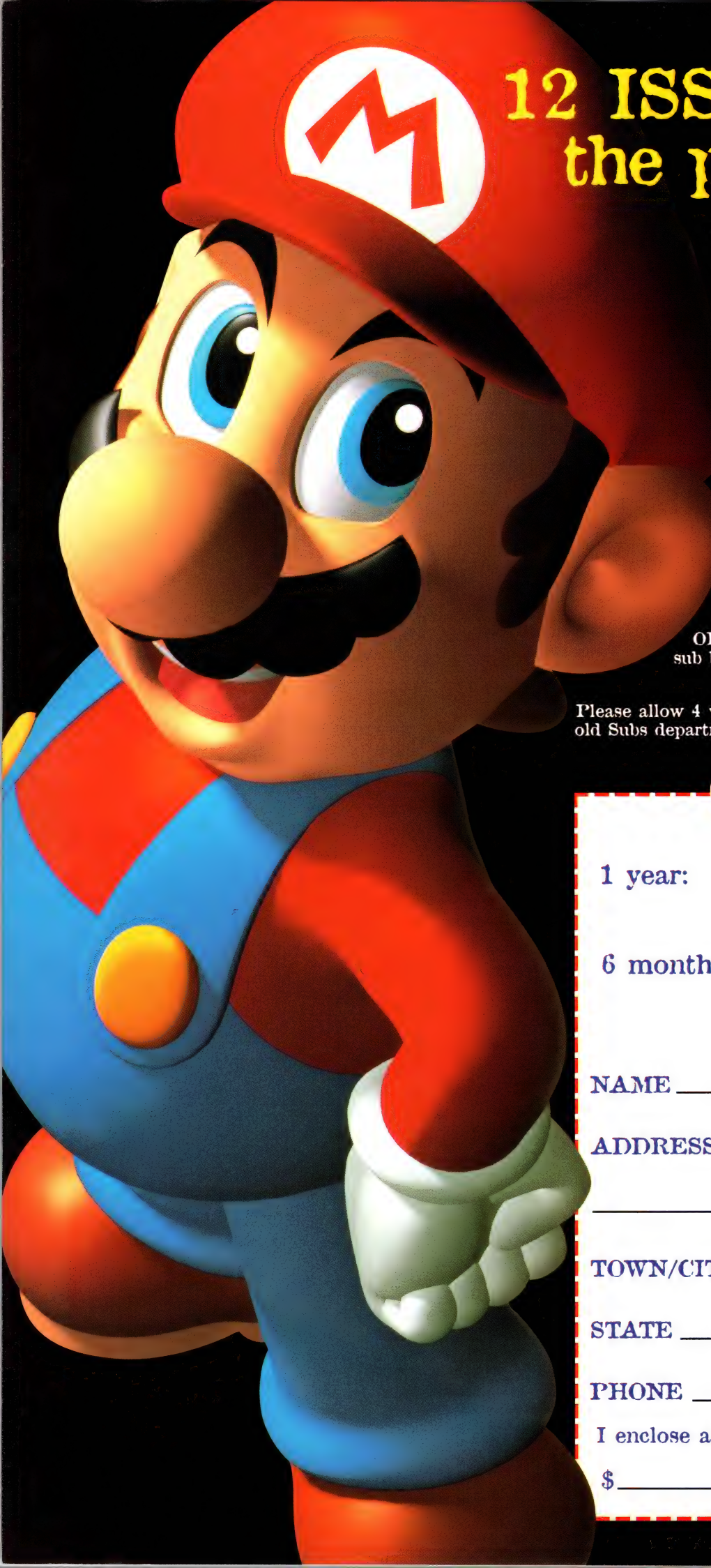
Nintendo Scope with 6 Games (SNES)
Super Mario All Stars (SNES)
Clay Fighter (SNES)
Super Metroid (SNES)

Space Invaders (GB) \$30 ono or Swap

Breath of Fire II (SNES) Swap

DETAILS	WANTS	WILL SWAP/SELL
TIMOTHY DREWRY 2 Prince St, Nth Sunshine, Melbourne, Vic 3020. Tel: 9310 2298	Super Metroid 2 (SNES) Super Metroid 3 (SNES) Donald in Maui Mallard (SNES) Top Gear 2 (SNES)	Super R-Type (SNES) no manual Super Street Fighter II (SNES) Battletoads in Battle Maniacs (SNES)
ANTHONY LANZA 227 Melrose Drive, Tullamarine, Melbourne, Vic 3043. Tel: 9338 1750	Young Merlin (SNES) Super Mario World (SNES) Secret of Mana (SNES) Super Soccer (SNES)	Mystic Quest Legend (SNES)
CHRIS EGAN-LEE 12 Tanderra Cres, Wantirna, Melbourne, Vic 3152. Tel: 03 9887 3070	WWF Royal Rumble (SNES) Mortal Kombat 3 (SNES) Super Street Fighter II (SNES)	Bubsy the Bobcat (SNES) Super Tennis (SNES) Super International Cricket (SNES)
NATHAN MEDLYN 71 Best St, Sea Lake, Vic 3533 Tel: 050 701 163	Secret of Mana 2 (SNES) Final Fantasy 3 (SNES) Breath of Fire (SNES) 7th Saga (SNES)	
DANIEL CICERO Mirboo Sth Rd, Foster Nth, Vic 3960 Tel: 056 891 201	Mortal Kombat (SNES) Mortal Kombat 2 (SNES) Mortal Kombat 3 (SNES) Donkey Kong Country 2 (SNES) Unirally (SNES)	Donkey Kong Country (SNES)
DAVID LIISTRO 11 Willett Ave, Oak Park, Vic 3046 Tel: 9306 1962	Theme Park (SNES)	Super Metroid (SNES)
SIMON CAMILLERI 17 Botanic Way, Werribee, Vic 3030 Tel: 03 9471 5830		Game Boy Console S50 Booster Boy (Game Boy) S40 Rechargeable Battery Pack/AC Adapter (Game Boy) S45 2 Player Link Up (Game Boy) Donkey Kong Land (GB) S40 Street Fighter II (Game Boy) S40 Primal Rage (Game Boy) S35 Mortal Kombat (Game Boy) S30 Super Mario Land (GB) S20 Tetris (Game Boy) S5 Daedition Opus (Game Boy) S5 Or all for S300
SIMON JOHN PO Box 1412, Mildura, Vic 3502 Tel: 050 222 402	Aaahh!!! Real Monsters! (SNES) Donkey Kong Country 2 (SNES)	MegaMan X (SNES)
ANDREW CROMB 61 Sackville St, Montmorency, Vic 3094 Tel: 9439 1976	NHL '96 (SNES) Rock 'n' Roll Racing (SNES) Unirally (SNES) Super Punch Out (SNES)	Kirby's Dream Land (GB) S20 Donkey Kong Land (GB) S35 Big Hurt Baseball (GB) S25
JAI DE SILVA PO Box 58, Miners Rest, Vic 3352 Tel: 053 346 673	Zelda III (SNES) Killer Instinct (SNES) Secret of Mana (SNES)	Jurassic Park (SNES) Swap Super Mario World (SNES) Swap
LACHLAN HARRIS 31 Wells Rd, Mirboo North, Vic 3871 Tel: 056 681 759	NBA Jam (SNES) Primal Rage (SNES)	Bubsy the Bobcat (SNES) Killer Instinct (SNES)
JASON HAMILTON 59 Sweeney Drive, Narre Warren, Melbourne, Vic 3805. Tel: 03 9704 0608	Chrono Trigger (SNES) Secret of Mana (SNES) Secret of Mana 2 (SNES) Breath of Fire 2 (SNES) Zelda (any series) (SNES) Diddy's Kong Quest (SNES) Secret of Evermore (SNES) Any Final Fantasy Quest series (SNES)	MegaMan X2 (SNES) Yoshi's Island (SNES) Jurassic Park (SNES) Street Fighter II Turbo (SNES) Super Probotector (SNES) Super Mario All Stars (SNES) Super Metroid 3 (SNES) Super Mario Kart (SNES)
BRADLEY LACEY 13 Achilles Court, Lilydale, Vic 3140 Tel: 9739 7826	NBA Live '96 (SNES) NBA Live '95 (SNES)	Sim City (SNES) Super Mario 3 (NES) With boxes & manuals NES Console + 2 Controllers
SHANE TURLEY 28 Rae Ave, Edithvale, Melbourne, Vic 3196. Tel: 9772 0853	Separation Anxiety (SNES)	Battletoads in Battlemaniacs (SNES)
MARK TIPPET PO Box 38, Yarrowonga, Vic 3730 Tel: 057 268 445		Unirally (SNES) S50 Super International Cricket (SNES) S70 Earthworm Jim (SNES) S75 NBA Jam TE (SNES) S75 Super Mario World (SNES) S50 Stunt Race FX (SNES) S60 Scope + 6 game cartridge (SNES) S55 SNES Console + 2 Controllers + Super Mario All Stars (SNES) S190
KEN FENN Fenn's Nursery, Ravenswood Rd, RSD L500 Lockwood, Vic 3539. Tel: 5435 3633	Breath of Fire 2 (SNES) Chrono Trigger (SNES) Super Game Boy (SNES/GB Hardware) MegaMan 7 (SNES)	Lethal Weapon (SNES) S25 Donkey Kong Country 2 (SNES) Secret of Evermore (SNES)
TIM LEVACI Riverglen Caravan Park, Barrabool Rd, Vic 3216. Tel: 052 413 704	Kirby's Dream Land (Game Boy) Kirby's Dream Land 2 (Game Boy) Agro Soar (Game Boy) Gargoyle's Quest (Game Boy)	Zelda: Link's Awakening (GB) Wario Land (Game Boy) Super Mario Land 2 (Game Boy)
BRAD GOUGH 15 Newton St, Reservoir, Vic 3073 Tel: 9478 0218	Breath of Fire 2 (SNES) War 2410 (SNES) Theme Park (SNES)	Earthworm Jim (SNES) Swap Lost Vikings (SNES) Swap Wayne's World (SNES) Swap
RICHIE PILBEAM 24 Burnbank St, Ballarat, Vic 3350 Tel: 053 381 630	Zelda 3 (SNES)	Yoshi's Island (SNES) Swap Super Metroid (SNES) Swap A Boy and his Blob (GB) Swap

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NICHOLAS KOWALIUR 5 Conifer Ct, Hoppers Crossing, Vic 3029 Tel: 9749 4601	Donkey Kong Country 2 (SNES)	Donkey Kong Country (SNES)
SIMEON JENKIN 61 Jenner St, Birragurra, Vic 3242 Tel: 03 5236 2140	NBA Live '95 (SNES) NBA Live '96 (SNES) NBA Jam (SNES)	Super Mario Kart (SNES) Stunt Race FX (SNES) Super Punch Out (SNES) Bubsy the Bobcat (SNES) Mortal Kombat (SNES) Battletoads in Battlemaniacs (SNES)
WINNY 8 Lantana Close, Greensborough, Vic 3088. Tel: 0418 551074	NHL '96 (SNES) NBA Jam TE (SNES)	Bubsy the Bobcat (SNES) Starwing (SNES) Clay Fighter (SNES) Outlander (SNES)
WESTERN AUSTRALIA		
JORDAN COOKE 6 Reynolds St, Busselton, WA 6280 Tel: 097 541981	WWF Superstars (Game Boy) Mortal Kombat (SNES) Super Wrestlemania (SNES)	Primal Rage (Game Boy)
LYNTON CESSFORD Lot 2 Waterfall, Forrest Field, Perth, WA 6058. Tel: 453 1179	Doom (SNES) Killer Instinct (SNES) Doom 2 (SNES)	Rock 'n' Roll Racing (SNES) Street Fighter II (SNES)
STEVEN TOMCARYI 4 Junction St, Albany, WA 6330 Tel: 08 9841 3442	Doom (SNES) Super Conflict (SNES) Pro Action Replay (SNES) Bass Masters (Pro Edition) (SNES) Dirt Trax FX (SNES) Universal Adapter (SNES)	Super Mario All Stars (SNES)
ROBERT KINNANE 6 Junction, Albany, WA 6330 Tel: 08 9841 8736	Stunt Race FX (SNES) Dirt Race FX (SNES) Secret Missions (SNES)	Super Mario All Stars (SNES) Secret of Mana (SNES) Crash Dummies (SNES)
GARETH DAVIES 19 Seapeak Rd, Oceanreef, Perth, WA 6027. Tel: 08 9402 7309	Turok: Dinosaur Hunter (N64) any N64 game	Super Mario 64 (N64)
AUDWIN CHEUNG 374 Walcott St, Coolbinia, WA 6050	WWF Raw (SNES)	Killer Instinct (SNES)
ERICK UTAMA 26A Thursley Way, Morley, Perth, WA 6062. Tel: 619 275 0273 (from 5pm to 12pm)	Patlabor (SNES) (Japan/US/PAL version)	Mystic Quest Legend (SNES) (PAL)
PAUL MACKERTICH 41 Marungi Way, Mandurah, WA 6210 Tel: 08 9581 5702	Rock 'n' Roll Racing (SNES) Super Mario Kart (SNES) NBA Hang Time (SNES)	Yoshi's Island (SNES) Swap Mortal Kombat II (SNES) Swap NBA Live '95 (SNES) Swap
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PHILLIP GREEN 23 Kyabram Rd, Armadale, Perth, WA 6112. Tel: 399 6359	Worms (SNES)	Krusty's Super Fun House (SNES) Bubsy the Bobcat (SNES)
RADOUAN RAKOVICH 23 Faulkner Way, Eden Hill, WA 6054 Tel: 08 9279 8240	PilotWings 64 (N64) Cruis'n USA (N64) Turok: Dinosaur Hunter (N64) Mario Kart 64 (N64) FIFA '97 (N64) Killer Instinct Gold (N64) Memory Card (N64)	
STEVEN DEERING 132 Railway Parade, Bayswater, Perth, WA 6053. Tel: 271 9130		Super Game Boy (SNES/GB) S55
KYLE KENT 78B Murchison Way, Gosnells, Perth, WA 6110. Tel: 08 9398 5591	Turn and Burn (SNES) NBA Jam '96 (SNES) Cannon Fodder (SNES)	Jurassic Park (SNES) Pilotwings (SNES) Doom (SNES)
NEW ZEALAND		
KRIS BROWN 992 Whangaparaoa Rd, Whangaparaoa, Hibiscus Coast, NZ 1463. Tel: 09 428 0014	N64 with Super Mario 64	SNES Console, 1 Controller, 1 Turbo Controller S110 Super Advantage Control Stick S30 Super Mario Land (SNES) S20 Bomberman 2 (SNES) S20 MegaMan X (SNES) S25 Donkey Kong Country 2 (SNES) S40 Killer Instinct (SNES) S40 no manual Plus tonnes of gaming mags Or all for S265



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ISSUE 41: August

SNES: Wild Guns, NinjaWarriors, Prehistorik Man, Breath of Fire 2, War 2410, Mohawk & Headphone Jack, Yoshi's Island, Killer Instinct, Doom. **N64:** Killer Instinct 64, Cruis'n USA, Doom 64, Mission: Impossible.



ISSUE 44: November

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



ISSUE 48: March

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



ISSUE 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.



ISSUE 52: July

N64: International Superstar Soccer 64, Blast Corps, Mortal Kombat Trilogy, Mario Kart 64, Super Mario 64, PilotWings 64. **SNES:** Prehistorik Man, Aladdin, The Jungle Book, Lion King, Mickey Mouse's Magical Quest. **GAME BOY:** Alleyway, Solar Striker, Mole Mania. **FEATURES:** Controller Pak.



ISSUE 53: August

N64: NBA Hang Time, Hexen, Clay Fighter 63 1/3, Mission: Impossible, International Superstar Soccer 64, Turok: Dinosaur Hunter, Super Mario 64. **SNES:** The Jungle Book, Prehistorik Man.

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