AUSTRALIA'S ONLY GUIDE TO GAME BOY, NES & SUPER NES

Nintendo® MAGAZINE SYSTEM

APRIL '93

ISSUE #1

EXCLUSIVE REVIEWS

SUPER STAR WARS

- ★ CRASH DUMMIES
- ★ LETHAL WEAPON
- ★ ROAD RUNNER
- ★ HEAPS MORE

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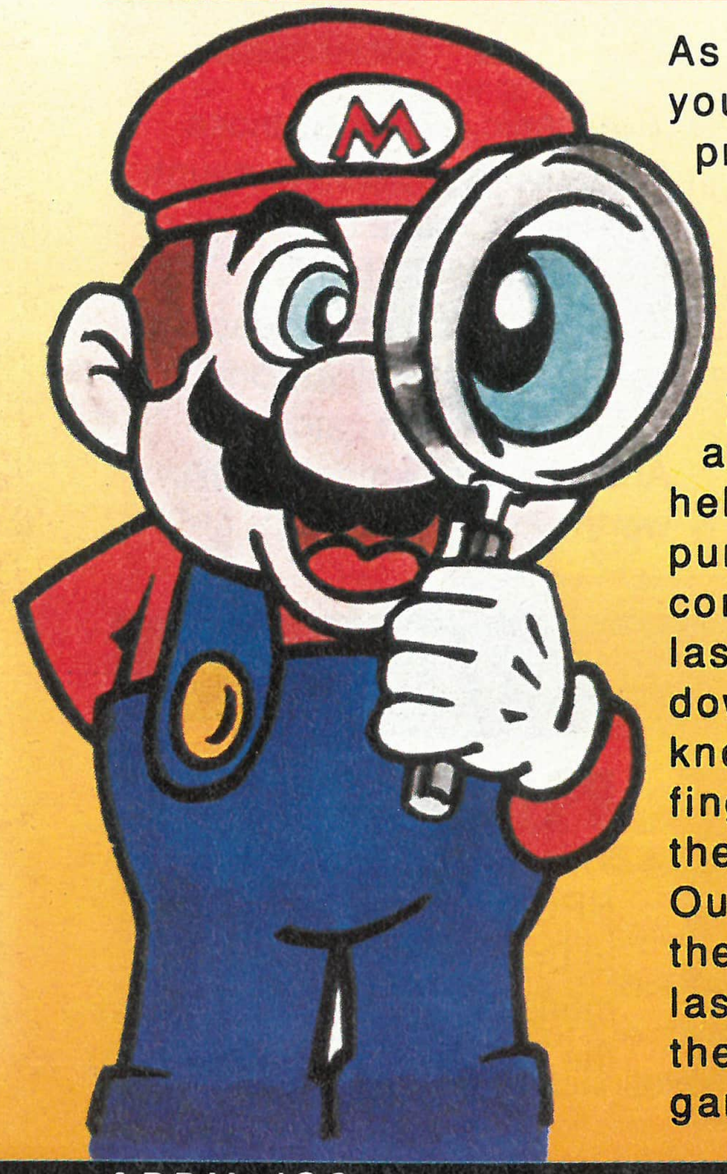
WELCOME TO AUSTRALIA'S ONLY OFFICIAL NINTENDO MAGAZINE!

Welcome to the first issue of Nintendo Magazine System (that's NMS for short!), Australia's first ever fully dedicated 100% official Nintendo magazine - and what a great magazine it is, even if if I say so myself! N-heads everywhere will rejoice at our state-of-the-art graphics, in-depth and independent reviews, massive tip sheets and goodie-filled competitions. Of course, good as we already are, we intend(o) to get better and better and better and better and (ad nauseum.) I could say more, but why bother - turn the pages and you can see it yourself! So what are you waiting for?

Fat Boy

Original Nintendo Seal of Quality™

NMS EXPLAINED



As you'd expect from THE magazine for your Nintendo System, NMS is proud to present the most concise and informative scoring system for reviews you are ever likely to see. As well as the usual analysis of graphics, sound, playability and so on, we give you all the details you need about the cartridge's memory, availability and detailed playing tips to help you get even further with your latest purchase. We also give you a comprehensive breakdown of a game's lasting appeal, AND we break that right down into detailed catagories that let you know everything from exactly how fast your fingers will have to work on the blasters to the level of brain strain you can expect. Our overall rating is compiled from all these elements, with playability and lastability being given more emphasis as these are the two key elements to each game. And, by golly, it works!

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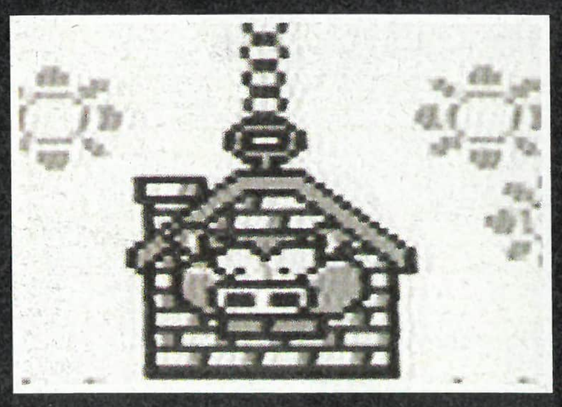
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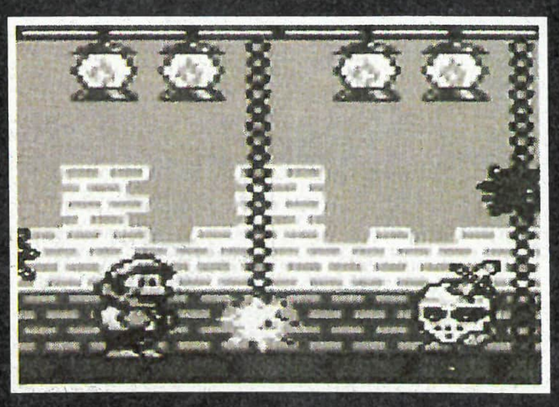


APRIL '93 ISSUE #1

COVER STORY

It's been a while, but that most famous of Brooklyn plumbers has returned. That's right: Mario is back in yet another bout of Game Boy bashing. With the first Super Mario Land still topping the charts, could this be the game to knock it from its premiere position?





SUPER NES REVIEWS

SUPER STAR WARS ...20



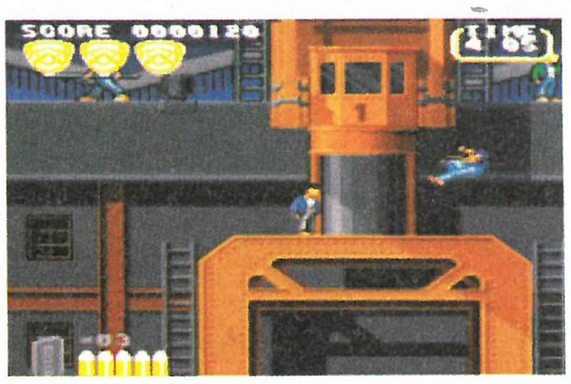
When this game was first unveiled to us a few moons ago, we wondered whether it was all just bells and whistles. Now, we simply wonder if this is the best-looking, most impressive sounding and playable movie tie-in ever seen on Super NES!

ROAD RUNNER ...28



Meep, Meep! At last, the cartoon licence of a lifetime! Join in the fun as Road Runner (Runverifastus) does battle with the ever hungry Wile E Coyote (Rumblustumblus) and his wealth of Acme gadgets. But does this game measure up to the licence's potential?

LETHAL WEAPON..38

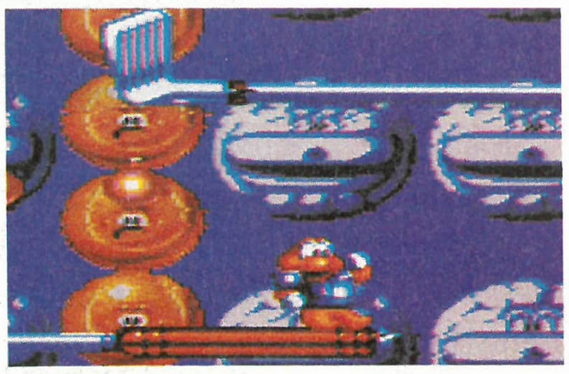


The magic is back as those barmy boys in blue, Murtaugh and Riggs, make their Super NES debut in Ocean's long-awaited Lethal Weapon licence. The big questions: Are the crooks worth catching? And was this platform game worth waiting for?

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Arguably the most famous undersea secret agent ever, Millenium's James Pond is set to make his Super NES debut, courtesy of Ocean.



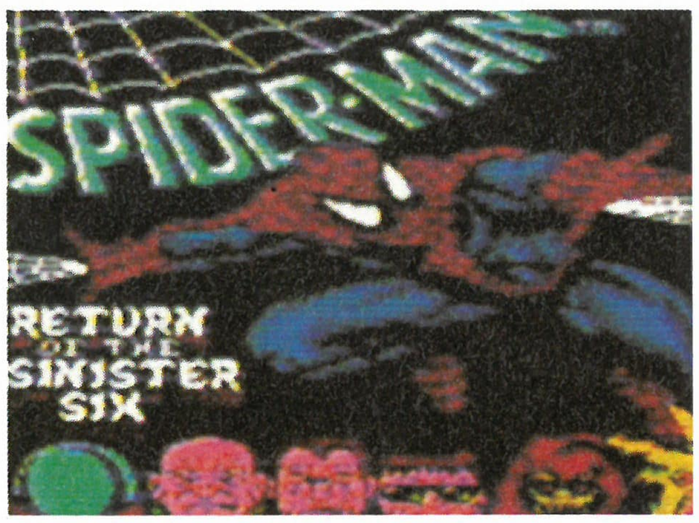
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This involved adventure RPG takes you to the Isle of Drakkhen where a monster race is planning the destruction of mankind!

NES REVIEWS

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Marvel's famous web-slinger returns to NES to curb the delinquent ways of the Sinister Six. As Spidey, you have to secure the safety of the world.



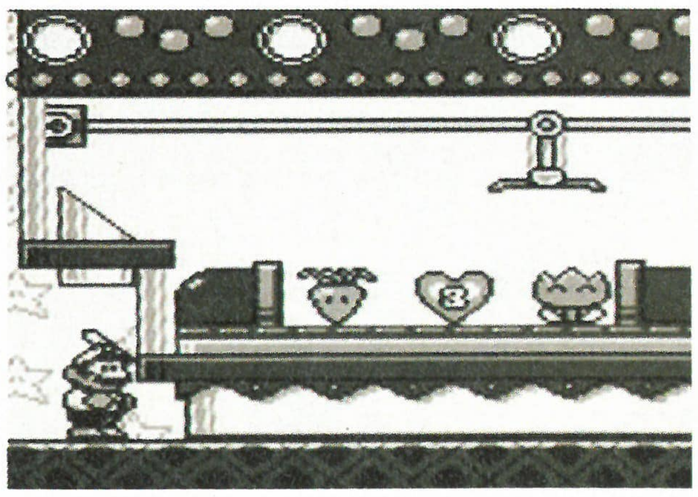
BATTLETOADS ...42

In this, the first of an occassional series (that is, we'll do it when we feel like it!), NMS reviews one of the NES's all-time classics. See if you agree with us! Tell us if you don't!

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He's back! The most famous video game character in history has returned for another mission of Game Boy hokum. Our verdict? Well, turn and read our review, stupid!



INCREDIBLE CRASH DUMMIES ...46

NMS can't wait to see the NES and SNES versions of this little beauty. Chalk one up for the designers. "Incredible" is definitely the word!

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All you ever wanted to know about NMS plus a socio-political diatribe about extraterrestrial activity in our universe - sort of.

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All things Nintendo, and then some, as NMS bring you all the inside news about new games, new accessories, new everything. Aren't you lucky?

BONUS PULLOUT GAMES INDEX ...33

Seen a game in a bargain bin and you're not sure whether it's any good? Collect this two part pullout (pt.2 in next month's NMS) to find out what we think of virtually every Super NES, NES and Game Boy title ever released!

PULLOUT POSTER ...Centre

'Cos we don't like the colour scheme in your bedroom!

CHARTS ...49

Hey, statisticans and cricket-lovers, have we got a treat for you - the NMS Charts. Every month we will let you know what are the hottest games on Super NES, NES and Gameboy, where they were placed last month as well as pinpointing the new bullet performers.

COMPETITION ...50

Win! Win! Win! More freebies than you can steal from a blind Santa! NMS brings you goodies, goodies, goodies. Win! Win! Win! Get the idea? Okay then, this month's temptation: Simpsons' games carts autographed by Matt Groening!

HELP SYSTEM ...52

Tips! Tips! Tips! Every month we delve (deeply) into the quirks and playing characteristics of some of our favourite games and give you all the tips you need to complete them. This month the NMS crew give you the lowdown on Street Fighter II and The Legend of Zelda, plus loads of mini-tips for loads of other games.

GAME STYLES ...62

A monthly round-up of games for all formats according to some nebulous theme dreamed up by Fat Boy on his lunch hour. This month we're talkin' 'bout cartoons.

NINTENDO NEWS NETWORK

● NEW GAMES ● MOVIES ● ACCESSORIES ● VIDEOS

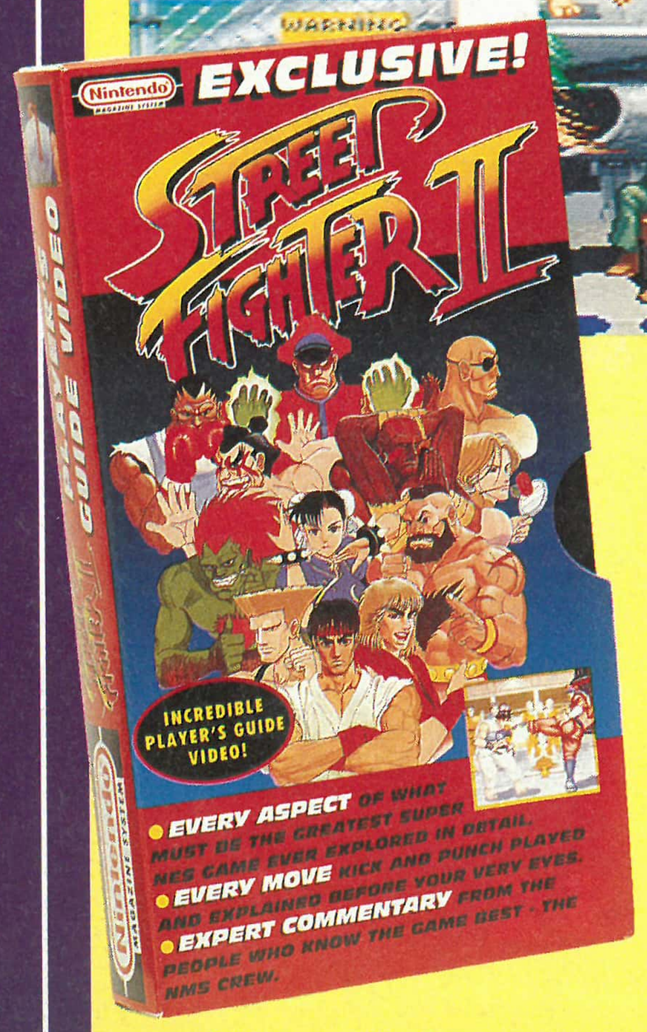
Welcome to the only news that matters, where NMS exposes all you'll ever need to know about what counts in Nintendo's world



● TV ● MERCHANDISING ● HARDWARE ● COMICS

WIN! WIN! WIN!





Knock 'em out with this fantastic tips video put together by NMS and become the ultimate street fighter! We've got ten copies (the only ones in Australia!) of this scintillating example of Nintendo how-to and have to admit that it is a darn good package. Stuffed with all the good advice you'll need to truly experience Street Fighter II in all its Super NES glory, this vid goes through every move in detail. Sounds great? It is - and being generous souls at NMS we've decided to give away one each of these ultimate tips guides to ten of our readers. To win, just call 0055 33515*, answer a simple question and leave your name, address and phone number. Lucky sods.

*Ask your parent's permission before calling. 25 cents buys you 27.3 secs (Tricom Audiotext). Conditions of entry are the same as for our Simpsons Contest on p50.

● TIPS VIDEO/STREET FIGHTER II
● BY NMS (THAT'S US, FOLKS!)



● NEW MUSIC
● BY POLYDOR
● OUT NOW

YOU SPIN ME RIGHT ROUND

With revamped versions of every golden oldie doing the rounds (John Paul Young's *Love Is In The Air*, anything by Abba) it was only a matter of time before somebody would pinch a computer game's music for inspiration. *Tetris* by one Doctor Spin is a revamped rave track which uses the familiar Tetris tunes for its basis. It has been produced by a newcomer to the world of music, a Mr Andrew Lloyd Webber, who obviously hopes to make a big name for himself. Opinion about the track in the NMS office varies from "What is this crap?" to "Jeez, will someone turn the alarm off?" with Gerry 'Game Boy' Reynolds (our esteemed Editorial Director) offering the following critique: "*Tetris* reminds one of Leonard Cohen in his more joyful moments; of Nick Cave at his most lucid; of McDonalds for lunch - I can see a full-blown musical in this!" but who's listening? If you want to check it out, it's available on the Polydor label now.

YOU'LL GET A KICK OUTTA THIS!

Word has reached the NMS News Network that developer Graftgold is planning to release a Super NES soccer game, with our spy telling us that Graftgold wants to try "something different" what ever that means in the world of soccer sims. As the game is still on the drawing boards, it could be some time until we find out (a pity as the NMS gang are big soccer fans). More news the second it pops into the net.

● NEW GAME
● BY GRAFTGOLD
● SUPER NES

THE NIGHTMARE NEVER ENDS

Fans of the Nightmare series of interactive video board games should sling a gravestone over their shoulders in delight at the news that Nightmare will finally receive the recognition it so richly deserves and be immortalised as a Nintendo game. Details as to who will be developing the game and when it will be available are still hazy at this stage, but we'll let you know as soon as we can. Maggots. Meantime, get down and groove to the sounds of the, you guessed it, Nightmare single. The brilliantly titled *Thrill Me* is not as horrifying as we initially expected. In fact, it's quite a catchy tune which has seen the only man in the NMS office who doesn't have rhythm (that's Phillip Marc!) actually let go of his Game Boy and shake his booty. On second thoughts - it was horrifying! And, from the studio, comes the news that filming for Nightmare IV - Vampire is underway as of a mere two weeks ago. Slated for a September/October release, Vampire is expected to be a whole new concept that will be a quantum leap ahead of the ground-breaking original video board game series (having sucked the life out of that one, har, har, har - gosh, we're real funny sometimes). More on that soon.



- NEW GAME/NIGHTMARE
- NEW MUSIC
- NEW VIDEO BOARD GAME



QUESTIONS?

What a great idea! Imagine a forum for inspired debate on the pertinent issues of our time, like, "Will there be a Street Fighter III on Super NES?" (Dunno.) Or, "Is the new *Teenage Mutant Ninja Turtles* movie any good (Yes!) and will there be a Nintendo game from it?" (Of course.) Or, "What is the longest river in the world, and how long is it?" (The Nile; very long.) Get the idea? So write to Q&A, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000 with all your boggle-minding queries.

SMALL IS BEAUTIFUL

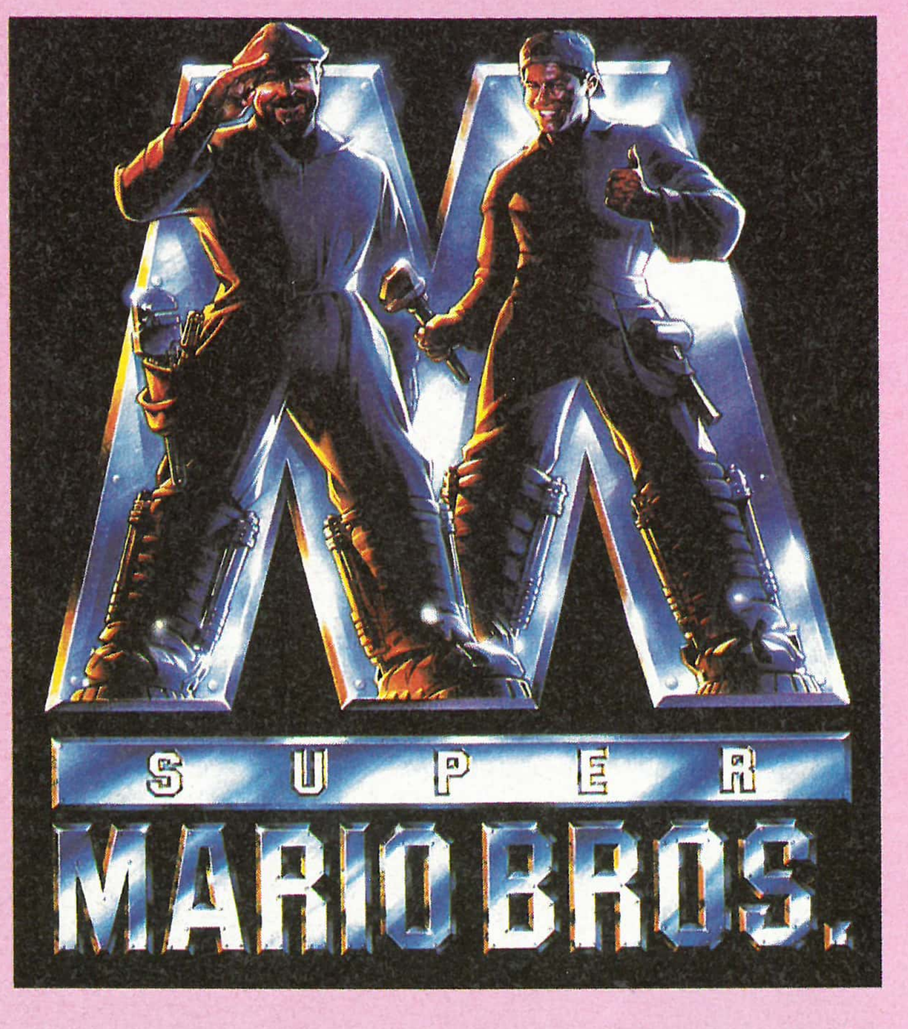
News has reached our office of the development of a Nintendo related watch with a difference. This one is an actual working minature model of a Game Boy that comes with a built-in game of Tetris. Better still, work is currently underway to create a card system for the Game Boy watch that will actually allow you to play the game of your choice! While there are obvious disadvantages (tiny screen, accuracy with button-work) the Game Boy wristwatch is a really cool idea as anyone who has ever been stuck on public transport without their full-size Game Boy will tell you!

WRITE NOW

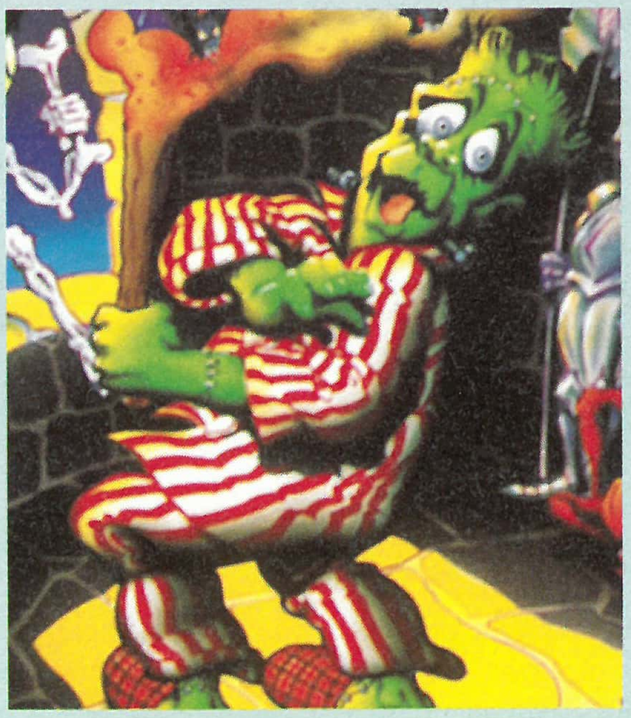
Hey, why not apply your razor-sharp intellects to corresponding with the warm, wonderful folk here at Nintendo Magazine System? Why? Because WE CARE, HONEST! We really do! So if you have any praise, suggestions, odes to our greater glory, holiday snaps or unrelated comments to make, feel free to write and share them with us. Write to MAILBAG, AUSTRALIAN NINTENDO MAGAZINE SYSTEM, PO BOX A305, SYDNEY SOUTH, NSW 2000, AUSTRALIA.

LIVE ACTION MARIO

With over two million Mario games scattered throughout Australia, it is a fair bet to say that the upcoming live action *Super Mario Bros* movie is eagerly awaited by the rotund plumber's many friends. Playing Mario Mario will be Bob Hoskins of *Who Killed Roger Rabbit?* fame, a chap who is highly thought of in the NMS office as being a "rad actor". Better, though, is the seriously psycho Dennis Hopper (*Blue Velvet*) who plays the evil King Koopa - he is one totally wicked actor as well as being a totally twisted dude! The movie follows the adventures of Mario and his bro, Luigi, as they descend into Dinohattan, a parallel world to Manhattan, New York, while trying to save Daisy, the new lady in Luigi's life. Dinohattan was created 65 million years ago when a meteorite hit the earth, and is ruled by Koopa, a direct descendent of Tyrannosaurus Rex. Koopa fancies Daisy's jewellery (a fragment of the original meteor) as once he can get it into his hot little hands, he will be able to merge his kingdom with the real, human world and rule over both. Gasp! We could tell you more but why spoil the movie for you? Still, you might be interested to know that *Super Mario Bros* was filmed near Wilmington, North Carolina, where the totally tubular *Teenage Mutant Ninja Turtle* movies were made. Shooting took place in the Ideal Cement Company - those who remember Mario's Cement Factory will be suitably amused by this. Stay tuned for more info in the next issue of NMS.



- NEW FILM
- BY ALLIED/LIGHTMOTIVE
- RELEASE: JUNE



RETURN OF A MONSTER

Elite's playable platformer, Dr Franken, is soon to be blessed with a sequel. Such was the success of Franken's first adventure, that work is already three months underway. Elite is remaining tight-lipped as to what form the sequel will take but it's our guess that it will stick to the successful platform system it already knows best. Expect a preview in your only official Nintendo magazine (that's this one, buffhead) soon.

- NEW GAME
- BY ELITE
- GAME BOY

HIGH SCORE FIENDS AHOY!

OK, not only do you now have an official Nintendo magazine, but also an official Nintendo high score chart that is open to every Nintendo player in Australia and New Zealand! That's right, just send in a photo of your scores on the form below to: OOOH-AAAAAH, WILL YOU LOOK AT THE SIZE OF THAT!, NINTENDO MAGAZINE SYSTEM, PO BOX A305, SYDNEY SOUTH, NSW 2000.

- NEW COLUMN
- FOR NMS (WHO ELSE?)

Name: ..... **Age:** .....

Address: .....

.....

Game Name: .....

..... **Score:** .....

Game Name: .....

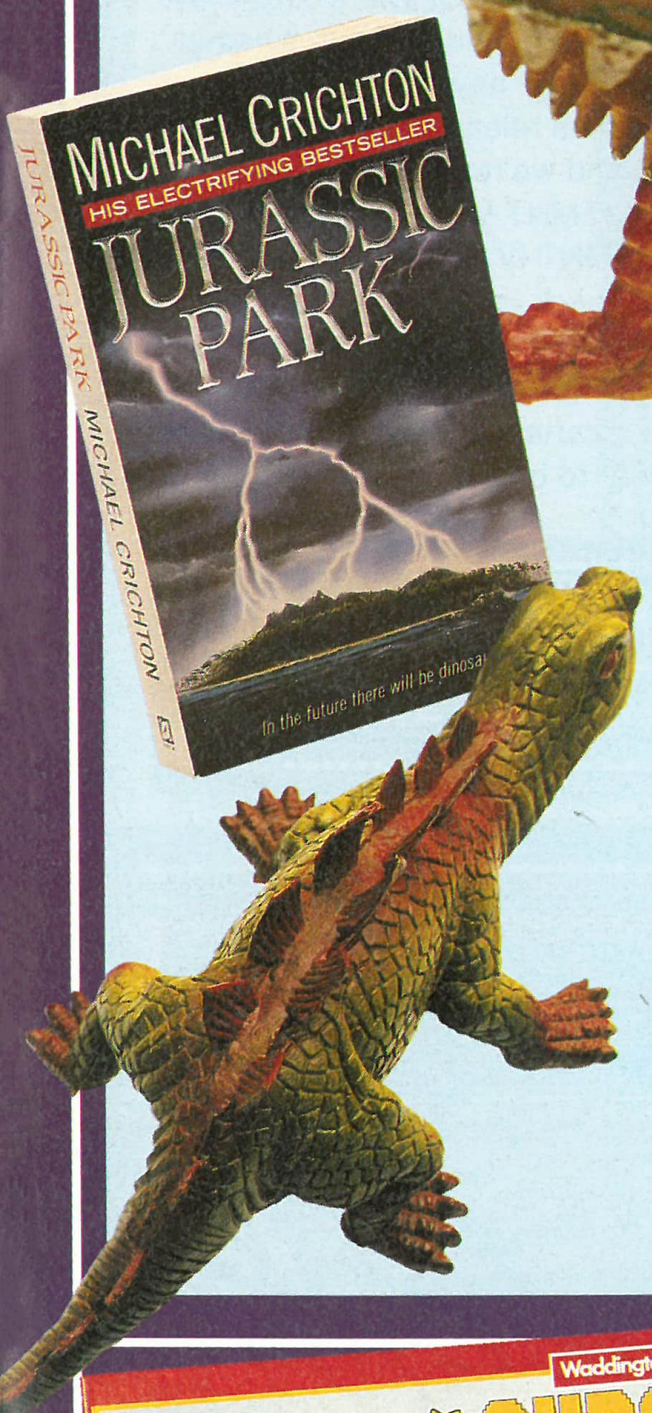
..... **Score:** .....

Game Name: .....

..... **Score:** .....

WALK THE DINOSAUR

- NEW GAME
- BY OCEAN



Hot on the heels of the announcement of the new Steven Spielberg movie extravaganza, *Jurassic Park*, comes the news that Ocean has signed the licence to produce a game based on the dinosaur thriller. Starring Jeff Goldblum, the film follows the fortunes of a group of tourists who, upon visiting a dinosaur theme island, are trapped as the monsters go berserk. The book on which the film is based was written by Michael Crichton and is an un-put-down-able bloodthirsty thriller so the movie should brilliant. There has been a lot of co-operation between the game developers and the film production house that apparently has spawned some interesting new technology that could well find it's way into the game. However, *Jurassic Park* is not due for release until late this year so a release date for Ocean's game is still up in the air. Still, NMS is sure to be the first to see it, so stayed tuned.



- BOARD GAME
- BY WADDINGTONS
- RELEASE: OUT NOW

BORED? THEN GET BOARD!

Remember the original classic Super Mario Bros game? Well, it's back, but this time it's a board game. Mario and Luigi are still trying to rescue the Princess, busting down the bricks and avoiding the odd mushroom. It's perfect for when you're taking time out from the real thing but still feel the need to get around a few obstacles. It will retail for $13.95.

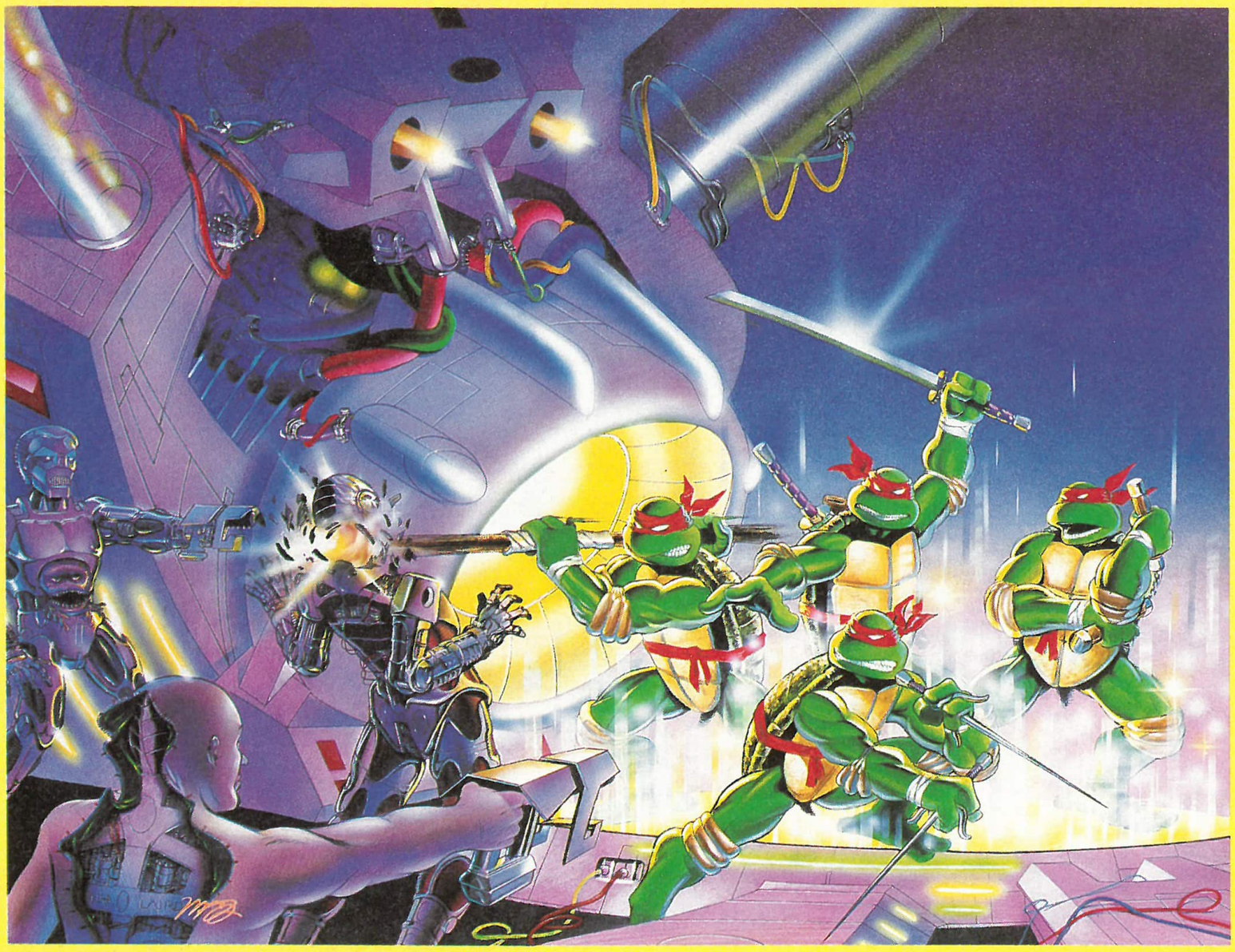
PAIN THE GRASS

With the dreadful film out now on video, Storm's Super NES version of *The Lawnmower Man* is now set for a mid-1993 release overseas (Australia has yet to be confirmed) - and NMS has been given a sneak peek of the game. Although the version we saw only had four months development work on it, we saw Jobe (the film's retarded anti-hero) running across a scrolling surburban area firing at a series of assailants. Storm has also secured the rights to produce a game based on the forthcoming sequel - the stunningly titled *Lawnmower Man II*. Storm currently holds a copy of the film's script and the producers are apparently asking the game developers how they feel they could tie the game in with proposed action scenes.

CD DELAYED

Word reaches us that the launch of the much speculated CD add-on for the Super NES won't be happening until late 1993 - and even that is said to be an optimistic view. Apparently, the unit features a brand new, specially commissioned 32-bit CPU to cope with the fast transmission of loads of data, and this should allow for even faster 3D screen updates - imagine a copy of Pilot Wings or Mario Kart with even smoother update and scaling! In addition, we also believe that this new processor has been farmed out to several Japanese developers which means that several titles should be available for the machine's launch. It is also rumoured that the reason for the delay is partly due to Nintendo taking a long look at Sega's and Sony's CD systems. We hope to have more specific details soon, but please don't believe stories you may have read about people having 'hands-on' contact with the unit or a 32-bit system, as this is nothing short of wishful thinking.

HOLD THE PIZZA!



Just when you thought it was safe to get back into the sewers, the Teenage Mutant Ninja Turtles have returned with a vengeance and, strangely enough, without a pizza. In the third instalment of our jolly green heroes' adventures, the awesome foursome journey back in time to Ancient Japan - the year 1593. All reports emanating from the set suggest that this will be the best movie of the trilogy, which is great news for those who were disappointed by the somewhat lacklustre *TMNT II - The Secret Of The Ooze*. There has been no news thus far as to whether or not there will be any new TMNT Nintendo games released along with the movie, but, and we're sure this is just a coincidence, TMNT fans will recall that the last game, TMNT IV, featured the green dudes going back in time! Could this be the first ever case of a movie being based on a Nintendo game? Apart from the problem of a certain Brooklyn plumber, it would appear to be the case!

- NEW FILM/TMNT III
- RELEASE: APRIL

AGRO SOAR

Hot on the heels of their success with Aussie Rules Football in 1992 ('twas the biggest selling NES game in Australia, to be sure!), those classy guys 'n' gals down at Laser Beam have come up with another surefire winner of a game. Teaming the irascible wit of our fave toilet seat cover (Agro) with an easy-going game that will appeal greatly to younger players, Agro Soar is certain to be a star performer for this local development house. Look out for tips for Agro Soar in an upcoming ish of NMS. We will feature this world-beating company in next month's NMS with all the hot poop on their development work and the new titles that are coming our way.





- NEW GAME
- GAME BOY
- BY LASER BEAM

NINTENDO NEWS NETWORK

WATCH THIS!



Out now from Playworks is the Super Mario Bros watch, complete with a fliptop Mario to protect the watch face. The office moron suggested using Mario like a Buddha charm and rubbing his tummy for luck. The rest of us are of the opinion that there is no place for an office moron at NMS. On the other hand, there is always a place for Mario.

- WRISTWATCH
- BY PLAYWORKS
- RELEASE: OUT NOW

SURE PLAYS A MEAN PINBALL

Not content with showing us his karting prowess, Mario is now set to grace a pinball simulation - the originally titled Super Mario Pinball. Based on the Gottilieb table of the same name, the Super NES version is set to recreate the table's many flippers and bumpers, whilst also retaining the original's tabletop decor. News is scarce as to how smooth and realistic the ball action is and how well Super Mario Pinball plays, but we hope to have more news very soon.

- NEW GAME
- SUPER NES
- BY NINTENDO

ARCADE ACTION

AUSTRALIAN CHARTS *As supplied by Timezone*

	SIMULATOR GAMES	VIDEO GAMES	PINBALLS
1	Virtual Racing	Warriors of Fate	White Water
2	Lethal Enforcer	SF II CE Hyper Fight	Fish Tales
3	Suzuka 8 Hours	SF II CE	Dr Who
4	Final Lap 3	Fatal Fury 2	The Addams Family
5	Mortal Combat	Super Side Kicks	The Getaway
6	Stadium Cross	Cup Soccer	Hurricane
7	Mad Dog McCree	Macross	Black Rose
8	Arm Champ 2	World Heroes	Terminator 2
9	Sonic Blastman	Knights of the Round	Party Zone
10	Starblade	Art of Fighting	Gilligan's Island

USA CHARTS *As published by American Replay*

	SIMULATOR GAMES	VIDEO GAMES	PINBALL
1	Suzuka 8 Hours	Lethal Enforcers	Star Wars
2	Virtual Racing	Mortal Combat	Addams Family
3	Race Drivin'	SF II CE	Cue Ball Wizard
4	Final Lap 2	Terminator 2	Lethal Weapon 2
5	Grand Prix	Star Golden Axe	Fish Tales
6	Steel Talons	Super High Impact	Terminator 2
7	Mad Dog II	Space Lords	Dr Who
8	Moto Frenzy	Turbo Out Run	Super Mario Bros
9	X-Men	Sunset Riders	Hook
10	Final Lap	Space Gun	Batman

JAPANESE CHARTS *From Japanese Game Machine*

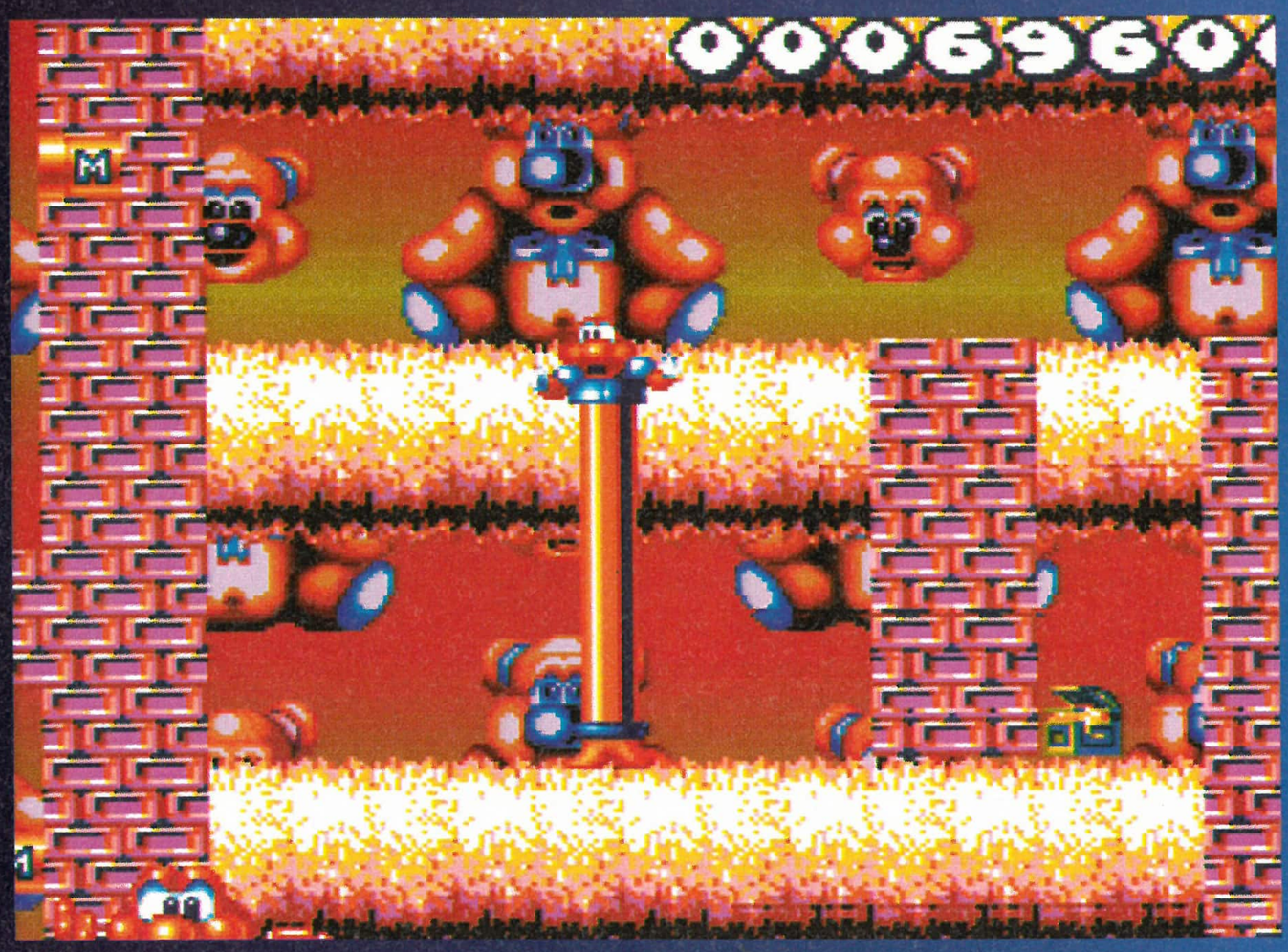
	SIMULATOR GAMES	VIDEO GAMES	PINBALL
1	Lethal Enforcers	Fatal Fury 2	Fish Tales
2	Virtual Racing (Twin)	Turbo SF II CE	Lethal Weapon 3
3	Virtual Racing (Deluxe)	Warriors of Fate	Super Mario Bros
4	Warriors of Fate	SF II CE	Getaway
5	Suzuka 8 Hours DX	Puyo Puyo	Addams Family
6	Suzuka 8 Hours SD	Quiz F1 Racing	-
7	Stadium Cross	Art of Fighting	-
8	Final Lap 3	Quiz Kokorogy	-
9	Rail Chase	SWS 92 Heavy Fighting	-
10	F1 Exhaust Note	Gundum/Neo Battling	-

ROBO

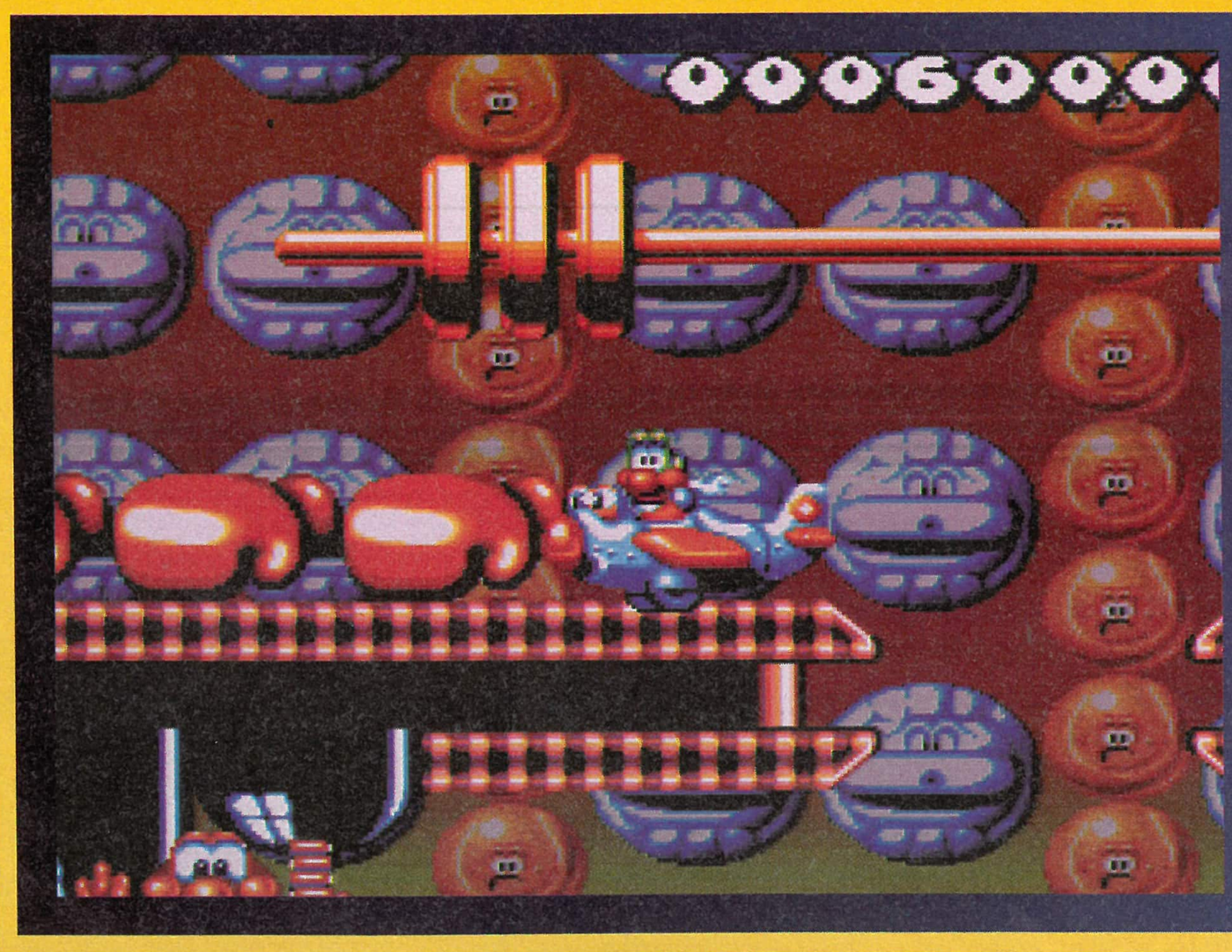
Arguably the most famous undersea secret agent ever, Millenium's James Pond is set to make his Super NES debut courtesy of Ocean. Robocod is the fishy hero's second outing - his first was an average arcade/adventure - and pits James against his long-term nemesis, Doctor Maybe. In a plot which is set to shock the world, Maybe has kidnapped Father Christmas and is using Santa's present-making factory as a production centre for a new wave of deadly toys. This obviously would have massive repercussions and could even see Maybe taking over the World. Enter Pond to try and thwart his plans.

Starting outside Santa's sprawling factory, a number of entrances mark the different areas under Maybe's control. Each of these is based on a gift theme, ranging from toys and sweets to music, and has been overrun by Maybe's newly-created cronies. Luckily, as an aquatic agent, Pond is armed with a number of special abilities - including a rather neat expanding midriff! This means that, in addition to leaping on his foes a la Mario, our hero also has the ability to stretch his body in order to reach those previously inaccessible areas.

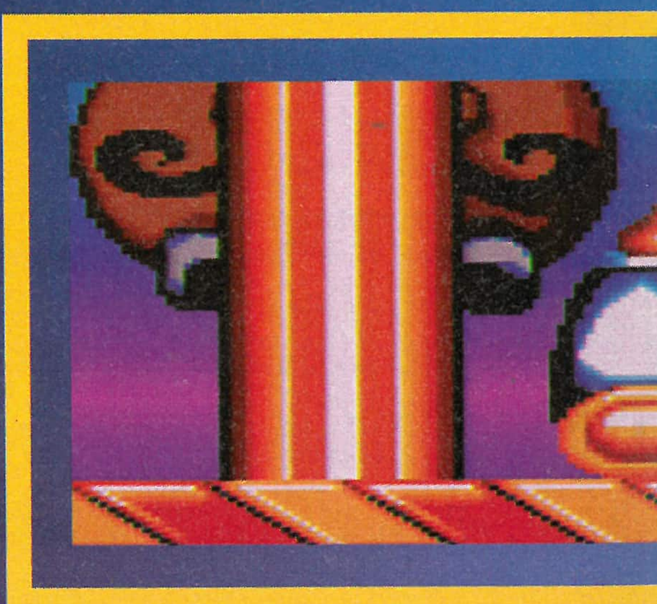
In its original Amiga and Megadrive forms, Robocod won all sorts of acclaim for its fast-moving action and original slant. Ocean's conversion is being coded by the original Millenium team who are also making additions to the code to make the most of the Super NES's capabilities. Robocod is scheduled for a late 1993 release.



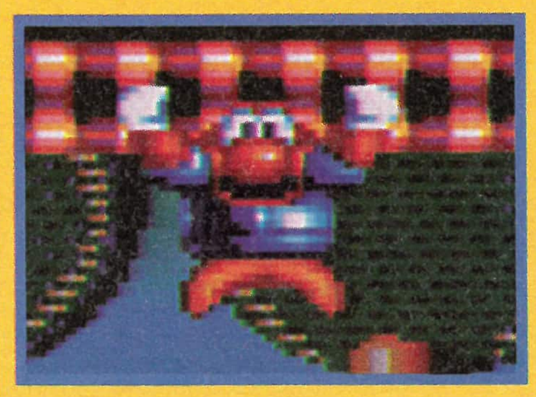
▲ Our fishy hero uses his ability to extend his metallic body enabling him to reach platforms that are to high to jump upon. Cod boy must be careful however, as contact with any flying foes will cause our kipper-like chum to fall back down!



▲ Robocod takes to the skies in his very own private jet. Fascinating eh!

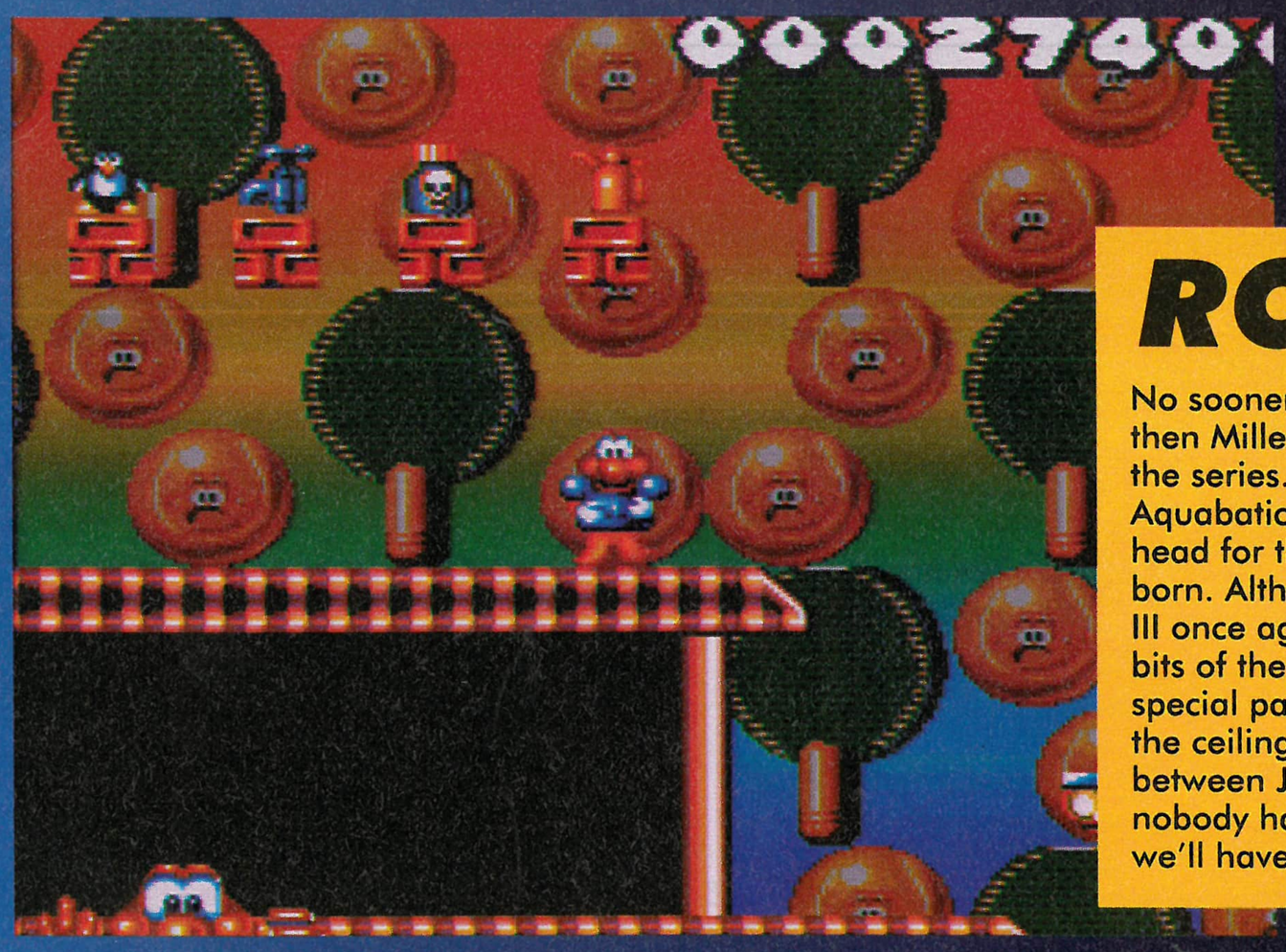


GAME FAX



- PRICE: TBA
- BY: OCEAN
- PLAYERS :1
- MEGS: 4

COD





ROE-CKET MAN

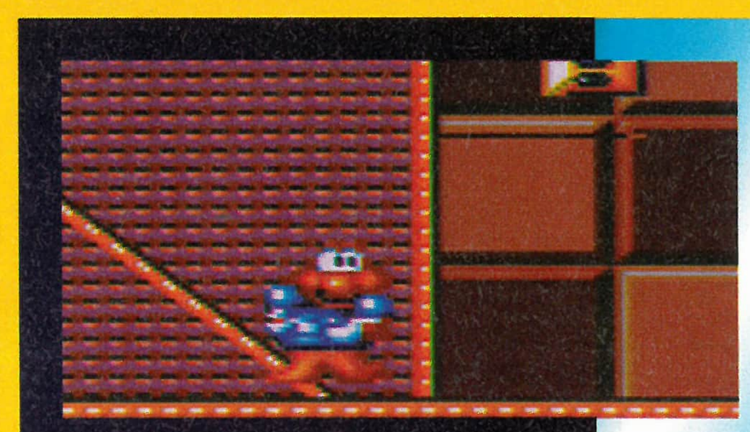
No sooner was the original Amiga version of Robocod finished, then Millenium were busy considering ideas for a third game in the series. Possible mooted titles were The Shrimpsons and Aquabatics, but it was eventually decided that James should head for the moon - thus James Pond III: Splash Gordon was born. Although only at a very early stage of development, Pond III once again pits James against Maybe, who this time is selling bits of the moon via a cheese factory he has built there. Using a special pair of anti-gravity boots which allow him to run across the ceiling and up walls, numerous alien-infested levels stand between James and another show-down with Maybe. As of yet, nobody has signed the rights to the Super NES version, but we'll have more news soon!



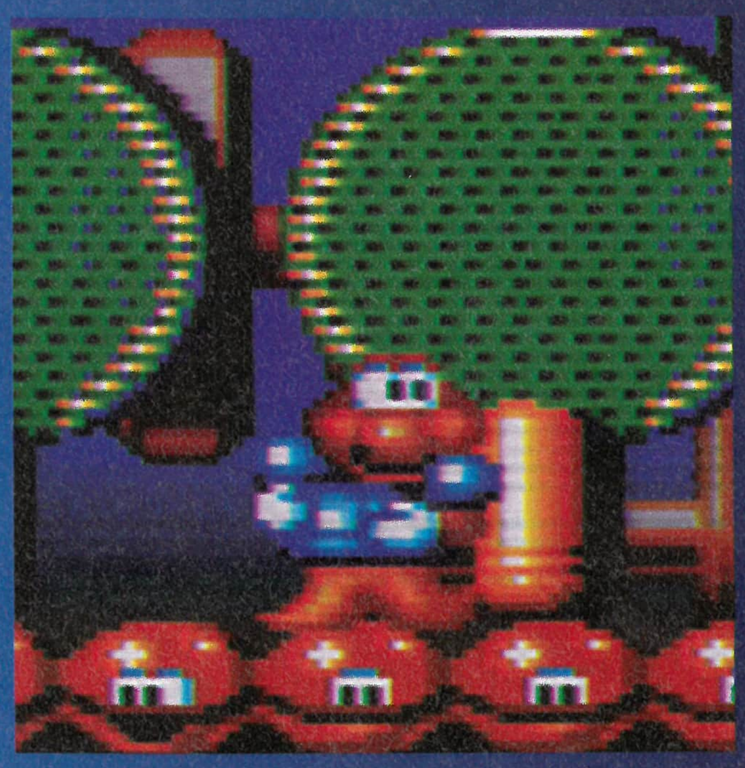
▼ As you can see from this close-up pic, Robocod is clearly the most accurate graphical representation of a robotic cod ever to grace a video game.

▲ The various levels of Robocod are strewn with objects which Robocod can collect to enhance his already marvellous flipper-like skills. Not all objects are useful and some can kill Robocod on contact so watch it!

▼ At the start of the game our fish finger-eating chum must enter Maybe's castle to take part in many fun-packed adventures!





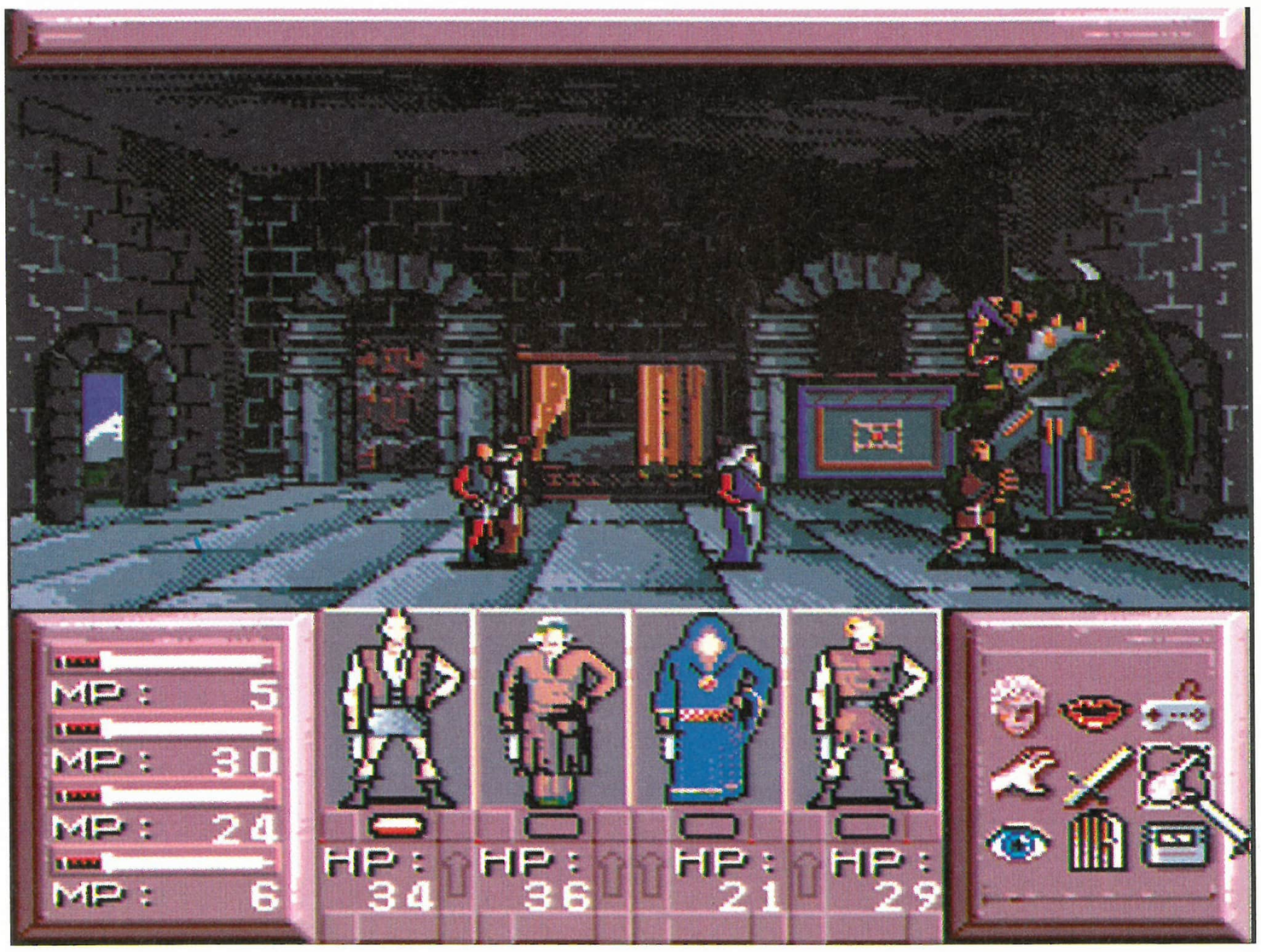


DRAH

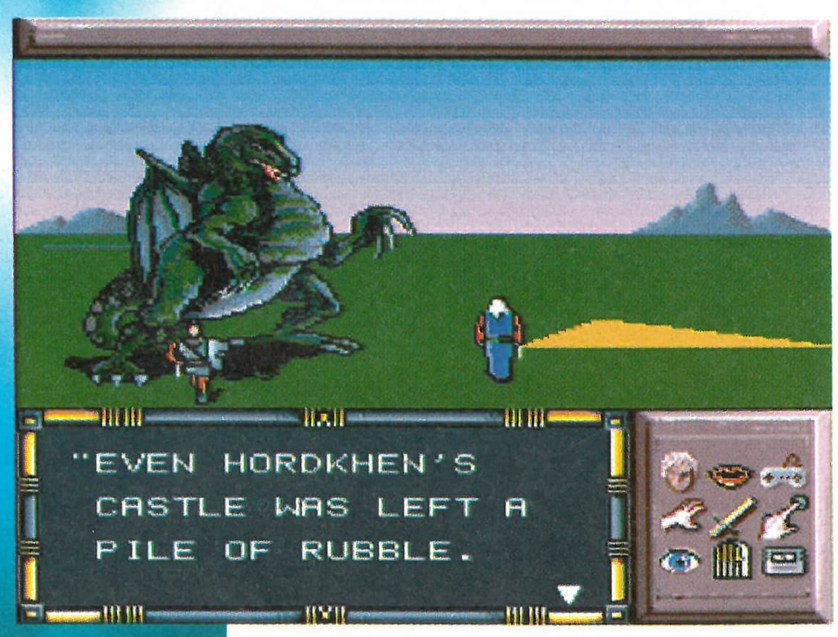
The Super NES has its fair share of every kind of game, except perhaps for RPGs. A move to redress this imbalance is coming soon in the shape of Drahkken from Infogrames. This involved adventure takes you to the Isle of Drahkken, where a monster race are planning the final destruction of mankind.

Stopping them means controlling four different characters, each with their own skill class. You must guide them across the four island zones, making alliances, carrying out tasks, and fighting a lot of monsters. Places of interest worth visiting include the castles of the Drahkken princes, and the mysterious shrines of the priests of Anak. They do a nifty line in resurrection at no extra charge.

Drahkken was originally programmed for the Amiga, and was quite a success a couple of years ago. The convertors for the Super NES are Kemco, who have produced a real variety of games like Top Gear and Phalanx, and now Drahkken. How will it fare the rigorous NMS Review treatment? Unfortunately we weren't able to cram the full works into this issue, so tune in next month and you surely will find out!







NEW VIEW

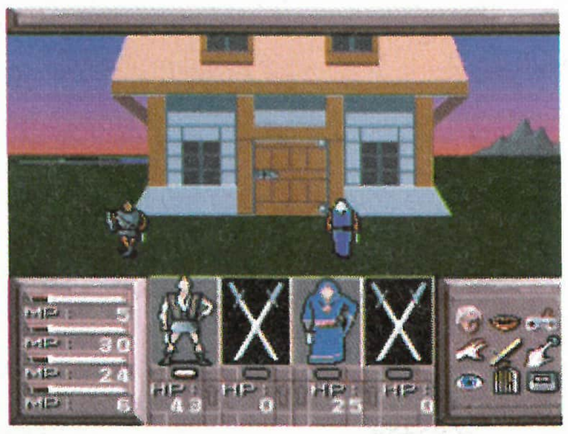
One Drahkken feature of note is the use of Mode 7 to create an outside environment. With your characters out of view you're able to move round the island from a 'driver's eye' viewpoint in fast 3-D. To enhance the natural look, the outside landscape cycles through bright daylight to starry night, with spectacular sunsrises and sets in between. As you'd expect, travelling at night is a risky prospect!

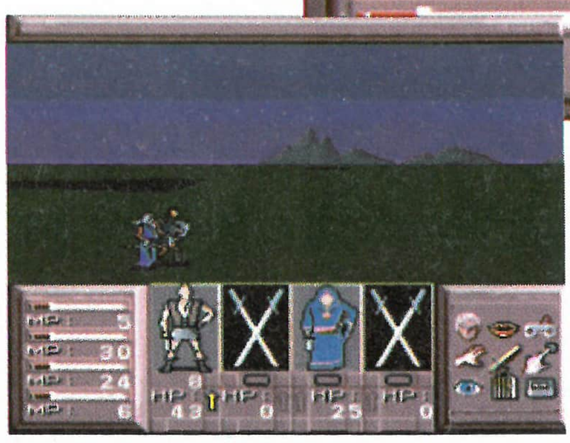


GAME FAX



- PRICE: TBA
- BY: INFOGRAMMES
- PLAYERS: 1
- MEGS: 8



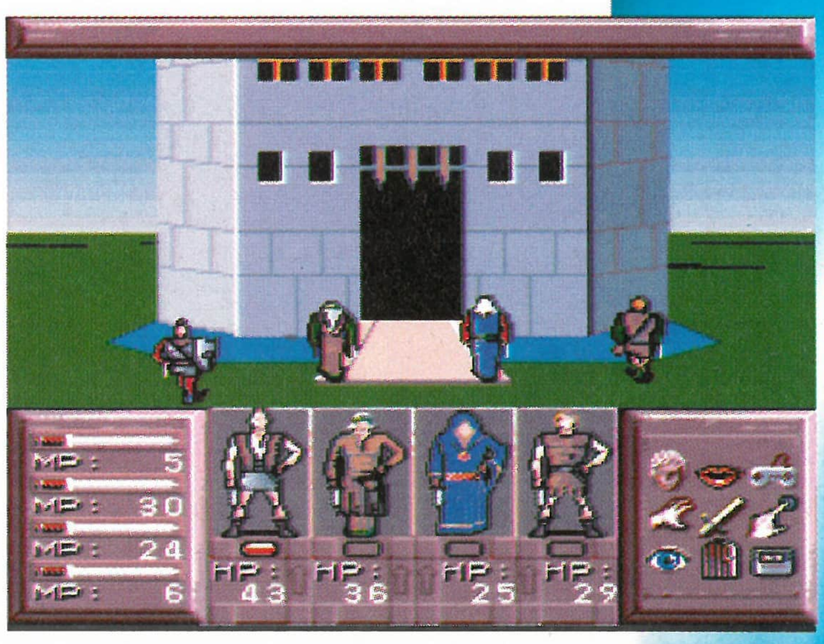


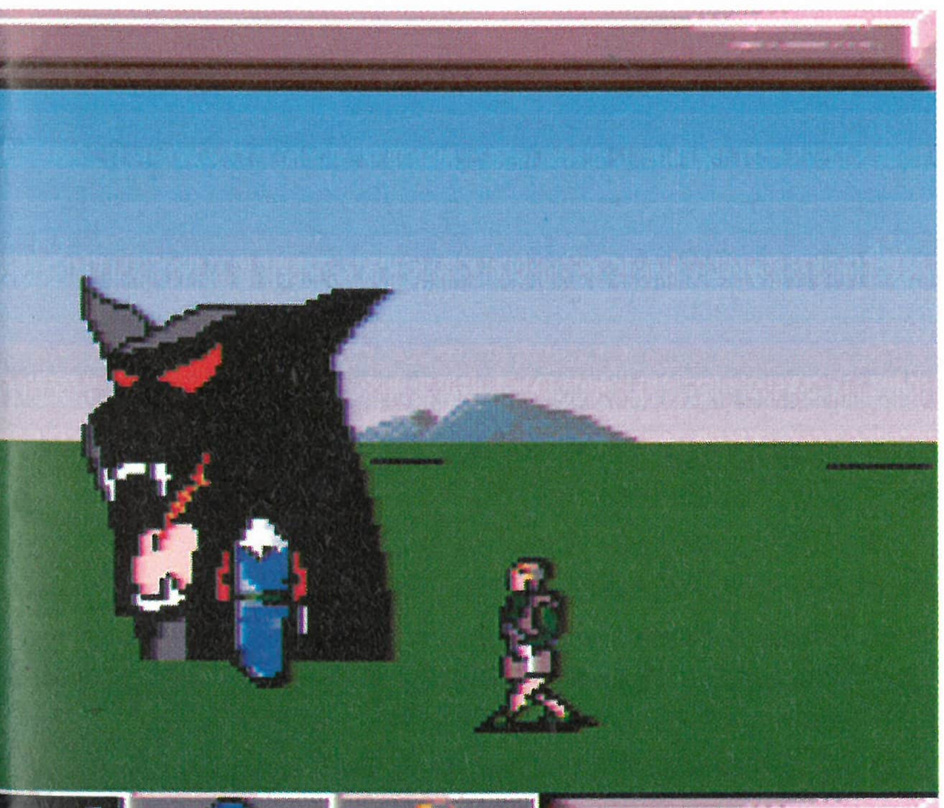
KKHEN





▲ Mode 7 is used to full effect to ensure that the 3D section is updated quickly and smoothly.





▲ Interaction with any characters the party meets is effected via a series of simple-to-use icons.





▲ In the midst of a 3D wilderness, the three remaining adventures encounter a vicious Rottweiler head(!).



▲ On entering the game's many buildings, the action switches to a more conventional side-on view with the players moving in and out the many doors.

A D V A N C E S C R E E N I N G

REVIEW

GAMEBOY

1 PLAYER

1 MEG

PLT GAME



PRICE: $59 (approx)
BY: NINTENDO
RELEASE: MARCH

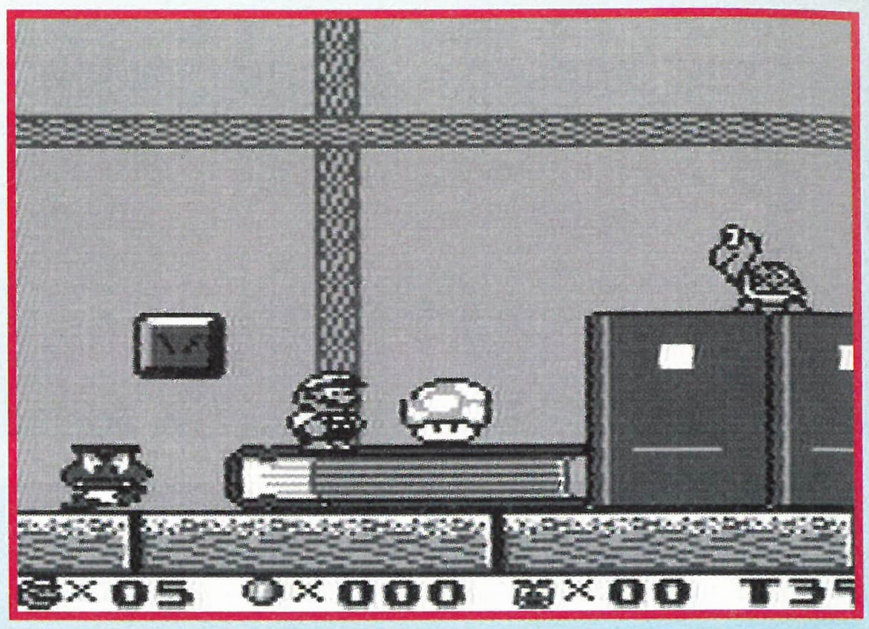
CONTROL
JOYPAD
GAME DIFFICULTY
EASY/AVERAGE
CONTINUES
SAVE GAME
SKILL LEVELS
ONE
RESPONSIVENESS
GOOD
1ST DAY SCORE
GET SIX COINS
ORIGIN
Nintendo's leading light, Mario is quite simply the most popular video game character ever. Since his NES debut six years ago, he has appeared in a succession of platform games, of which this is the latest.

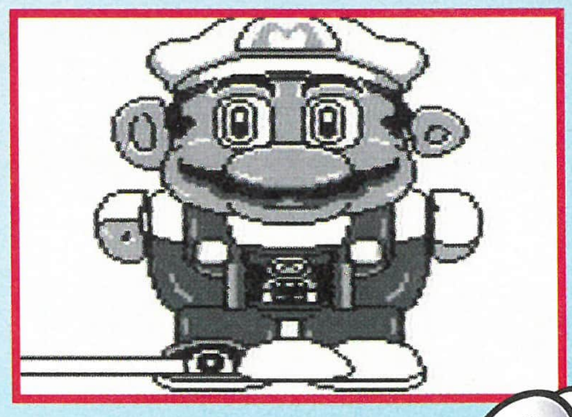
SUPER MARIO LAN

Fresh from his rescue mission in Super Mario Land, that most famous of plumbers has returned for another session of leap-related lunacy. Once again, the hapless Princess Mushroom has been kidnapped by that spiny-backed blackheart, Bowser, and the door to her gaol requires six magic coins to be inserted into its frame before she is be released. Thus, armed with a map of the mystical kingdom, you are charged with guiding Mario from location to location in his quest for these special coins.

It's not going to be easy, though. Bowser's legions of Koopa guards have been joined by even more weird and wonderful creatures, and these tie in with the general 'theme' of each level. These range from a foray through a sunken ship to a trip up Mario's body, and awaiting the little plumber's attentions at the end of each stage is a larger Boss creature.

As expected from a Mario game, our hero is armed with his extraordinary jumping abilities, and these are supplemented by further additions which lay hidden in floating blocks which punctuate each stage. As well as the customary firing abilities and 'Super Mario' features, he also has access to a rather snazzy hat which not only elongates his jumps, but bestows the basics of flight upon him, too. With six worlds to conquer, though, it looks like it could be a long night.

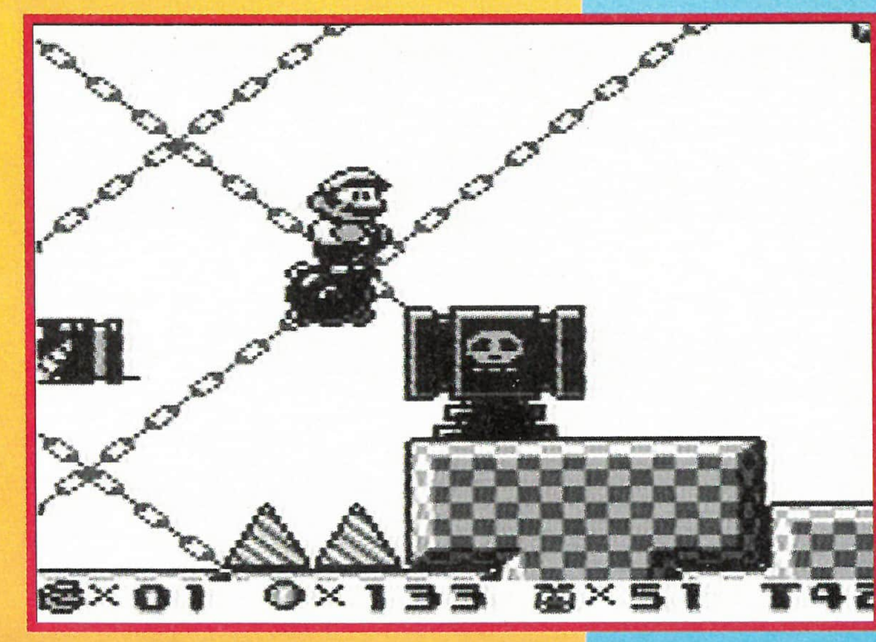


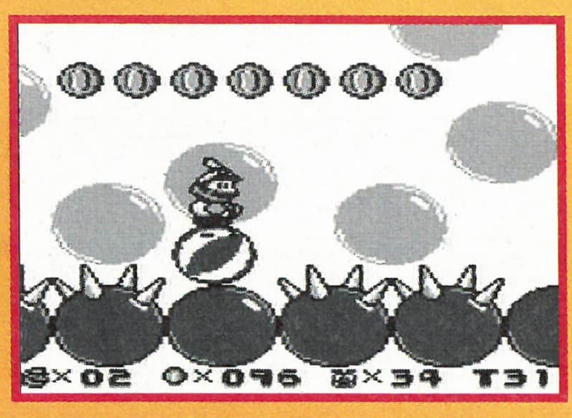




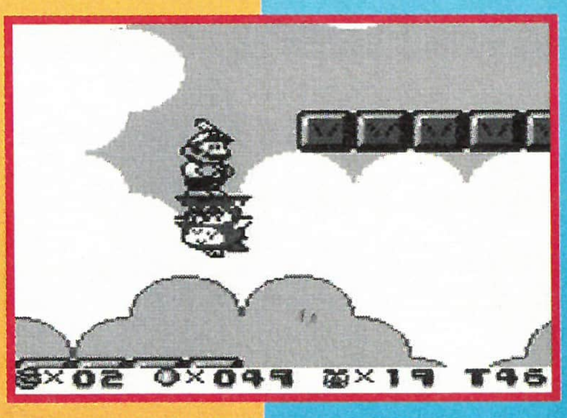
IS IT BIRD? IS IT A PLANE?

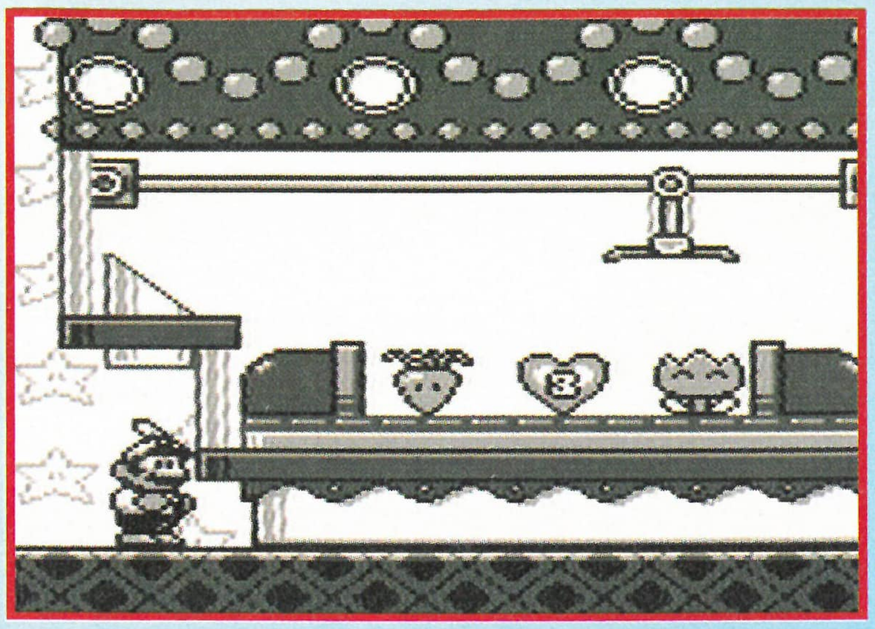
Although Mario took to the skies and seas briefly in the original Mario Land, these areas play a larger part in the sequel. Several stages are set within a large sunken boat and, although Mario proves to a a top-class swimmer, he also has the ability to walk (albeit slowly) underwater, and his firing capabilities are slowed slightly, too. As far a skywards journeys are concerned, he has a number of options at his disposal. In addition to the expected moving lifts and clouds, one level features a large bubble-blowing Hippo. If Mario stands on its head, he is instantly enclosed by the Bubble and floats upwards to where all the goodies are waiting. And if this wasn't weird enough for you, wait until you explore the stomach lining of a whale and the inside of Mario's trousers...

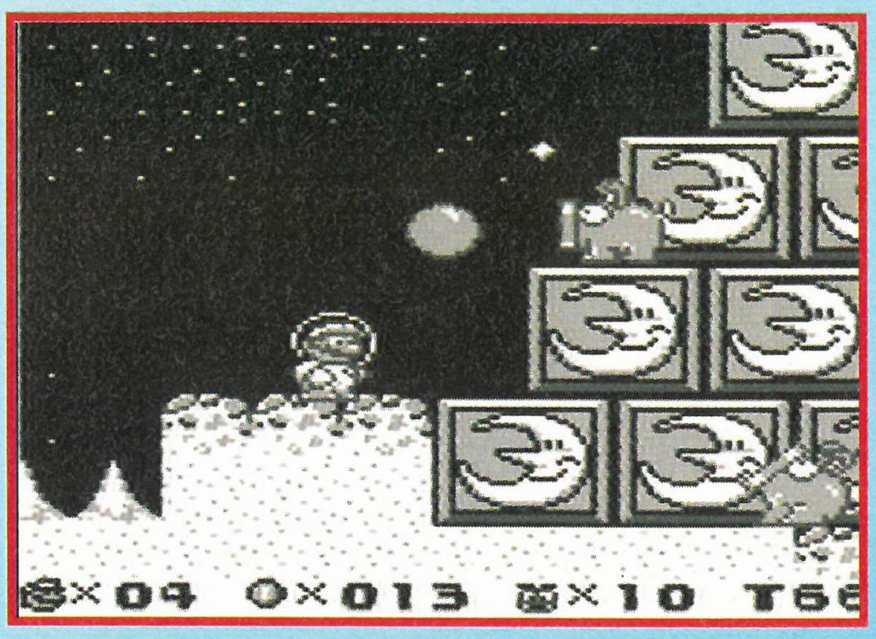




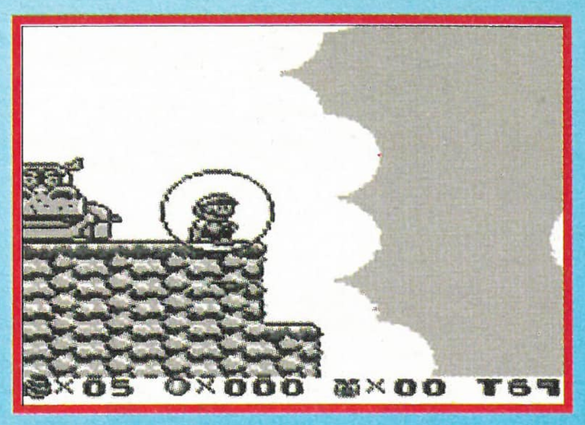
▲ A few examples of the many forms of transport which the Brooklyn plumber has at his disposal: a beach ball, a flat-headed owl, and assorted machinery...





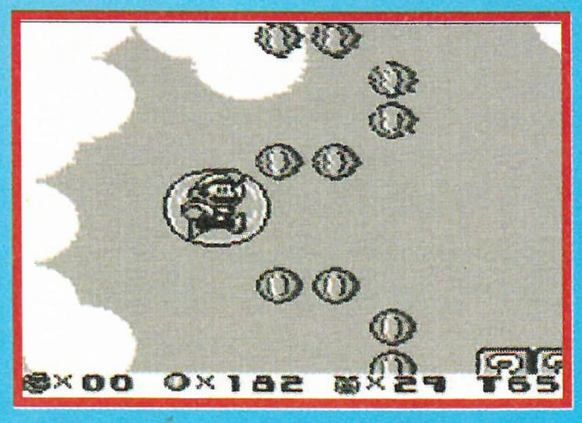


REVIEW

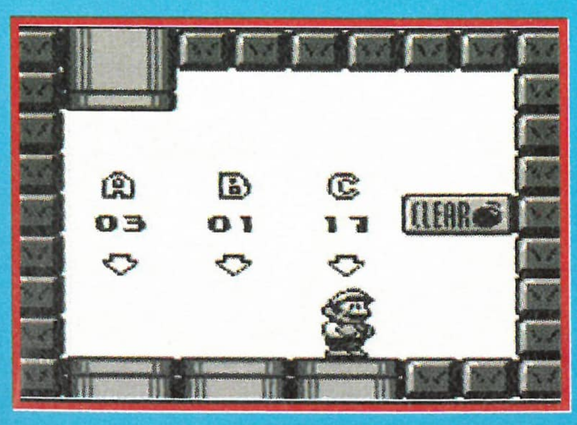


▲ Each stage contains two bells, the first of which acts as a restart point when it is touched, and the second giving access to a special bonus room. There are two of these: the first features an electrical circuit which Mario manipulates to gain assorted power-ups, and the second where he grabs goodies with a crane.





▲ Encapsulated within a bubble, Mario does his best Bub and Bob impression as he takes to the skies in search of even more luvverly coins - be careful of birds, though - their sharp beaks will pop your free lift!



EXTRA, EXTRA - READ ALL ABOUT IT!

On his way to the exit, a number of bells have been strategically-placed in hard-to-reach parts of the screen. If Mario goes to the trouble of reaching it, he is whisked away to one of two special bonus screens, whereupon he is invited to top up his special powers from the inventory below:

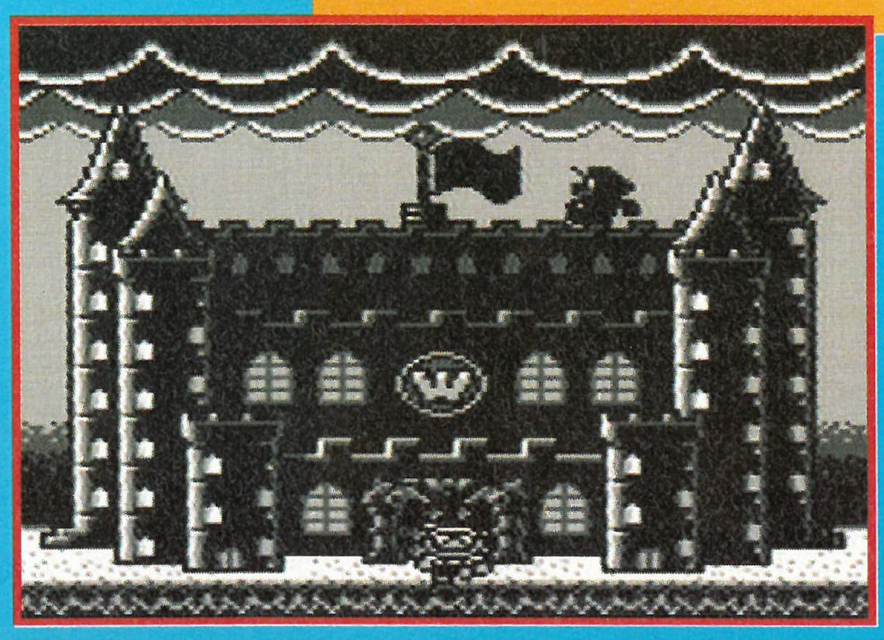
FLYING CAP: Resembling a baseball cap, the incongruous wings sticking out of the side of this fashionable head attire extend the length of Mario's jumps, and bestow limited flying abilities upon him which are effected using the jump button.

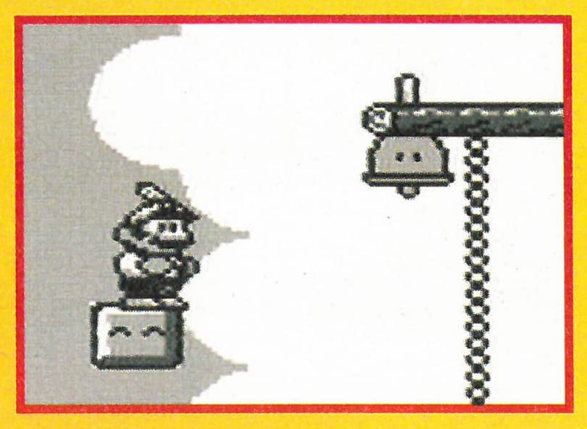
FLOWER POWER: As in the first game, this gives our hero the ability to lob balls of fire at any oncoming creatures, killing them instantly.

MUSHROOM: If you are a fan of the Mario series you'll already be familiar with this fungi's properties. On collection, it transforms Mario into Super Mario, although its powers are lost if he comes into contact with a nasty.

HEARTS: Quite rare, these are either found on their own or escorted by a weird long-legged bloke. Touching them adds them to your inventory, and there also extremely rare ones which add three lives to your stash.

MONEYBAGS: Inconspicuous bags of cash which have an M marked on them and add 50 coins to his already-bulging coffers.





▲ If Mario rings this bell, he is whisked off to a secret room for a goody-stealing session.

COMMENT



STEVE

Never before has a Gameboy game blown me away as much as Super Mario Land II. The programmers have obviously taken the Super NES Mario World for their inspiration, and this is immediately apparent as the game reveals its larger sprites, sprawling map area, and dozens of secret bonuses and rooms - and there's even a save game option! Just as the NES Mario games improve with each title, this sequel is ten times better than its predecessor, and offers loads more features - making it the perfect follow-up. The control over Mario is nothing short of excellent, and as you patrol the weird and wonderful worlds you encounter so many new features you'll be left reeling. Passages which take you through a whale's stomach, exploring a sunken ship, there's so much to see and do that it's easy to forget the task in hand. The job of coin collection fits in perfectly with the action, too, and there is a good feeling of achievement when a number of the special coins have been collected. However, there is a major downside to all this heaped praise - Super Mario Land II is far, far too easy. The save option means that the game eventually lets you enter any Boss zone once the preliminary stages have been cleared once. Thus, if you are armed with five lives, taking all six bosses proves a doddle and the end of the game is in sight. Despite every plus point the game has in its favour, the lack of challenge is a huge problem, and virtually anyone should be able to complete this after a solid day's play. Don't get me wrong, Mario Land II is excellent, but what a pity to spoil a potential classic by making it so easy.

STEVE

REVIEW

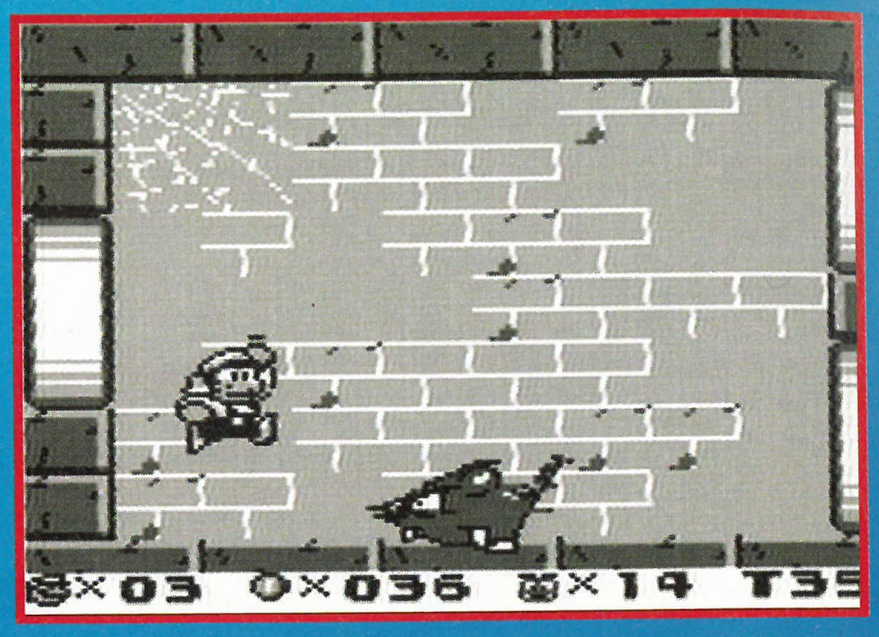


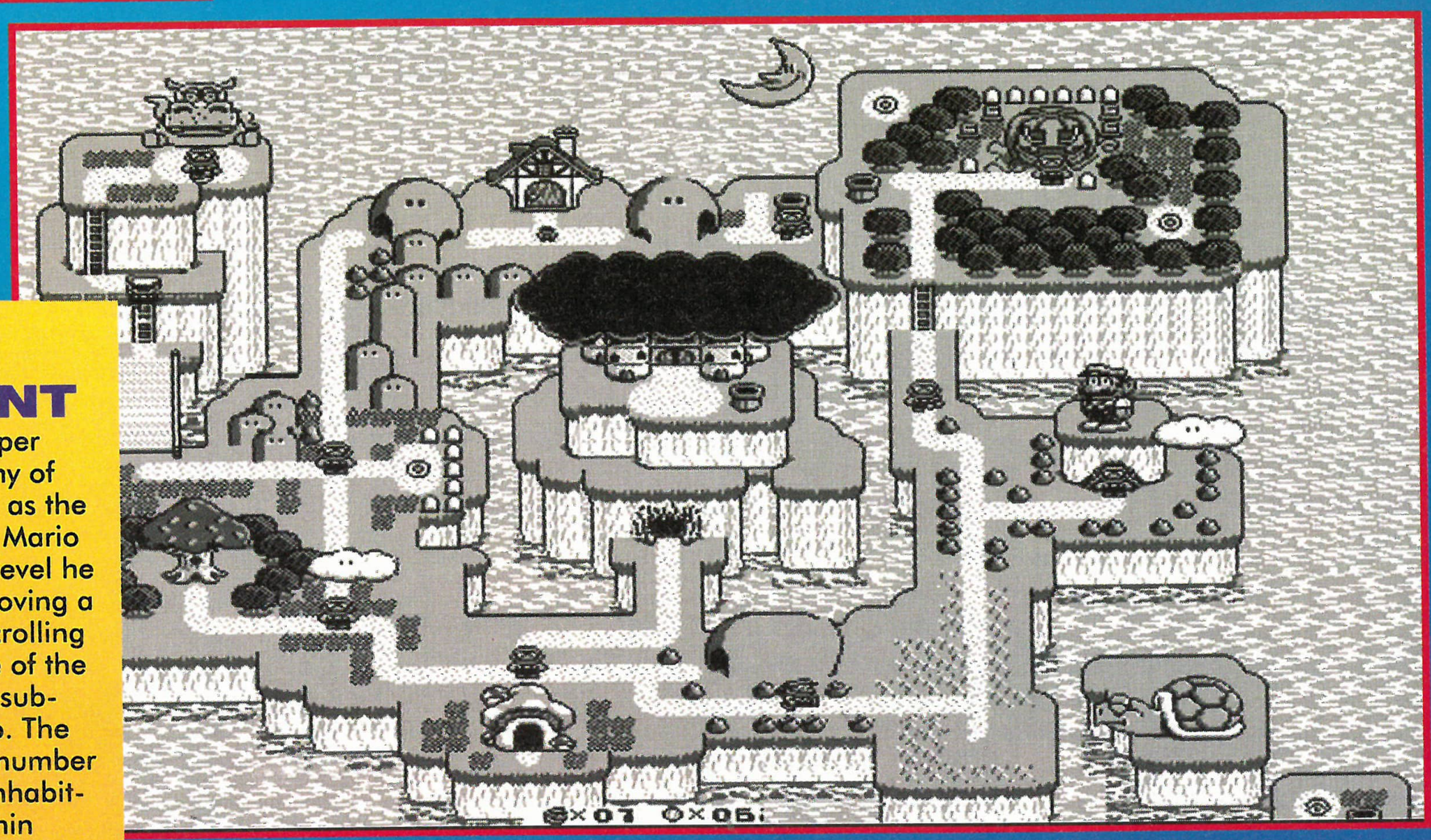
• BIRD BOSS

Within this crazed Crow's nest is a large egg, within which is the magic coin. As the bird swoops down in a 'U' shape, it must be jumped on three times.

• RAT BOSS

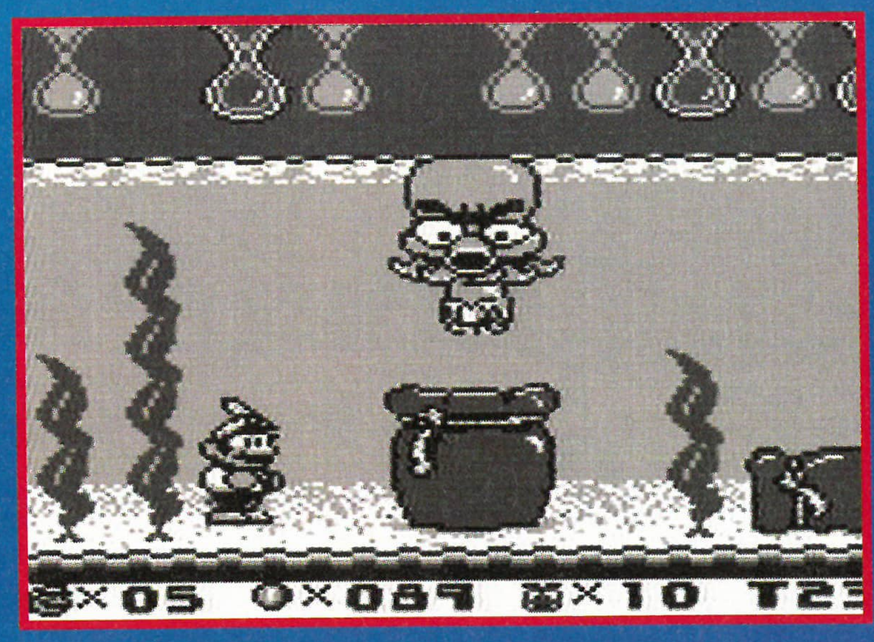
Whereas the other guardians feature fairly simple movements, the rat is a little more cunning. It scuttles in and out of the three pipes at the edge of the screen before tearing towards you or across the ceiling. If it does the latter, be careful, as it tries to droip on Mario from above. Again, three jumps or several shots are needed before it gives up the ghost - and the coin.





MAP'S ENTERTAINMENT

Anyone familiar with Super NES Super Mario World, should recognise many of this sequel's new additions. As well as the larger and better animated sprites, Mario now also has a choice as to which level he attempts next. This is effected by moving a tiny Mario sprite across the large scrolling map screen, before heading to one of the six stages - although other smaller sub-stages have been hidden away, too. The worlds themselves are based on a number of themes, ranging from a Ghost-inhabited one to a series of stages set within Mario's body! These in turn play host to a series of level-related creatures - along with old faves including the Koopa turtles - and the aforementioned end-of-level 'Boss' creatures.



• OCTO BOSS

Another doddle to kill. Float to the top of the screen and wait until he rises to meet you. Now just drop on his head three times to kill him - easy. The other guardian in the game is a witch who keeps vanishing. To beat her, just stand on her three cooking pots, and move when one of the lids starts shaking. She then appears on either side of the screen. Use your vantage point to jump on her!

COMMENT

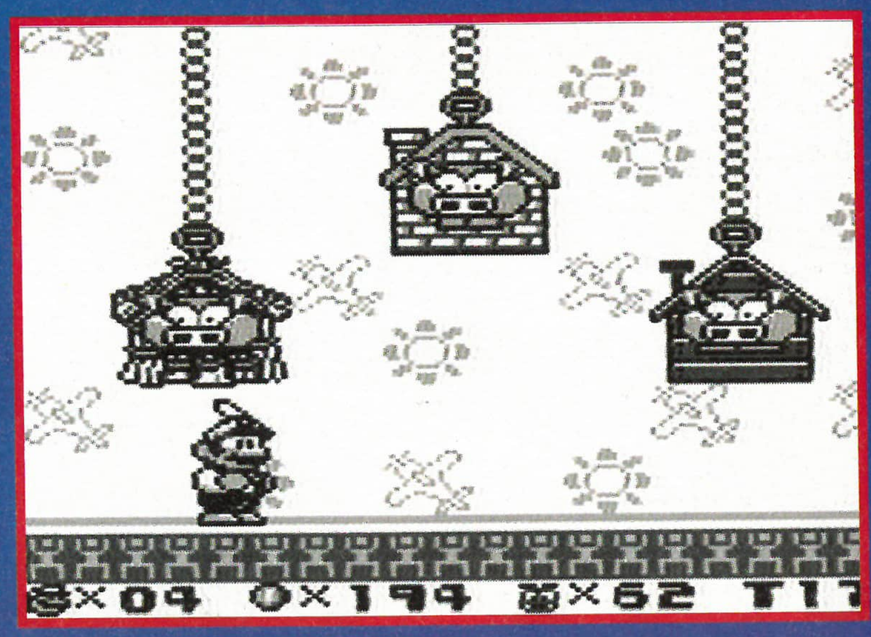


JAZ

When I first saw this, I was ecstatic, reckoning it was the greatest Gameboy game yet, and one of the best games I've played in years. What there is of Super Mario Land II is absolutely outstanding. The trouble is, there's not enough of it. The graphics, sound and gameplay are all out of this world. Loads of superb touches. Tons of secret screens. Heaps of great features. Amazing new bosses. However, the save game option essentially gives you unlimited continues - even when the game is switched off - and lets you go through the game too quickly. If you'd been able to tackle the different levels without the constant continue feature, the game would have been very challenging. As it stands, those who've played Mario Land I should go through the game within a few hours.That said, the game is of such high quality that you will go back to it again for another go after you've finished it, and therefore it's worth buying.

• PIGS BOSS

Enough of this huff and puff rubbish, these potential bacon sandwiches mean business! Seated within their houses of straw, sticks and bricks, they drop down one at a time and use differing attack patterns. The first rolls from side to side, the next bounces, and the third one extends its body before bouncing - and all three get faster every time they are hit...



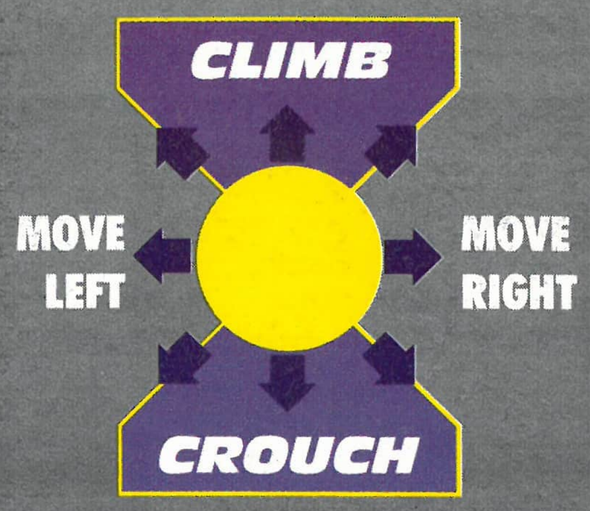
BOSSING ABOUT

Presiding over each of the coins is a larger 'Boss' creature (or even several) who stomp around the screen in an attempt to crush our hero. Depending on the level, these Bosses range from an overgrown rat to the three little pigs (who even live in houses made out of straw, bricks, and sticks). As they float around the screen, Mario's aim is to jump on their heads three times - either that or shoot them several times if he is suitably empowered. If this is achieved, the Boss eventually collapses before disappearing. The coin then appears and a short interlude shows it magically inserted into the door's frame.

ALIEN BOSS

Actually getting here is problematic as it involves negotiating a tricky starscape. However, the boss himself is a doddle to kill. As he scoots up and down the screen he unleashes a missile and a laser bolt. By staying in the centre of the screen and ducking or rising to the top and staying there, both are easily avoided. Now just drop on his spaceship three times to kill him.

How To Control



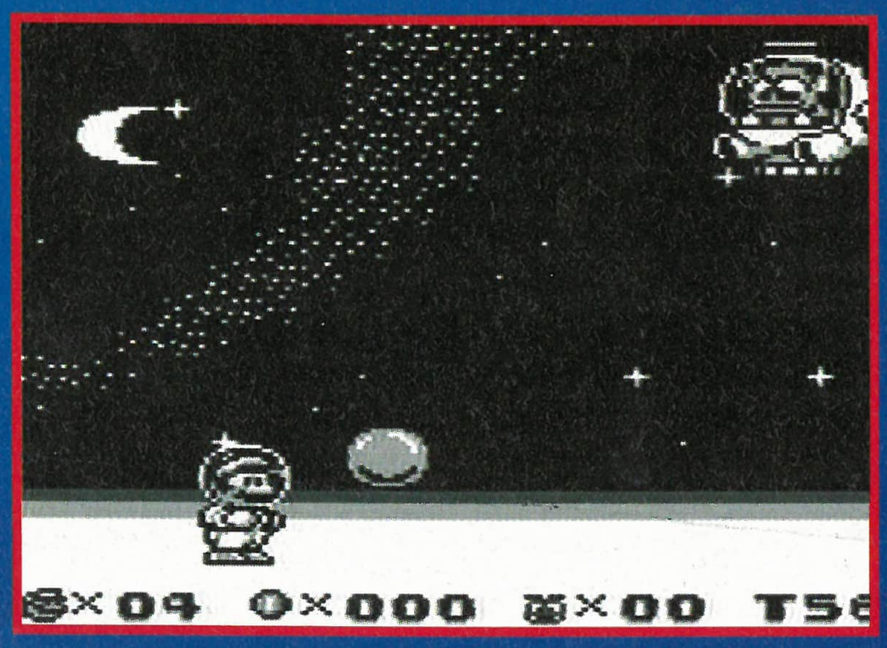
A JUMP/FLY

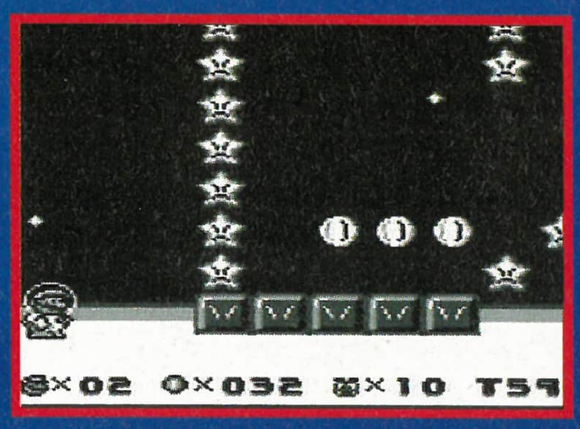
B FIRE

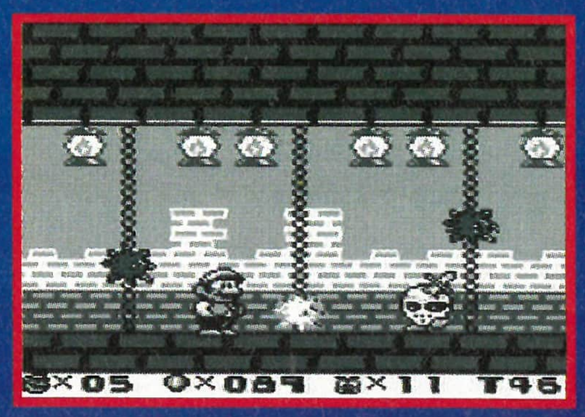
S SELECT BUTTON: NOTHING

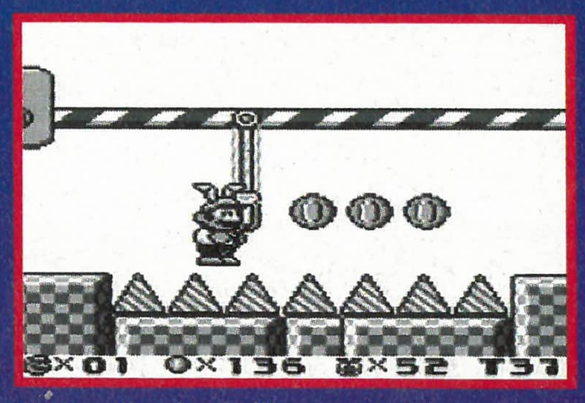
S START BUTTON: PAUSE

How To Play Guide Mario across the multi-directional-scrolling stages in search of six magic coins. A number of nasties await you and are either leapt on or avoided. A larger Boss creature oversees each world, and defeating these releases the coin they are holding.

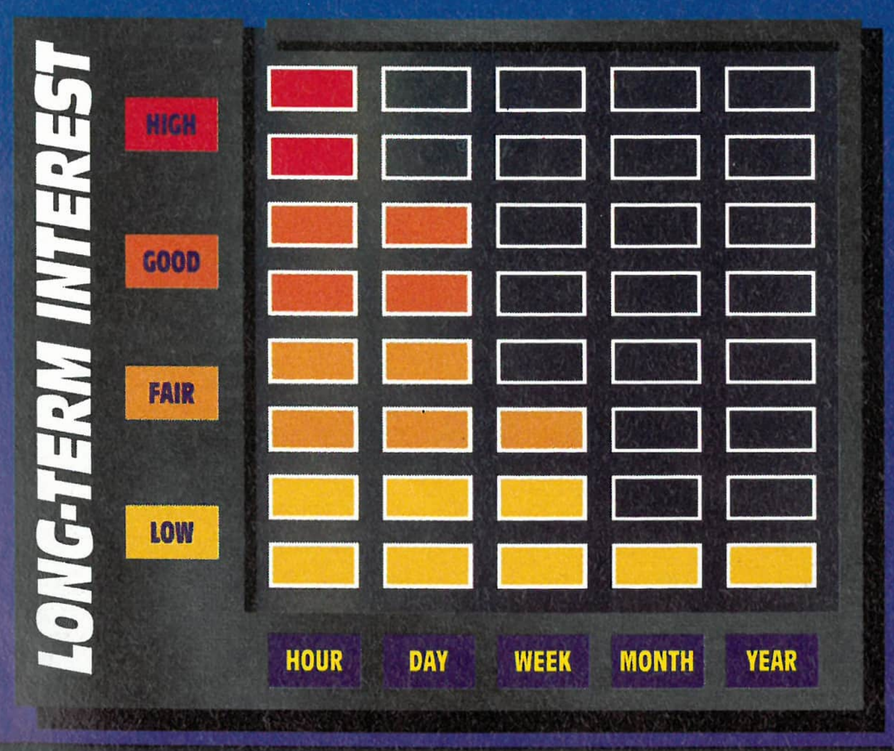




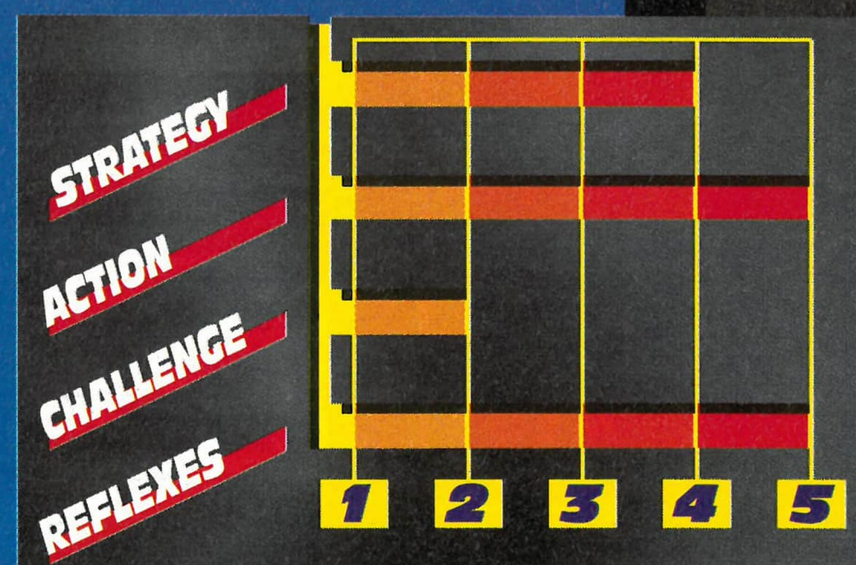




▲ As well as for snaffling goodies, the cranes also help Mario get across 'tricky' areas.



RATINGS



BREAKDOWN

PRESENTATION — 90

▲ A save game feature allows for continued progression - but wisely replaces any coins collected in the last game.
▼ No difficulty settings or other options.

GRAPHICS — 94

▲ The Mario sprite and the enemy characters are much larger, and the variety is excellent. The backdrops are similarly well done and are incredibly detailed and varied.

SOUND — 89

▲ A wide range of effects and ditties, and special effects for the 'Boss' creatures. In addition to being varied, the effects and tunes suit the action perfectly adding stacks of atmosphere.

PLAYABILITY — 95

▲ Incredibly easy to get to grips with - even if you are the only sad lad who has never encountered a Mario game before. Even new additions to the gameplay are quick to master.

LASTABILITY — 68

▲ Loads of screens and secret bonuses.
▼ Trouble is, with the save option it only takes a day or so to crack the game.

OVERALL — 87

The best quality Gameboy title yet. Its only problem is that it's far too easy. A massive shame because if it had been challenging it would have been an all-time classic.

SUPER NES REVIEW

1 PLAYER

8 MEG

PLT GAME



PRICE: $109.95
BY: JVC
RELEASE: MAY

CONTROL
JOYPAD
GAME DIFFICULTY
EASY/MED
CONTINUES
3
SKILL LEVELS
3
RESPONSIVENESS
EXCELLENT
1ST DAY SCORE
Get to the Death Star
ORIGIN
Super Star Wars closely follows the plot of the world-famous, blockbusting sci-fi movie using a variety of scrolling arcade-style platform levels and 1st and 3rd person perspective 3D screens.

SUPER STAR WARS

The time: long ago. The place: a galaxy far, far away. The situation: war. The two most powerful federations in the universe, the Empire and the Rebel Alliance, have been locked in combat for many years, but now the battle has taken a new twist. Having just put the finishing touches to their Death Star and with the Rebel leader Princess Leia held captive, the Empire is gaining the upper hand.

Meanwhile, in a distant galactic backwater on small, insignificant desert moon called Tatooine, a young farmer boy called Luke Skywalker has just bought two second-hand droids to help out on his ranch. Little does he know that this seemingly innocent event is the start of a fantastic adventure which will drag him into the centre of the war and eventually place the fate of the entire universe in his hands...



TATOOINE DESERT

THE SCENE: One of Luke's new droids, an R5-D4, has a faulty motivator unit. C3PO, the other new robot, persuades Luke to go back to the Jawas who sold him the unit and swap it for an R2-D2 unit, which just happens to be his companion.
LEVEL TYPE: Sideways scrolling platform.
OBJECTIVE: Reach the Landspeeder at the end of the level.
ENEMIES: Assorted hostile desert creatures and a giant Sarlac Pit monster on the final screen.



JAWA SAND-CRAWLER

THE SCENE: Having reached the Sandcrawler, Luke scales up the side of the giant vehicle and attempts to gain entry.
LEVEL TYPE: Multi-direction scrolling platform.
OBJECTIVE: Jump from platform to platform and blow the entry hatch right at the top of the Sandcrawler.
ENEMIES: Red hot exhaust ports, gun emplacements and a few flying creatures.



▲ Luke looks alarmed as he dodges a lick of languid flame.





▲ Golden beaches for miles around...and they're not polluted.

LANDSPEEDER PURSUIT

THE SCENE: Luke and C3PO are aboard the Landspeeder and are zooming over the desert in pursuit of the Jawas' giant Sandcrawler.
LEVEL TYPE: Third-person 3D, viewed from behind the Landspeeder.
OBJECTIVE: Shoot down the requisite number of Jawa speeder bikes and catch up with the Sandcrawler.
ENEMIES: More highly aggressive desert animals and Jawas on Speeder Bikes.

ER
AR
RS



TUSKEN RAIDER COUNTRY

THE SCENE: R2 reveals that he is the property of Ben 'Obi Wan' Kenobi and should be taken to him.
LEVEL TYPE: Multi-directionally scrolling platform.
OBJECTIVE: Traverse the vast and hazard-packed desert, defeat the Tusken raiders and find Obi Wan.
ENEMIES: Hordes of Tusken Raiders, giant Banthas, desert creatures, terminal drops, crumbling rocks and platforms and a giant Wamp Rat at the end of the level.

REVIEW

MOS EISLEY

THE SCENE: The only person who can fly the heroes from Tatooine is Han Solo, and he is somewhere in Mos Eisley.
LEVEL TYPE: Sideways scrolling platform.
OBJECTIVE: Locate Chewbacca, Han Solo's companion and find out where Han Solo himself is located.
ENEMIES: Battalions of Stormtroopers toting guns, leaning out of windows and lurking in gun emplacements.

THE BELLY OF THE SAND-CRAWLER

THE SCENE: Inside the Sandcrawler, Luke explores its labyrinthine depths in an attempt to find R2-D2.
LEVEL TYPE: Sideways-scrolling platform.
OBJECTIVE: Dodge the hazards, locate and rescue R2.
ENEMIES: Large pieces of machinery, laser-toting Jawas, bombs, gun emplacements, pits of red-hot lava, spikes and a giant lava beast at the very bottom of the Sandcrawler.



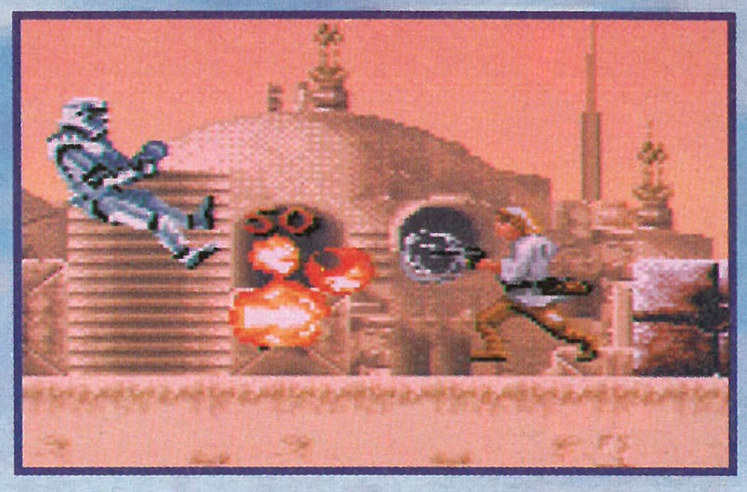
▲ Shoot that pistol inside the Sandcrawler, my son. You've got the gear.





RACE TO MOS EISLEY

THE SCENE: Obi Wan explains that he has to leave Tatooine and join the Rebel cause.
LEVEL TYPE: Third-person 3D, viewed from behind the Landspeeder.
OBJECTIVE: Shoot down a specific number of Speeder Bike-riding Jawas and fly to Mos Eisley Spaceport.
ENEMIES: Desert creatures, landscape hazards and desert creatures.



▲ Stand in my way, and I'll blow you away.

How To Control

During the platform-based sections, the pad oversees Luke's assorted jumps, ducks, and running. However, during the 3D scenes, the pad adopts control of whatever the player is currently piloting, raising altitude and so forth.

A	WEAPON SELECT
B	JUMP
X	SPECIAL
Y	FIRE
L/R	NOTHING
S	**SELECT BUTTON:** NOTHING **START BUTTON:** PAUSE

How To Play

Guide Luke and his band of heroes through a variety of arcade-style platform and 3D levels. Lives are represented by an energy bar which diminishes every time the character is hit. When the bar reaches zero a life is lost.

COMMENT



TIM

You should have seen the jaws drop in the NMS games room when Super Star Wars was first unveiled to us a few moons ago! At the time I wondered whether this was all just bells and whistles, but no - Super Star Wars really is as good as it looks and very nearly as good as it sounds! The graphics are nothing short of excellent, and the look of the film is very well captured. Sound, though, is where Super Star Wars will blow your head off! Hook this sucker up the stereo and you'll think there's an orchestra in the bedroom! The game itself is wickedly tough - the sand crawler sequence just bordering on annoyingly difficult - and there's an awful lot of play on this cart. Overall this gets the complete thumbs up all round, so stop faffing about and get it NOW.

REVIEW



▶ Lazing out in the cantina, Han Solo lives on the edge - he even gets a table before he's bought a burger!

THE CANTINA

THE SCENE: Han Solo is languishing inside the Mos Eisley Spaceport cantina, which is also packed out with all sorts of space pirates and bounty hunters.
LEVEL TYPE: Short scrolling platform.
OBJECTIVE: Beat off attacks from all-comers and reach Han Solo, who's sitting in the rear of the bar.
ENEMIES: Bounty hunters, space pirates and a giant space creature who wants to make mincemeat of the heroes.







MOS EISLEY SPACEPORT

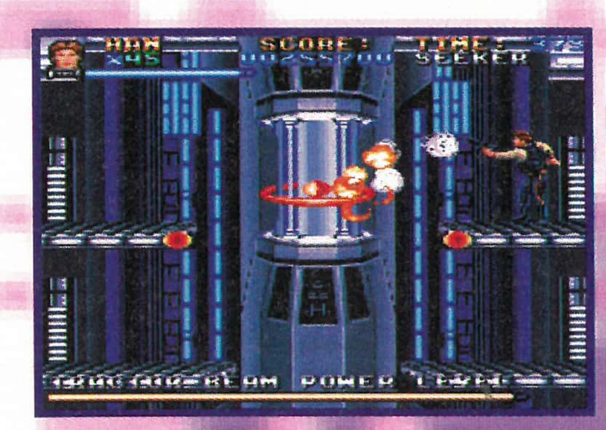
THE SCENE: The band of heroes assembled, it's time to blast off into space.
LEVEL TYPE: Multi-direction scrolling platform.
OBJECTIVE: Fight through the Stormtrooper-patrolled spaceport and reach the Millennium Falcon, Han Solo's spaceship.
ENEMIES: All manner of highly dangerous machinery, automatic defence droids, Stormtroopers with a wide variety of offensive weaponry and a large Hover Combat Carrier which guards the hanger door to the Millennium Falcon.

THE DEATH STAR

THE SCENE: Blasting off to the Rebel base at Alderaan, the heroes arrive to find that the entire planet has been destroyed by the Death Star. Things take a turn for the worse when they're pulled inside the Death Star by its powerful tractor beam.
LEVEL TYPE: Sideways scrolling platform.
OBJECTIVE: Find Princess Leia, who's being held captive somewhere inside the Death Star.
ENEMIES: Hazardous machinery, Stormtroopers, low-flying Tie-Fighters, enemy droids, automatic defence systems and, at the end of the level, the Detention Guard boss.



▲ Salt, mustard, vinegar, pepper...

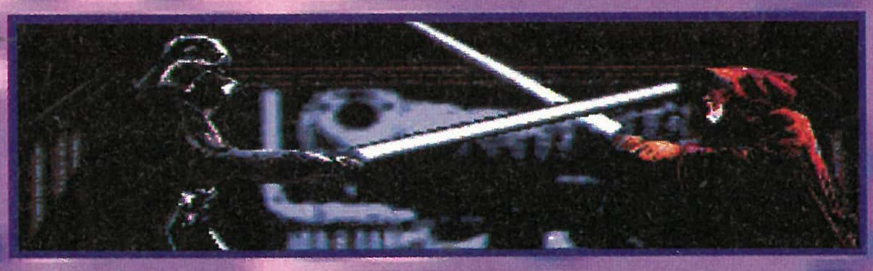


DEACTIVATE THE TRACTOR BEAM

THE SCENE: Princess Leia is rescued, but the heroes cannot escape the Death Star!
LEVEL TYPE: Multi-direction scrolling platform.
OBJECTIVE: Deactivate the Death Star's tractor beam.
ENEMIES: More Stormtroopers, droids and machinery, plus the very dangerous tractor beam defence system.

▼ Guest starring the glass elevator from The Towering Inferno (starring Steve McQueen.)





THE HEROES

LUKE SKYWALKER: The main hero. He carries two weapons: a laser pistol and a Light Sabre, which is extremely useful in close-quarter combat.
HAN SOLO: Athletic space pirate who carries a powerful laser pistol which is ideal for taking out hordes of enemies.
CHEWBACCA: Han Solo's second-in-command. Carries a highly effective laser crossbolt which is great for general combat.



COMMENT



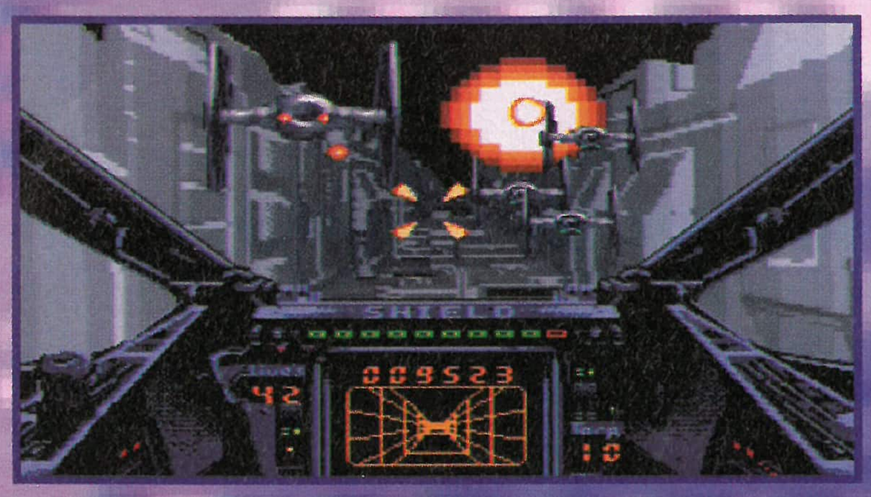
JAZ

Taking only minor liberties with the plot of the film, Super Star Wars is a milestone in movie tie-ins which shows just how this type of game should be done. The best soundtracks and spot effects ever heard on Super NES combine with graphics and stunning cut sequences which clearly represent scenes and characters from the film to create a real feeling of playing the movie! The different game styles adds variety and although the bulk of the game is rather unoriginal platform action, it's done so brilliantly that you get totally wrapped up in the action and just keep on playing. It's a pretty tricky game to play, and even the finest players will have their work cut out beating the evil Empire, especially on the top difficulty setting. To be honest, when I first finished the game I didn't think I'd go back to it again, but a couple of weeks later I found myself drawn back to it to play it all the way through - and believe me, there are very few games that have had that kind of effect on me. Super Star Wars ranks as one of my favourite Super NES games, and if I didn't own it already I'd be hurtling down to the shops now to buy it.

FIGHT ABOVE THE DEATH STAR

THE SCENE: Making good their escape, Luke joins the Rebel force as an X-Wing pilot and joins the final assault on the Death Star.
LEVEL TYPE: Third-person 3D, viewed from behind the X-Wing.
OBJECTIVE: Shoot down enough Tie-Fighters and gun towers to initiate the trench run.
ENEMIES: Tie-Fighters.

▼ The trick is to aim for the missiles, not the fighters.





▲ Double Tie fighter trouble.

FINAL TRENCH RUN

THE SCENE: The final attack!
LEVEL TYPE: First person 3D, viewed from inside the cockpit of the X-Wing fighter.
OBJECTIVE: Drop two proton torpedoes into the exhaust port at the end of the trench to destroy the Death Star.
ENEMIES: Tie Fighters, Darth Vader's personal Tie Fighter and laser ack-ack fire.

POWER-UP THAT LASER

Luke, Han and Chewie all have laser guns which are powered up every time a weapon icon is collected. Fortunate, really, since when they start out their guns are particularly feeble. A few icons are all that's required to reach decent blasting power, the next icon grants homing lasers (the best weapon of the lot) and the one after gives top level laser power, a straight-line, but very wide highly destructive blast.



▲ Is it a blaster I see before me?



▲ Homing shot - very tasty



▲ Power up to the 5th degree.

PICK ME UP!

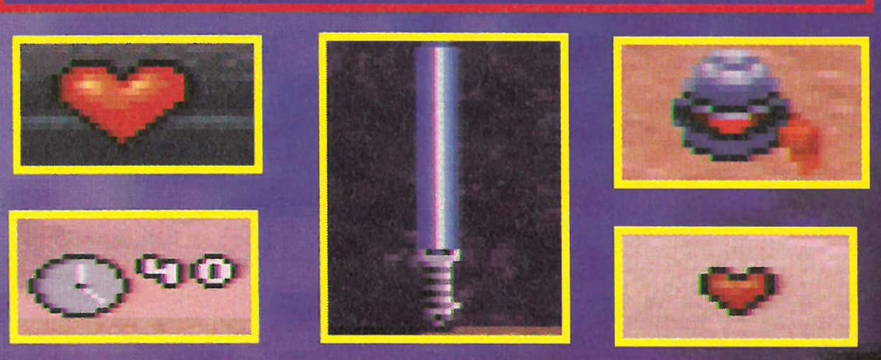
When most enemies are dispatched, they leave behind an icon which is picked up to the benefit of the hero. Small hearts add a little energy to the hero's life bar, while a big one gives it a huge boost. Timer icons add extra time to the ever-decreasing counter, while blaster power-ups boost offensive power. There are also bonus score icons, extra lives and, during the Landspeeder sequences, extra Landspeeder fuel.

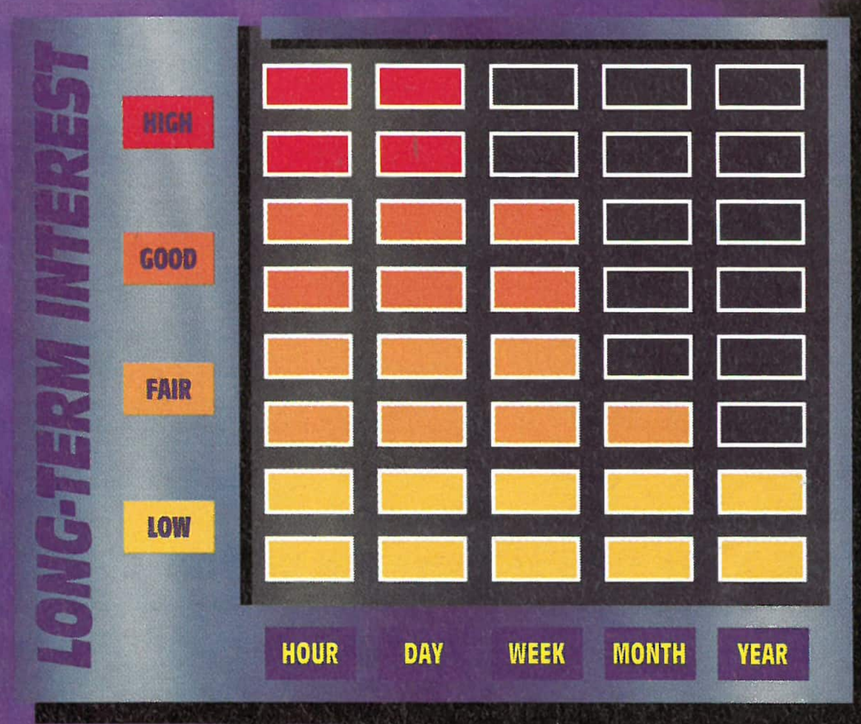


▲ I'm sorry, but the plans for the Interstellar highway necessitate us bull-dozing your planet. Don't Panic.

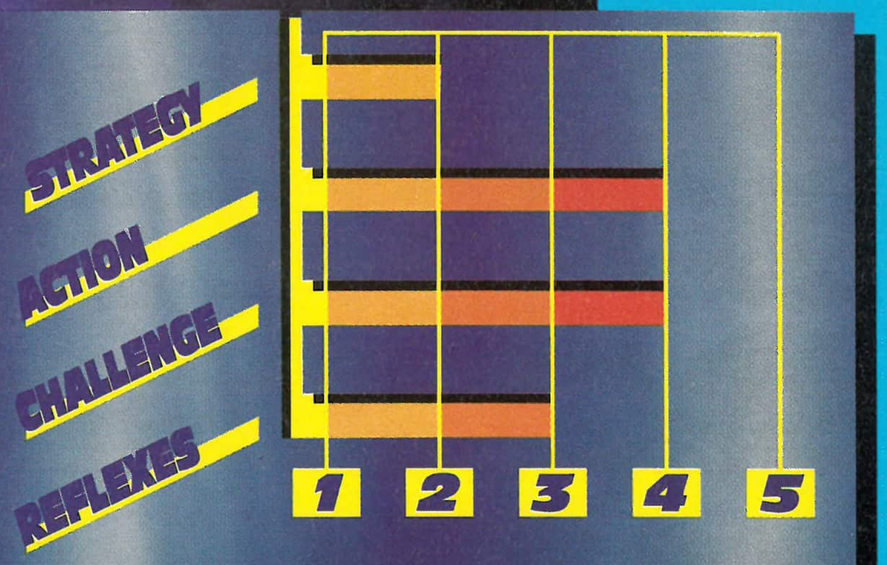
MUSIC, MAESTRO

Super Star Wars features an utterly stunning soundtrack which is taken directly from the film. On the title screen is an excellent rendition of the theme tune, and during the game you have all the incidental music plus the infamous cantina track.





RATINGS



▶BREAKDOWN

PRESENTATION — 91

▲ Excellent cut-screens, configure joypad mode and three difficulty levels.
▼ No music sound test mode. Double boo with side salad!

GRAPHICS — 95

▲ Outstanding sprites, gorgeous backdrops and marvellous still screens make this a visual feast.
▼ The 3D is a bit jerky on the Death Star trench run.

SOUND — 96

▲ The best music ever heard on Super NES, with outstanding renditions of all the film's tunes and superb sound effects.

LASTABILITY — 90

▲ This is a big and tough game, and the three difficulty settings make this one you'll be playing for weeks.
▼ The end sequence is the worst part of the game.

PLAYABILITY — 95

▲ The beautifully balanced difficulty and clear objectives swiftly draw you into the action.
▼ Difficult to stop playing once you've started(!)

OVERALL — 93

Super Star Wars makes full potential of its licence and the end result is the best-looking, most impressive sounding and playable movie tie-ins ever seen on the Super NES.

NINTENDO REVIEW

1 PLAYER

2 MEG

PLT GAME



PRICE: $84.95
BY: ACCLAIM
RELEASE: OUT NOW

CONTROL
JOYPAD
GAME DIFFICULTY
EASY
CONTINUES
1
SKILL LEVELS
1
RESPONSIVENESS
NOT BAD
1ST DAY SCORE
REACH LEVEL 5
ORIGIN
Game based on a recent Spider Man comics story featuring a host of favourite villains.

Enid Blyton is responsible for some of the most popular groups in literature: the Famous Five, the Magnificent Seven and of course, the Sinister Six. The Sinister Six were a departure from her usual knockabout style. Even the Magnificent Seven were rewarded with a slap-up feed for ridding the town of desperados. However, iced buns and lemonade are the last things on the minds of the Sinister Six - their foremost interest is complete world domination. Of course, if they do succeed in taking over the planet, doubtless there'll be extra jam on the scones all round for members of the villainous cabal.

Still, their old nemesis Spider Man is on hand to curb their delinquent ways with his spider-attributes and home-made web shooters like the ones Yvette made for us earlier on Blue Peter. However, the cake-loving ne'er-do-wells are more than prepared for his imminent onslaught and have retreated to their respective hideouts. As Spidey the player is charged with the task of tracking each of the villains to earth, infiltrating their inner sanctums and giving them a right good talking to, thus securing the safety of the world in this platform web 'em up from Acclaim.

In a cunning display of ingenuity the Sinister Six culled their name from the fact that the group is composed of six sinister villains. Each villain has a theme for their own lair and their own special powers with which to challenge Spidey. All of this information is stored below.



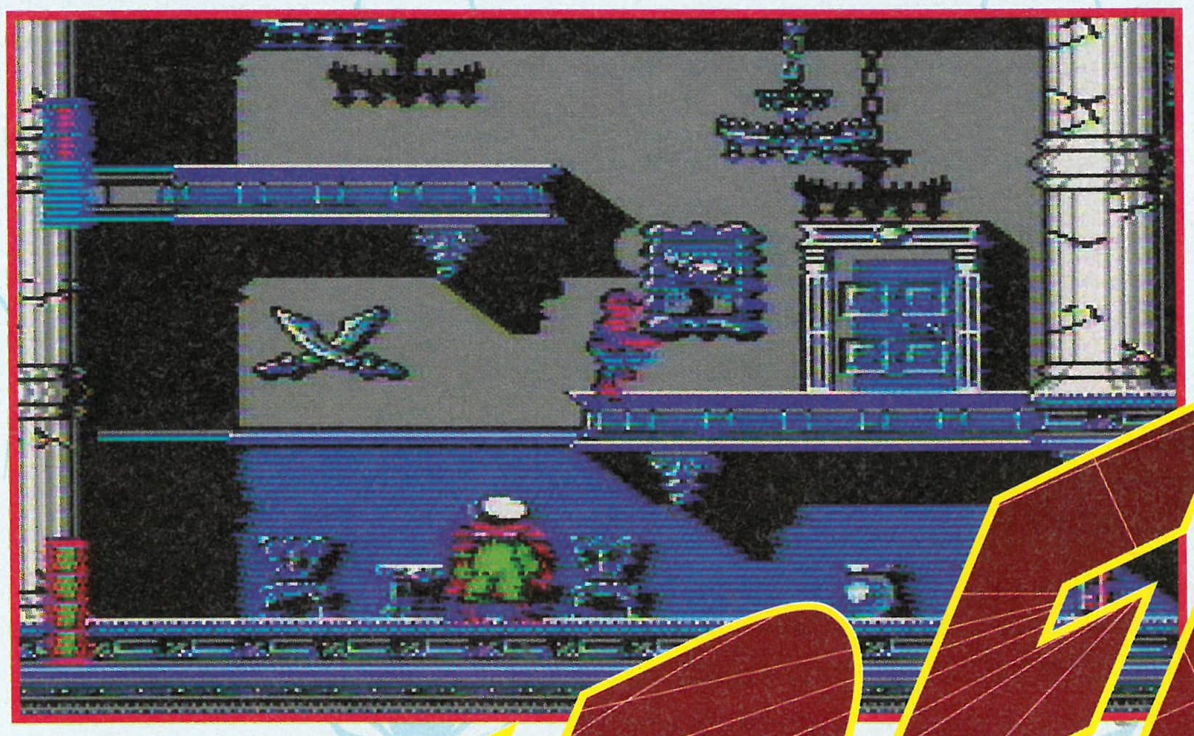
ELECTRO Master of electricity and winner of the Worst Dressed Supervillain award ten years running, Electro's lair is chock full of live wires, exposed light fittings and giant, lightning-spewing plug sockets. Electro himself rides through the air using electricity and zaps lightning bolts out at our hero.



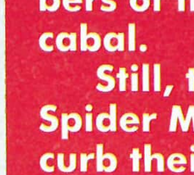
SANDMAN Even though Sandman reformed years ago, he's decided to be evil again 'just this once'. Sandman hides out in the toxic waste dump, where pipes drip horrible acids and rabid rats lurk waiting for Spider Man. Sandman uses his powers to slither through the ground unseen, rising up next to Spider Man, attacking once and melting away again to avoid retribution.

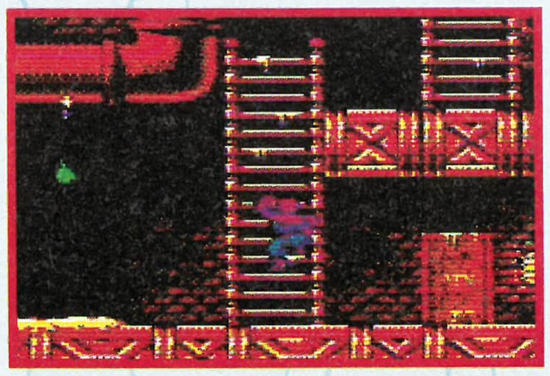


MYSTERIO The Master of Illusion is camped out in his very own Chamber of Horrors, where

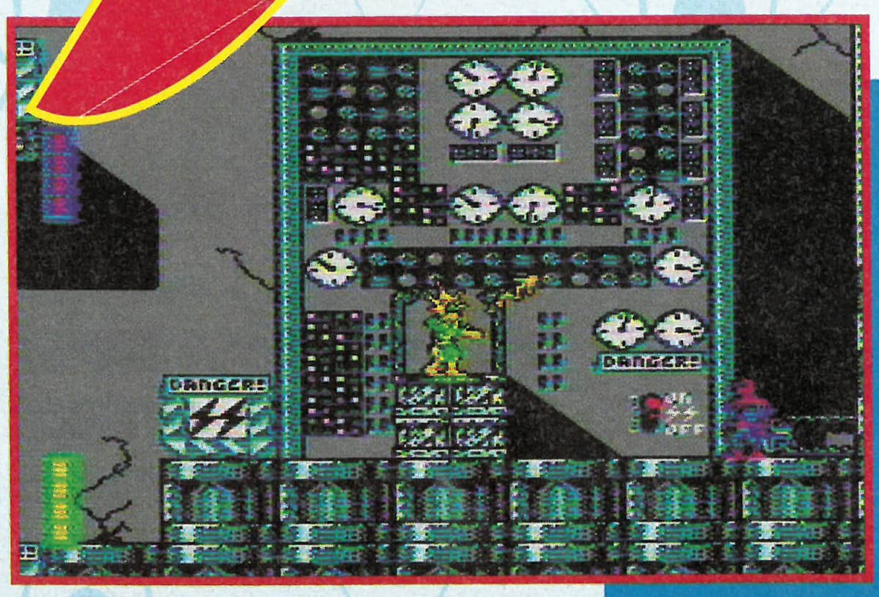


SPIDEY





▲ Not often you see Spidey using a ladder.



▲ Electro shows us his lavishly appointed pad.



PRACTICE YOUR

Having all the strength and agility of a spider is quite handy, especially considering the scrapes that Spider Man manages into. What's even more impressive is his uncanny ability to climb up and down sheer surfaces, and even hang upside down - *just like a real spider*! This ability features in the NES game, too. Every so often, Spidey chances upon a climbable obstacle or backdrop, and pressing the D-pad up sends our arachnopal scuttling skywards. Once on the the wall, he is able to move around freely in any direction like the agile little minx he is.

THAT SINISTER SIX IN FULL

robot zombies and other terrors provide something of a threat, along with illusory Mysterios and Mysterio robots! Find the real Mysterio and he doesn't put up much of a fight.



THE VULTURE Although this flying fiend is to be found amongst the rooftops of the city, Spider Man's adversaries on this level are more often bazooka-toting thugs than the flying foes you may expect. The Vulture is a bit of a toughie, though, flapping around just out of reach as he attacks. Be sure to hang on to a bottle of web fluid for this chap.



HOBGOBLIN A cave network is home to the hideous Hobgoblin. Watch out for the club-throwing trolls that patrol the area. The Hobgoblin is another flying fellow, scooting around on his Trollmobile and hurling Goblin Bombs at Spidey. However, by clever use of the stepped platforms in the Hobgoblin's room it's possible to dispatch him with a few flying kicks

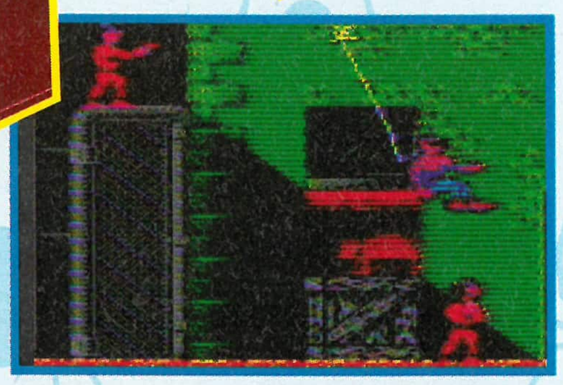


DOCTOR OCTOPUS Holed up in his fortified castle, the Doctor surrounds himself with all manner of hoodlums and ruffians armed with clubs, handguns and bazookas, along with all manner of robot creations. Doc Ock has long been one of Spidey's most dangerous enemies, and in this game he is no exception, especially armed as he is with force fields and bombs as well as his indestructible tentacles.

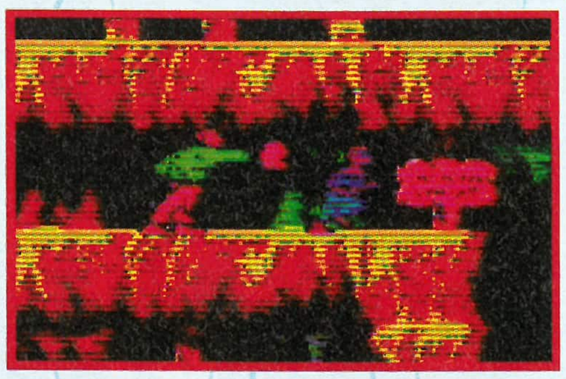


SPIDER-MAN
RETURN OF THE SINISTER SIX





▲ Swing, swing like the wind.



▲ A candy coloured clown they call the Sandman.

SCALES



▲ What Spidey phlegm looks like...

How To Control Move Spidey in the standard platform fashion - Running, jumping, scaling ladders and walls and swinging around on the end of your web. Simple really!

A	Attack/spin web.
B	Jump.
S	Pause.
S	Pause.

How To Play Traverse the six scrolling platform levels searching for the big nasty man at the end of each and dispatching numerous henchmen along the way. Climb walls and swing on webs to reach high points, whilst constantly keeping an eye on Spidey's energy bar

REVIEW



SLING YOUR HOOK

As well as the ability to climb things, Spider Man has other ways of reaching otherwise out-of-grasp platforms - his unique web-slinging ability. By pressing the secret buttons on the palms of his hands, our hero shoots micro-fine but super-strong sticky webbing wherever he should choose from the web-shooters hidden about his wrists. In game terms, this means Spidey is able to attach webs to higher platforms or buildings and use them to swing to otherwise unreachable places. With real skill, Spidey may also weave a web whilst still swinging on another, thus allowing him to cross inconceivably wide crevasses and the like, just as long as there's something above him to attach his sticky white streams of wrist-propelled discharge to.

COMMENT



Marvel's famous web-slinger deserves better than this, in my opinion. It's a shame that such an excellent character is left to swing his way about some fairly uninspiring stages inhabited by around five or six, count em, opposing henchmen. The gameplay is very uninspiring for the first three levels of Spidey's mission and considering that this amounts to half of the game it is a bit of a disappointment. Each of the Sinister Six's attack patterns, the Sandman in particular, are very predictable and quite a chore to deal with - they're not at all difficult. A few favourable points worthy of mention are the decent sprites and some of the backdrops do the game justice, even the sounds are not all that bad. If only the action were that much more exciting then this would be worth some attention. Sadly the Sinister Six can toddle off back to wherever it was they returned from and leave the rest of us to sample the goods of better platform games already available for the NES.

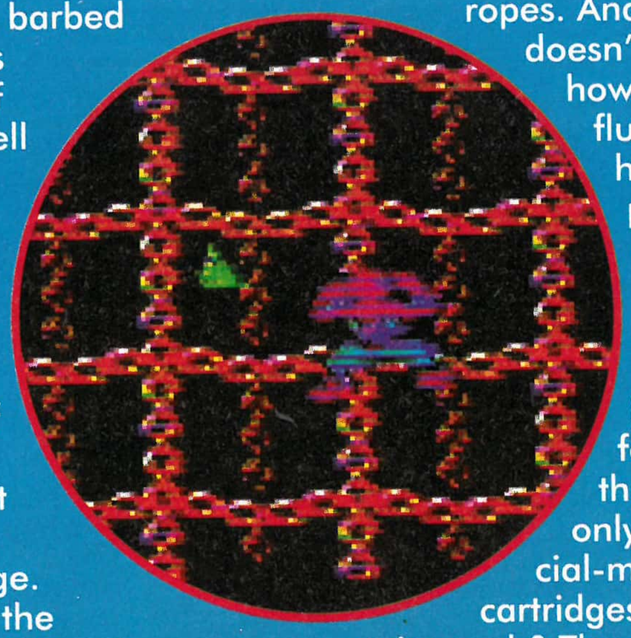
PAUL

REVIEW



A PINT OF WEBSTER'S FLUID

There's more than one way to skin a cat. You could use a knife, or a lawnmower, or even some barbed wire. Similarly, there's more than one way of using web fluid. As well as a swanky form of transportation, webs also make a first-class weapon. Spun into tear-shaped projectiles by releasing a large globule of the dries-on-contact web fluid and flung at opponents, webbing causes a lot of damage. However, contrary to the impression given by the comics, Spider Man actually needs a different kind of webbing fluid to make projectiles rather than swing on webbing ropes. And what's more, he doesn't actually know how to make this other fluid, he just hopes his enemies do and picks up the odd cartridge of it when he sees it lying around. Each of these contains just enough fluid for ten shots, unlike the comics and their only-runs-out-at-crucial-moments-in-the-plot cartridges. Those comics writers, eh? They just can't get their facts right. Pah

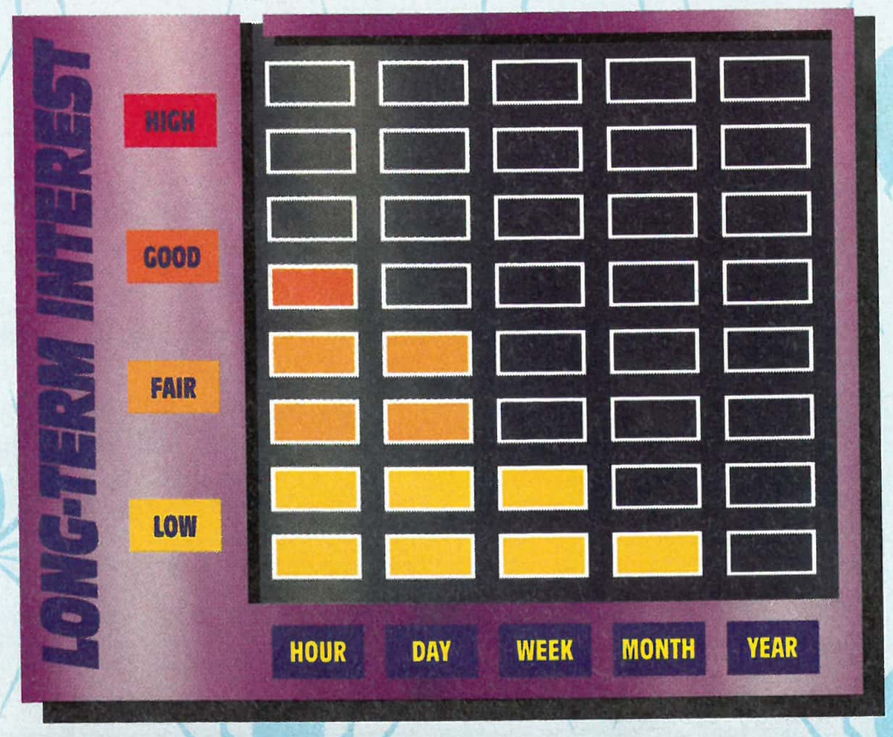


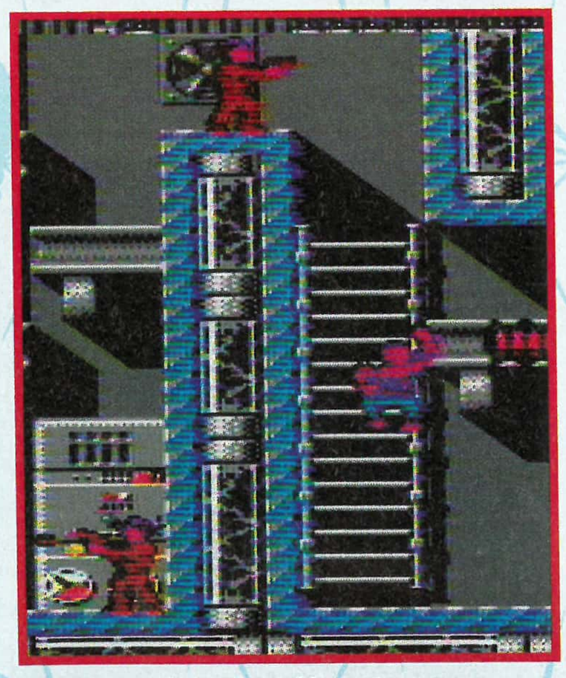
COMMENT



RAD

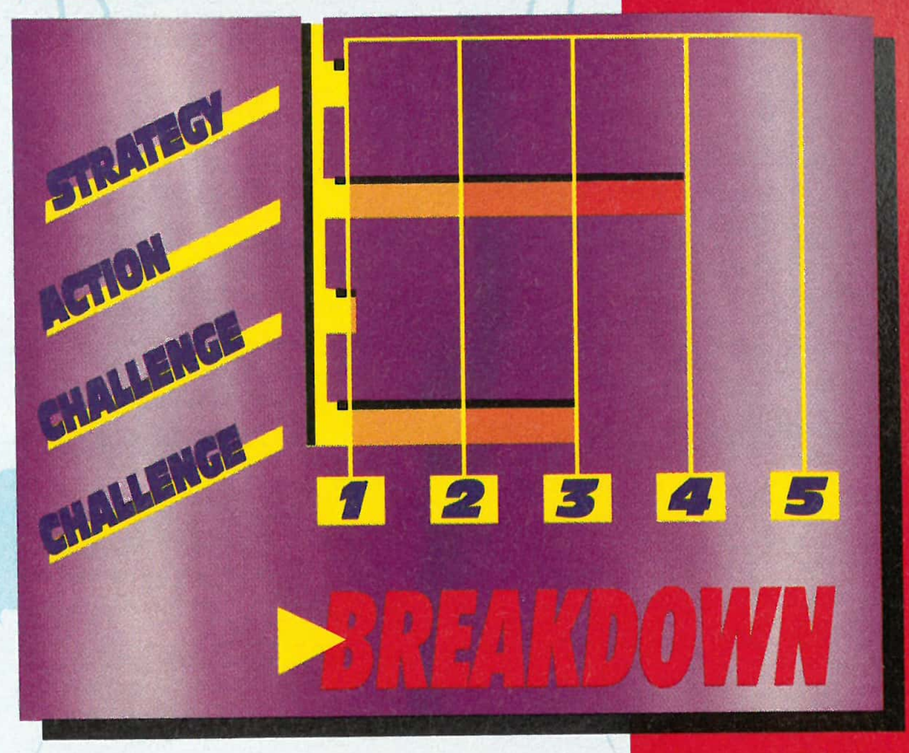
Spider Man in platform game shock! Who'd have thought Spidey would appear in yet another example of this not-at-all-heavily-overworked genre? Not this senior staff writer. The real question of course is whether or not this game has anything which we haven't already seen a million times. Well, yes and no. The wallcrawling idea is great, but not enough is made of it. Climbable surfaces are few and far between and when they do appear there's often little reason to climb them in the first place. Likewise, the web-swinging notion could have been used to great effect, but other than in a couple of places there's no real cause to use it at all. Implemented properly these features could have led to a carnival of fighting enemies on walls, climbing through mazes and rock-hard web-swinging chases through city streets, but instead we're left with what is really a pretty standard platform game. In all honesty it's not really all that bad, in fact it's highly playable in quite a few areas, it's just that there's so much-wasted potential given all Spideys super powers. If you're interested in another platform beat 'em up, you could probably do worse than Spider Man, but bear in mind the easiness of the game before parting with your hard- earned spending cash.





▲ Where is he? Where'd he go?.

RATINGS



PRESENTATION — 81

▲ Pretty smart intermissions between every level. The game screen is neat and uncluttered.
▼ No options! Gnn!

GRAPHICS — 74

▲ Plenty of variety in the backgrounds and the animation is generally of a fairly high standard.
▼ The sprites are small and lack something in the way of definition.

SOUND — 71

▲ The effects are alright and there's a good selection of them.
▼ The tunes are bearable, but a bit weedy.

PLAYABILITY — 73

▲ Fairly fast-moving and responsive and not particularly fun to play.
▼ The control for web-slinging is often frustrating to say the least.

LASTABILITY — 61

▲ Six reasonably long levels.
▼ Oh dear. It's all a bit easy and most people should complete it within a couple of days or so.

OVERALL — 70

A game which truly defines the phrase 'not bad'. However, it's not great either, and is basically only recommended to diehard Spideymaniacs only, really.

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REVIEW

SUPER NES

1 PLAYER

4 MEG

PLT GAME

Road Runner

PRICE: $99 (approx)
BY: SUNSOFT
RELEASE: APRIL

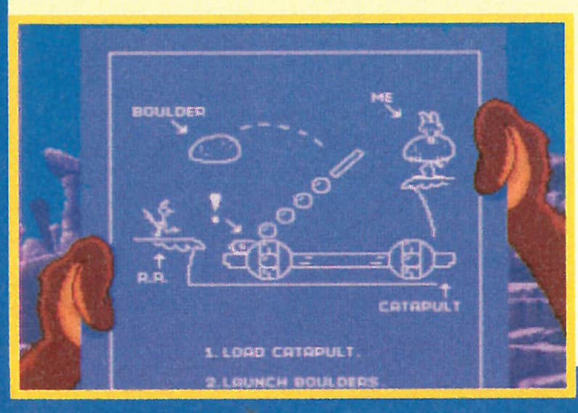
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
0
SKILL LEVELS
1
RESPONSIVENESS
VERY POOR
1ST DAY SCORE
COMPLETE FIRST TWO LEVELS
ORIGIN
An all-new platform game based on the wacky adventures of Roadrunner and Wile E Coyote.

DEATH V

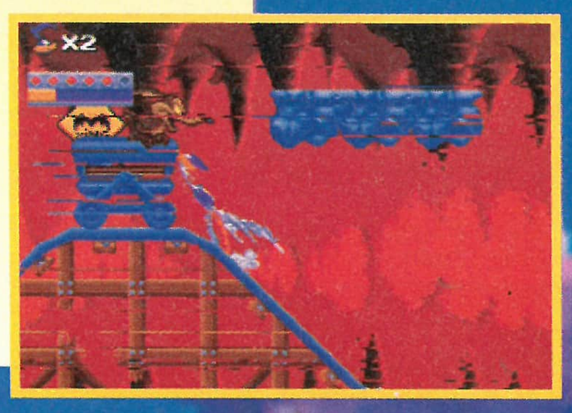
Coyotes have a reputation for being cunning, but what they make up in craftiness, they obviously lose in intelligence. Take Wile E Coyote for example. Having devised any number of sneaky traps and employed some devious trickery, the poor chap is still unable to catch the dinner he so desires - namely the Roadrunner. Having set the standards for canine slyness , it is only fitting that he should probably have the less common sense of any creature, let's face it anyone with half a brain would have given up years before now.

Wile E's luck could be in however.This new release from Sunsoft documents many of his grub-grabbing attempts with you in control of his prey. This means it's down to you to guide Roadrunner around the desert platform landscape and find your way to the coyote-halting death trap at the end of each level. The continuity of a million cartoons is in your hands.





▲ As in the cartoon, Wile E's wacky plans start on the drawing board with a blueprint. This particular scene shows Road Runner's encounter with the first 'end-of-level-guardian'.

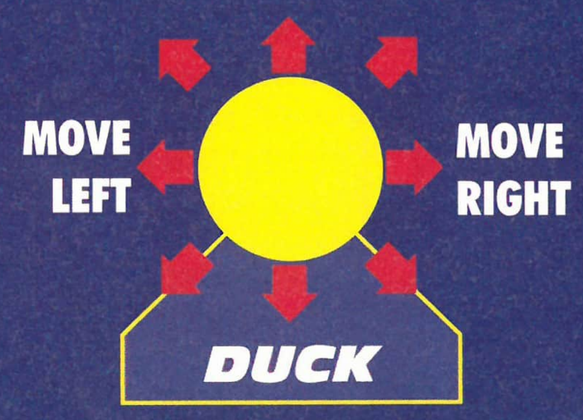


▲ The Road Runner character certainly had the potential to out-Sonic Sega's Sonic, but unfortunately, the speed of the game is broken up by annoying nasties.



▲ Another example of the carttonish humour. Pressing the right button on the joypad turns Road Runner towards you. My, how we laughed when he poked his tongue out...

How To Control



Y	Activates Roadrunner's super speed.
B	Springs Roadrunner's mighty legs into action for a leap.
X	Nowt.
A	Uses Roady's deadly beak to pack enemies or eat birdseed.
L	Makes Roadrunner say Meep Meep.
R	Oh joy! This makes Roadrunner sticks his tongue out.
S	**SELECT BUTTON:** Nothing
S	**START BUTTON:** Pauses the game.

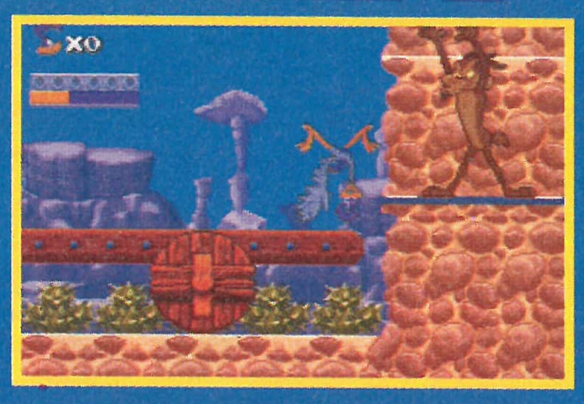
How To Play

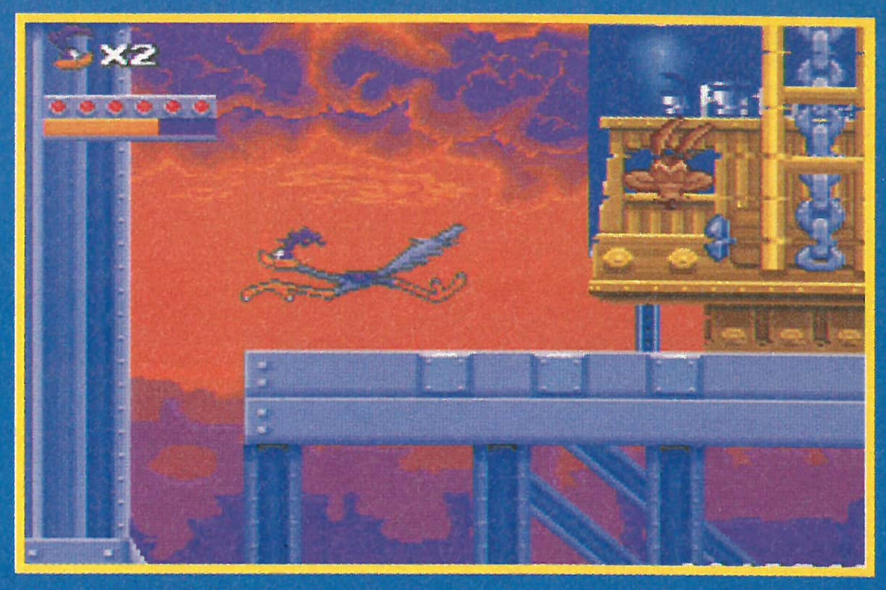
Death Valley Rally is a standard type platform game featuring the speedy creature himself. The basic object of the game is to escape Wile E Coyote by making it to the checkpoint flag which indicates an imminent demise for the wolfen one. Littered around the levels are flags, which bestow bonus points at the end of each level and extra lives once thirty flags have been collected. A bonus clock ticks down throughout the game, being reset at the beginning of each level, and finishing before it hits zero results in many extra points.

VALLEY RALLY

REVIEW

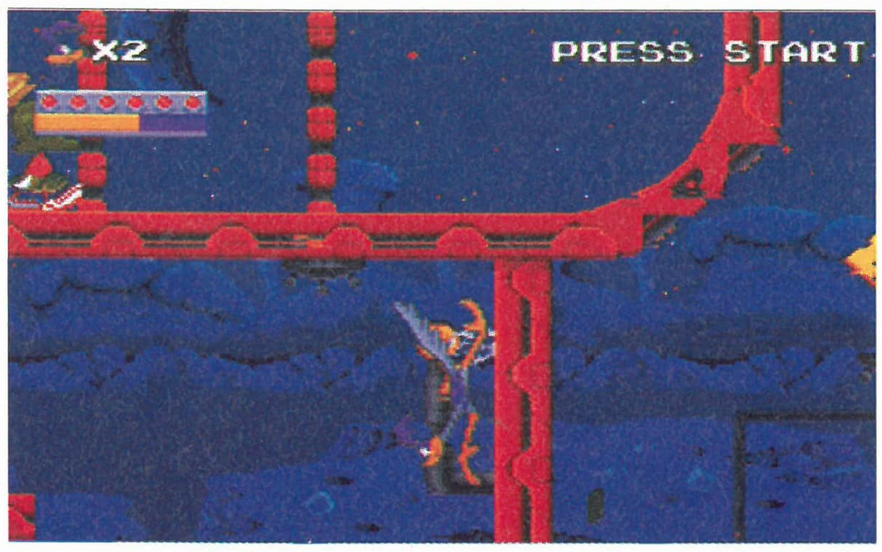
CARTOON CAPERS



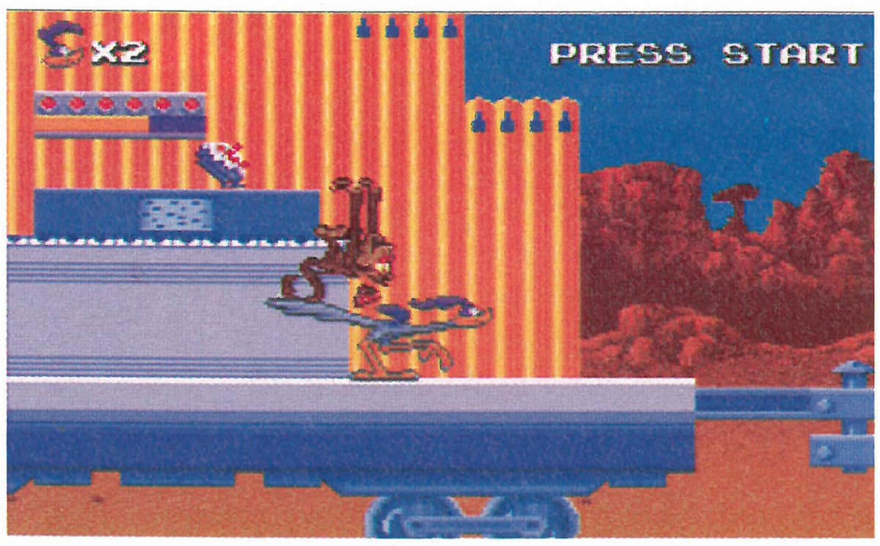


Throughout the game the programmers have gone to great lengths to ensure the feel of the cartoon is captured. For instance, each level is given a cartoon name, such as Zippety Splat and Rock 'n' Rivet and having cartoon-style outros at the end of each stage in which Wile E invariably comes a cropper. To heighten the animation ambience still further the programmers have included two fantastic button commands. Pressing the R button causes Roaders to turn towards the screen and waggle his tongue about, whilst pressing L lets rip our bird's celebrated cry of "Meep Meep!". Wow.





▲ Such is the bird's incredible speed that he can even run up (or indeed down) sheer vertical faces. However, a run-up is required if the wall is particularly high, or the poor bird will simply fall back down the screen - straight into the pursuing Coyote's clutches.



▲ Let the train take the strain, someone told us all those years ago, and one section shows the battling duo fighting it out on the back of a speeding locomotive. As the game progresses, Wile E's attempts get rapidly more outlandish and devious, and this section shows him in very fine form indeed. Once again, though, the odds are stacked against poor old Road Runner...

BEAK THAT SPEED SEED

Roadrunner is, of course, known for his amazing speed which, eerily enough, also features in this here Super NES adaptation of his adventures. Roaders begins his travels at a stately pace, gradually gathering speed until he is the blurring dervish we all know and love. At full pelt Roadrunner is able to run up vertical slopes for a good distance, depending on the speed he is travelling at and how long a run-up he has taken. If this form of acceleration, or indeed speed, is still a little slow for you Roadrunner is also equipped with a rather fine turbo boost. Pressing the Y button kicks in the speed boost which instantly accelerates Roaders to maximum speed and, whilst he's boosted, makes him invincible. A small energy gauge in the top left corner of the screen keeps track of the feathered hero's turbo energy level. Once this bar is fully depleted Roadrunner can boost no more and must rely on momentum alone. It's often a good idea to save the boost for taking short cuts by running up the tarmacced vertical inclines where the run-up would normally be insufficient. If you run out of energy, despair not, for extra energy boosts are obtained by chomping upon the small helpings of bird seed littered around each level.

COMMENT

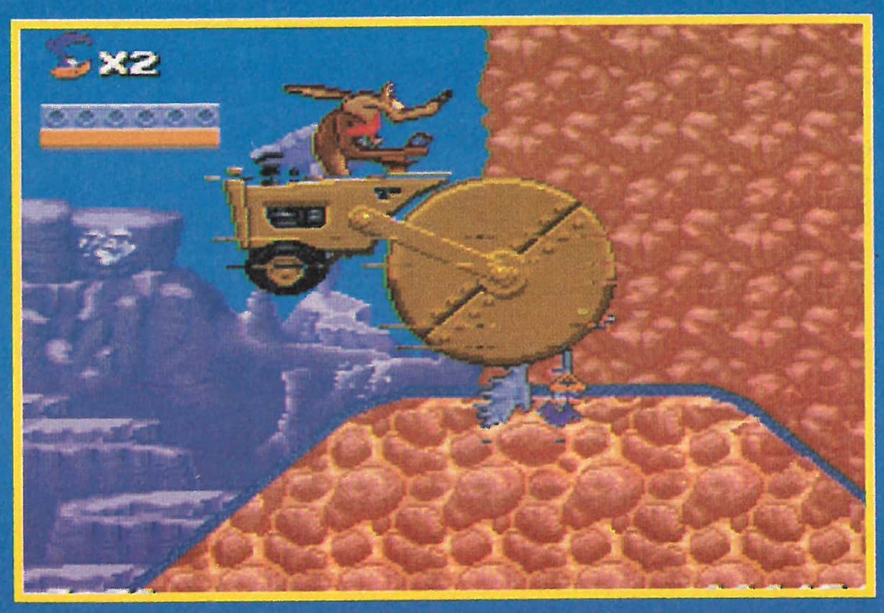
JAZ

Aaaggh! One of my all-time favourite cartoons has been turned into a complete Super NES disaster! If you've already checked out the screenshots you'll have seen that the game is a visual treat, with superb sprites, neat touches and some fabulous intermission sequences. But what you can't see is the gameplay. Neither can I. Even when I was playing the game I couldn't see it - because it's not there. The game's designers obviously concentrated on the visuals first, and then threw the gameplay in as an afterthought. Let me just list a few of the faults. The big one is that the sprites are far too big for the screen. You simply can't see where other platforms are and sussing your way around the level is often a case of jumping into space and hoping for the best - which is completely trial and error rather than a test of gamesplaying skill. Another upshot of not being able to see what is coming is that the potentially high-speed action is made a totally stop-start affair as you slowly and cautiously move along stopping every screen length to make sure you're not about to run into a baddie or off a cliff. The controls are frustrating. Roadrunner himself is very slow to respond to the joypad, and accurate jumping is made a nightmare because he floats about vaguely (rather than jumps realistically in an arc) and the collision detection on the platforms is very suspect. This sluggishness also makes dodging baddies nigh on impossible. But what really ruined the game for me is that it's simply very dull to play. It's just a case of finding the exit of each level and watching the "humorous" end sequence. Once you've conquered a level it all becomes a strict matter of routine - there's nothing else to discover once you've finished a screen - and having to go through the early levels over and over again and sitting through the end sequences repeatedly is really tedious. There's simply no excitement in it. Add to that the poor sound and you've got a gross waste of a licence which surely must be the most disappointing game of the year.

REVIEW

COMMENT

RAD Death Valley Rally, how do I hate thee? Let me count the ways. This game has to be one of the most disappointing releases ever. The most impressive thing about it is the graphics. From there on it's down hill. The sound isn't exactly inspiring with a couple of half-hearted "Meeps" here and there and the most out of place, weedy, whiny, grating tune in Super NESdom. As for gameplay, well, there really isn't very much of it. It's a bit like a poor man's Sonic, as you might expect with the license for such a speedy blighter, but unfortunately the whole point of having a turbo-powered main character is ruined by giving him no opportunities for high-velocity fun and frolics. Most of the 'action' is platform based, and even that's not done with any proficiency. The jumps Roadrunner makes are too long and difficult to control with no sense of definite distance - you just seem to float around in the air for a bit. Alright, it is full of cartoon touches, but, like the entire game itself, they're not all that inspired and lose their appeal after you've seen them once.



▲ Wile E feels the need for a pressing dinner engagement as he chases our hero in his trusty Acme steamroller. Reach the end zone, though, and the crafy Coyote is left feeling flat.



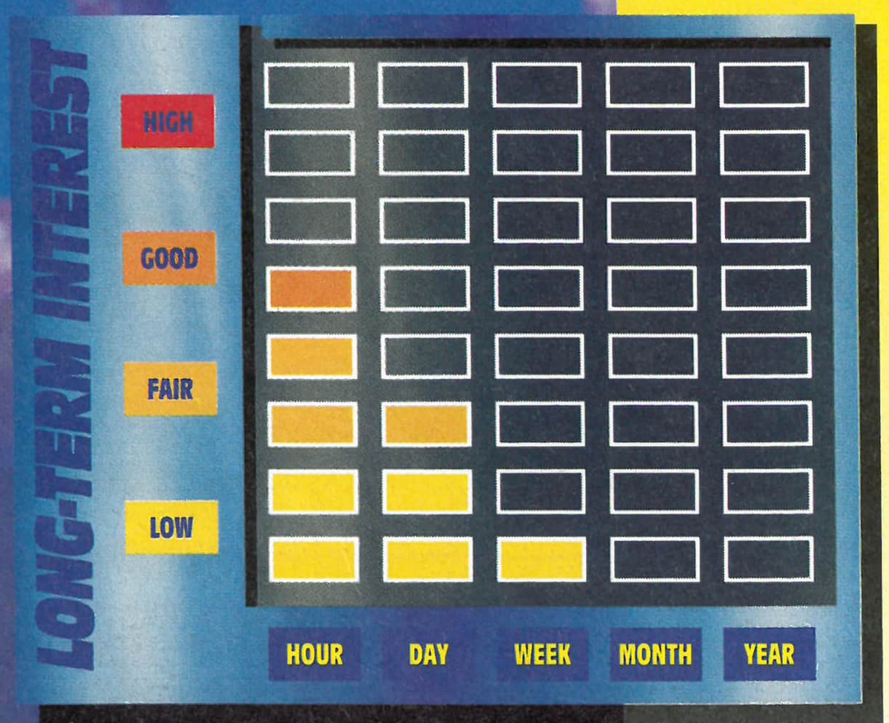
▲ A spot of balloonacy next, as Road Runner is pursued by an airborne Wile E. As he sails by, the cunning chaser lets loose with energy-sapping model planes, but he'll end up feeling deflated again...



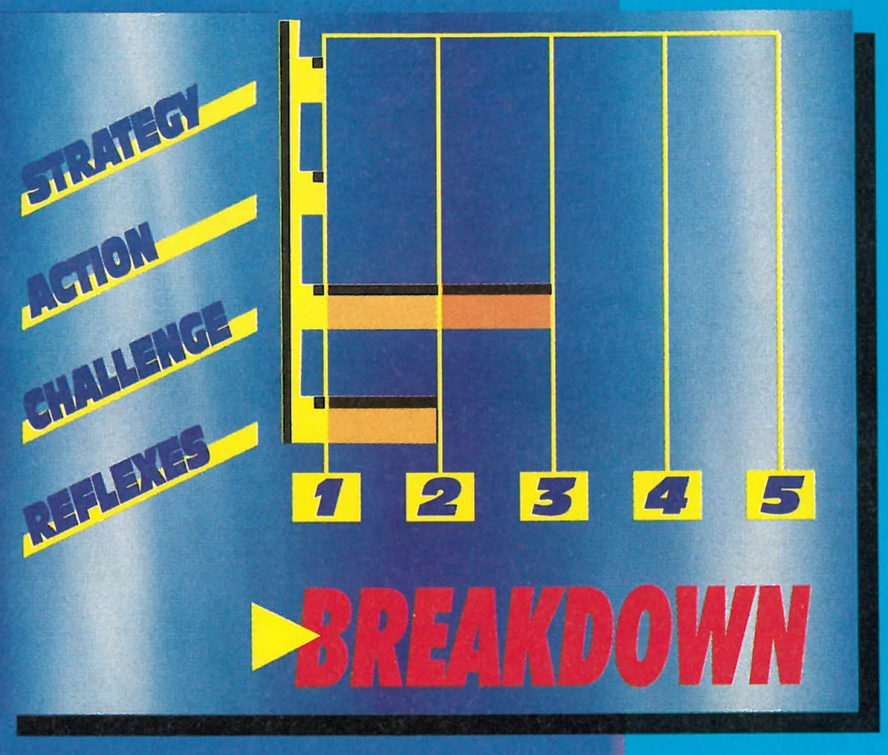
▲ Guaranteed to make you look a pillock, the Acme Batman suit is donned by the dumb Coyote as he sails majestically across the screen.

ACME GADGETRY IN THE AREA

Just like in the cartoons, Wile E Coyote uses all sorts of gadgets to nab that Roadrunner, all of which of course backfire upon him. For instance, level one sees the cretinous canine in pursuit with a big steamroller, the roller of which detaches, rolls up a hill and then flies down to crush the unfortunate Wile. Later levels see him armed with hot air balloons from which he launches motorised bomb-planes, rocket skates and even a full bright green bat suit with which to pursue the Roadster.



RATINGS



BREAKDOWN

PRESENTATION — 86

▲ Some good intros and cartoon touches.

▼ No options or highscores and the title screen is poor.

GRAPHICS — 84

▲ Superb-looking sprites and true-to-cartoon backdrops.

▼ Not much variety.

SOUND — 42

▲ A few sampled Roadrunner sounds.

▼ Not enough effects, and what there are are poor. The in-game tunes are atrocious.

LASTABILITY — 33

▼ Poor screen layouts, bad games design, frustrating controls and repetitive gameplay gives this little lasting appeal.

PLAYABILITY — 45

▼ Slow controls and frustrating gameplay makes this annoying from the outset.

OVERALL — 39

All looks and no gameplay, Roadrunner is a poorly designed, highly frustrating and very disappointing game which does no justice to the licence whatsoever.

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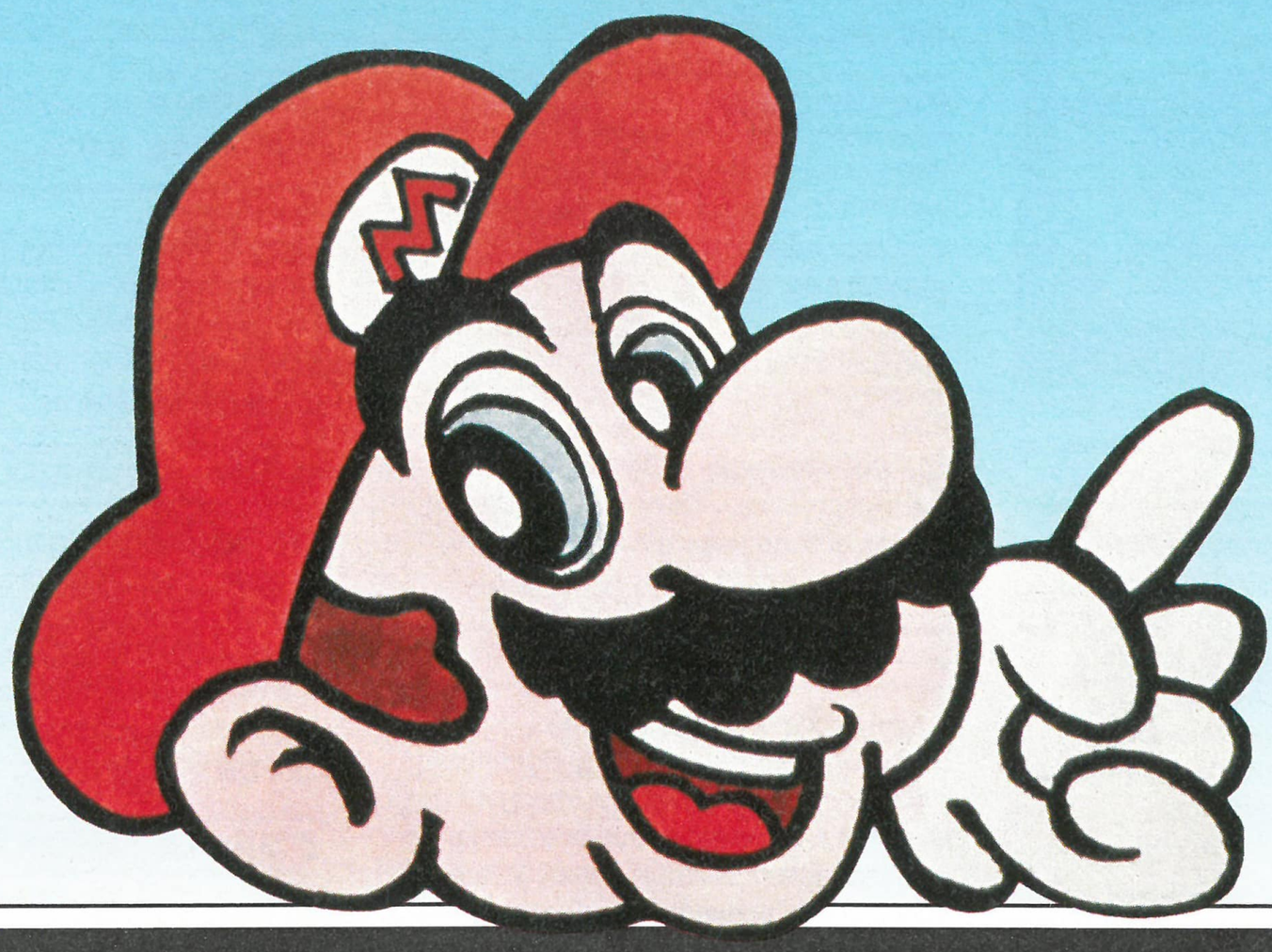
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And, as the great thing about Nintendo is the ongoing release of super software titles, we promise to update this guide later in the year — so drop us a line if there's a game you've come across that you'd like to see included. Of course, for more detailed reviews of the latest releases, just make sure you get NMS each month.

GAME INDEX

NMS

GAME INDEX

GAME BOY



AGRO SOAR

Locally designed and produced, this platform game sees Australia's most famous bathroom mat transported into a pre-historic cartoon. The fine graphics are let down somewhat by less than perfect playability, and the five continues make it quite easy to finish the game. Still, it's well worth checking out.

OVERALL 75%

ALIEN III

Control Ripley as she carries out her mission to destroy pretty much everything in sight. With some exploration and puzzle elements sidling in to join the fun, this is a better than average shoot 'em up and comes highly recommended from us!

OVERALL 90%

ALLEYWAY

This sad version of the ancient game, Breakout, is one of the most simplistic, tedious and unchallenging games available on Game Boy and should only be bought by simpering buffoons with more money than sense.

OVERALL 27%

BALLOON KID

Become a balloon's best friend in this rather weird floating collect 'em up. Not only is it strange, but it's also very dull. Things get repetitive very quickly and the unresponsive controls don't do this cart any favours, either.

OVERALL 51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

Bart's been packed off to summer camp and he's not too happy about it. Help him escape in this multi-level platform game, throwing fruit, dodging other campers and generally having quite a smart time. An enjoyable, if not overly original, title which will take some beating:

OVERALL 85%

BART VS THE JUGGERNAUTS

Not the best Simpsons game in the world but certainly the most interesting. A sort of Simpsons meet the gladiators that pits the hapless Bartman against some burly competition in a series of vaguely athletic events. It's tough, perhaps too tough, but it gets better as the game goes on. If you can get that far!

OVERALL 71%

BASEBALL

With its two-player link-up option and addictive gameplay, this is recommended to all sports fans on the move.

OVERALL 75%

BATMAN

With small, but nicely detailed, graphics and excellent sound, Batman is one of the most addictive Game Boy platform games around. Highly recommended.

OVERALL 90%

BATTLETOADS

Gasp! The evil dark Queen has kidnapped two of the mighty Battletoads! You, as the third member, Zitz, must now launch a rescue bid in this beat 'em up with platform overtones. Although the graphics are fiddly, this is a great game which any self-respecting beat 'em up fan should have.

OVERALL 90%

BEST OF THE BEST

The Game Boy makes a bit of a cauliflower ear of an excellent beat 'em up with indistinct graphics and weedy opponents! Maybe it's one of the better Game Boy beat 'em ups, but it's certainly not the best of the best.

OVERALL 65%

BIONIC COMMANDO

An equally as good, if not a slightly improved, version of the old NES game. Full of interesting features and stylish graphics, it can present a tough challenge, although its password system means it can be completed in a short time. The main character, Rad Spencer, is as cool as they come.

OVERALL 84%

BLADES OF STEEL

Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive and should appeal to anyone after a decent sports sim.

OVERALL 82%

BOMB JACK

Hit the road, Jack! This is a tiresome conversion of a hoary old coin-op that is about as explosive as a soggy match. So what adjectives could we possibly use to describe this abject failure? Oh yeah: boring, simplistic and repetitive!

OVERALL 68%

BOULDERDASH

Take the mantle of Rockford, diamond miner extraordinaire in this conversion of the age-old coin-op. Still, the gameplay is just as fresh as the day it was conceived, with many levels of puzzles as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in. A challenging puzzle game with which to while away the hours.

OVERALL 90%

BOXXLE

Boxxle is a highly original puzzle game recommended to people who like to use their brains rather than their joysticks.

OVERALL 83%

BUBBLE BOBBLE

Bob and Bub take a trip into scrolling platform land. Their mission: to bubble up the inhabitants of each realm, burst the bubbles, kill the meanies and move onto the next screen. Bubble Bobble is fast, fun and very addictive.

OVERALL 90%

BUBBLE GHOST

This game, originally for Amiga, puts the player in the role of a ghost out to guide a bubble around an environment fraught with danger. This is a highly original, fun title well worth taking a look at.

OVERALL 81%

BURAI FIGHTER DELUX

Take to the skies once more in this horizontally scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. The graphics are pretty good, there's always lots to do and the action is pretty fast paced. A decent quality shoot 'em up and no mistake.

OVERALL 83%

BURGERTIME DELUXE

Burgertime must rank as the world's first fast food simulator. The idea is to drop burger ingredients into a dish from some platforms by running over them (not very hygienic). To make your job harder, you are chased by monstrous pickles and hot dogs. Burgertime is a real laugh, though it does get very repetitive.

OVERALL 78%

CASTLEVANIA

Take control of Simon, a whip-wielding hero and battle your way through four large scrolling platform landscapes. The gameplay is addictive and keeps you going for quite a while - but there are some nasty surprises that don't make themselves apparent until it's too late.

OVERALL 79%

CHASE HQ

Try as it might, the Game Boy just can't cope with the speed necessary to make this game really thrilling. The result is slow, sluggish and particularly tedious.

OVERALL 42%

Continued in NMS #2...

8-BIT NES



ADDAMS FAMILY

Quite a jolly little platform game, but the problem is that it offers very little in the way of new or exciting ideas. There are plenty of games of this ilk, so shop around before making a decision.

OVERALL 71%

ADVENTURE ISLAND II

The NES answer to Wonderboy, Adventure Island II is a lively, but ultimately unrewarding scrolling arcade platform game in which you guide the hero across a variety of landscapes.

OVERALL 71%

ADVENTURES OF LOLO

Intriguing puzzle game which certainly packs a challenge but doesn't feature much action or variety. Definitely one for those who like sedate games.

OVERALL 74%

AIRWOLF

Take control of Stringfellow Hawke's attack helicopter and zip around the skies, thrashing airborne enemies. There's not a great deal to this game, but the graphics and sound are okay and the gameplay should be enjoyable enough.

OVERALL 75%

AUSSIE RULES FOOTY

This was Australia's best-selling NES game in 1992, so we're not about to go criticising all our readers for having bad taste! Just as well we don't have to: the NMS crew thinks this is one of the better sports games around and has been known to waste many an hour enjoying its non-stop action. Go the Eagles!!!

OVERALL 87%

BAD DUDES

Hopeless conversion of the beat 'em up coin-op, Dragon Ninja. Dreadful flickery graphics and a low challenge level hammer the nails into its coffin.

OVERALL 39%

BALLOON FIGHT

The aim of Balloon Fight is simplicity itself! Boasting gameplay similar to the classic Joust arcade game, it's your job to fly around the screen descending on enemy sprites and bursting their balloons, while guarding your own from attack. Even though there's simultaneous two-player action, it grows dull quickly.

OVERALL 74%

BASEBALL

One of the most popular sports in the United States hits the NES! All of the fun and excitement of baseball is here, but unfortunately, the actual game pace is relatively slow and unresponsive.

OVERALL 60%

BATTLE OF OLYMPUS

Run around the horizontally scrolling levels that are Ancient Greece, solving various puzzles and beating up mythological beasts in this worthwhile RPG. Unfortunately, it's a bit lacking in the action department, making Zelda II the definitive RPG to go for.

OVERALL 79%

BATTLETOADS

These dudes are out to smash the evil Dark Queen over a number of beat 'em up and shoot 'em up levels. Battletoads is truly an outstanding piece of software, with brilliant graphics, stomping sounds and ultra-addictive gameplay. An essential Nintendo game!

OVERALL 91%

BATMAN

The Joker is causing trouble in Gotham City, and there's only one body-stocking wearer who is superhero enough to stop him - Batman. There are 20 platform levels to beat and, though the initial difficulty level is set quite high, the gameplay is addictive enough to keep you coming back. All in all, this is a first class game.

OVERALL 92%

BATMAN II: RETURN OF THE JOKER

Superb-looking and great-sounding platform game which completely fails to offer anything new and so renders itself redundant in the face of classics like Super Mario III and the Megaman series.

OVERALL 78%

BATMAN RETURNS

A Double-Dragon-style beater with good gameplay and some neat touches, this game is let down by dreadful sprite definition and colour combinations. A reasonably enjoyable game which won't set the world on fire. But, it's still not bad at all. Worth checking out.

OVERALL 74%

BAYOU BILLY

This game features an unusual mix of game types, and also includes a light gun sequence as you drive, run and shoot your way through a variety of different screens. Not bad.

OVERALL 79%

BIONIC COMMANDO

Super Joe Crack has been captured behind enemy lines, and only the Bionic Commando can save him by fighting through many platform and shoot 'em up levels. This game actually has levels that weren't in the coin-op, but the high difficulty level could put some players off.

OVERALL 81%

BLACK MANTA

A mysterious bunch of criminal maladepts have kidnapped a load of kids for some reason, and your mission in this game is to take on the mantle of the Black Manta and dust some monkey ass! The gameplay is varied and fun, but the graphics just aren't up to scratch.

OVERALL 80%

BLADES OF STEEL

Don't be misled by the title - this is an Ice Hockey simulation with a mini beat 'em up included when things get rough on the pitch! Multiple skill levels and different options keep things interesting for solo players, but the excitement is at maximum with two players at the controls. Overall, this is truly an excellent sports game.

OVERALL 85%

BLASTER MASTER

Scrolling mazes and scrolling shoot 'em up skylarking meet head-on in this completely fabulous cart. Your best friend (that happens to be a toad) has fallen down a big hole, so you've decided to follow him in a quest into the unknown. Blaster Master has loads of different levels to explore, along with highly addictive action, making for yet another essential Nintendo purchase!

OVERALL 91%

BLUES BROTHERS

Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.

OVERALL 40%

BLUE SHADOW

This is an excellent platform game with Ninja combat style overtones. Great graphics and plenty of action make Blue Shadow one game that combat fans should look out for.

OVERALL 88%

BOULDERDASH

Join the little miner known as Rockford who's stumbled on a number of diamond-crammed scrolling mine shafts. He needs you help to negotiate these dangerous stages, collecting diamonds and dodging falling rocks as he goes. Boulderdash is a fab, taxing and original game that's destined to become a Nintendo classic.

OVERALL 90%

NMS

GAME INDEX

NMS

GAME INDEX

A BOY AND HIS BLOB

You're the boy whose blob-like pal can change into a number of interesting shapes and objects just by feeding him jellybeans (eat your heart out, Ronnie Reagan!). This comes in handy for solving the many platform-related puzzles that face the boy as he attempts to save blob-kid from an evil dictator. Fast, fun, original and taxing.

OVERALL 91%

BUBBLE BOBBLE

Bub and Bob, the bubble-blowing dinosaurs are trapped in 100 meanie-filled platform levels. Luckily, the lads can neutralise the beasts by capturing them in bubbles then popping them to turn them into fruity bonus points! The graphics are a bit flickery, but the skill gameplay more than makes up for it. A superb coin-op conversion.

OVERALL 89%

BUCKY O'HARE

Poor old Bucky, for his game is a sad case of mediocre everything in the way of platform/shoot 'em ups everywhere. When you consider the massive range of similar titles available for Nintendo's wonder machine this isn't a tempting enough carrot, or lettuce for that matter, to warrant purchase.

OVERALL 72%

BUGS BUNNY'S BIRTHDAY BLOWOUT

The 50-year-old cartoon rabbit comes up on the NES in a game where he collects tonnes of carrots and traverses platform levels in order to reach his birthday blow-out. This game has all the Loony Tunes villains, but unfortunately the childish graphics, jerky scrolling and simplistic gameplay do this game no favours. So what's up, Doc? Plenty.

OVERALL 35%

BURAI FIGHTER

It's time to jet off into deep space and face those evil aliens on their home grounds. This horizontally scrolling shoot 'em up is a good challenge, with plenty of destruction to spice up the gameplay. It could prove a bit hard for novice players, although the majority of you should find this to be a decent blaster well worth considering.

OVERALL 79%

CALIFORNIA GAMES

Make the stars of Beverly Hills 90210 look like anorak-clad trainspotters by taking part in the California Games. Half pipe, BMX (!), Flying Disk, Footbag, Surfing and Roller Skating are the events included in this skilful Nintendo package. Great to play with friends, California Games is an essential buy.

OVERALL 91%

Continued in NMS #2...

SUPER NES



AMAZING TENNIS

Although not as instinctive as the incredible Super Tennis, Amazing Tennis is just that! The gameplay isn't so immediate, the behind-the-net viewpoint is a little daunting at first, and it is quite tricky to control. However these problems soon fade into insignificance with practice and Amazing Tennis astounds with great graphics and sounds. Despite the robotic sounding umpire, that is. Ad-van-tage re-cei-ver!

OVERALL 91%

BLAZING SKIES

What a spectacular load of old tosh this is! An excellent example of the lesson that warns us never to judge a book by its cover. The attractive graphics are poorly animated and the game plays like a, like a, in fact, it doesn't play at all! It's a steaming wreck and no mistake!

OVERALL 45%

BLUES BROTHERS

Hardly following the plot from the film, Blues Brothers a far cry from being a good game either! Irrelevance to the classic Jon Landis film aside, this is really a very poor platform charade full of bad programming and brain-numbing monotony. It's very frustrating, too! Destined to give you the blues...

OVERALL 47%

CHUCK ROCK

With his stupendous, dinosaur-damaging stomach, the infamous Chuck Rock flobbles his way to success on the Super NES. Core's prehistoric platform adventurer has far more on offer than Joe and Mac in that there is far more depth in his gameplay and a wilder sense of humour surrounds him on the mission to rescue his wife. He is the captain caveman.

OVERALL 89%

CONTRA SPIRITS

The finest 16-bit console shoot 'em up that money can buy! Contra Spirits has all the blasting you'll require from a game along with incredible graphics, amazing orchestral soundtrack and uncanny addictive qualities. What more can we say: an essential buy!

OVERALL 95%

CYBERNATOR

A high-quality blast with enough novel features to mark it a head above the rest. However, some may find the excessive presentation a bit too much. Still, an awesome game by any standards.

OVERALL 94%

DESERT STRIKE

Nothing whatsoever to do with postponing sweets after a meal but plenty in common with the tragic Gulf War. Desert Strike is likely to satisfy everyone with a thirst for heroism and presents a novel twist to the usual shoot 'em up format.

OVERALL 83%

FINAL FIGHT

Capcom has a reputation for producing fine Super NES games, and Final Fight is no exception. It's very close to the coin-op original with one level, one character and the two-player mode removed. Beat 'em up fans will probably explode with excitement when they play this. It certainly beats the pants off its competitor, Rival Turf.

OVERALL 92%

F-ZERO

This is one of Nintendo's flagship games for Super NES, and it's not surprising! Featuring super-smooth amazing 3-D graphics, along with high-speed action as you zoom around 15 different tracks, F-Zero is an essential purchase.

OVERALL 90%

GODS

Hardly a deity when compared to the best Super NES platform games, but an interesting excursion into the realm of the gods all the same. The awkward control method lets the game down and the machine's capabilities are almost completely ignored. Some new ideas and a high level of challenge are enough to raise it above most.

OVERALL 85%

GUN FORCE

Great graphics, but the rest of this game is a complete shambles, with no challenge and no lasting appeal whatsover. If you want decent and challenging platform blasting, check out Super Probotector instead.

OVERALL 29%

KING ARTHUR'S WORLD

This is the new king of strategy games, which is at least as good as Lemmings (which has similar game mechanics) and maybe even better. With some great funky sounds, King Arthur's World is truly a mega-game that reveals its secrets in time...

OVERALL 92%

Continued in NMS #2...

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REVIEW

SUPER NES

2 PLAYER

8 MEG

SHT GAME



PRICE: $99 (approx)
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CONTROL
1 JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
5
SKILL LEVELS
3
RESPONSIVENESS
GOOD
1ST DAY SCORE

ORIGIN
Lethal Weapon - The Game, is licensed from the three smash Lethal Weapon movies featuring Mel Gibson and Danny Glover.

The floor of LA Police Headquarters is needing reinforcement - due to the weight of unsolved files stacking up! Criminal rackets are making a mockery of city justice, so it's time to call the two best cops in the Department back from an enforced vacation. It's a desperate measure, because these two are wild guns, unpredictable and prone to unorthodox methods. As it is, they are the only operatives capable of solving the five major headaches at the front of the filing cabinet.

The first four files are routine detective work, rescuing hostages, defusing bombs, that sort of stuff. You need to accomplish these to be given a slice of the heavy action - a file contained behind the door marked 'access denied'! Dun-da-run-dun! Until then, it's a matter of exhausting legwork, investigating town locations and shooting lots of crooks. Yum!

LETHAL



▲ Blimey, no wonder there's bubble coming from behind him...

COMMENT



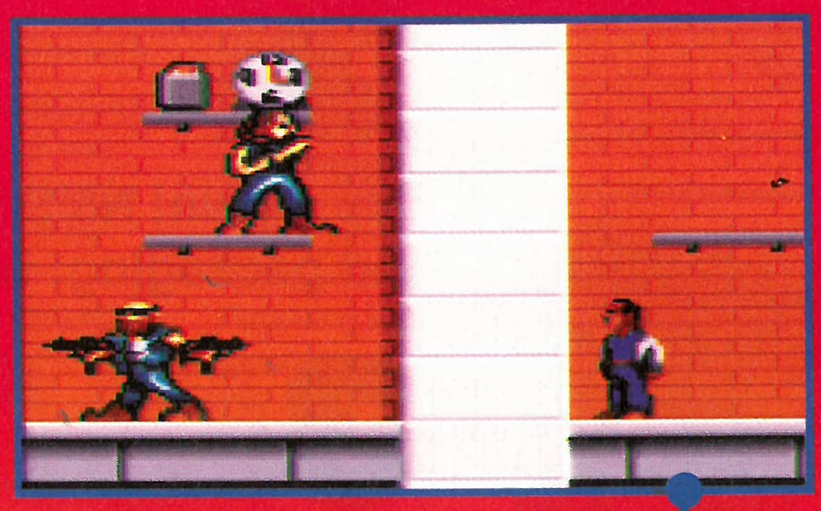
STEVE

I'm pleasantly surprised with Lethal Weapon. During its development, the tiny sprites and all-too familiar gameplay just didn't do anything for me. However, whilst Ocean have yet again avoided doing anything remotely new, the large platform-laden areas offer a real challenge, and Lethal Weapon's difficulty has been set at a near perfect level. Although there's no real difference between either Riggs or Murtaugh (after all, all Danny Glover does is moan about how he's too old for all this stuff), the characters are responsive and have a number of moves at hand. In terms of shoot-outs and fights, there's more than enough to keep fans of the films happy, and the many baddies add to what is already a tricky game - especially since there's a special level waiting for when the others have been completed. A little more variety would have been nice - and I'm surprised there's no driving section in here, as they play a large part of the films - but Lethal Weapon is a playable, if a little 'safe' licence.

STEVE

NECESSARY FORCE

Sometimes it is necessary to enforce the law forcibly, ie their are tons of bad guys out for your blood. Both cops have two methods of aggression. The favoured one is the regulation hand-arm.



GUN

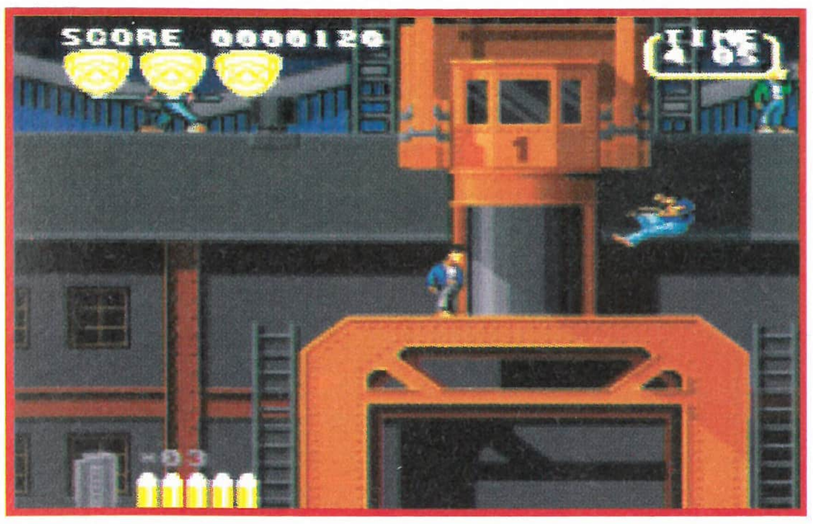
Fired when standing, ducking or jumping. Most enemies take only a single shot to despatch. Shots are limited to six rounds per magazine.





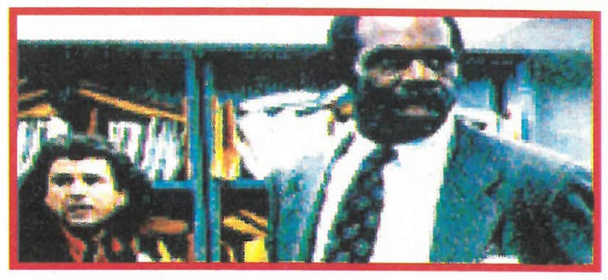
LEG

When at close range, unarmed combat comes into its own. The devastating effect of a leg to the face should not be underestimated.





REVIEW



WEAPON

THE LOCKERS

Most people head for the lockers when they want to change. And the same goes for you, but you change literally! You always start as Riggs, so when you feel like handling Murtaugh head for here. Mysteriously, the two 'pardners' are never seen in the same place at the same time. A buddy tiff, perchance?

CORRIDORS OF POWER

The hub of all your operations is the local municipal cop shop. The game starts in the corridor here, with each separate mission selectable by walking into the relevent door. The corridor is on two levels, linked by a lift. If you have difficulty handling this contraption then you should just settle for a desk job.



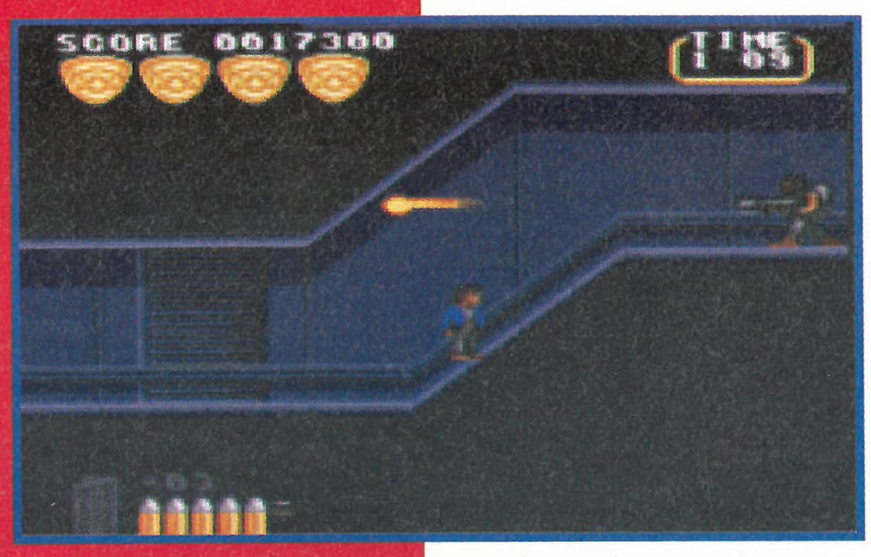
THE SHIP

The climax of the first mission takes place on board an old steamer. Problems here include life-threatening life preservers, careless galley cooks, and old boilers (of the non-human variety). endure all that and you get to play bouncy on the life-rafts, before returning the serious matter of criminal investigation.

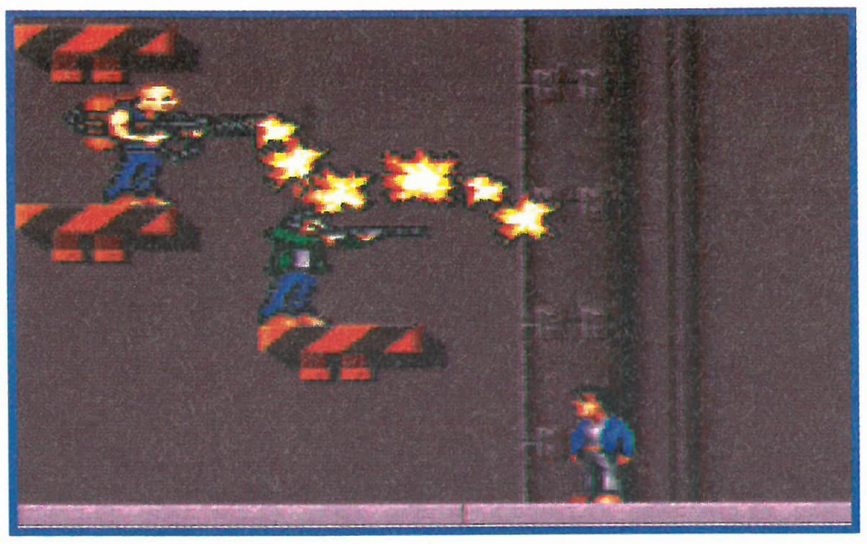


REVIEW

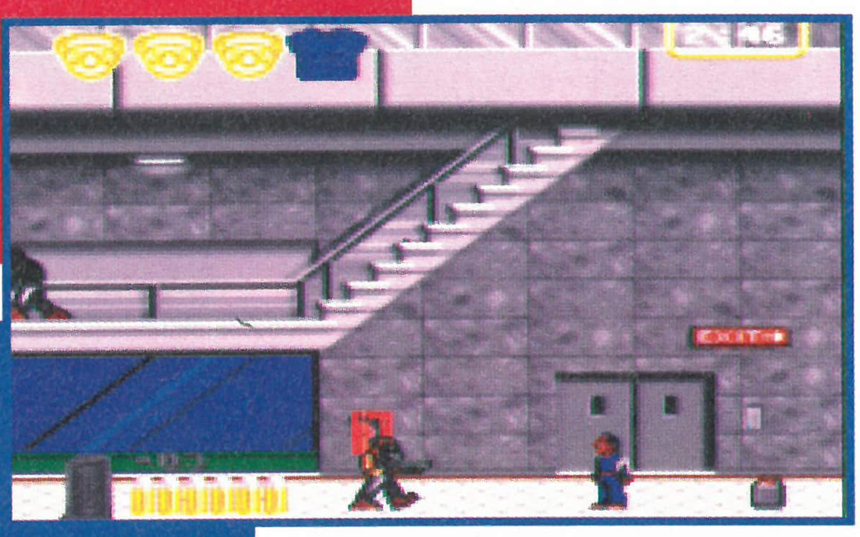




▲ Riggs picks his way through a dingy tunnel network...



▲ As the cops progress, the enemy's weapons get more powerful.



CALM AND COLLECTED

There are three components to Lethal Weapon that need to be maintained at all cost. Happily, supplies of each are collectable, found in the most curious corners of sewers, malls etc.

SHIELDS



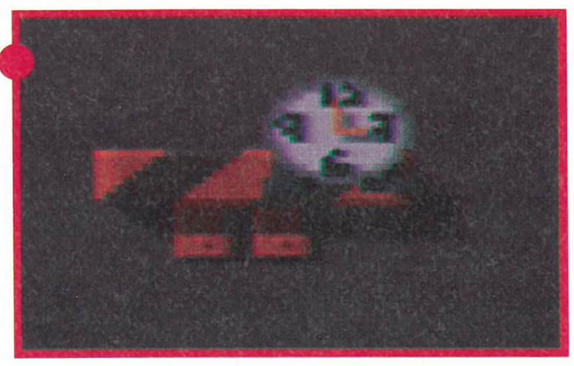
Shields represent your life-force or damage meter. Each agent has only one life, made up of five shields. Each enemy hit removes half a shield, but long falls, or being impaled on spikes remove a whole shield at a stroke. Life is replenished by collecting any bullet-proof vests you find.

MAGAZINES



GQ and NMS are their preferred reading. Actually, these are bullet magazines, each containing six bullets. As levels progresses, the amount of shooting increases, so a good supply of these is vital.

TIME



The level time-limit is indicated top-right. Failure to complete the mission in five minutes result in a lost shield. Your current time remaining may be increased by a minute for each clock dial you pick up.

COMMENT



GUS

Well, Ocean, bottom of the class for originality. And Lethal Weapon isn't going to win you any 'Game Most Like Its Licensed Film' awards. For the most part this is strictly routine stuff, in terms of graphics, animation and gameplay. However, Lethal Weapon shouldn't be written off that easily. Although it has absolutely no wholly original features, it has been assembled to be good fun to play - challenging yet not frustrating. Each of the missions covers a large area, and the assortment of obstacles is well arranged to suit the level theme. There is also a wicked sense of humour that bubbles beneath the surface, especially in the sewer level. Being able to start any of the first four missions, but keeping the last in reserve is a clever way of structuring the game. When you look again, you realise there ARE some good graphic effects - the ship, the sewers, and there are also so nifty level sections, particularly the fan section in mission four. Thankfully, the three skill levels mean that cracking this huge game is going to take a while. So in the end, Lethal Weapon seems to lie somehwere between the very good Addams Family, and the equally poor Robocop III. Moderately recommended.

How To Control

Move Riggs and Murtaugh in standard platform fashion. Up/Down ladders, Left and Right across flat areas. Swimming in water is performed by joypad direction.

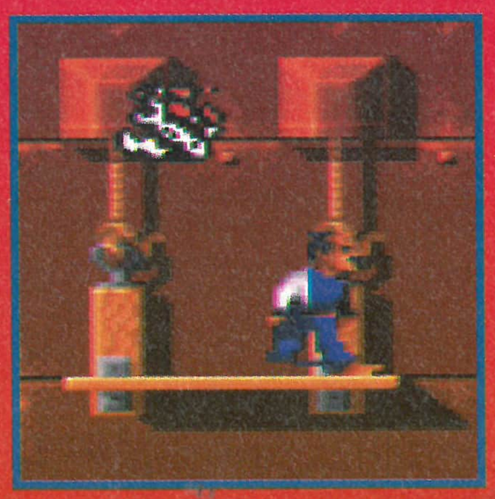
A — KICK!	X — SHOOT!
B — JUMP!	Y — NOTHING!
L/R — NIET!	S — **START:** STOP! (GO) **SELECT:** NE USÉ PAS!

How To Play

Locate the level end to each mission, by 'neutralising' foes on the way, and jumping onto conveniently placed platforms.

SWAPOVER

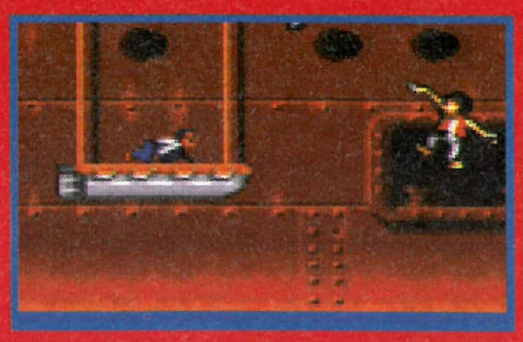
When one agent has lost all his shields, the game continues with his partner, who is able to start from the point the unfortunate died.



▲ "Heck, I'm too old for this...."

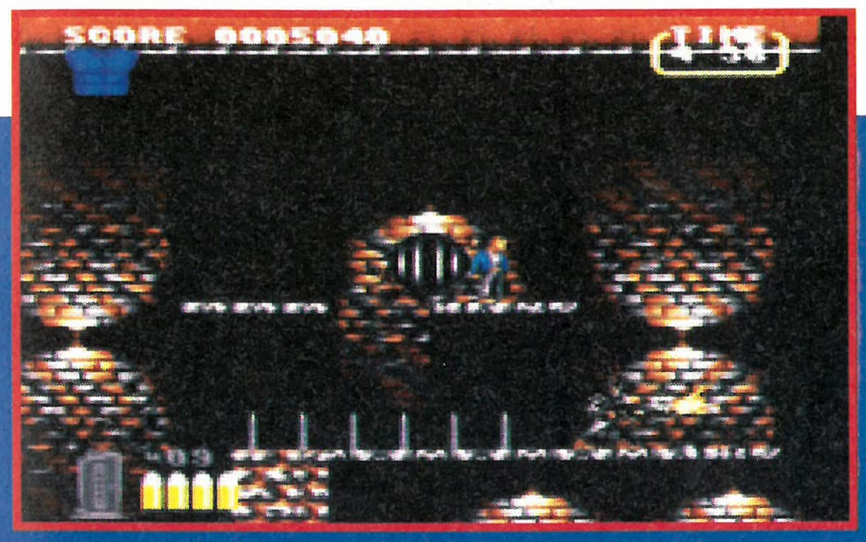
MISSION 1- THE DOCKS

A band of international Smugglers has set up shop at the local docks, running a huge contraband warehouse. Your first mission takes you there. On the quayside the main obstacles to negotiate are massive cranes, which must be scaled, with a view to avoiding the boat-hook wielding dockers. At the top of the cranes, a precarious aerial ballet is performed by jumping from girder to girder, and hook to hook. Watch out for the odd clumsy workman overhead. Below you sharks patrol constantly,waiting for a Mel morsel.

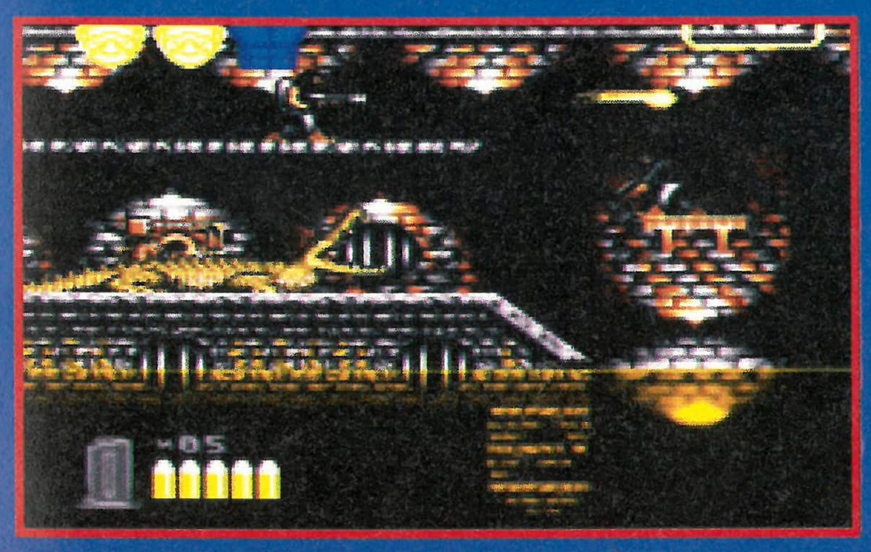




▲ Riggs: The Oldest Swinger In Town...



▲ Deadly spikes prove instantly fatal to Riggs.



▲ Yuk, why is that water yellow?

MISSION 2 - SEWERS

The second mission involves some subterranean sicky blues, as you plumb the depths of the sewer network, to catch some bomb-planting terrorists. Rather than just use rubbish bins like any normal bomber, they've planted them in the depths of the subway. This means a trip through alligator territory, and a dip in fluid that has a dubious yellow tinge to it. The only other way to cross is on top of the random piles of junk, or by climbing the slippery chains. When back on dry land the scene is hardly more salubrious, with the deadliest of spikes and strange brown projectiles falling out of holes - don't think about them, just keep moving.

MISSION 3 - THE MALL

Uh Oh, someone's planted a bomb in Dorothy Perkins, in fact, they've occupied the entire shopping mall. The mission is simple, eradicate all balaclava and fur-hooded anorak wearers in sight. Start off in the multi-story car park, ascending each level, trying to avoid the suction pipes which turn the level into a strange game of snakes and ladders. Once out of these drab surroundings, jump around the mall escalators, shooting everything in sight. Once the exterior is clear, you access the shop interior, wiping out the gunmen in the Littlewood's produce section, and subduing the odd maniac carrying two fire-arms - it's like shopping in the Arndale centre!

MISSION 4 - THE HOTEL

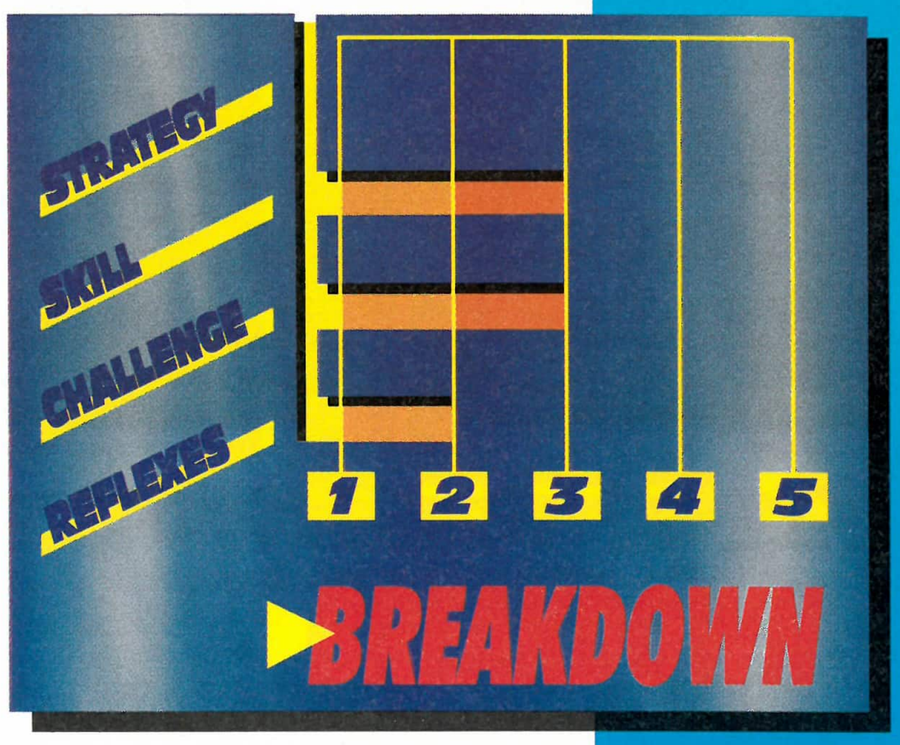
The penultimate mission is personal. Your pal Leo Getz is being held ransom in a downtown hotel, for a massive ransom. Your rescue mission starts by making covert entry into the hotel's service quarters. In the drab wooden corridors you have to watch out for loose floorboards, and beware of the treacherous open lifts, that have no sides. Later, climbing across pulley wires, and riding on hoists is the only way to get closer to your objective. The most taxing section is found in the hotel's ventilation system, which is a maze of winding corridors and the odd giant fan which operates periodically, either blowing you away, or sucking you to a shredded doom.



MISSION 5 - ?

The last mission is only accessed after the other four are in the 'solved' file. The details must remain a secret here, but suffice to say the idea of bent coppers murdering people to hide their mis-doings is pretty close to the mark

RATINGS



PRESENTATION — 78

▲There are three skill levels, and a few other minor options. Loads of other cut screens.
-The cut screens are rather grainy in quality. No two-player together option is a bit rough

GRAPHICS — 76

▲The attention to detail, variety and nice use of colour is witnessed here.
-Poor animation, and some background ideas that don't come off, lets the side down.

SOUND — 81

▲Each level has its own rock-action type soundtrack.
-The sound FX are not very distinguished, and the music won't appeal to everyone.

PLAYABILITY — 80

▲A mixture of pleasant fun to begin with, then nice surprises pop up later.
-Lethal Weapon isn't action-packed, mind-bending or wildly playable.

LASTABILITY — 79

▲The first four missions may be tackled in any order, and they are big.
-On the easiest level this may be too relaxed for some. Others may get bored before then with the predictable action

OVERALL — 81

A reasonably good platform adventure, that tries to keep the films in focus. Will appeal most to lovers of platform games.

NINTENDO REVIEW

2 PLAYER

2 MEG

PLT GAME



PRICE: $84.95

BY: RARE

This is the first of our reviews of "classic" games

CONTROL
1 OR 2 JOYPADS

GAME DIFFICULTY
HARD

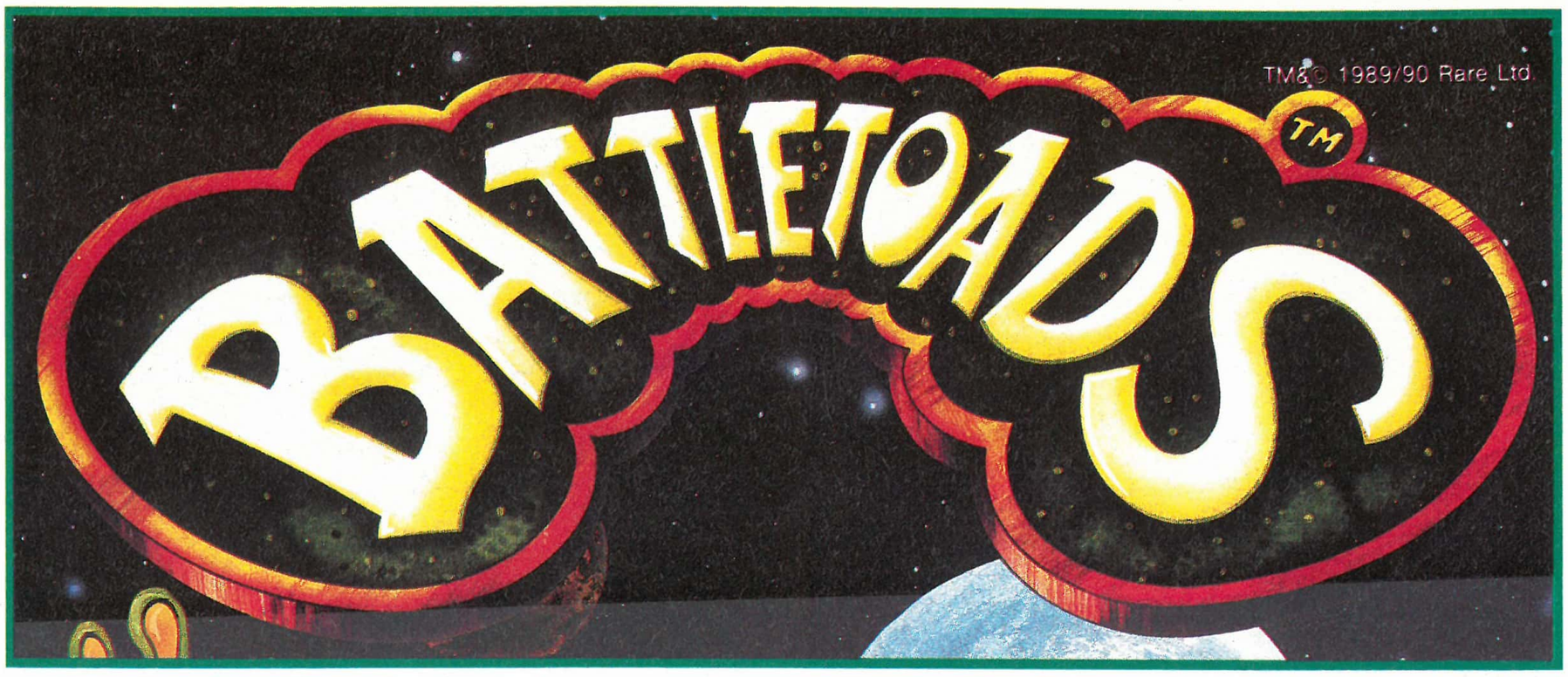
CONTINUES
UNLIMITED

SKILL LEVELS
1

RESPONSIVENESS
GOOD

1ST DAY SCORE
250,000

ORIGIN
The three main characters are parodies of the tragically unhip Teenage Mutant Hero Turtles. The game itself has "borrowed" elements from many video games, including (amongst others) Teenage Mutant Hero Turtles, Double Dragon and Castelian!



Life as a toad doesn't sound very attractive does it? Not surprising really, considering the lot of the common Earth toad consists of muddy puddles, a diet of flies and pimply backs. But it so happens that the genetic hey-day of the toad is just about to arrive - in about the year 2434 to be precise. By then toads have left the squalor of the park pond and discovered the wacky delights of inter-stellar travel. Of course, evolution had a hand in all this, so the web-footed race had to learn unarmed combat on their way to this state of civilisation.

So, warping to that distant aeon, we find toads respected for their amphibian prowess across the galaxy, and none more so than the fearsome Battletoads, a trio who defend cosmic law and order from their Vulture space station. So respected are they, that one of them is regularly chosen to escort the princess Angelica as she darts around the planets attending charity fundraisers and such like.

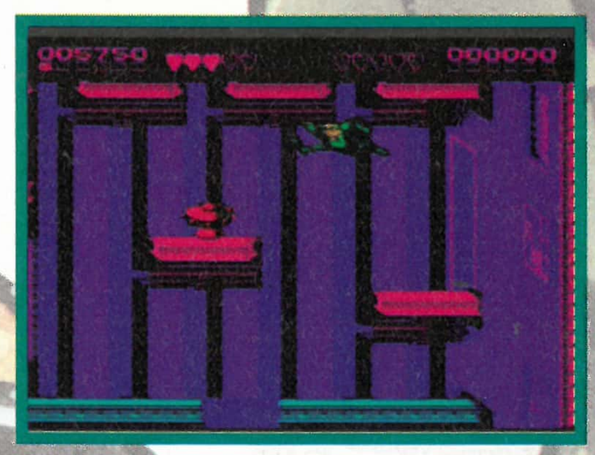
On one of these occasions the Dark Queen ambushes the princess and her escort, Pimple, in deep space then abducts them to her massive space lair - Gargantua. Dismayed, the heroic Battletoad alerts his two companions, Rash and Zitz, of the Dark Queen's plan. You join them as they land on the dark planet to confront the evil abductress.

Inevitably, the malignant monarch has made preparations to foil any rescue attempt. The captives are held deep within Gargantua beyond twelve levels of treacherous terrain and droves of loyal minions. To reach the Dark Queen requires all the skills the Battletoads have acquired in combat, flying, jumping, running and even abseiling. Even more outlandish skills are used along the way, when you have to ride writhing snakes or water-skim at lurching speeds. But for the Princess, and the honour of the Battletoads, you're going to give it your best shot.

FLYCATCHER

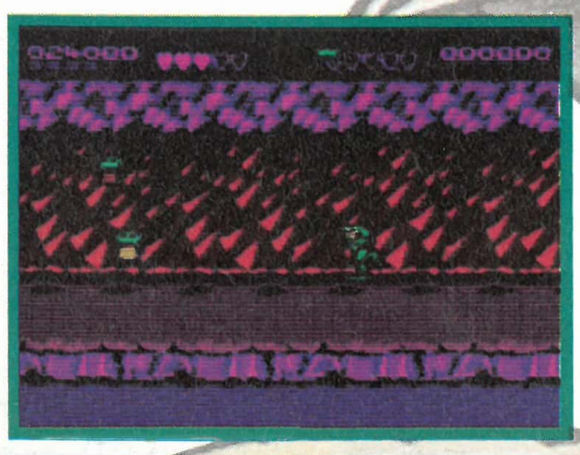
One habit of ancient toad behaviour dies hard - the art of fly catching. The Battletoads are endowed with their ancestors far-reaching tongues which are perfect for nabbing the occasional passing insect morsel. The effect of an entomological snack is quite startling - it replenishes some of the toads' precious lost energy. Watch out for these protein-packed snacks which hover in parts of the fortress.



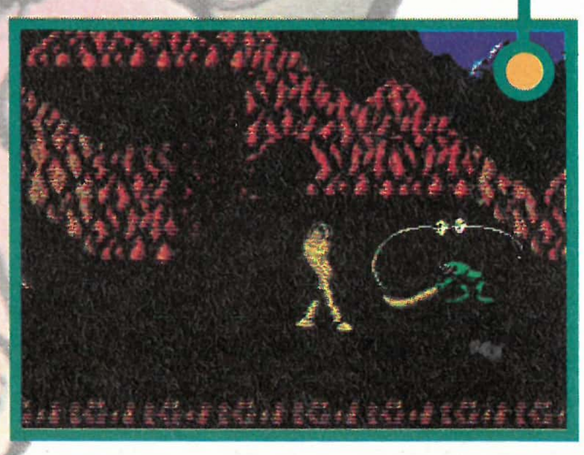


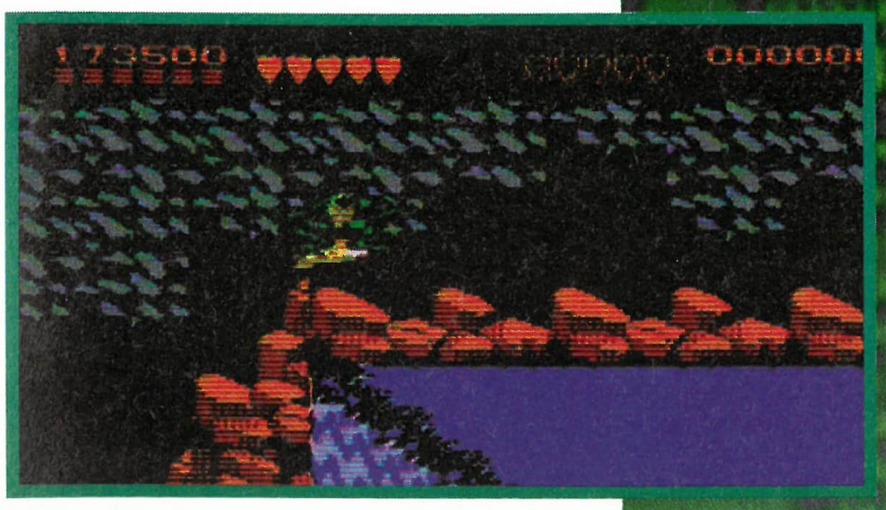
TOAD'S TOOLS

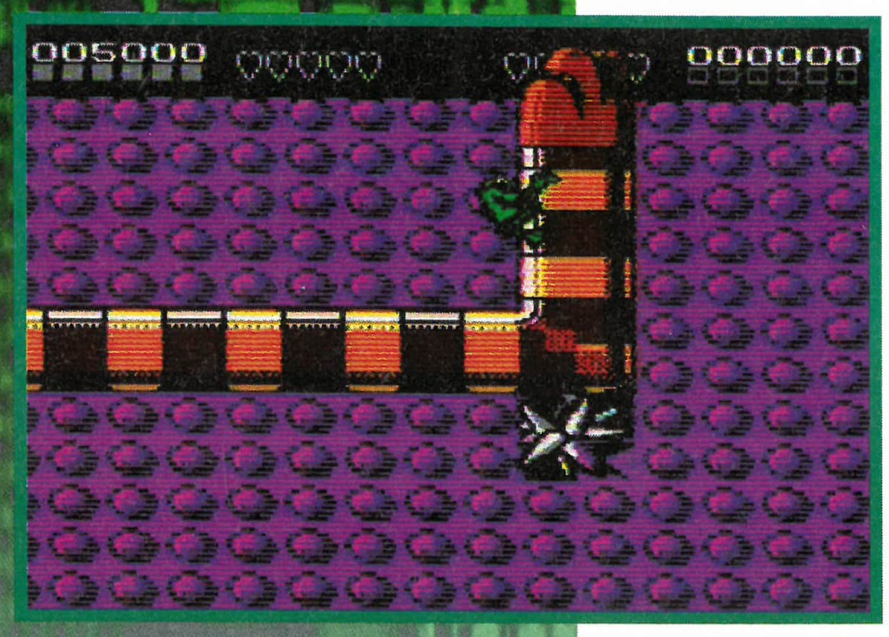
Funnily enough, these crack toad troopers forgot to bring their blasters so they resort to fisticuffs. However, occasionally a simple iron bar presents itself for the bashing of enemy's head. Also try picking up the debris from the long-legged robots on level 1, or rip the yellow appendages that adorn the walls on later levels. These work a treat when wielded against your swarming foes.



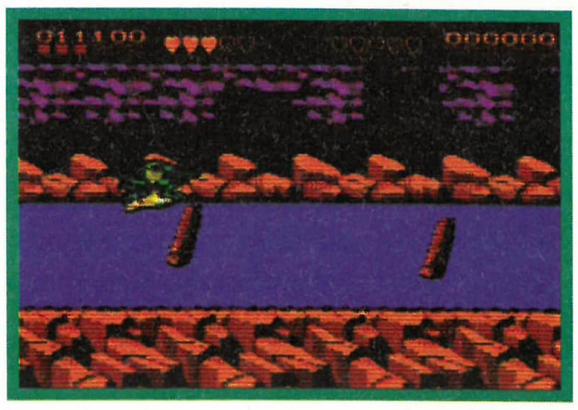




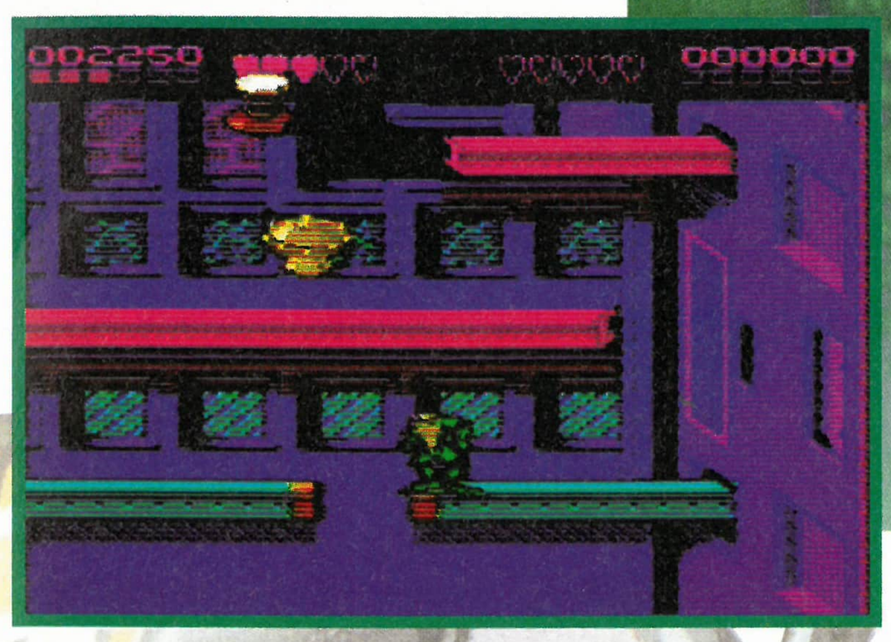


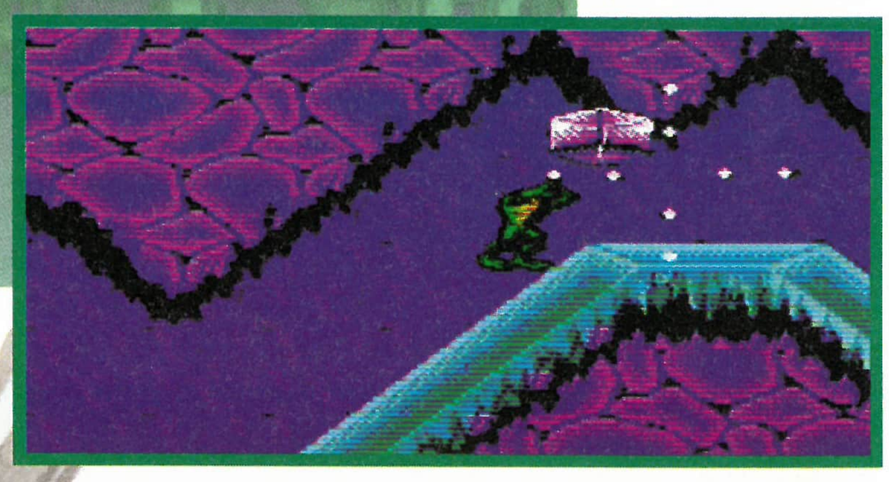


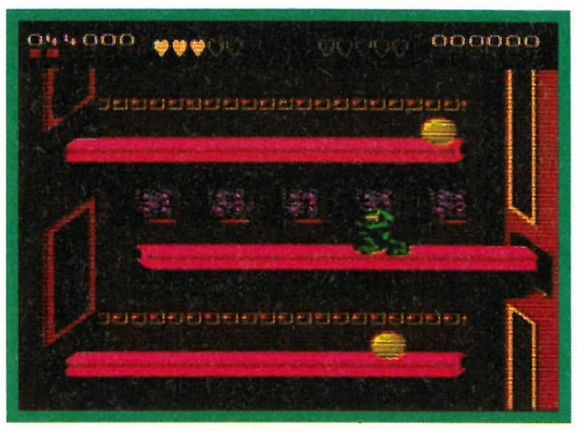
REVIEW



▲ A dainty selection of Battletoad related fun 'n' frolics courtesy of Rare. Hurrah!





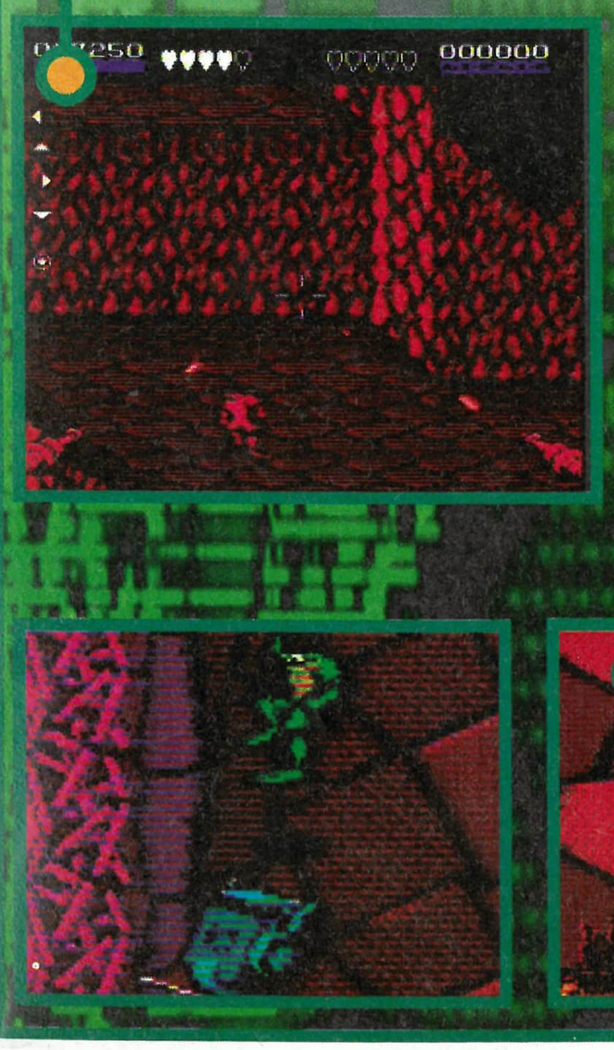


GOING DOWN

The first levels follow your entry to and descent into the Dark Queen's fortress. Level One is set on the planet's surface, as you meet your unwelcoming committee of rat-like minions. A few well-placed kicks should see you to the end of the level.

Before you abseil down the "Wookie hole" you face Robo-Manus who tracks you with his laser sights. Use the cavern rocks to defend yourself and stay out of his crosshairs.

Once you get into the plunging cavern that is "Wookie hole" you are attacked by a plethora of bird-like creatures, and worm-like appendages that wriggle from the wall. Use your swinging motion to kick out these threats, or risk your lifeline being snapped.



How To Control



A — **JUMP**

B — **ATTACK**

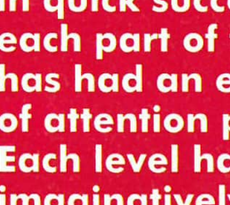
S — **SELECT BUTTON:** NO FUNCTION

S — **START BUTTON:** PAUSE/START

How To Play

Battletoads is a mixture of game genres, posing varying hazards on succeeding levels. The main game action is either beat 'em up or platform. The purpose of each level is to find the exit to the next part of the fortress. Select one of eight characters and play against another player or the computer.When the player's power gauge reaches zero, your lose a round.When the timer runs out the player with the most power wins the round.The game is over when you lose two rounds.

COMMENT



GUS

This one's a toughie! You may not have realised the full extent of pain until you've done ten rounds with Battletoads. Most of the levels, apart from those at the very beginning, are really tough and need a lot of practice. Happily the game itself is really cool. There can't be many games that incorporate so many playstyles. You find yourself fighting, racing and figuring out platform solutions in quick succession, and each part of the game has had an equal amount of attention paid to it. Each level has been imaginatively designed, and impressively implemented with humorous sprite graphics and decent backdrops. Some of the scrolling movement is very tasty. The two-player is a bit of window dressing, though welcome, and the game plays as just as well solo. A final piece of advice though, like I said before, this is a game for people who want a challenge, not some fluff kid after cartoon thrills - these guys are mean and slimy.

REVIEW

TOAD'S TRAVELS



▲ The Battletoads' Mothership of doom!

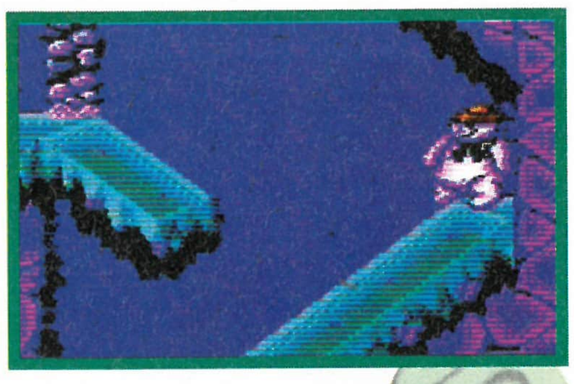




▲ Another piece of Zit's amazing kit - the Toaderceptor.

SEMI-SKIMMED ACTION

By level three the cavernous terrain is too "hostile" to cross on foot, so the BT's take to their skimmers in an effort to traverse the gaps that lead to who knows what. Adding to their subterranean blues are the stone ramparts that dot the scrolling landscape. Crashing into one of these at the skimmer's terminal velocity is... well terminal. Help is afforded by the flashing clue signs at the right hand part of the screen which tell you where the next wall is coming from. Some gaps are too wide to cross by skimmer alone, so using the ramps becomes essential.



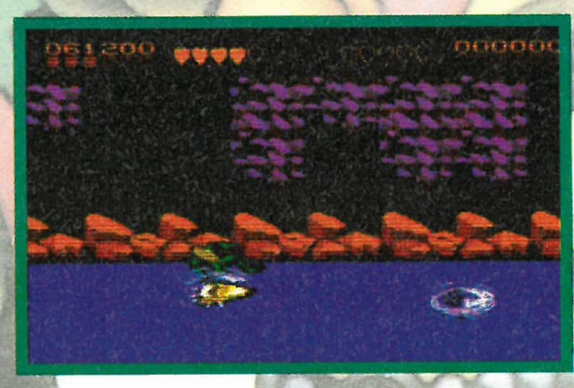


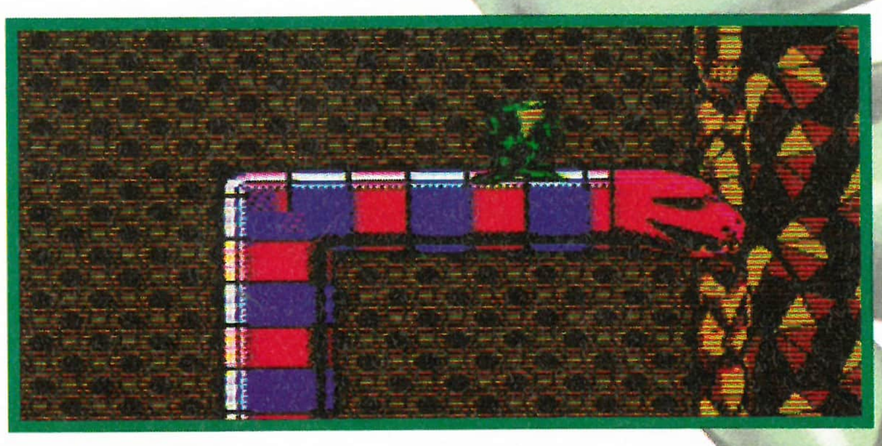
CHILLY BILLIES

After the high-speed sojourn you arrive at the "Arctic Cavern" the chilliest zone of the dark Queen's lair. Here she has placed snowmen guards with a stock of ammo, intent on snowballing you out of the game. Fire back! The slippery capers continue across slides, ramps and gaps filled with icicle skewers. If you are not reduced to an amphibious kebab you learn that the power of the ice-cube breaches brick walls!

SKIDS AND SERPENTS

The next two levels of Battletoads are some of the most demanding in the game. Fresh after wrapping up in furs for the Arctic cavern, the heroes don Bermuda shorts to jet-ski their way across the Dark Queen's log-jammed sewer. The Battletoads' skis need to reach high speeds to enable them to cross the waterfalls and dodge the erratically minded whirlpools, determined to suck you under.



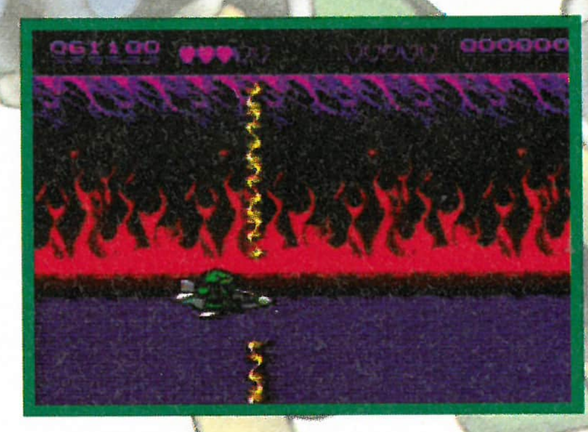


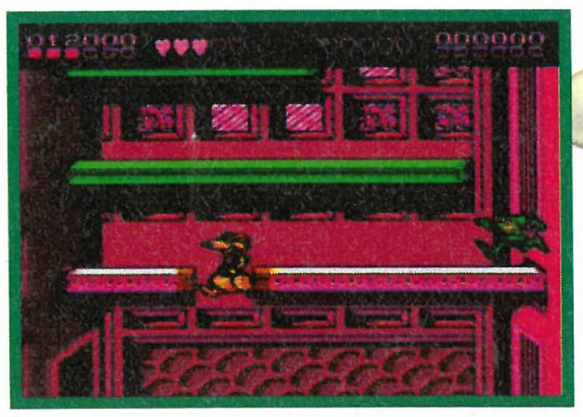
STAFF OF KARNATH

Without pausing to take breath, the rescuers enter the bizarre Karnath's lair - a series of rooms each with only one exit. To reach the exit the Rash and Zitz have to ride the giant snakes that dart across the room. Sometimes their perilous twisting routes bring you into contact with spikes and walls, so reflex jumps out of danger are the order of the day.

ELEVATOR ACTION

Level seven presents you with another chance to display your fighting skills. Now deep underground, the warty crusaders take on the mouse-like minions in the excessive heat of Volkmire's inferno. The second stage of the mission involves flying your intruder craft through some narrow flaming gates, then avoiding an oncoming bombardment of flaming bombs. Phew!



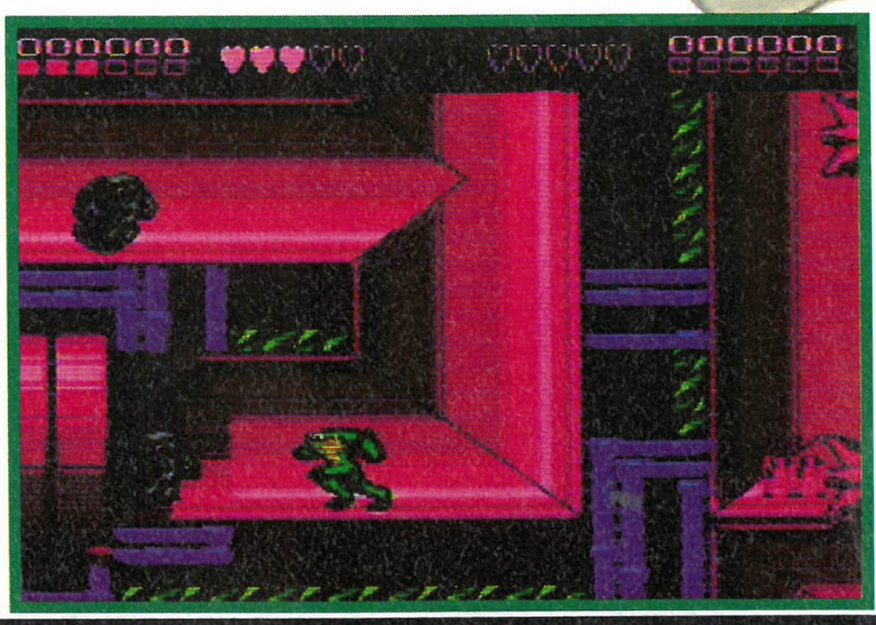


SLICED FROGS

The next level leads you up again on elevators of hell. This is purely platform action, with only the occasional rotund robot needing a pasting. Catapulting springs fire you upward past the poison gas clouds and the rotating fans which beckon you to an end in slices.

RAD RAT RACE

A trip through the robotic tubes leads on to the final levels. This high-tech environment leads you into the heart of Gargantua. Robot guards patrol the narrow corridors, firing constantly. Come too near and they self-destruct. Mini-copters are at your convenience, if you grab hold of their strings.



COMMENT

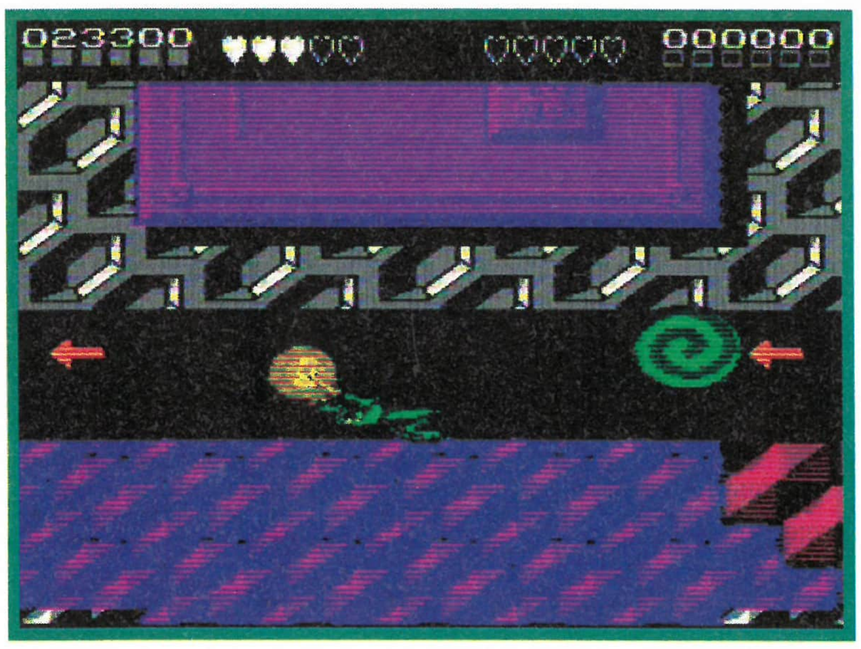


ROB

If it's not heroes in a half shell, it's heroes strutting naked! But let's forget that the idea of Battletoads seems a tad unoriginal. One of the great virtues of Battletoads is that it has just the right level of challenge to keep you interested. Progress isn't slow, but then it isn't a breeze either. There are plenty of weird and wonderful sprites, although backdrops are a bit bland on occasions, and the animation is smooth and effective, enhancing the cartoon style. But for me, it's the novel approach to the gameplay that makes this such an entertaining game. Some of the diverting challenges, like throwing balls at the screen while avoiding a crosshair, give Battletoads the edge over other games in the same style. The only concerted criticism I'd make if that the collision detection can be a bit dodgy at times, the sprites seeming to fall through cliffs and so on. Luckily though this doesn't really detract from the lively and responsive gameplay. If you're after a good platform beat em' up, you couldn't do much better than Battletoads. Cowabunga!... Oops! Sorry! That's the other one isn't it!

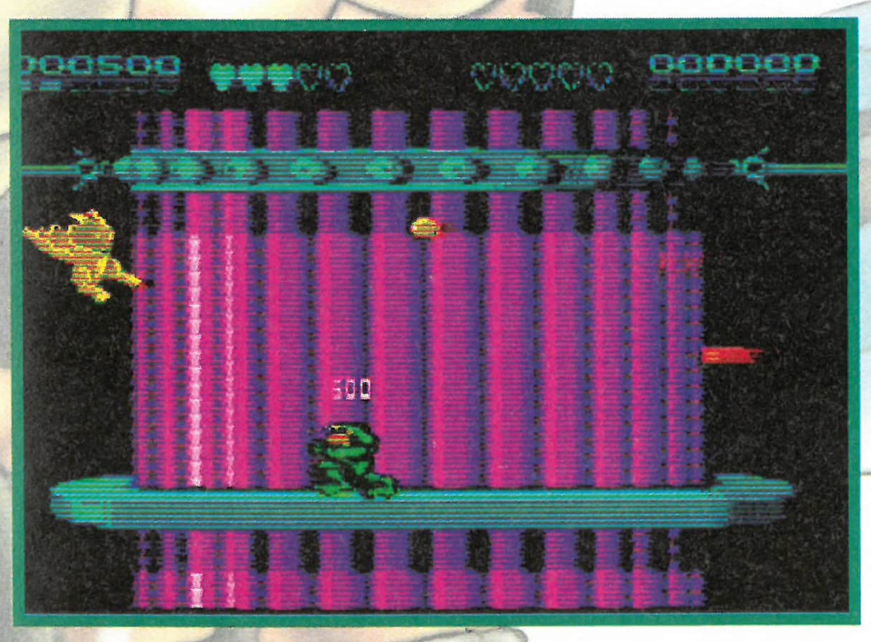
After the tubes comes the race against time. As you descend further, a strange rodent creature barges past you. What's his hurry? Only to activate the time-bomb at the bottom of the lift-shaft! You have to beat him to the bottom and deactivate the device. The thrills and spills aren't over yet, though. Quickly leap onto your trusty clinger zinger thing and zoom out of the reaches of the potent doom spiral, which hypnotise you until you veer off the track into oblivion. The zinger is the most impressive set of wheels the Battletoads have, looking like a fuel injection lawn roller. You steer by hanging onto the end and hoping for the best, as the track twists and turns in all directions. Take your sickness pills at least 20 minutes beforehand.

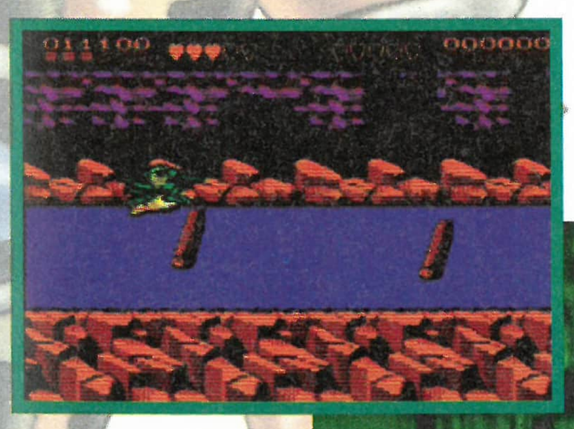
ZINGER FRAMES



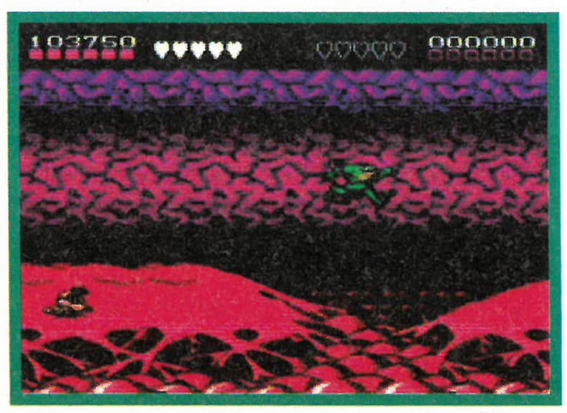
TOWER TRAILS

Rash and Zitz now stand at the base of the Dark Queen's gleaming tower. She obviously was a devotee of 1970's Earth architecture, because the construction resembles nothing as much as the Post Office Tower, complete with rotation effect. However, there's no caff at the top, just the demonic monarch out for your blood. Use the springs and platforms to scale its daunting height, being ready to engage the mouth monsters, who delight in swallowing their victims whole. Make it to the penthouse and you face Her Cosmic Curviness for the final fight.

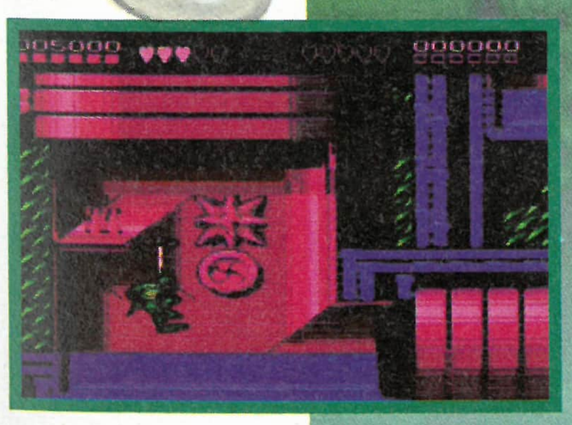


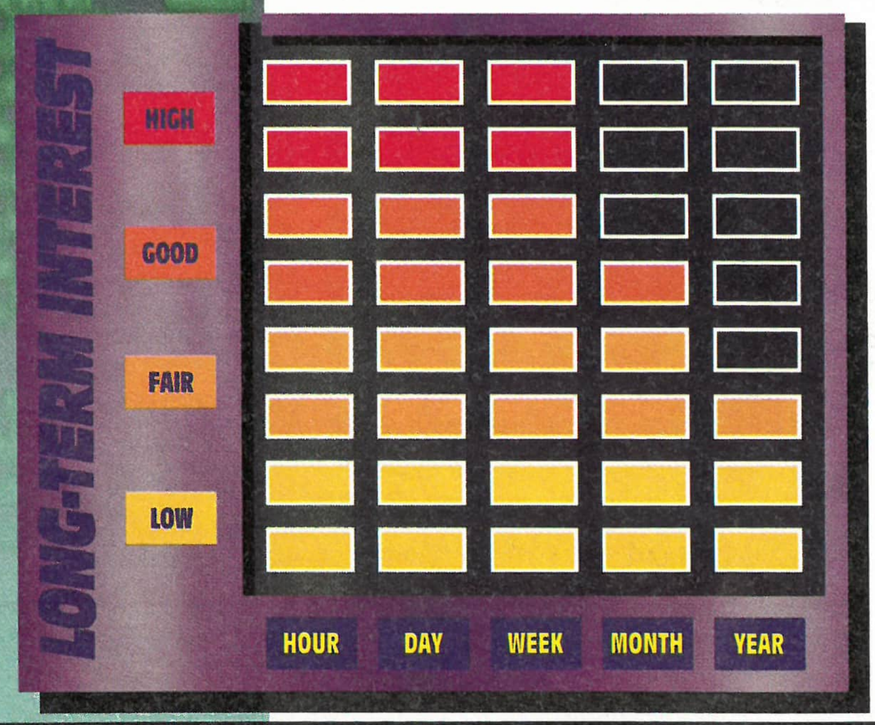




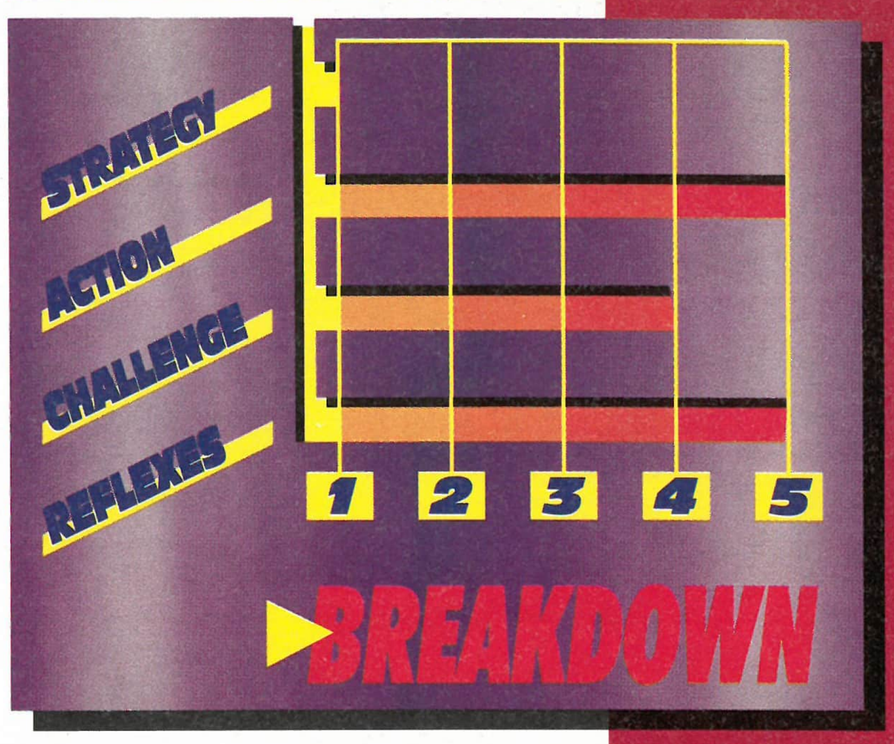








RATINGS



PRESENTATION — 86

▲ The presentation is polished throughout, and it's two player.
▼ Perhaps a few more options like skill levels, would be welcome.

GRAPHICS — 88

▲ Really clever use of colours, and super-fast scrolling.
▼ Some of the backdrops are a bit crummy.

SOUND — 80

▲ Some bopping tunes, and a percussion break on pause mode! Great sound effects.
▼

LASTABILITY — 83

▲ 12 big levels of demanding space japery.
▼ You need to be the patient type to appreciate the lasting challenge.

PLAYABILITY — 92

▲ Loads of playstyles packed into the game.
▼ Battletoads is a hard game, which some may find too tough.

OVERALL — 85

With twelve big and varied levels to test your skills, Battletoads is a definite winner! Move over Turtles and make way for the new breed!

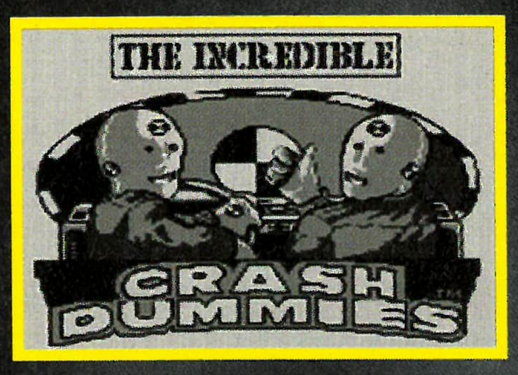
REVIEW

GAMEBOY

1 PLAYER

1 MEG

ACT GAME



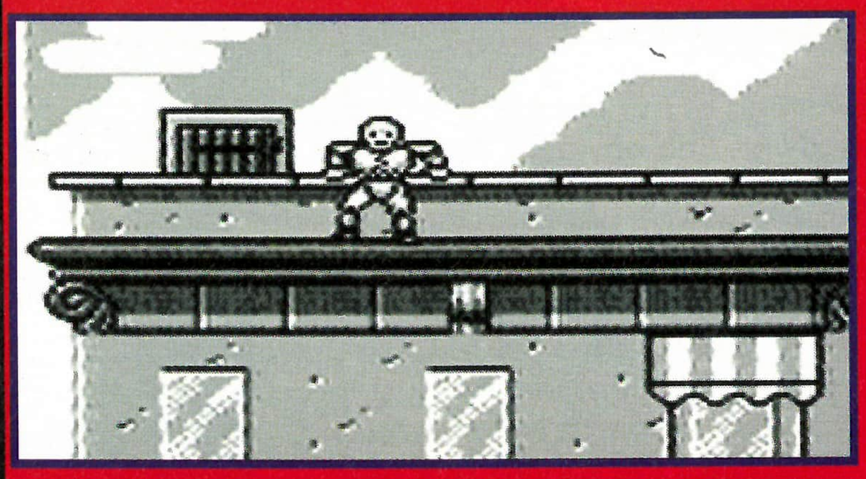
PRICE: $59.95
BY: ACCLAIM
RELEASE: APRIL

CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
NONE
SKILL LEVELS
3
RESPONSIVENESS
SMART
1ST DAY SCORE
$20.00
ORIGIN
A game based on a pair of surprisingly popular American cartoon characters - Slick and Spin the Crash Dummies.

CR DUM

Where do crash dummies go when they break up? Do they crash out on a beach? Or just stay at home and get smashed? Either way, after a hard week at work crash dummies must be shattered. Two such dummies are Spin and Slick, they've had enough of their jobs and could do with a rest, but they just haven't got the money. Still, Slick, using business acumen uncommon to one made of plastic such as he, has booked an extra week's overtime for him and his pal so as to make enough money for a nice, long hol.

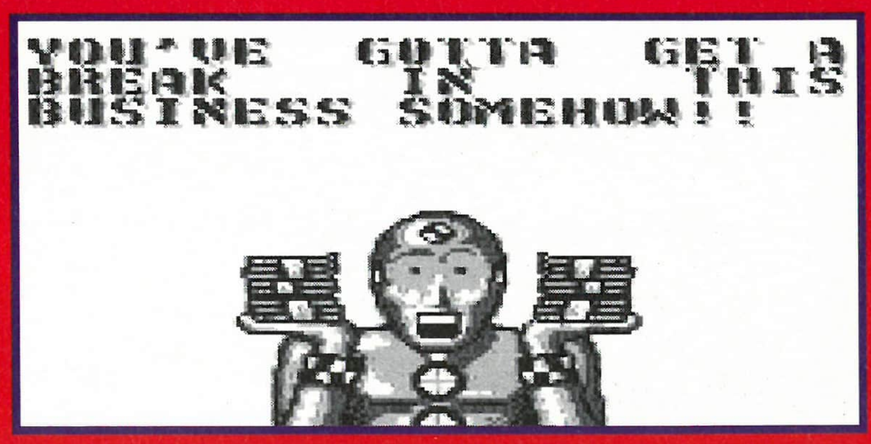
Spin and Slick must now put their unique talent of smashing into things and falling to bits to good use. The better they perform, the better their vacation in this veritable Daley Thompson's Decathlon of Crash Dummy-type events (except there's only five of them and not ten!).





WHAT A STUPID STUNT

The first level sees the dummies doing stunt work for a movie magnate. The idea is to jump from the top of a burning building and freefall to the bottom before the time runs out, making sure to land on the target painted on the pavement. To make things more interesting for the viewers however, you are required to bounce off awnings, crash through railings and swing and somersault around flag poles, but avoid the fire on pain of death! There are three ways to drop, freefall, bomb and dive, all accessed via the D-pad. Dive and bomb send your dummy crashing through awnings, whereas the slower freefall allows them to bounce around.



How To Control Use the joypad to move your Crash Dummies around the screen. Depending on the task in hand the buttons arer used for different actions, such as jumping, using the hammer or firing the engines of your cruise missile.

A Jump/accelerate/hot dog/blow out fuse/thrust..

B Decelerate/use hammer.

S **SELECT BUTTON:** Nothing.

S **START BUTTON:** Pause/unpause the game.

How To Play The buttons have different functions for each level, but the general idea is to achieve a set target for each of the five stages, such as testing an air bumper or landing on the correct spot after plummeting off a building. The better you are at performing these tasks the more money you earn. Fail to get it right and you lose one of your five lives.

COMMENT



RAD

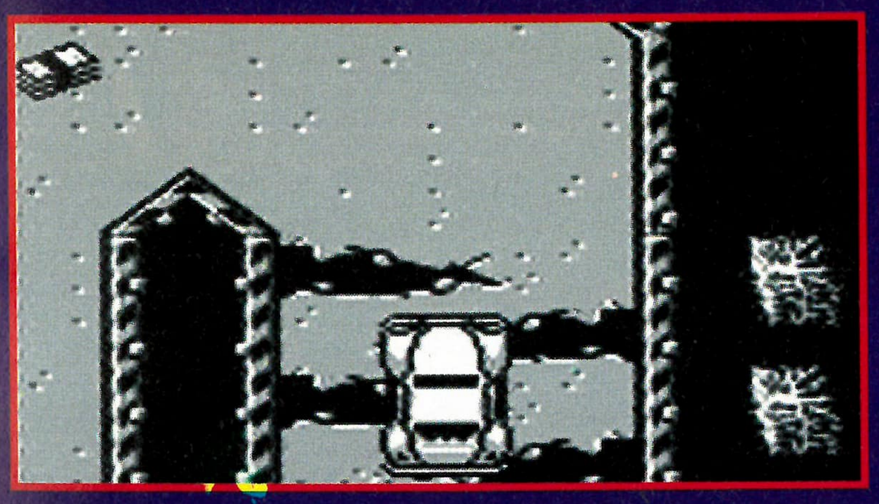
Crash Dummies really does seem like a weird idea for a game, but as is often the case with weird ideas (apart from that fishing game) it's turned into a fully-fledged fab title. The graphics are really smart, the sound isn't so bad and the whole thing is brilliantly designed. There's loads of variation between each level and no one stage stands out as being far more playable than the rest, which is the way it should be. The whole thing is carried out with humour and it all hangs together well. There is a bit of a problem though, there are only five stages, and on Easy and Medium levels it's pretty easy to finish, although making a fat pile o' cash is a different matter. However, switch Crash Dummies to Hard and it's far more challenging, and even once it's been completed you'll want another go. Not quite Megagame material, but a fine game nonetheless.

ASH MILES

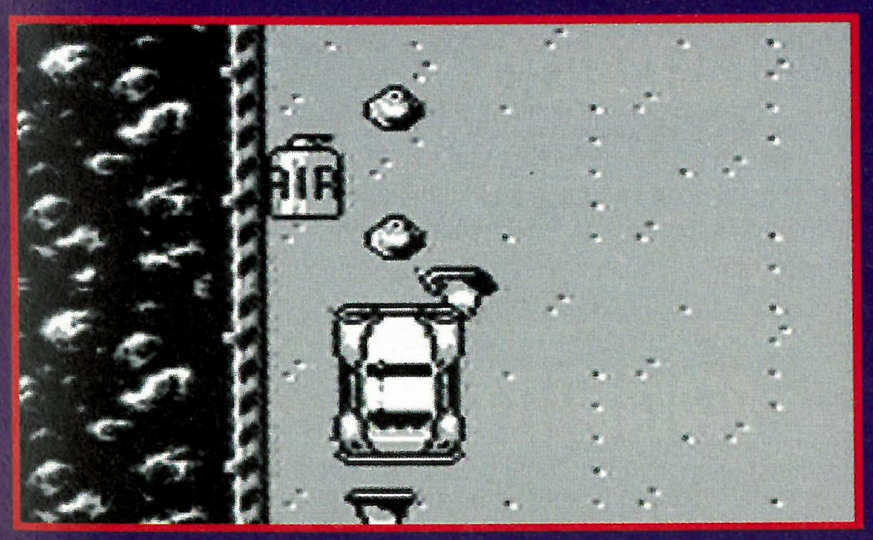
REVIEW



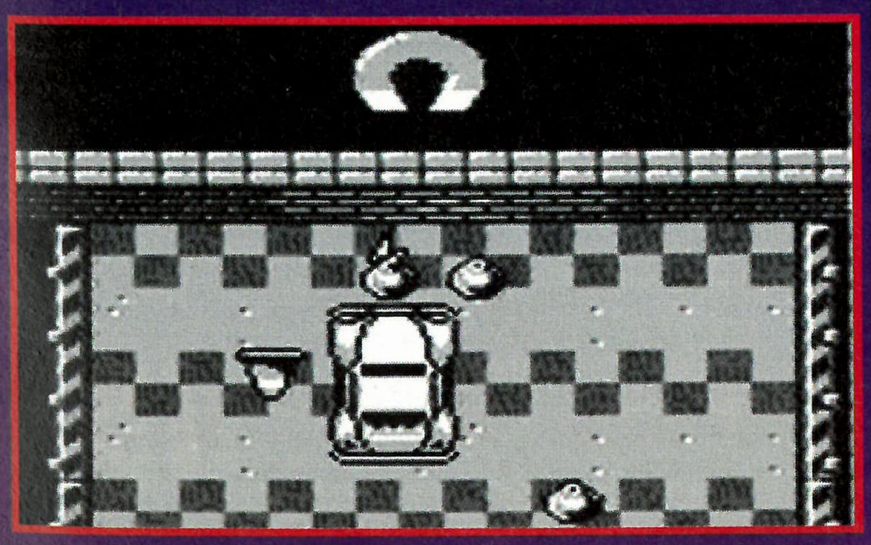
Pop into the fore-court for a quick service - and a packet of Murray Mints.



▲ Loose chippings for one mile - (and holes to alternative dimensions).



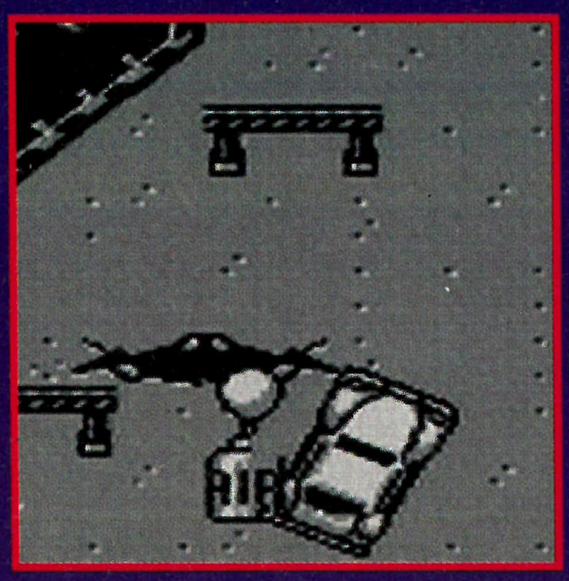
▲ Pick up a wind-bag to boost your tyre pressure.



▲ Before you finsih your race 'marathon' you've got to 'hit the wall'.

AIR ENOUGH

Once Slick and Spin have been pieced back together it's on to their next job - testing a new design of inflatable air bumper. Unfortunately, the manufacturers have forgotten to put any compressed air in the car, so the dummies have to pick it up along the, along with the extra cash and bonus lives left lying around the track. However, watch out for the cracks in the road, deadly cones (!) and barriers, all of which damage your car, although repairs are available in the shape of wrenches which also litter the track. Make sure you reach the big brick wall at the end in good time for a hefty time bonus too.



▲ When you bought your Robin Reliant, you bought your ticket to ride.



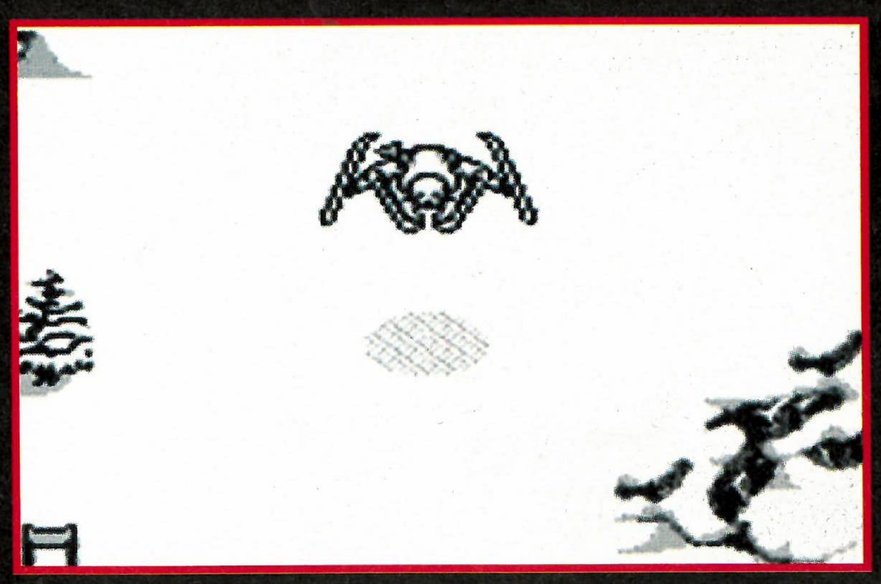
▲ Please note - the Crash dummies are now skiing, not riding in cars. Hmmm.

WHICH ONE'S THE SKIER?

Testing ski slopes may sound like a glamorous job, but it's one time where the dummies are out to stop themselves falling apart! The new owner of the resort is testing out some extra-springy poles and want s the dummies to crash into every flag on the course to test it. Bonus cash is awarded for clearing the course of snowmen (by smashing into them), although hitting trees results in instant demolition for your character. Hitting rocks hot-dogs your dummy, as does pressing A, but be careful not to hit anything as you land. Finally, watch out for snowdrifts, catch one of these and you careen uncontrollably down the mountain gathering more snow as you go!



▲ The fabulous bogey-flicking sub game is fiendishly difficult to find. A lifetime supply of games to those who manage to,locate it.

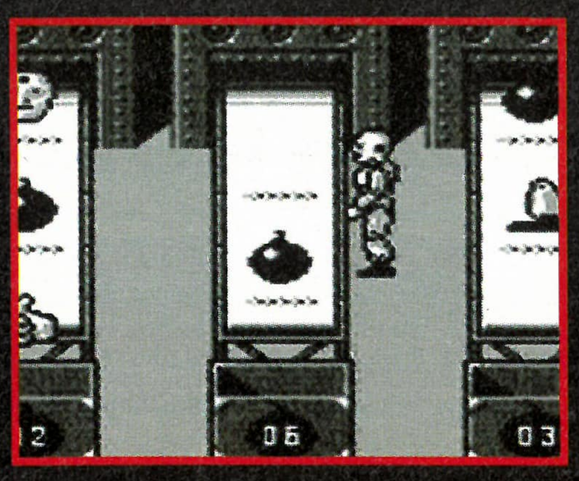


▲ And all because the lady loves 'Milk Tray'.



▲ Watch out for the Douglas Fir, Marlon.

REVIEW





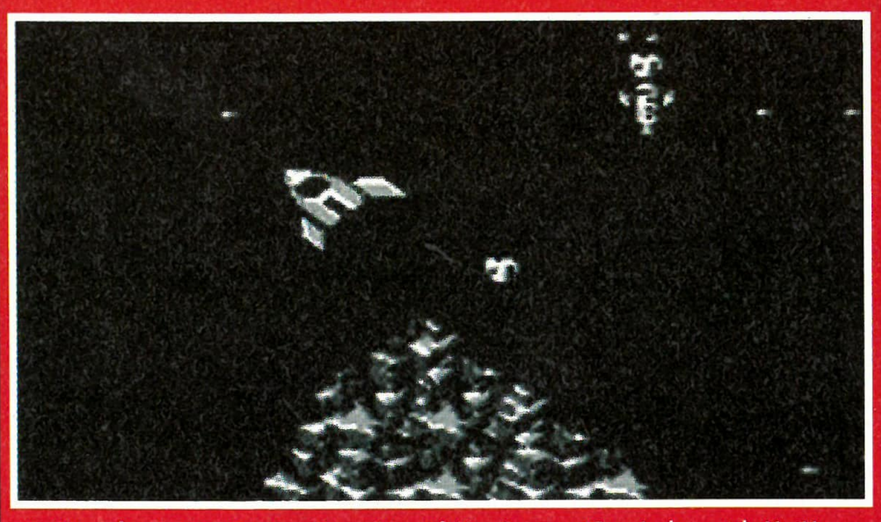
▲ But what our crash dummy doesn't know, is that WE can control the speed of the coveyor belt, with the aid of our hidden camera.

WHAT A BOMBER

The bomb factory is the location for the fourth job of the week. Your dummy has been hired to watch over quality control, keeping an eye out for defective bombs and smashing Dummy parts mistakenly sent in with the bombs using a hammer. The big problem is, some of the bombs get a bit hot on the assembly line and arrive on the conveyor belt with their fuses already lit! It's up to your brave dummy to blow out the fuses before the bombs leave, or else the belt is shut down and the remaining two move faster! If two of the three belts are shut down, a life is lost.

LET ME GET TO MY... CRUISE

The last level is really out of this world. In this section, your dummy is employed to guide a cruise missile through space to it's target! Now although this might seem like a prime way of limiting your holiday destinations by blowing them up, don't worry - they're really loaded with sweets and toys for the underprivileged (or something). Still, normal space momentum applies, so once you fire your engines in one direction, you carry on going in that direction until you apply an opposite force - or until you crash! The idea is to steer around the asteroids and satellites which get in your way and make contact with the target within the allotted time for maximum points.



▲ 'How far is it to Button Moon?" said Mrs Spoon. 'Can I play with Mr Mop and the toilet Duck twins?' asked baby spoon as the rocket glided away from the Blue Cheese planet.



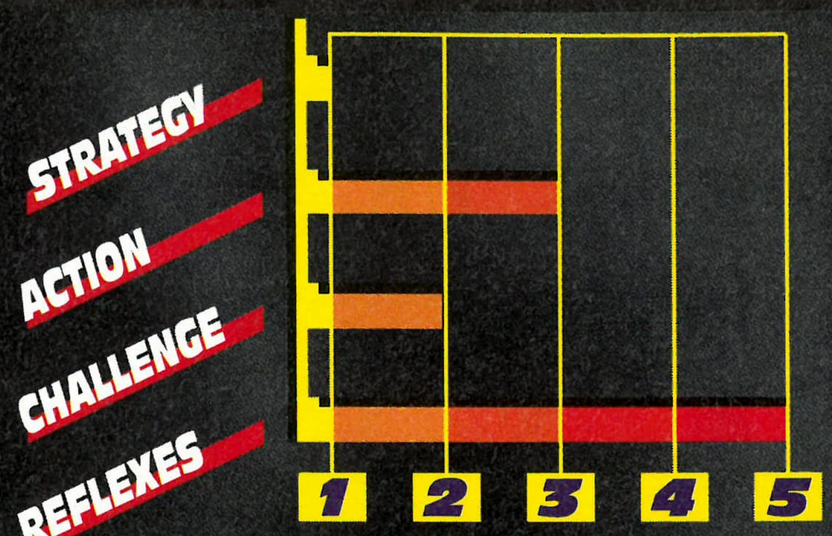
COMMENT



STEVE

This is far better than I expected! The Crash Dummies are sure to make an impact if their games are all as good as this. Slick, the star of this Game Boy demolition derby, is a humorous character: His worried shuffling across the ledge of a high story building in the first scene raises the first of many laughs. The fact that this chap isn't real allows you to enjoy watching him crash to his doom and prevents it all from becoming a bit sick. Each situation that the dummy finds himself in is as different as it is amusing. A ski-slope section has a tongue-in-cheek rendition of the Ski Sunday music tinkling away in the background as Slick does his best to demolish as many poles as possible before reaching the bottom. Add a few bad puns to spice up the intermission screens, include the excellent gameplay into the bargain and you have the perfect reasons to go out and crash out on this highly original game.

RATINGS



▶BREAKDOWN

PRESENTATION — 92

▲ Great twixt-level screens and all-round smart presentation.

GRAPHICS — 87

▲ Large sprites and decent animation.
▼ Some of the backgrounds are a little bit bare.

SOUND — 79

▲ The effects are pretty smart, and some of the music is great.
▼ However, some of the music is pretty dire.

LASTABILITY — 82

▲ Even when you've finished this you'll keep coming back to it.
▼ However, there's only five levels, so it won't be long before you finish it.

PLAYABILITY — 95

▲ Great fun to play and instantly addictive.
▼ There could be a bit more to it.

OVERALL — 86

A playable and varied game slightly let down by it's ease and length, but well worth buying nonetheless.

THE OFFICIAL NMS CHARTS

Here are the hottest games all around Australia. Last month's placings are in brackets; fast-moving games have a bullet. Thanks to Capital Games Centre.

	SUPER NES	NINTENDO	GAME BOY
1	Street Fighter II (1)	International Cricket (1)	Super Mario Land (1)
2	Super Mario Kart (2)	Super Mario Bros 3 (2)	Jordan Vs Bird (2)
3	Bart's Nightmare (4)	Joe & Mac Caveman Ninja (3)	Battletoads (3)
4	Top Gear (6) ●	Bart Vs TheWorld (4)	Escape From Camp Deadly (4)
5	Super Mario World (3)	Flintstones (5)	Double Dragon 3 (5)
6	Final Fight (5)	Spiderman, Rtn of Sinister Six (-) ●	Bart Vs The Juggernauts (6)
7	Hole-In-One (-)	Street Gangs (7)	Bubble Bobble (7)
8	Blazing Skies (-)	Battletoads (6)	Pit Fighter (-) ●
9	Dragon's Lair (8)	Ferrari GP Challenge (8)	Super RC Pro-Am (-)
10	Turtles IV (7)	Adventures In Magic Kingdom (9)	WWF Superstars (-)

NINTENDO FREEBIE SYSTEM

WIN! WIN! WIN!

More freebies than you can steal from a blind Santa! The NFS brings you goodies, goodies, goodies! Win! Win! Win! Get the idea? (It's all good stuff, too.) So feast your eyes on this cornucopia of delights from the world of Nintendo and beyond!

WIN THREE SUPER GAME BOY ACCESSORIES!





SEE IN THE DARK!

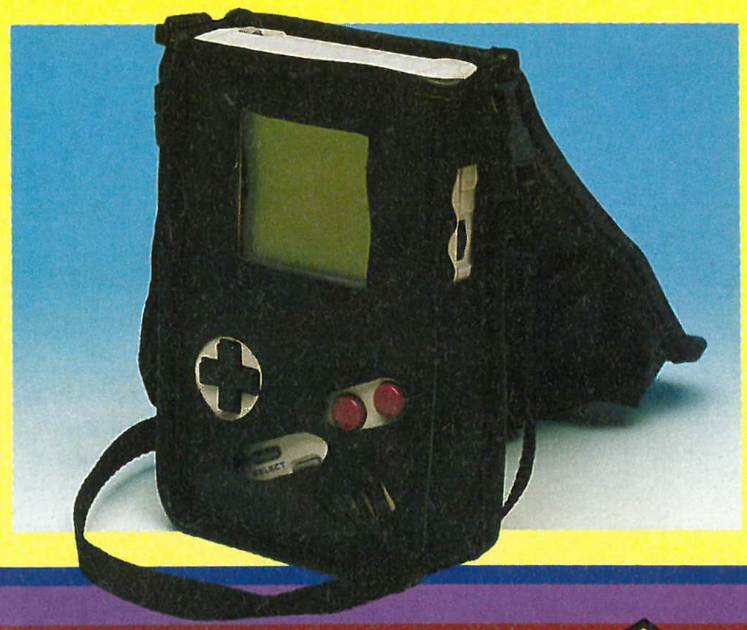
Game Boy screen becoming too small for your tired eyes? Immensely browned off because playing with ambient lighting is virtually impossible? The answer is the Night Sight! We're talking 150% screen magnification and a play-in-the-dark light! Say no more - this is an essential Game Boy accessory, and one of five copies from Metro Games could be yours by calling

0055 33268*

HIP-HUGGIN' HOLSTERS AHOY!

Yup - another Metro Games product (it even has the name on the front!) that five of you lot can win. What can we say? - they're black, they hold four carts as well as your Game Boy, you can stick them on your belt or sling them over your shoulder, they are style incarnate. They could be yours simply by calling

0055 33269*



POWER ON, DUDE!

Metro Games has come up with the solution to the bane of all Game Boy owner's lives - terminal batteries. The Power Clip is a wireless rechargeable battery pack that gives a solid seven hours of gameplay before needing a recharge - the money you save on batteries can be spent on games! Yowzah! NMS has five Power Clips to be won on your way to Game Boy heaven. To be in with a chance, just call

0055 33297*

BART CARTS

3 BRILLIANT PRIZES! ORIGINAL BART DRAWINGS! CHANCES TO WIN!

Don't have a cow, man! You can win one of three genuine Simpsons Nintendo game carts that have been autographed by The Simpsons creator, Matt Groening, himself! A Simpsons collector's item? You bet! And as you can see, the cartridge packaging is handsomely decorated with genuine original Groening illustrations as well. For your chance to win a slice of history, dial

0055 33554*





THRILL ME, BABY

The original Nightmare video board game has spawned a series of successful games, but real world domination has arrived only with the release of the CD single on Sony. Titled, appropriately enough, *Thrill Me*, this "nightmare" of a song will probably prove to be a chart-topper, which is why we don't like it. Those readers with taste (and that's all of you, of course) who want to fright the night away can try to win one of ten CD copies simply by calling

0055 33540*



THE TWILIGHT ZONE

Does anybody remember that crappy old Kiwi band called Mi-Sex? They were minor pop stars for a short while with a string of 'futuristic' tunes like the classic *Computer Games*. Anyway, connoisseurs of cart classics that we are in the NMS office, consensus has it that a new group labouring under the name of Dr Spin is in fact Mi-Sex reformed! How else can the release of the *Tetris* theme tune as a dance song be explained? To win one of ten copies (thanks to the lissom Tessa at Polydor), dial

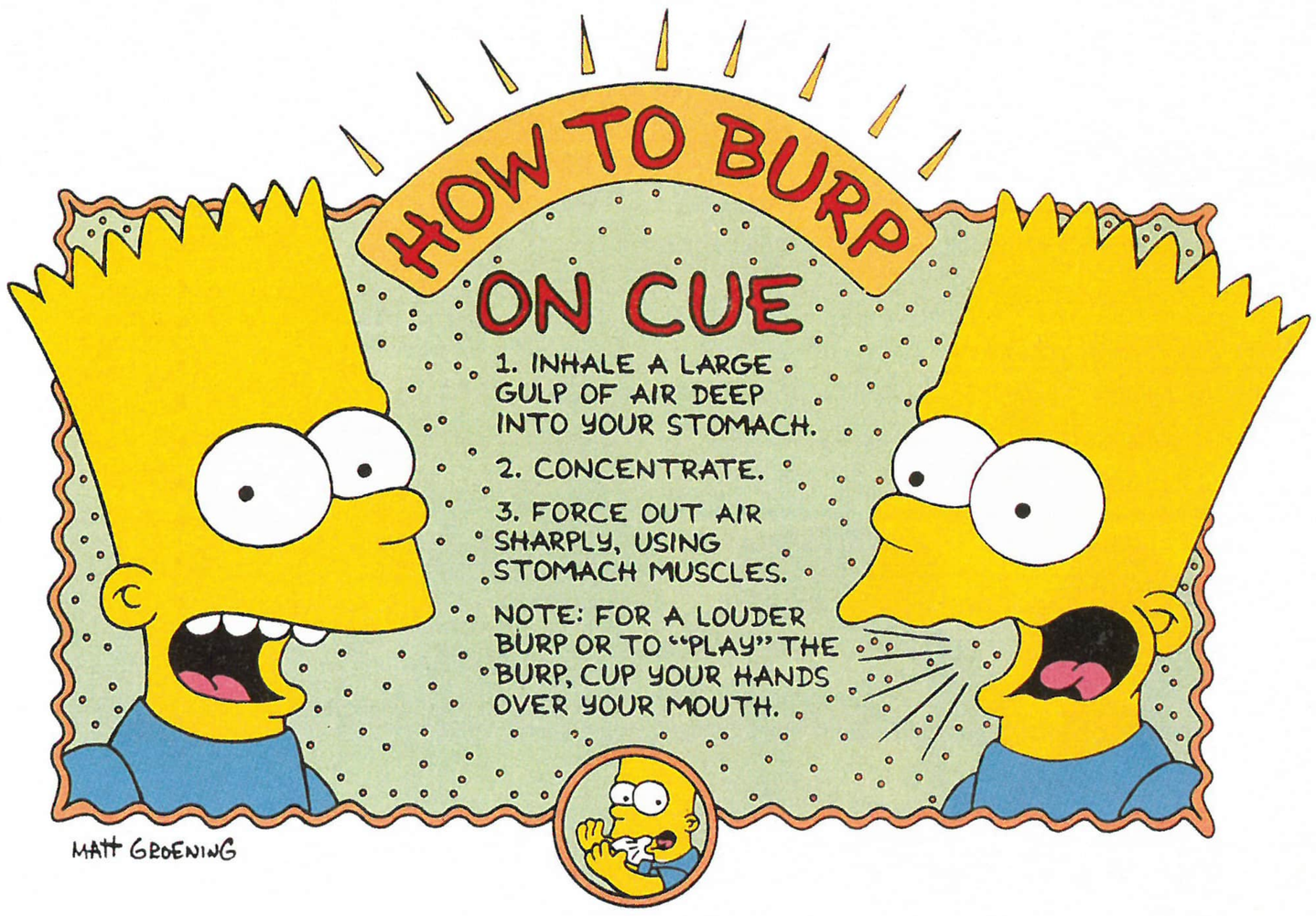
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CONDITIONS OF ENTRY The promoters is Trielle Corporation, 363A Pitt Street, Sydney, NSW, 2000 (ACN 003 550 392). Entry is open to all residents of Australia with the following exceptions: Offices or employees and their immediate families of the promoters, their advertising, sales promotion agency and printers are not eligible to enter. Entries close by the end of the working day Friday, 23 April 1993. The winners' name will be published in a future issue of the Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of theses conditions of entry. The contest is a game of skill, not chance, and as such all entries will be judged on merit.
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ON SALE NOW!

NEW ISSUE ON SALE APRIL 21

NHS

Knowing how important it is in life to be one up on your friends, we've managed to put together these excellent mini-tips and cheats that programmers often tuck away in their codes. Not only that, but a few hardy souls sent in their own tips even before we published our first issue of NMS! If you have any cheats that you'd like to share, send 'em in to: NINTENDO HELP SYSTEM, Nintendo Magazine System, PO Box A305, Sydney South, NSW, 2000.

NES



NORTH & SOUTH

When the cavalry rides off one side of the screen it returns on the opposite side but, for a few seconds, it's paralysed. Position infantry or your own cavalry a few paces from where the enemy reappears, then charge forward and easily defeat it.

GUNSMOKE

Start the day the winning way, with a machine gun and 300 rounds of ammo to waste the bad dudes with. When you are on the title screen, press A, A, A, A, SELECT, SELECT, SELECT, SELECT, RIGHT, RIGHT, and START - zowie! - the birth of the original master blaster!

MEGAMAN 3

Codes for this superlative beat 'em up will follow in an upcoming issue of NMS. In the meantime, relax at home with these handy tips by your side.

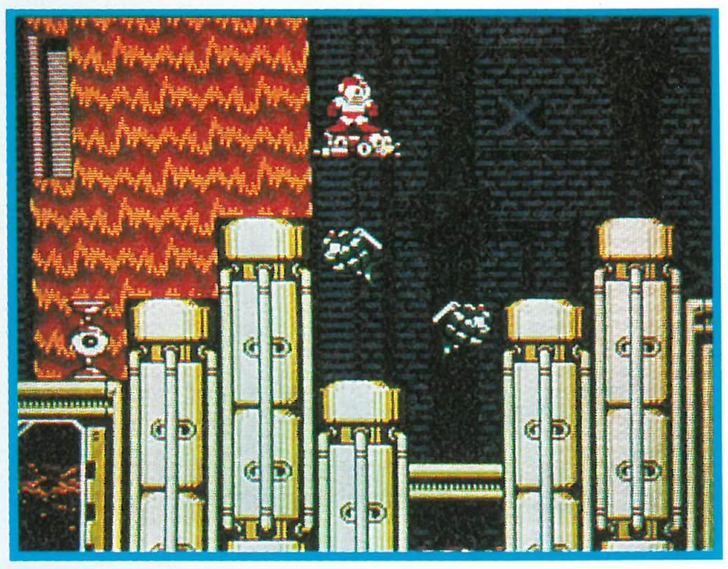
DR WILY STAGE ONE: Use needles to shoot the fish.

DR WILY STAGE TWO: Use needles to kill the Sandman jumping over the body parts when they jump at you.

DR WILY STAGE THREE: Use any weapon here, 'cos the sequence is the thing. Remember top, middle, bottom, bottom, middle, top etc.

DR WILY STAGE FOUR: Use the robot's own weapons against them. For example, kill the Hardman with a hard punch.

DR WILY STAGE FIVE: Use the rush sled to reach the doctor, shoot the cannon at the bottom before shooting Dr Wily.



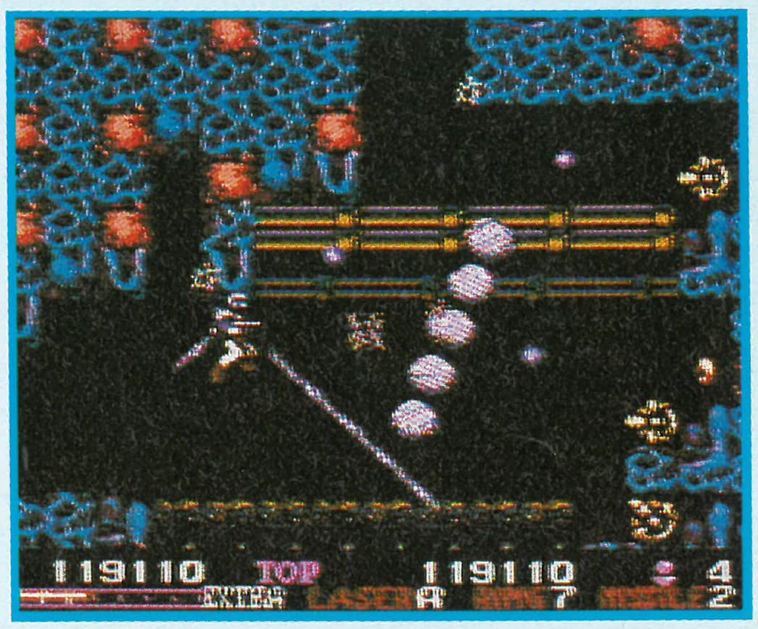
DR WILY STAGE SIX: Use the rush sled to reach the platform. Aim at the head with Shadowman's weapon. Then jump up onto the next platform to kill Dr Wily with a top spin or spinning jump.

LIFE FORCE

Here's a quickie for those who hanker after 30 lives and four continues. While on the title screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, and START. You have to complete this sequence before the title screen changes.

BATTLETOADS

Warp out with these hidden worlds. The first warp can be found at the top of the first rock in level one. Simply walk on up there and lo, you should find a mega-warp screen just hangin' there! The second warp is is in the second half of level three, just before the barrier. It's easily missed, so be careful. The consequences could be unpleasant. The third warp is on stage two of level six - go and find it yourselves!



BURAI FIGHTER

With this horizontally scrolling shoot 'em up proving a bit hard for novice players,NHS thought that a little help wouldn't go astray. So take note: Stage 2 - BALL, Stage 3 - JOKE, Stage 4 - DOLL, Stage 5 - PAIL, Stage 6 - GOAL, Stage 7 - GAME.



MEGAMAN 2

Passwords for Megaman 2: *Metalman killed:* A1, B5, C3, C4, D2, D5, E2, E4, E5 *Bubbleman killed:* A1, B5, C4, D1, D2, D5, E2, E4, E5 *Woodman killed:* A1, B0, C4, D1,D2, D3, D5, E2, E4, E5 *Airman killed:* A1, B0, C4, D1, D3, D5, E2, E3, E4, E5 *Flashman killed:* A2, B1, C2, C5, D2, D4, E1, E3, E4 *Crashman killed:* A2, B1, C2, C5, D1, D2, D4, E1, E4 *Heatman killed:* A1, B2, C1, C4, C5, D1, D3, E3, E5 *Quickman killed:* A1, B2, B4, C1, C5, D1, D3, E3, E5

SUPER NES

SUPER MARIO KART

Shortcutsville ahoy! At the top end of the Ghost House 1 course, on the bend before the home straight, there is a short cut available to the eagle-eyed. Visually indentifiable as a narrow strip of floor that sticks out into space, you can use this race-winning cheat by picking the feather and selecting it as you approach the corner. You will leap across the gap and onto the short cut. From there, victory is but a short sprint away!

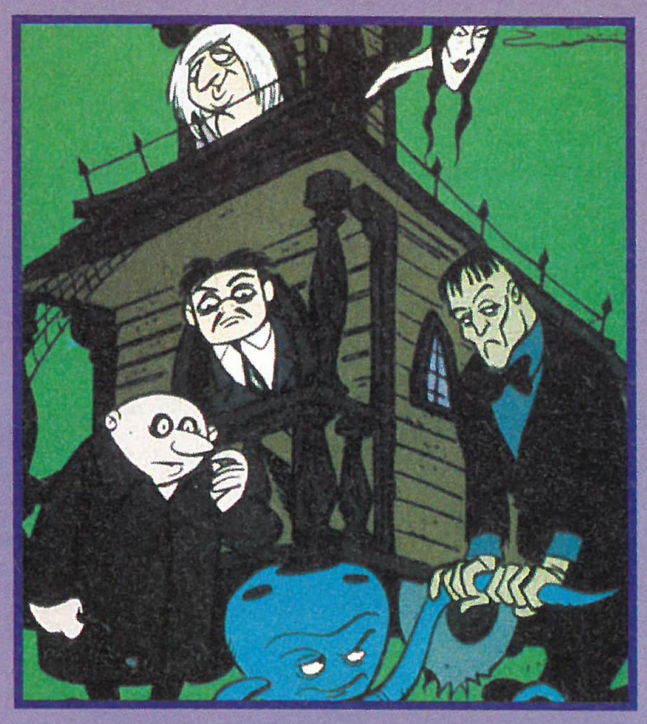


TMNT IV

Wanna know how to select a boss? Use Controller Two on the title screen, press UP, UP, DOWN, DOWN, DOWN, B, A, B then start the game from the select screen. Happy hunting!

BART'S NIGHTMARE

This game could use some extra life in most places; however, gamers who are found wanting in the ol' vitality department could benefit from the news that 1-UPs are littered about the scrolling landscapes during the Itchy and Scratchy stage. Get the fire extinguisher and then shoot the light-bulbs. You can get a maximum of four lives. Just remember, we didn't tell you. In fact, we didn't do it, nobody saw us...etc.



ADDAMS FAMILY

The following codes may well save your life! Invincibility: 7EOOC302
Permanent fezcopter: 7EOC2BB0

SUPER R-TYPE

Weapons, bring out your weapons. Try this one for some additional fire-power. On the title screen, press DOWN, R, RIGHT, DOWN, RIGHT, RIGHT, DOWN, RIGHT, DOWN, DOWN, START. To select weapons, A (Air to Air Laser), B (Air to Ground Laser), X (Reflective Laser), Y (Split Laser), R (Shooting Gun). After you've chosen your weapon, press A for a homing missile or X for an Air to Ground Missile. Blammo!

FINAL FIGHT



THE SCENE: Section two of the final level.
THE MISSION: To stock up with secret supplies.
THE METHOD: After defeating everyone in this palm tree-laden section you are told to move on. Move to the bottom of the screen, behind the wall, and press fire rapidly while moving forward. The hidden booty that you're rapidly acquiring includes two diamonds and a gold bar. Spiffing tip, that one! Also, you might want to check out the pillars before you meet Belger - go behind them until you are completely hidden from view, then move up and down while pressing fire. Goodies galore are yours!

GAME BOY

SUPER MARIO BROS II

Here's a simple tip to help make this brill game easier. Go to the hippo and get the bubble allowing Mario to float across the top of the screen. This takes moustache man to a bonus stage where Mario gains an extra life. By returning to the map and repeating this routine over and over again, Mario stocks up on tonnes of lives and thus makes the game easier to beat.

GOLF

Don't you hate it when the wind turns what by rights should have been an absolute corker of a shot? Or when you slice a crucial shot on the approach to the green? Try this spiffing cheat to effect a recovery. After you've made your dismal excuse for a shot, hold down A, B, START, and SELECT. Hit RESET to start again on the same hole!

HUNT FOR RED OCTOBER

A neat cheat! To start on any level of your choice, press the following knobbly things on your joypad, LEFT, RIGHT, B, SELECT, LEFT, RIGHT, B, SELECT, and START.

SUPER MARIO LAND

When you complete the game and after the credits, press START when the words "The End" appear. At the title screen, there should be Mario's head instead of a mushroom. Complete the game in this more difficult mode and upon reaching the title screen again simply press 'A' or 'B' to choose a level.

THE ADDAMS FAMILY

The ghoulish clan de Morticia has more than a few troubles to be weathered before the necessary rescues can be affected in this stylish game. Read on for a list of tips.
BATS: Wait until the bats are flying low and then throw two knives at them. The feeble creatures will still die even if you're clumsy enough to have missed. And you don't even have to jump to avoid them.
GHOSTS: Who said ghosts were clever? To defeat these apparitions, walk away from them, then turn, jump and quickly throw a knife at them. They will fly out of your way.

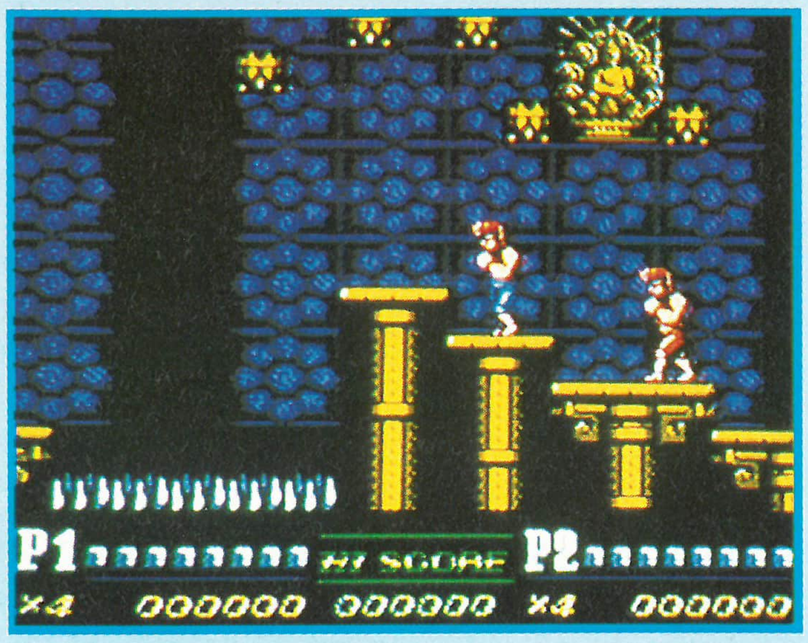
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SPIDERS: Tricky. Time your jump so that you jump onto the spider's back before it jumps into you. You will have stunned it for long enough to toss a couple of lethal knives at it.
MICE: Same as spiders, except easier.
RESCUE GRANNY: Do this first. Go into the first cellar you come across and kill everything in sight. Then wander over to the far right to collect a heart power-up. In the far left of the cellar lies a potion that you should collect before entering the door with the arrow above it. Now, if you go back into the cellar, the power-up restores itself. Meanwhile, back in the other room, you have found a black door and strongly suspect that Granny lies beyond it - congratulations are in order here for your brilliant detective work - but there is a mean ol' boss that has to be dealt with first. Go to the top left platform and throw a few knives at him. This will upset him and he will charge at you. Jump over his head and over to the top right platform. Keep doing this until the boss dies of boredom. Granny will be so grateful for her release that you will earn hot coals to throw instead of knives. Ouch!
RESCUE PUGSLEY: At the top right of the house is a Toy Box defended by a giant Teddy-bear. Defeat this over-grown rug by resting on the highest platform until he moves to the left of the screen, then jump behind him, throw a few hot coals at the back of his legs to blow him up. Pugsley, being the creative type, gives you building blocks to continue your adventures with.
ABOUT THE TOY BOX: As mentioned above, the Ted is a wimp, taking very few hot coals to defeat, so don't be shy about heaving the ol' hot coals at anything that moves (or looks like moving). You've probably noticed that some of the boxes you stand on just disappear beneath you, leaving a welcoming rug of deadly spikes to cushion your fall. Jump as soon as you land on them.

READERS' TIPS

Cherise Reed of Morphett Vale, SA, wrote with these sterling cheats and brilliantly executed map - thanks Cherise!



DOUBLE DRAGON II (NES)

For extra lives, select Game B for two players. Kill your brother and you will get seven extra lives, plus lots of points for fancy techniques.

MIKE TYSON'S PUNCH OUT (NES)

The code for a fight with Mike Tyson is: 007 373 5963.

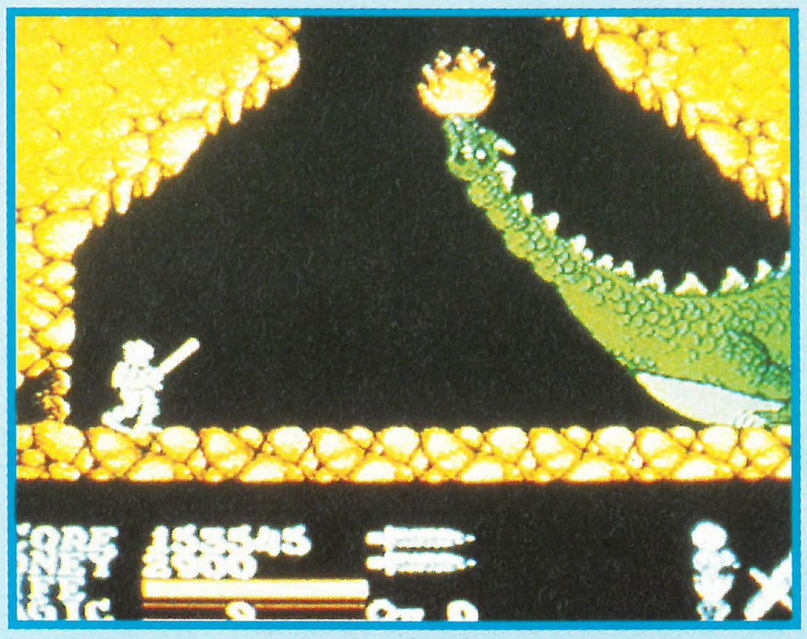
LEGEND OF ZELDA (NES)

Below is the map for Level nine - Death Mountain.

Brett Caldwell of Doncaster, Vic, has a few short and sweet tips for y'all - take it away Brett!

IRONSWORD (NES)

If you replace the fifth of any Ironsword password with a letter 'N', you will start with three men.

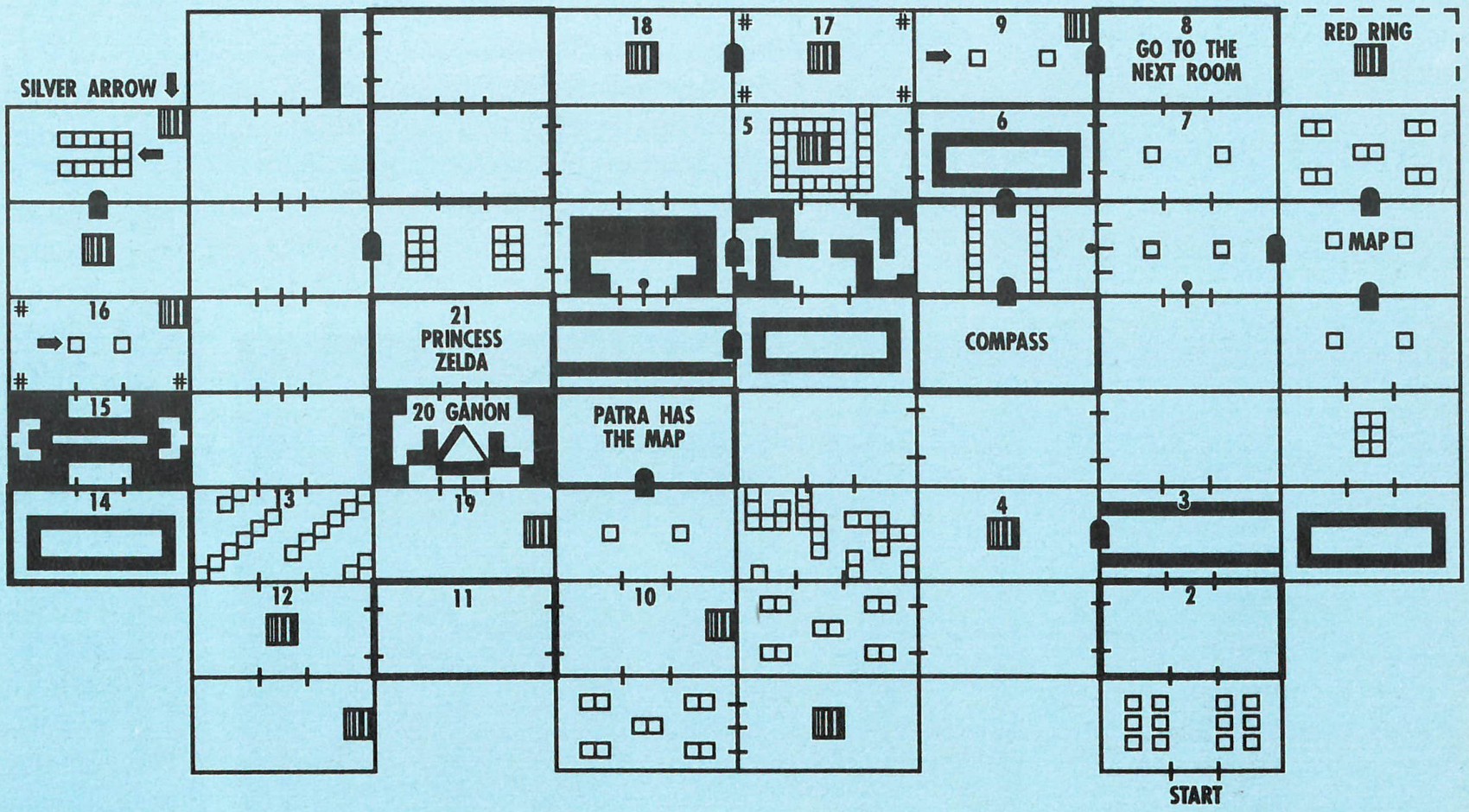


GARGOYLE'S QUEST (GB)

Here is the password for the final town with maximum gold, lives and weapons: NPAN-RRXY.

TMNT (GB)

To receive full power, press PAUSE at any time of the game, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. You can only use this trick once per game.



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NINTENDO HELP SYSTEM



With Street Fighter II stuck firmly at the top of the charts, it's probable that you guys are already familiar with the gang's special moves. If so, here's the NMS crew's lowdown of what works best, including combinations. If not, here's your stairway to Street Fighter heaven. And remember, feel free to drop us a line with your own views or tips. Now read on.

BLANKA

Electricity

Turn your opponent into an X-ray with this special move — move Blanka into close range and press any Punch button rapidly. The punch button used determines the power of the shock.

Face Bite

Feast on your opponent's ugly mug by getting close and pressing the L button rapidly. The first Face Bite does a lot of damage, but subsequent nibbles are weaker. Zangrief has an easy time defending this special move.

Rolling Attack

Definitely the most powerful of Blanka's



attacks. The only problem is that Blanka takes massive damage if his opponent counterattacks. So don't overuse it. Press Back two seconds, then Towards and any Punch button. The Punch button used determines the speed of the attack.

Combinations

Try this combination against your opponents: Press L while jumping, press X once you land, then follow up by pressing B while keeping low.



CHUN LI

Head Stomp

In the most devastating of her close attacks, Chun Li leaps into the air and mashes her opponent's head with her heel. This move is an excellent set up for other attacks. Jump Towards your opponent, then press Down and the A button.

Lightning Kick

Chun Li shows off her amazing foot speed with this awesome move, which does tremendous damage at close range. This is a great move against a cornered opponent. Press the A or B buttons rapidly, then press both buttons to keep the Lightning Kick going.

Whirlwind Kick

Chun Li spins upside down to execute this kick which strikes opponents with multiple hits if done correctly. Press Down two seconds, Up, and any Kick button. The Kick button used changes the speed and distance of the Whirlwind Kick.

Combinations

Jump kick or jump punch towards your opponent. If he blocks, grab and throw by pressing X or L while going Towards your opponent. This works a treat: indeed, it is almost impossible to hit Chun Li before she graps her opponent.

DHALSIM

Yoga Fire

Great ball of fire! Dhalsim can spit fireballs from his mouth by pressing Down, Towards and any Punch button. The Punch button used determines the speed — but not the power — of the fireball. To use the Yoga Flame instead, press Back, Down, Towards and any Punch button.

Yoga Nugie

Dhalsim sure knows how to dish out the old Yoga Nugie: just press Towards and the X button. To use the Yoga Throw instead, press Towards and the L button.

Yoga Spear

This manoeuver is very effective as a setup for the Yoga Throw or Yoga Nugie. It's tough to defend against because of the wicked angle of attack. Jump into the air and press the R button at the top of the jump. To use the Yoga Mummy instead, press the L button at the top of the jump.

Combinations

Try this to score two solid hits: use the Yoga Nugie, then walk towards your opponent and head butt with the L button. Another strategy is to keep shooting the Yoga Fire. If your opponent jumps over the Fire, use any Kick button to knock him backward. Also remember that Dhalsam can also slide under missile attacks.



E. HONDA

Bear Hug

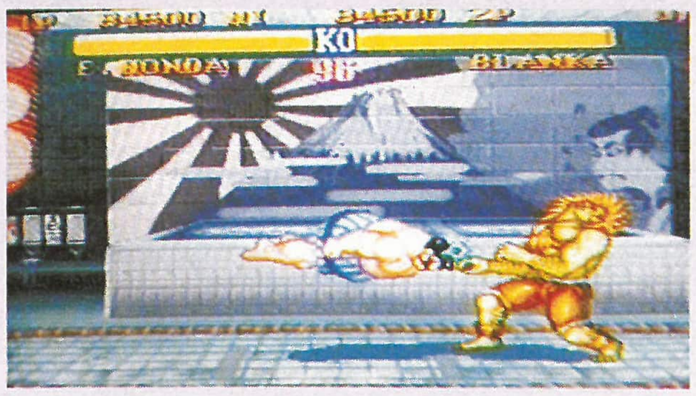
Set up the Bear Hug with a Flying Kick or Short Kick, then press Towards and the L button. To use the Sumo Throw instead, press Towards and the X button.

Hundred Hand Slap

This is very similar to Chun Li's Lightning Kick, and works great when your opponent is cornered. Press the Y or X buttons rapidly to start the slap, then keep going.

Sumo Head Butt

Press Back two seconds, then Towards



and any Punch button. The Punch button used determines the speed.

Combinations

Hold the controller Back and press the X button rapidly (but don't start the Hundred Slap). If your opponent jumps over your fist, press Towards and any Punch button to execute the Sumo Head Butt.



GUILE

Back Breaker

You can only use this move when your opponent jumps into the air. Jump Towards your opponent and press Down, then press the A or R button. To use the Air Punch instead, jump Towards, press Down and any Punch button.

Flash Kick

Only the Dragon Punch and a few jump kicks can get through this counterattack move. Press Down two seconds, then Up and any Kick button. The Kick button used determines the height — but not the power — of the Flash Kick.

Sonic Boom

Press Back two seconds, then Towards and any Punch button. The Punch button used determineds the speed — but not the power — of the Sonic Boom.

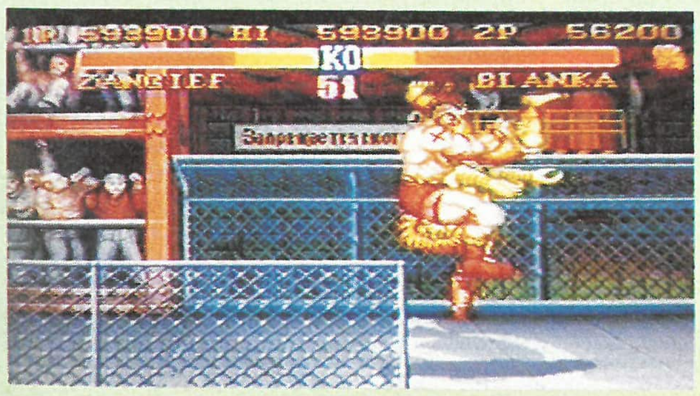
Combinations

Strike with a chop, punch, Sonic Boom and backhand punch in rapid succession. Use the L button to throw all of these blows.

ZANGRIEF

Spinning Clothesline

To deflect missile attacks, press all three Punch buttons to spin. Note that Zangrief can still be hit with a low attack while spinning, and he can't move forward. So use the Clothesline for defence only.



Head Slam

To pick up your opponent, turn him upside down and slam him head-first into the ground, press Towards and the R button.

Spinning Pile Driver

Spin the controller 360 degrees and press any Punch button. The Punch button used determines the speed — but not the power — of the spin. Zangrief can execute this move from long range.

Combinations

Press Up two seconds, then Down and the L button for one of Zangrief's most graceful moves (Not!) — the Swan Dive.

KEN and RYU

As both Ken and Ryu are disciples of Master Sheng Long, their special moves are practically identical.

Dragon Punch

Go from Towards to Down without circling the controller, then circle the controller from Down to Towards, then press any Punch button.

Fireball

Press Down, Towards and any Punch button. The Punch button used determines the speed of the Fireball. Note that it takes a few moments for Ken or Ryu to recover after he uses this deadly flaming sphere.

Hurricane Kick

Press Down, Left and any Kick button. The Kick button used determines the speed and distance of the Hurricane Kick. This spinning jump kick will strike for multiple hits if used correctly.

Combinations

Ken and Ryu have three combos: Press L button followed by Fireball; press L button followed by Hurricane Kick; and press X button followed by a Dragon Punch.

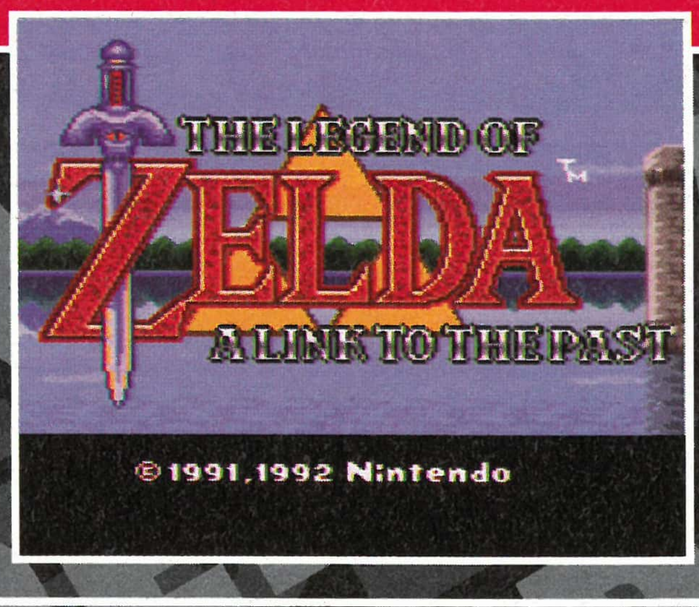


SPECIAL CODE

Street Fighter II has an awesome hidden feature: Same Character vs Same Character fights. Quickly input the following code when the Campcom logo appears: Down, R, Up, L, Y, B, X, A. You'll hear a noise if you input the code correctly. Now you can have Same Character battles.

STAY TUNED: **In next month's Nintendo Help System, we'll profile the four extra opponents you have to fight in the one-player mode to win the game: Balrog, Vega, Sagat and M Bison. More importantly, we'll reveal their weaknesses. So get our next issue!**

NINTENDO HELP SYSTEM



Stuck in the legend known as Zelda 3? You're not alone! In order to bring you this stunning player's guide, NMS has entered Hyrule and battled through the entire world, returning with info-packed ancient tomes to aid any struggling adventurers. This month we proudly present the first selection - a guide to the Palace, the village and the Bestiary of the Light World.

INTRODUCTION TO HYRULE

Come with me on a journey: from lake to wood, mountain to shining sea. Let the secrets of the land of Hyrule be laid bare for all to see. Let the mysteries of swamps and deserts be revealed. Let the innermost secrets of thieves and hermits be unravelled. Let the NMS Zelda Guide begin!

In days of old, maps were made of these distant lands, and thankfully they still remain. Scribed in the greasy light of fat candles by men wiser and older than any oracle, such maps are testament to this wondrous rockbound land. So prepare for a tour of Hyrule, the first step into its magical depths...

THE CASTLE OF HYRULE

At the centre of Hyrule stands the ancient seat of Kings - the Palace. Since Agahnim has taken over, entry is forbidden and guards watch over the gates. The Palace is due north from the starting point house, and is straight across from the stone bridge. Entry to the castle is by a secret passage found by following the path close to the walls on the right-hand side of the Palace. It ends in some bushes which should be cut away to reveal a tunnel.



The village of Kakariko lies far to the West of the Palace, and is bordered by the Lost Woods to the north and the narrow passages to the desert and swamp wildernesses of the south. The Gazetteer notes first the landmarks of the central village (from north-west to south-east) and places of interest further out.

1. THE THIEVES HIDEOUT



Enter the hideout by jumping into the well from the cliff above. A useful cache of treasure and heart containers await the traveller here.

2. A GIFT TREE

Use a running attack to knock a Fairy from the tree.

3. BLIND'S HOUSE



In the basement of this house there is a secret room located at the rear wall. Place a bomb there to uncover more treasure and a heart container.

4. SAHASRAHLA'S HOUSE

In the right-hand room a woman waits to give vital information to the whereabouts of Sahasrahla.

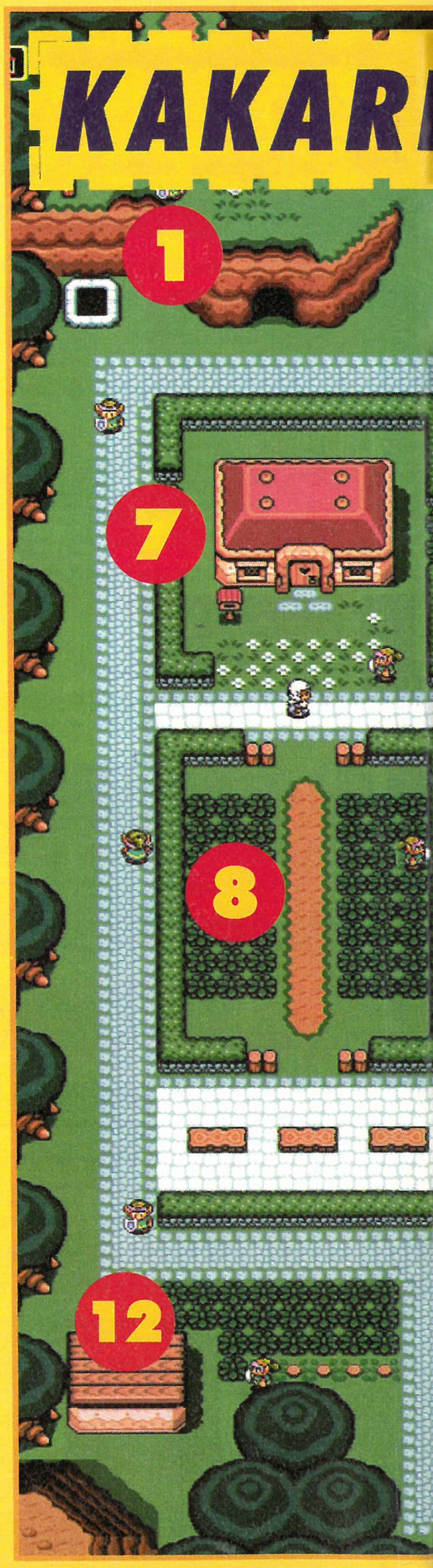
5. MERCHANT



The enterprising Merchant sells you a bottle which is used to hold Fairies, bees and medicine, but the net is still needed to catch them in the first place.

6. WEATHER VANE

This decorative landmark comes alive if the flute (found in the dark world) is played near it. The bird which emerges is then used as transport across large areas, and the flute can be used to



summon it whenever necessary.

7. HOUSE
A mysterious deserted house, whose only feature is a picture. Pull it to reveal a prize...

8. THE GARDEN
The garden's large clump of bushes should be mown with a running attack to provide limited booty.

9. HOUSE
Enter and place a bomb next to the right-hand wall to create a useful passage.



10. SICK KID
The bedded invalid has no need for his insect net, but its an invaluable tool to catch bees and Fairies.

11. UNTIDY HOUSE
The inhabitant is lax with his gardening duties, but rewards are available on mowing the lawn.

HEADING EAST

16. BLACKSMITH'S
Find the Blacksmith's mate - a frog in the dark world - and return him to the forge. The sword is then tempered in gratitude.

17. WELL
Knock the stakes with the hammer to gain access to the area above the well. On reaching the cauldron, use the magic powder. The newly-awoken Genie duly increases the player's magic store.





12. MYSTERIOUS HUT
Its secrets are quickly unravelled with a bomb to its south side.



13. SHOP
Sells bombs, medicine and hearts at reasonable prices.

14. INN
The inn has two entrances. The bottom door leads to the town's wastrels who warble on about wishes and forest Fairies. The hidden top door leads to a store containing a glass bottle.

15. TREE
A small amount of money is hidden in the boughs.

HEADING SOUTH

18. HOUSE OF BOOKS

The building with the quill symbol contains the Book of Mudora, an ancient translation tome which allows the user to decipher carved writing. A running attack knocks it from its shelf.



19. GAME OF CHANCE

Paying 20 Rupees offers a choice of one of three chests, each with varying levels of reward.



20. QUARRELLING BROTHERS

Placing a bomb next to the sealed door is the easiest way to solve this in-family fracas. It also gives you access to the door leading to 21.



21. 15-SECOND GAME

A heart container is awarded to players who complete the game within the allotted 15 seconds. The required route is up, second left, second right, left, down, left, down and over the fence, and left to reach the finish.

THE BESTIARY OF

"The authors of the excellent and egregious book bring, for your delight and education, a guide to the diverse and wonderful creatures from the environs of Hyrule."

WANDERING MONSTERS

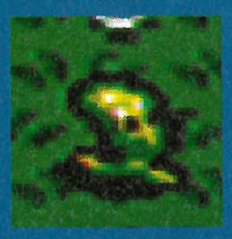
Found in the outdoor locations of Hyrule, some species of creature exist anywhere, while others are harder to find.



OCTOROKS: Land creatures who scuttle along on tentacles, firing projectiles randomly. Prefer unvegetetated locations. WEAK.



SCUTTLERS: Shy crab-like animals found under rocks. Only attack if pursued. VERY WEAK.



CUCUMBERS: Curious species common in wooded zones. Never attack without provocation, but their electric defence system is a shocker. WEAK.



WINGED CHIPMUNKS: Found in mountainous regions, these rodents are a pest because of their mischievous attack patterns. Blows freeze them for a short time, whilst others kill them off. STRONG.



CYCLOPS CRABS: Gruesome to look at and rather daunting in their athletic capabilities, the Cyclops Crabs are another mountain-based menace.Time your sword swing for a full swipe and maximum effect.WEAK.



JELLY FLOATERS: Bulbous mutations, but quite rare. These creatures have been witnessed near Lake Hylia. After a time their miniature offspring burst forth, so be sure to destroy them early. WEAK.





ZORA'S SPAWN: Related to the waterfall-based Zora - but far less friendly. Their missiles make swimming hazardous, and they stay in deep water to avoid your attacks. STRONG.



LIVING STATUES: Eerie creations from the Eastern zone. These come to life and attack whenever anyone foolish strays too close.



GELDMEN: Humanoid from the waist up, these marauding scavengers emerge from the sands to pull the unwary traveller under. Best to run from them. STRONG.



VULTURES: Perching carrion hunters, they circle the exhausted adventurer, biding their time. Ignore them and hurry on your way. WEAK.



FOWL: The only domesticated animal on Hyrule, the fowl stays around the village and offers no threat. Repeated attacks on one may result in its fellow creatures leaping to its aid. DOCILE.



CROWS: Dark birds congregate near gloomy woods, swooping on passers-by as the fancy takes them. Have the

THE LIGHTWORLD

sword charged in readiness for their attacks. WEAK.



LOBSTER CLAW CRABS: These crustaceans defend their territory aggressively. Take them out from a distance with a boomerang or arrows.

DUNGEON CREATURES

These have chosen to live in buildings or underground areas and recognise neither night nor day. Some are only found in certain locations, whilst others are found in several dark areas.

AGAHNIM'S PALACE



RATS: Scuttling rodents who prefer dark, damp breeding grounds. VERY WEAK.



BATS: The nasty big-toothed variety. These flutter around when disturbed by light. VERY WEAK.



SERPENTS: Slithering, three-headed reptiles who live in nests. Use a whirling attack to fend off a mass attack. WEAK.

EASTERN PALACE



SKELETONS: The living dead live in unwelcoming communes.and their surprising agility allows them to dodge blows. Timing is crucial, so try to hem them into corners. SKILLED.



GLOBULES: Strange creatures, defying adequate description. Their form is merely a spinning circle with small appendages, and their ethereal nature renders them invincible. Study their bouncing motion and avoid at all costs. INVINCIBLE.



DARK WORLD OGRES: There are two species of Cyclops. Both are static, and harmless, until some fool approaches them, and they are invulnerable to everything but arrow-fire. The red species takes more damage than the green. STRONG.

MOUNTAIN PALACE



CRYSTAL ORBS: Two varieties of these pedestal-mounted oddities patrol the later dungeons. The reds are more hardy to attack than the blues, and striking them with a sword causes a troublesome backward push, so do not attack near holes. Use the Medallion of Ether or the Ice Wand. STRONG.



MINI MOLDRUM: Smaller versions of the Moldrum boss (a segmented worm) which imitate their parent. They move quickly, bouncing off walls, and the only effective weapon is the bow or the fire wand. STRONG.



FIRE LIZARDS: Weak-bodied and slow, these have the power to shoot fireballs - but only when stationary and always in bouts of three. Attack from the side. VERY WEAK.

THE BOOK OF ARMS

"This book details the ranks and orders of the excellent and Royal army of Hyrule."

PALACE GUARDS

The orders which defend the Royal seat are of the highest calibre. Each patrols and defends his zone, and never passes beyond it. Inside the Palace, Guards are armed with swords, and have orders to pursue anyone unauthorised to enter - and some hold keys to the lower levels. The castle has one jailer, who is armed with a ball and chain.



SENTRIES

Certain ranks are assigned to strategic points in Hyrule, armed with swords, bows or pikes. The areas they defend include bridges near the castle, the roads to the village and narrow passes.



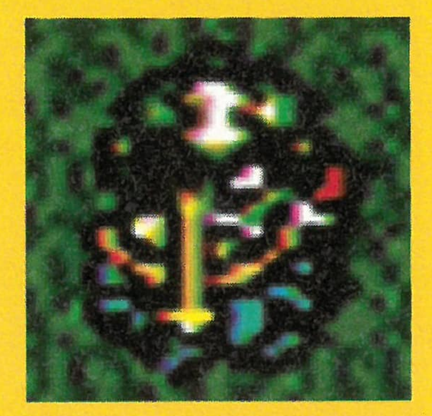
PATROLS

The lower ranks carry out patrol duties, and pay special attention to the woods near the village and the swamp areas to the south. They are armed with swords or pikes, and pursue trespassers with vigour. They also police the village, ready to act on the alert of collaborators.



GUERRILLAS

A select band of soldiers trained to hide amongst the scenery of Hyrule, ready to spring a surprise attack on unwanted visitors. Bushes hide swordsmen, and the long grass of the swamp areas is a favourite haunt for archers.



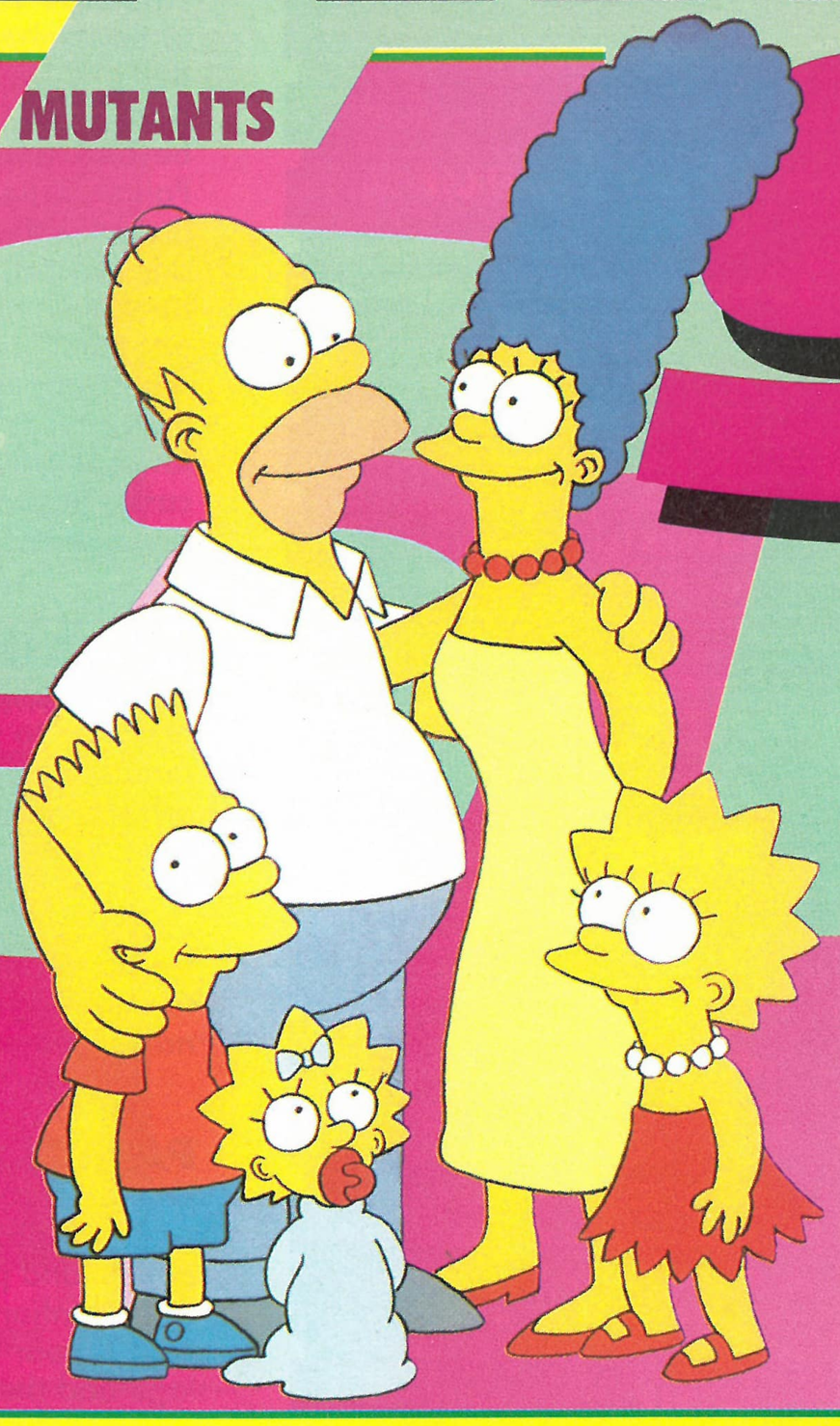
Here endeth the Book of Arms, that concerns the trained and loyal Army of Hyrule.

GAME ST

BART VS THE SPACE MUTANTS

BY ACCLAIM
MACHINE: NES

The first attempt at producing a Bart Simpson game follows our yellow-haired hero's attempts to foil an invasion of Springfield by cleverly-disguised aliens. The player takes Bart across many scrolling stages which make up his home town, solving a series of object-related puzzles in his quest. Bart locates the devious aliens by donning a pair of special X-ray specs which reveal the extra terrestrials in all their tentacled glory. Bart Vs The Space Mutants is hardly the most exciting game to grace the NES, but its puzzles and large number of stages make it a worthwhile proposition.



PRESENTATION	75%
GRAPHICS	86%
SOUND	73%
PLAYABILITY	89%
LASTABILITY	80%
OVERALL	84%

BART SIMPSON: ESCAPE FROM CAMP DEADLY

BY ACCLAIM
MACHINE: GAME BOY



This is Bart's first appearance on the Game Boy. Homer and Marge have cruelly left him at a Stalag-style holiday camp whilst they escape for some peace and quiet. Not wanting to spend the rest of his vacation in this hell-hole, Bart plans his escape and - guess what? - that's where you come in. Several scrolling and platform-laden screens stand between Bart and freedom, and patrolling these areas are numerous camp counsellors and their assorted nasties. There's plenty of action in this rather samey platformer, but it's nothing we haven't seen before.

PRESENTATION	80%
GRAPHICS	84%
SOUND	73%
PLAYABILITY	87%
LASTABILITY	74%
OVERALL	81%

BUGS BUNNY'S BIRTHDAY BLOW-OUT

BY NINTENDO
MACHINE: NES

Yet another scrolling platformer, which this time sees Bugs on his way to a party in honour of his 50th birthday. However, instead of arriving in a chauffeur-driven bathchair, Bugs has to traverse several jerkily-scrolling stages using the platforms and other backdrop features to get past tricky areas. Bugs' favourite meals - ie carrots - act as bonuses for any daring bunny to collect, and these add a little challenge to an otherwise insipid game. All manner of Bugs-related characters make cameo appearances, but the all-too-familiar gameplay and dodgy scrolling should soon have you saying 'that's all folks.

RESENTATION	60%
GRAPHICS	63%
SOUND	56%
LASTABILITY	32%
PLAYABILITY	40%
OVERALL	35%

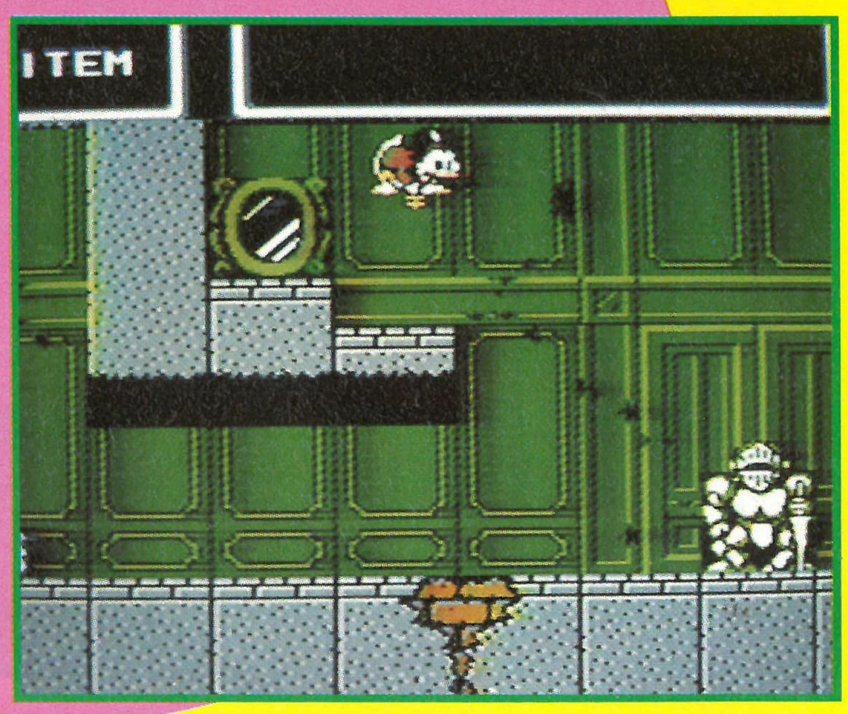
DUCK TALES

BY CAPCOM
MACHINE:NES

MACHINE:GAME BOY

An absolutely stunning game to look at, Duck Tales is let down by its virtually nonexistent lasting appeal. As you marvel at the game's amazing graphics it's hard not to be impressed, but actually playing it is a different kettle of fish. Controlling Scrooge McDuck, you have been sent out to retrieve his fortune which has been scattered across a series of themed stages. Using a pogo stick device to get around, there's plenty of platform-based action - but, sadly, not enough of it. The lack of such lasting appeal is a real pity, as everything else in Duck Tales is excellent. Both the NES and Game Boy versions suffer the same problems.

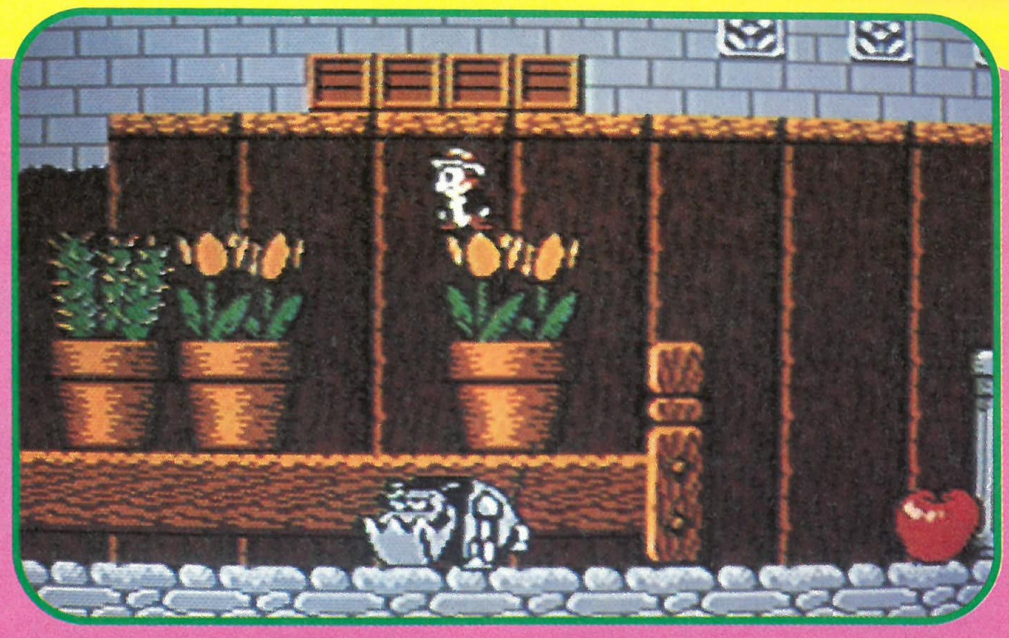
PRESENTATION	84%
GRAPHICS	86%
SOUND	80%
PLAYABILITY	76%
LASTABILITY	45%
OVERALL	65%



CARTOONS

Every month, NMS will scour the world to get hold of every example of a gaming genre so that you can compare them to choose the cart that suits you best. This issue, Steve Merrett and Radion Automatic explore every crevice of the best cartoon licences available worldwide.

CARTOON STYLES

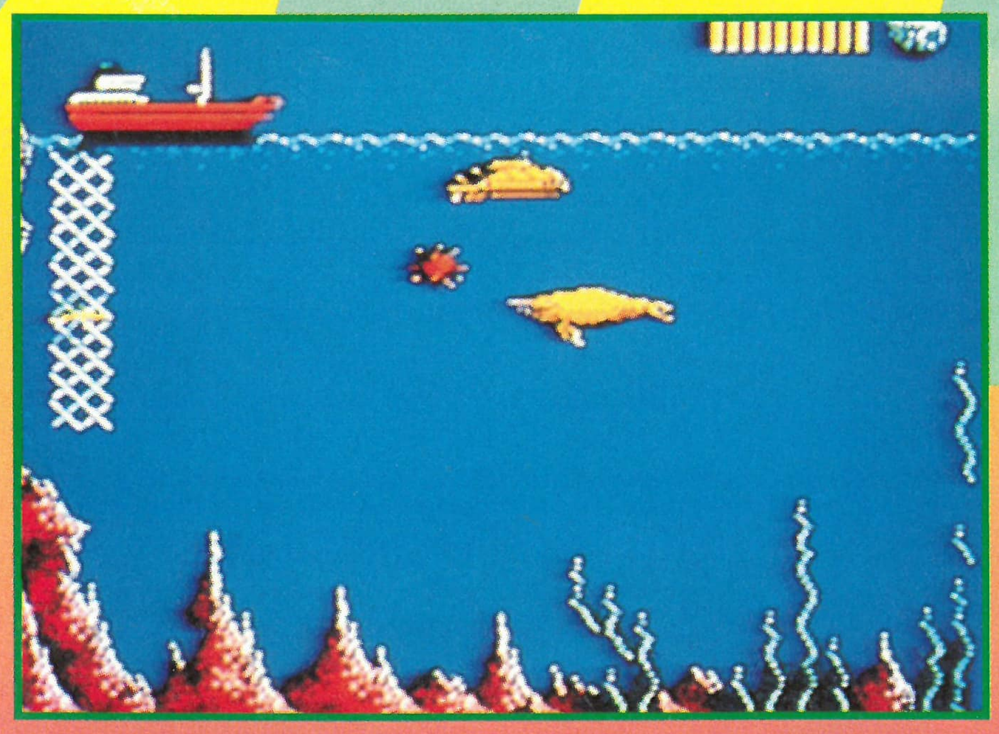


RESCUE RANGERS

BY CAPCOM
MACHINE: NES
£29.95

Programmed by those ace Street Fighters, Capcom, Rescue Rangers is a smart adaptation of Chip'n'Dale's TV antics. Playable as a one or two-player challenge, Rescue Rangers is a brilliant platform challenge which follows the two heroes as they scour the scrolling levels in search of Gadget who has been whisked away by Fat Cat. To aid them in their mission, several of Gadget's... well, gadgets, have been left and these prove instrumental in her release and fending off attacks from the game's many energy-sapping critters. With instantly recognisable sprites and a large, interesting quest, Rescue Rangers is well worth a look.

PRESENTATION	**85%**
GRAPHICS	**90%**
SOUND	**81%**
PLAYABILITY	**90%**
LASTABILITY	**84%**
OVERALL	**87%**



CAPTAIN PLANET

BY MINDSCAPE
MACHINE: NES

The ecologically-sound superhero has six decidedly ungreen levels to cleanse in this average blend of platform and shoot 'em up styles. Each of the levels features one of the good Captain's good buddies as they work their way across land and sea in an attempt to thwart the pollution plans of one of several arch-baddies. Armed with, amongst other things, the power of love (barf!) and other such niceties, a number of platforms and nasties must be climbed and avoided, before the game magically turns into a blaster in which the characters suddenly take to the skies in assorted spacecraft. Graphically average, Captain Planet is a mixed bag with its bad points far outweighing the good. It may indeed be the most green game the NES has ever seen, but it can't stop it from being a mite tedious.

PRESENTATION	**59%**
GRAPHICS	**57%**
SOUND	**60%**
PLAYABILITY	**65%**
LASTABILITY	**51%**
OVERALL	**56%**

POPEYE

BY NINTENDO
MACHINE: NES
£29.95

A conversion of the age-old coin-op, Popeye is a strange but playable mixture of the platform and beat 'em up genres. However, as the action revolves around a trio of screens, the game's lasting appeal is virtually nonexistent and this renders Popeye a dubious buy. The action follows Popeye's attempts to rescue Olive from Brutus, and he scurries from ledge to ledge, collecting the hearts his beloved drops from her distant prison. In the meantime, Brutus is in hot pursuit and only Spinach could possibly save the day. The little gameplay that's in Popeye is, in fact, excellent, with loads of bonuses and all the old favourites, such as the Sea Hag and Olive Oyl, making cameo appearances - but there's just not enough to sustain interest. Worth picking up if you see it cheap, though.

PRESENTATION	**68%**
GRAPHICS	**70%**
SOUND	**55%**
PLAYABILITY	**72%**
LASTABILITY	**49%**
OVERALL	**67%**

FESTER'S QUEST

BY NINTENDO
MACHINE: NES

Kooky old Uncle Fester isn't half as frightening as the prospect of spending money on this turgid bore. Recruited to save the world, Fester traipses around several scrolling levels in search of items to aid his quest. However, such is the sedate pace at which Fester's Quest plays, there's little to goad you into wanting to save the planet. Graphically indistinct and dull to play, the only redeeming factor in this second rate Addams Family spin-off is the groovy remix of the famous theme tune. If you are an ardent fan of all things Addams, stick to the Ocean game instead.



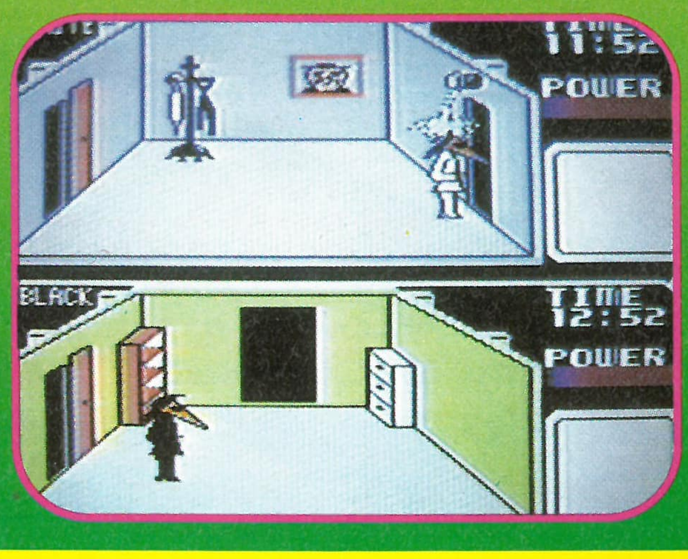
PRESENTATION	**46%**
GRAPHICS	**42%**
SOUND	**39%**
PLAYABILITY	**63%**
LASTABILITY	**47%**
OVERALL	**57%**

GAME STYLES

CARTOONS

SPY VS SPY
BY NINTENDO
MACHINE: NES

The binary adventures of MAD's black and white spies dates way back to 1984, but the game still seems fresh and enjoyable. Quite easily one of the best two-player games ever, Spy Vs Spy sets the two arch-enemies against each other within a small building as they search for assorted secret documents. Each spy is armed with a series of traps (spring-loaded boxing gloves and electrically-charged buckets of water, for example) and these are left around the building's many cupboards and doorways for your opponent to stumble into or defuse. As these dangerous shenanigans unfold, the documents are then collected and the winner exits via a handy plane. Spy Vs Spy is a true classic and warrants an immediate purchase - but be sure to get your mates around, too.



PRESENTATION	83%
GRAPHICS	86%
SOUND	70%
PLAYABILITY	88%
LASTABILITY	81%
OVERALL	84%

SPIDERMAN
BY ACCLAIM
MACHINE: GAME BOY

Spider-Man is still quite impressive despite its age. The sprites are large and very detailed, closely resembling their cartoon counterparts. All your favourite Spider enemies are here - Rhino, Doctor Octopus, Scorpion - each using their unique powers to do away with Spidey. Although there is, as you would expect from a Spider-Man game, something of a platform element to this cart, the emphasis is really on beating the living daylights out of all and sundry which lends it more of a Marvel Comics feel than other Spider-Man games. If cartoon capers are your choice and you're not sure you could stomach another Mario clone, Spider-Man is a quality package which is well worth checking out.

PRESENTATION	76%
GRAPHICS	83%
SOUND	69%
PLAYABILITY	86%
LASTABILITY	83%
OVERALL	85%

TEENAGE MUTANT HERO TURTLES
BY KONAMI
MACHINE: NES

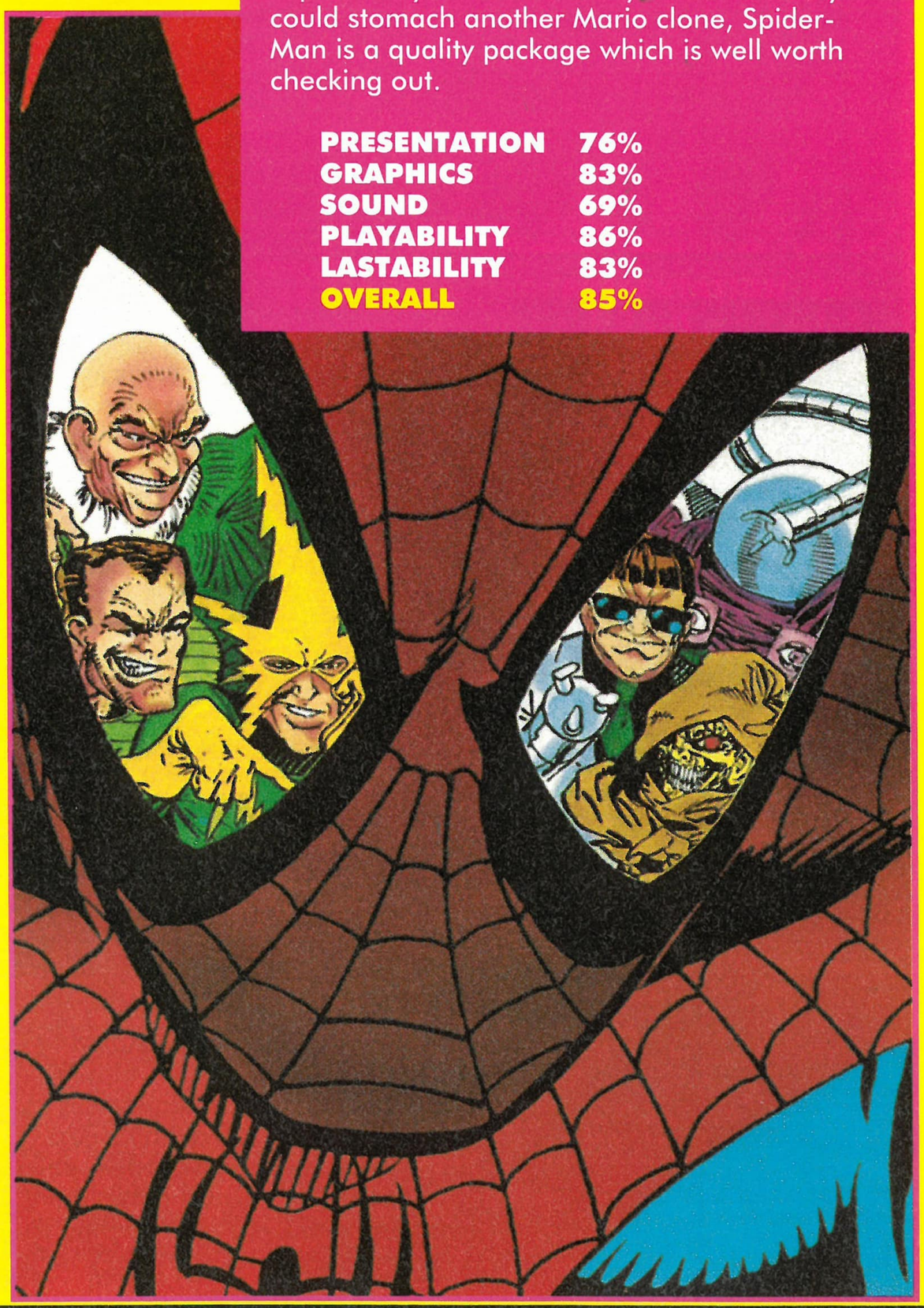
Yes, they may have been superseded by The Toxic Avengers and the Killer Tomatoes in the fashion stakes, but this is still one of the NES' finest arcade/adventures. Donning the half-shell of any one of the four Ninja/Hero Turtles, your task is to run, jump, and kick your way to where the evil Shredder is holding the captured April O' Neill. Turtles is no great shakes in terms of appearance, but its play area is large and there's plenty to fight and explore. Each of the Turtles may be summoned into action at any point, and feature different fighting abilities - although they all seem to perform pretty much the same in terms of speed and skill. Bearing in mind that Donatello, Raphael and Co are now as unhip as Andy McVittie's tank top collection. You may find a copy of the game in a bargain bucket - if so, snap it up.

PRESENTATION	75%
GRAPHICS	80%
SOUND	73%
PLAYABILITY	83%
LASTABILITY	78%
OVERALL	80%

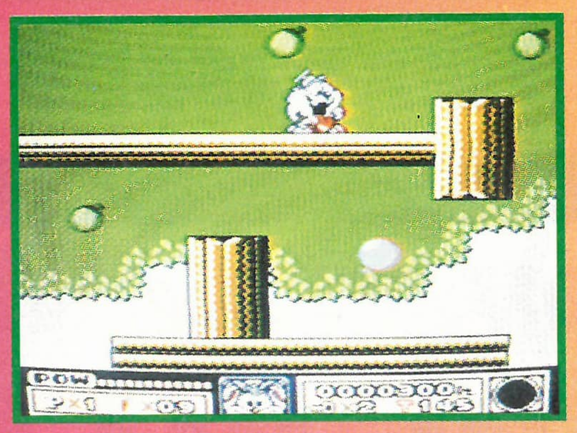
SNOOPY'S MAGIC SHOW
BY NINTENDO
MACHINE: GAME BOY

Snoopy's Magic Show proves quite a challenge - due in part to the many puzzles which are littered throughout the predominantly platform-based action. Snoopy and his chums are ideally suited to the Game Boy's black and white display, and the assorted sprites look identical to their comic strip relatives. The actual platform part of the game is a little slow and becomes tedious, but the puzzles set for Charlie Brown's Beagle more than make up for this. There's nothing astounding to really set it apart from the multitude of other platform games on the Gameboy, but Snoopy is still quite interesting.

PRESENTATION	73%
GRAPHICS	82%
SOUND	68%
PLAYABILITY	85%
LASTABILITY	80%
OVERALL	82%





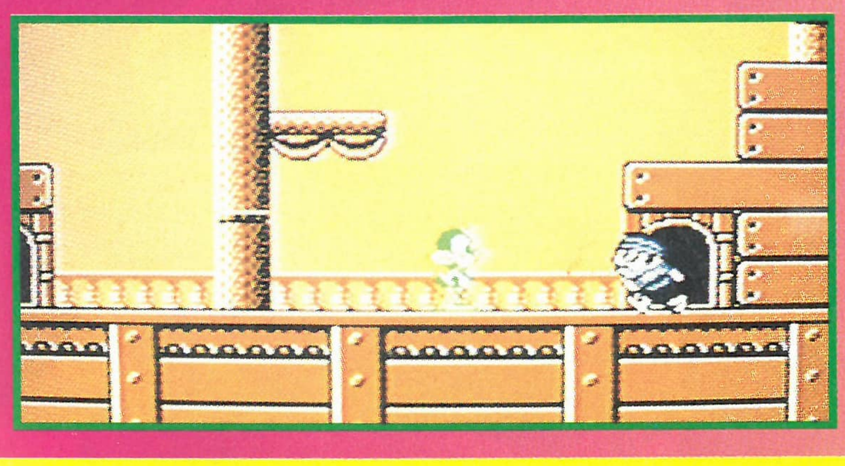


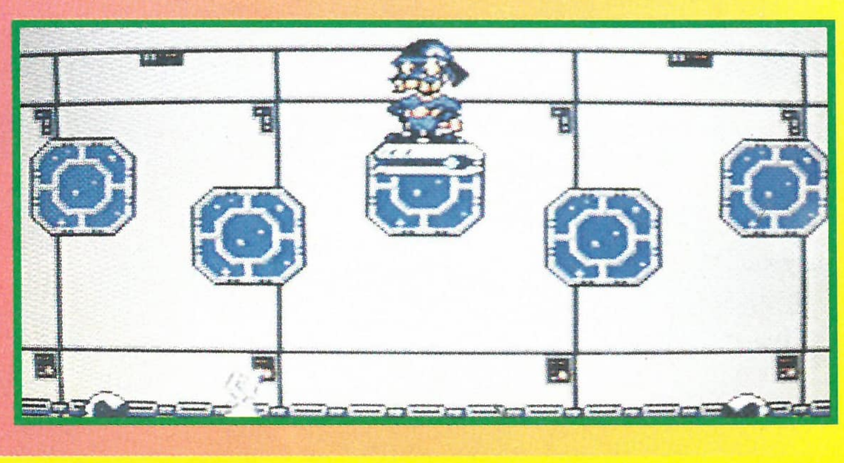
PRESENTATION 90%
GRAPHICS 94%
SOUND 86%
PLAYABILITY 90%
LASTABILITY 88%
OVERALL 89%

TINY TOON ADVENTURES
BY NINTENDO
MACHINE: NES

Pretty much identical to the Game Boy version, NES Tiny Toons benefits from the addition of colour. Taz and Co may not be as well defined as a result, but, generally, this is an excellent cart. When compared to the likes of Duck Tales, this scores extremely favourably both in terms of graphics and lasting appeal - the latter of which is particularly commendable. An excellent NES cartridge, and a worthwhile buy.



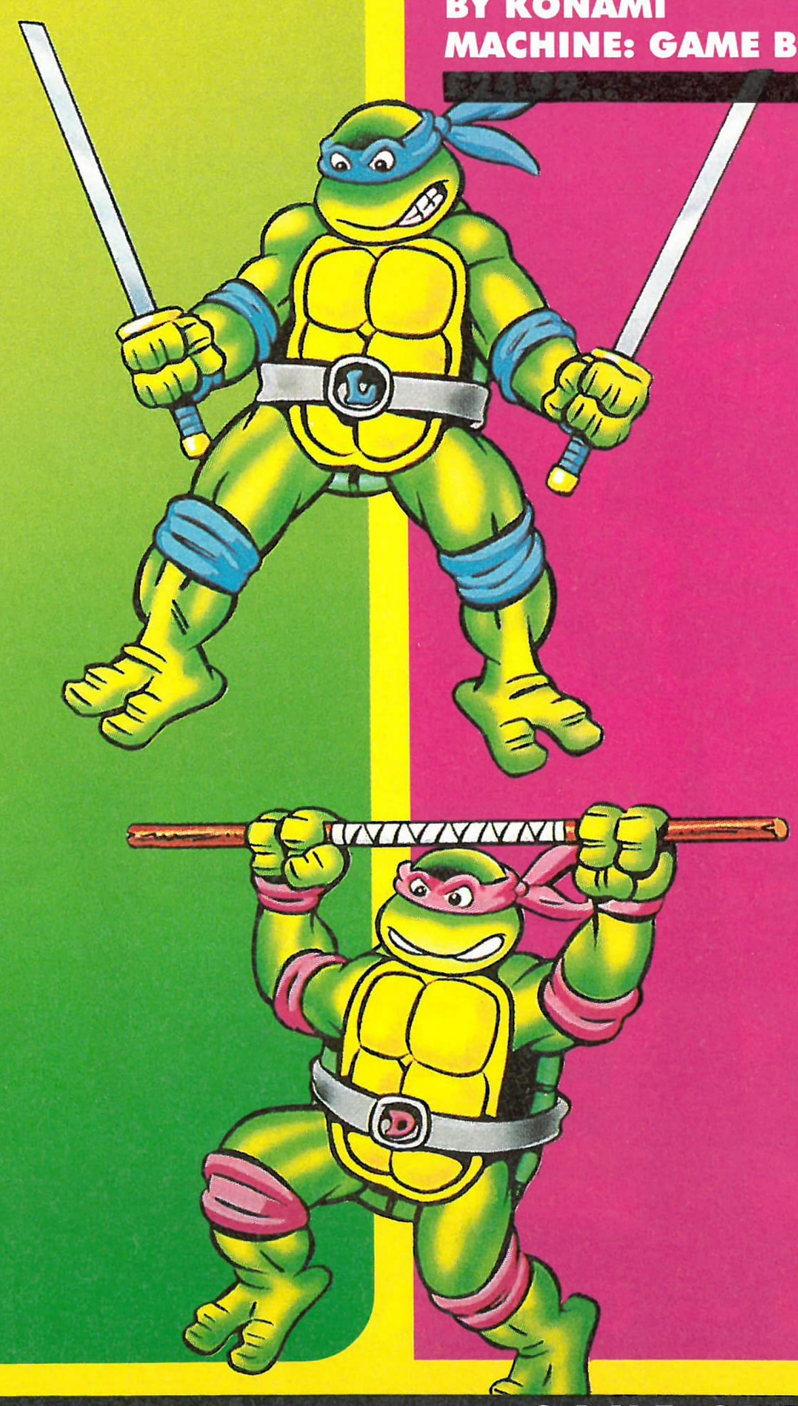




TMNT: FALL OF THE FOOT CLAN
BY KONAMI
MACHINE: GAME BOY

Although the Turtles have had their fifteen minutes of fame, the Konami games live on. This title stunned Game Boy owners when it first came out thanks to its large and detailed sprites. These are similarly complemented by the fine gameplay, which has its feet planted in beat 'em up territory rather than the expected platform larks. If you think you could survive the humiliation of going into a shop and actually asking for a Turtles game, it could be worth a go, although it has been superseded by the sequel, the imaginatively-named TMNT 2: BACK FROM THE SEWER.

PRESENTATION 88%
GRAPHICS 87%
SOUND 76%
PLAYABILITY 91%
LASTABILITY 88%
OVERALL 90%



TMNT II: BACK FROM THE SEWER
BY KONAMI
MACHINE: GAME BOY

Call the fashion police! Those Turtles are back again to batter your cred in this horizontally-scrolling beat 'em up. Sadly, the sequel is almost identical to the original game, with a decent proportion of the same enemies back for another beating! Although the gameplay has been tweaked slightly and sampled speech has been thrown in, the improvements aren't that great. Sure, huge, clear sprites make the game look awfully tempting, but if you own the original, steer well away from this.

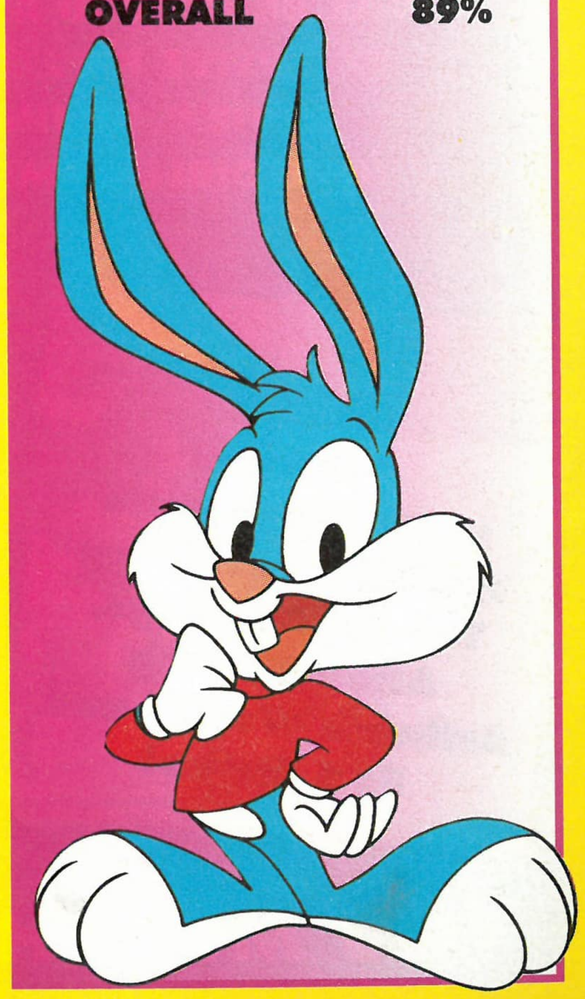
PRESENTATION 76%
GRAPHICS 74%
SOUND 80%
PLAYABILITY 86%
LASTABILITY 73%
OVERALL 80%



TINY TOON ADVENTURES
BY NINTENDO
MACHINE: GAME BOY

If the idea of yet another platform-based licence fills you dread, fear not - Tiny Toons is a platformer which actually tries something different. Toons offers a choice of characters to play as, each with their own special ability (Taz's Super Spin, for example). Each level is easier to complete using a certain character, and this adds a slight strategic element. The graphics are atmospheric and capture the mood and spirit of the cartoon well, but what really sets it apart from the crowd is the high difficulty setting. It's not easy to come across a challenging Game Boy platform cart, especially one which has as many clever tricks and interesting features as this. Young or inexperienced gamers might find the going a bit too tough, but platform experts should relish this title.

PRESENTATION 91%
GRAPHICS 92%
SOUND 87%
PLAYABILITY 90%
LASTABILITY 88%
OVERALL 89%



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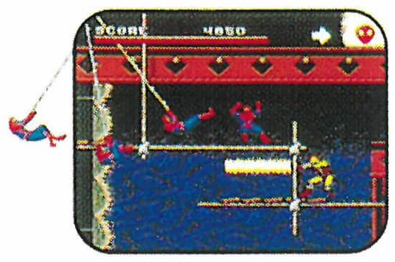
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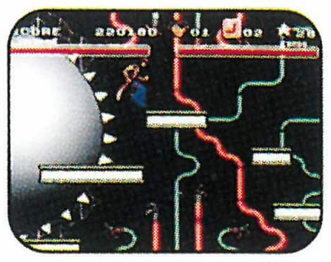
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