

FREE  
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DOUBLE-SIDED POSTER

# GAMESTAR

**20**  
pull-out pages  
of cheats

## WIN

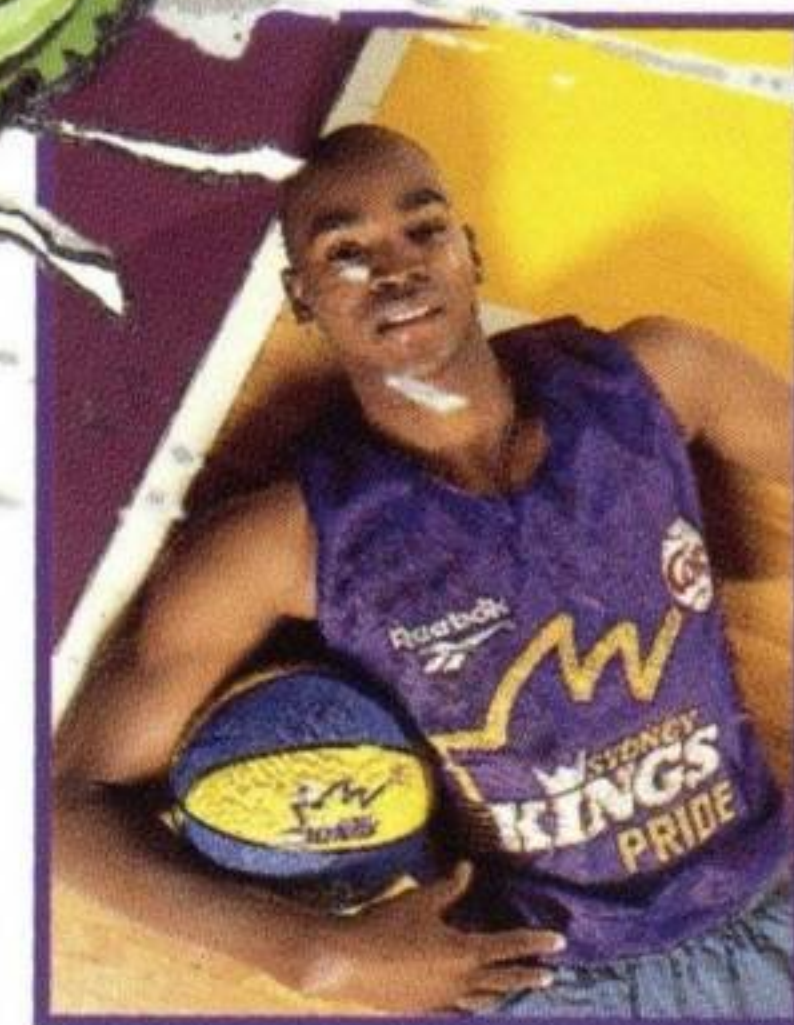


### Nintendo pack

- Nightmare video board games
- Hyperdunk ● Road Rash ● Videos & CDs



**Wow! What a  
Nightmare of a  
makeover**



**Leon Trimmingham  
slam dunks for Sega**

**WIN** an autographed poster

**PLUS:** The latest news and gossip

## REVIEWS

Streets of Rage 3 ● Plok ● Super Metroid ● Virtua Fighter  
Demolition Man ● Ground Zero Texas ● Skitchin' ● Lands of Lore  
Entombed ● Robocop vs Terminator ● Battleclash



THE REBELS THINK THE FORCE  
IS WITH THEM.

EXPLODE THE MYTH.

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Now you can experience  
Star Wars® from a new  
point-of-view. From the  
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comes TIE Fighter™,  
the sequel that lets you  
fly for the Empire.  
The dark side of the  
Force beckons...dare you respond?



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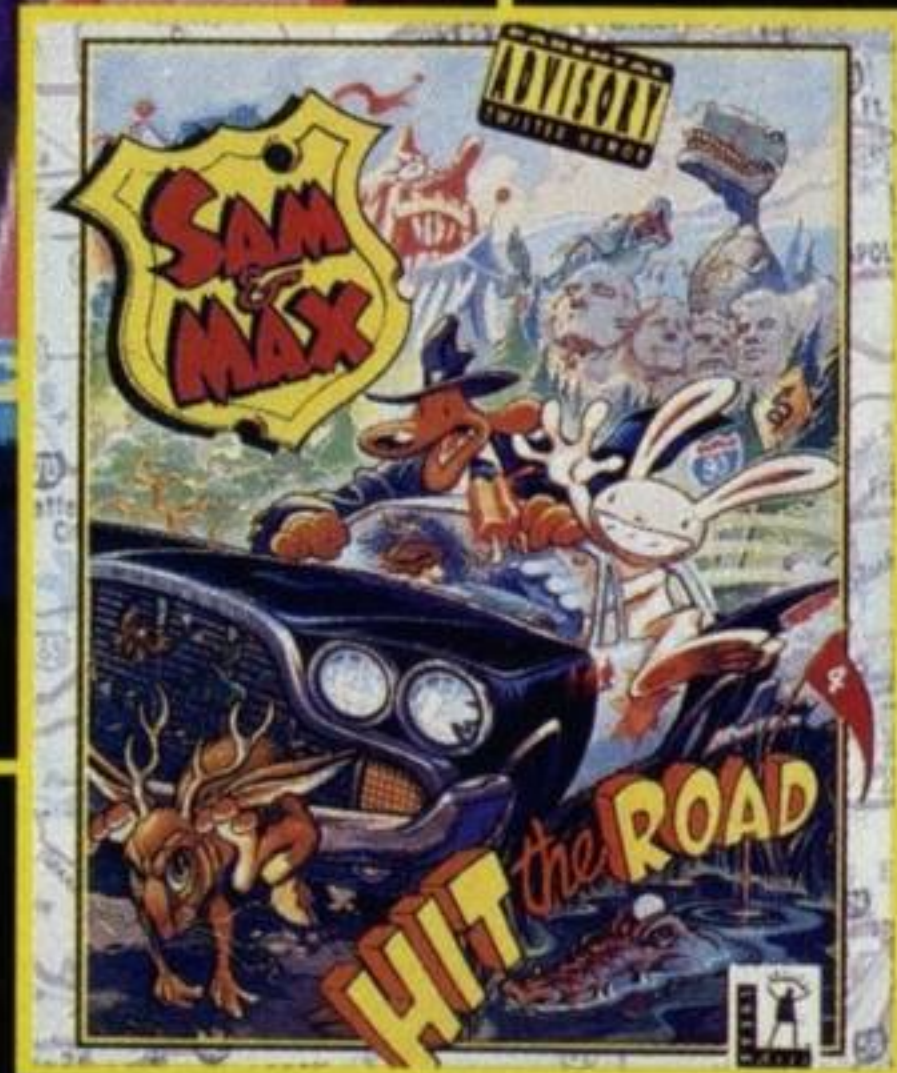
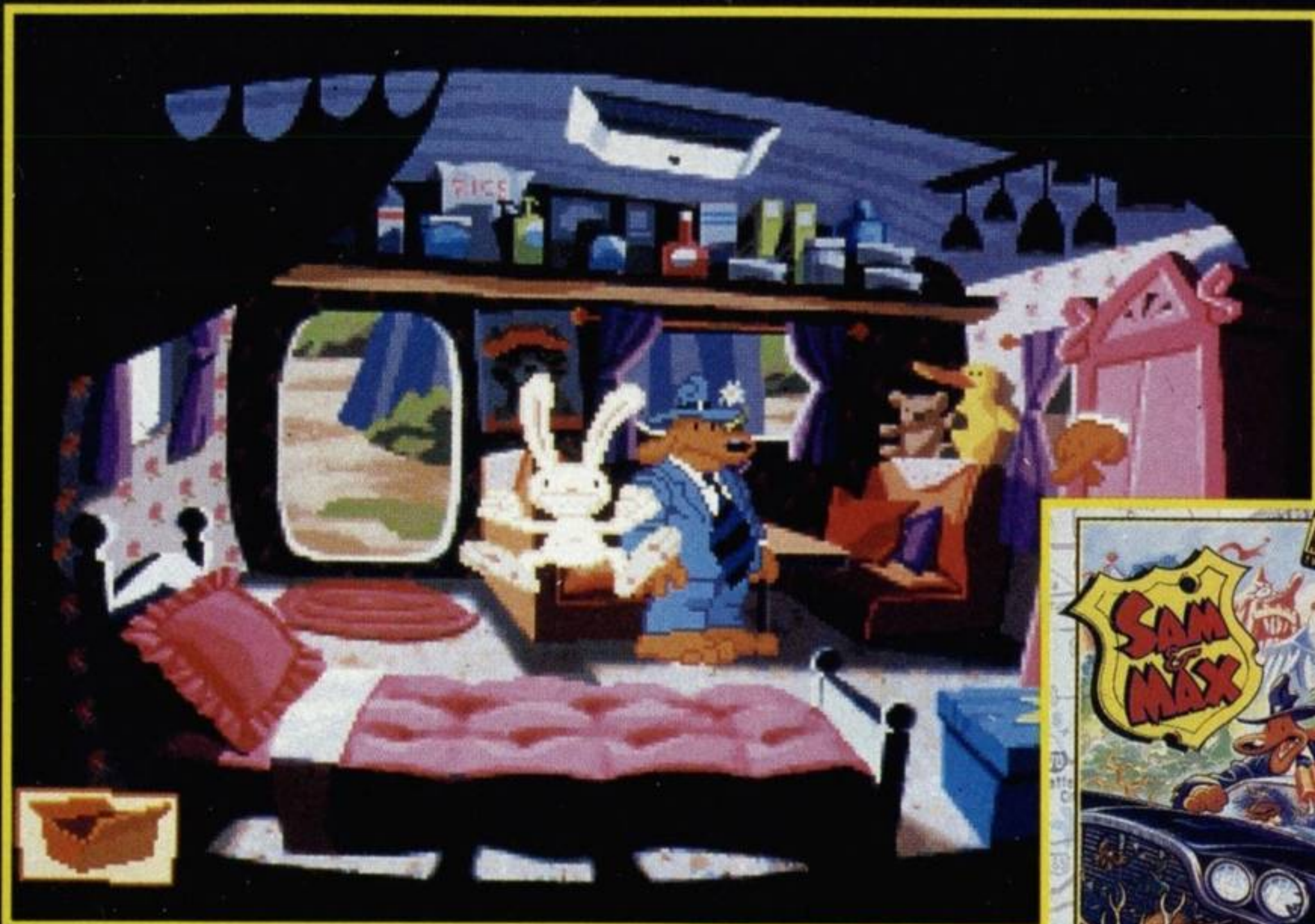


New heart-stopping,  
interconnected battles  
will envelop you.



Enhanced ultra-realistic 3D  
graphics and gameplay.

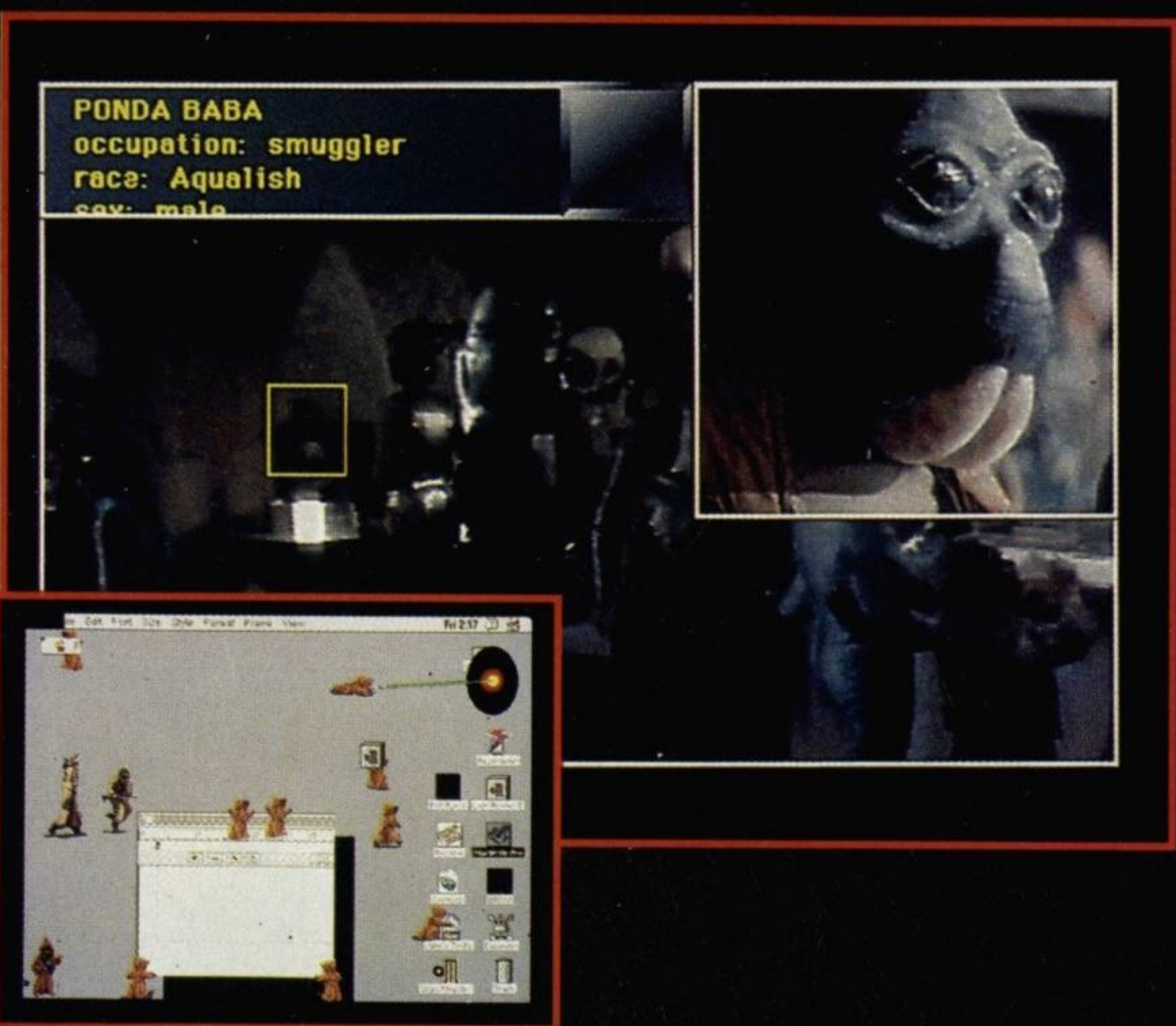




## Sam & Max 'Hit the Road'

Follow those two lovable freelance police as they adventure through America. A graphical adventure filled with humour and intrigue.

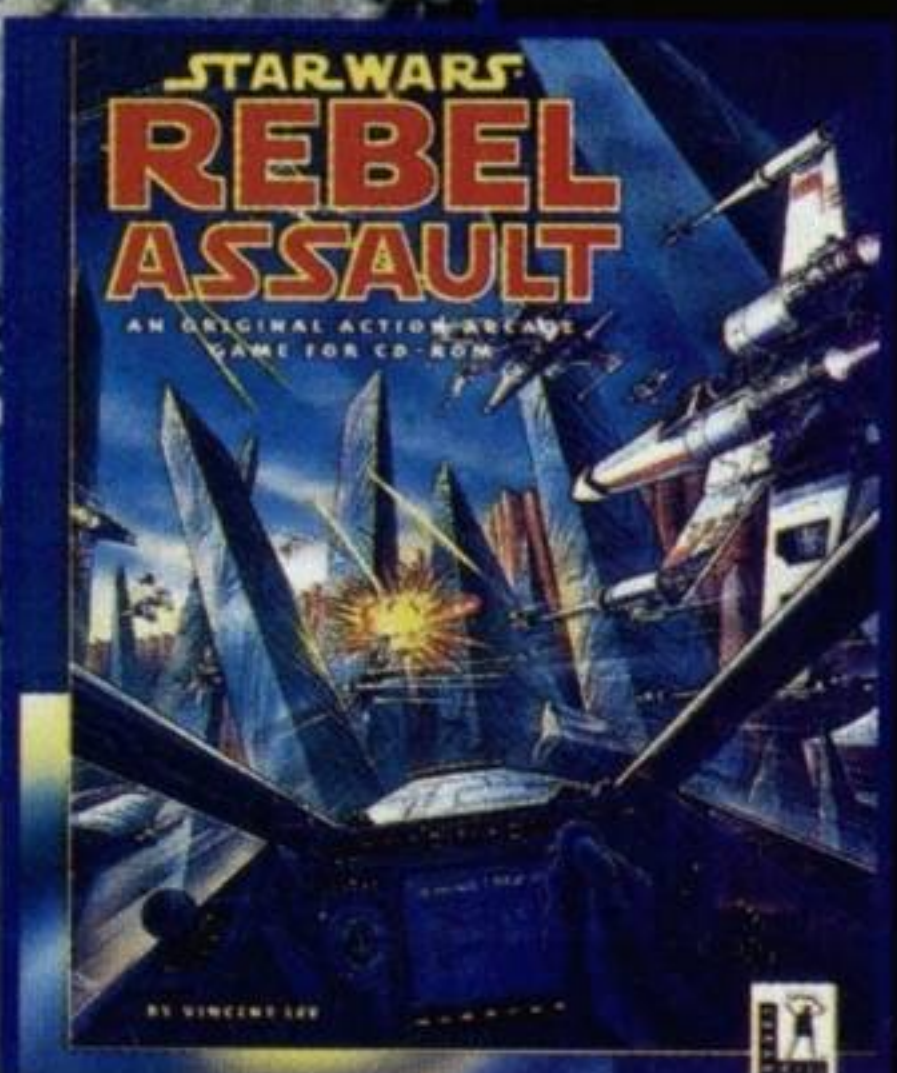
*For IBM CD ROM AND IBM PC*



## Star Wars screen entertainment.

This great idea will "force" your idle computer into hours of fun. Serving as both a valuable guide to the Star Wars buff and a great source of information for newcomers. Some of the modules include an Alien Bio Almanac, schematics of Rebel and imperial ships, storyboards and a humorous module features the shifty Jawras of Tatoonic shuffling across your screen to steal or blow up your icons.

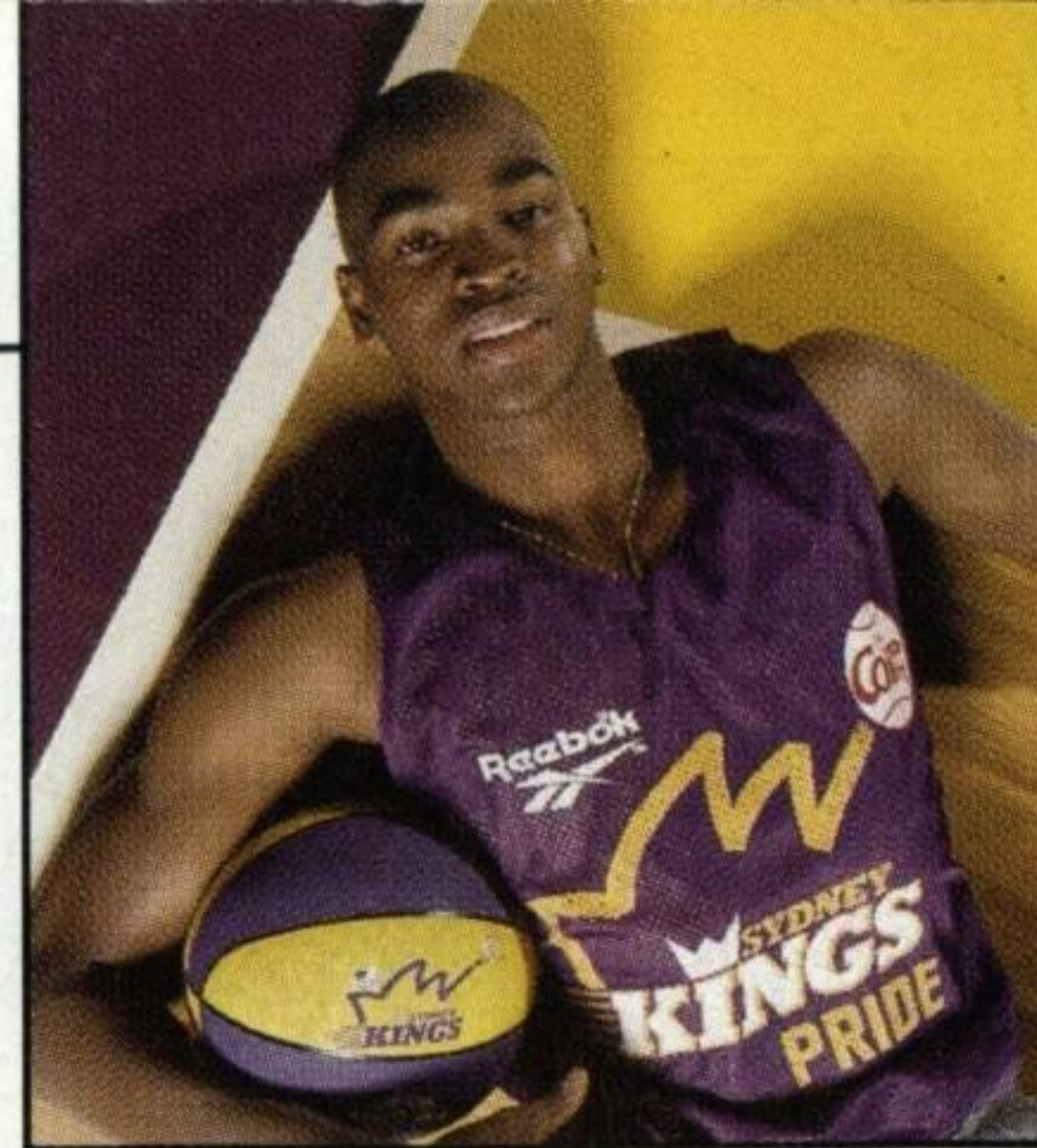
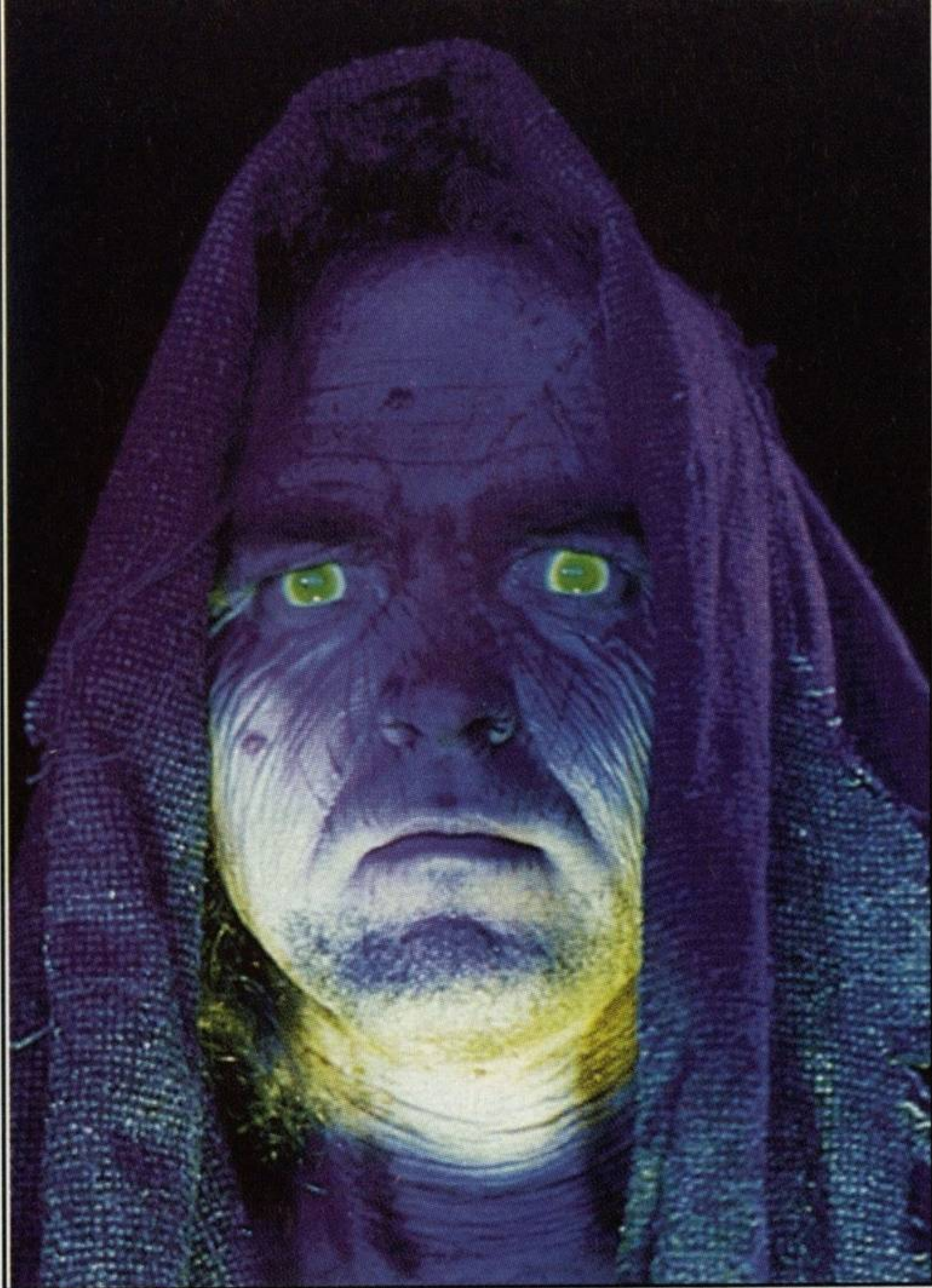
*FOR BOTH THE MACINTOSH AND WINDOWS PLATFORMS*



## Rebel Assault

The first Star Wars® game to include actual footage from the movies plus extensive 3D art and 15 action packed levels all combine to make this a must have game.

*For IBM CD ROM*



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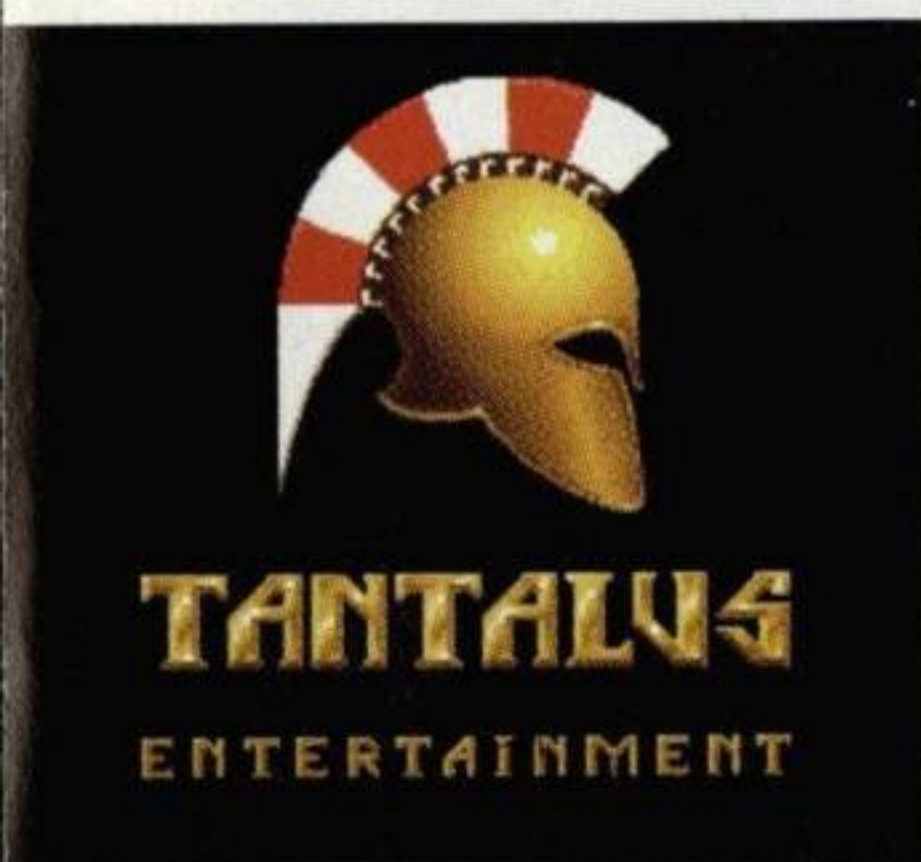
We captured this Australian (*yeah right, sure sounds like an Oz name – Ed.*) games illustrator from Tantalus Entertainment.

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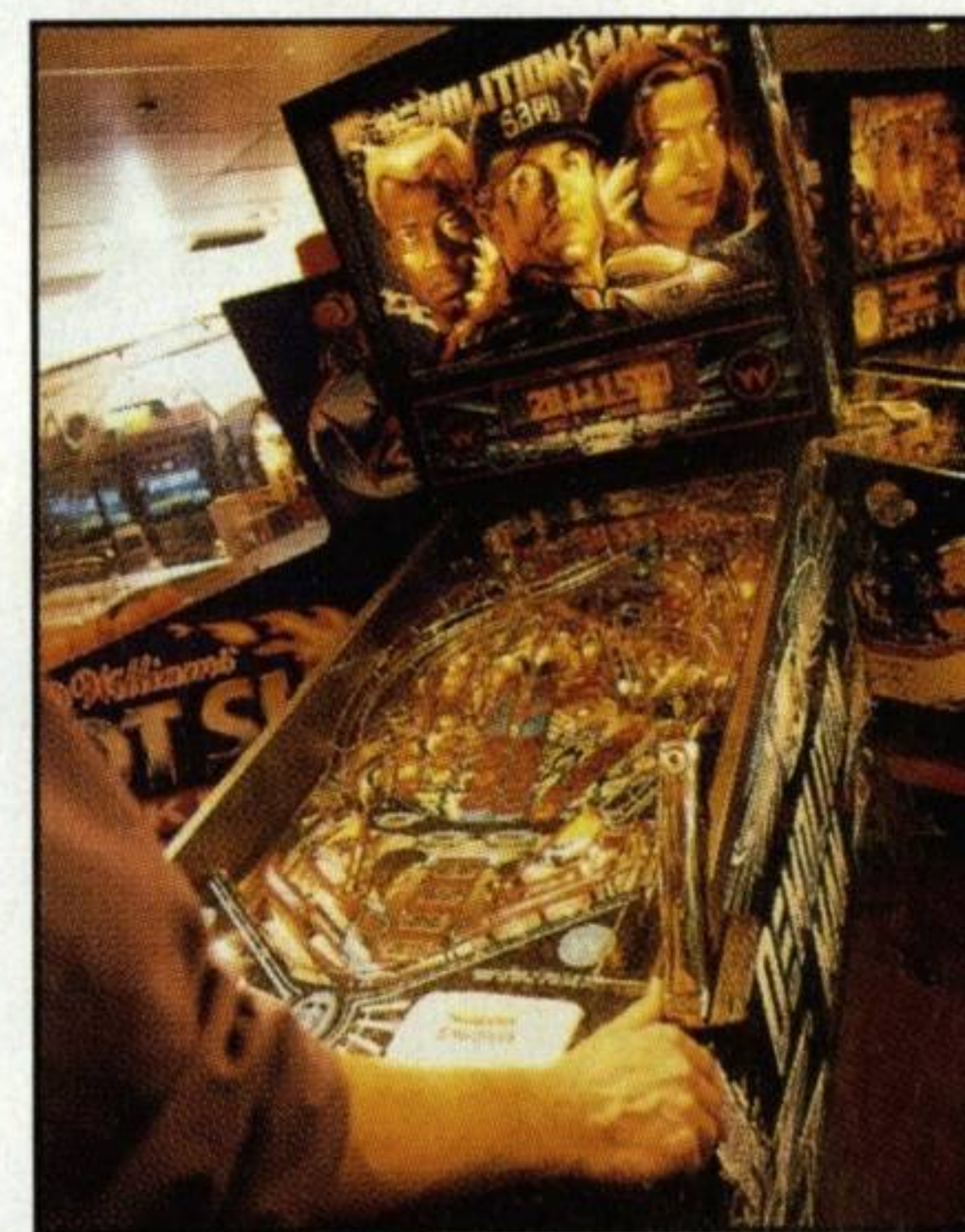
Find out what games you are legally allowed to play, or even lay your hands on.



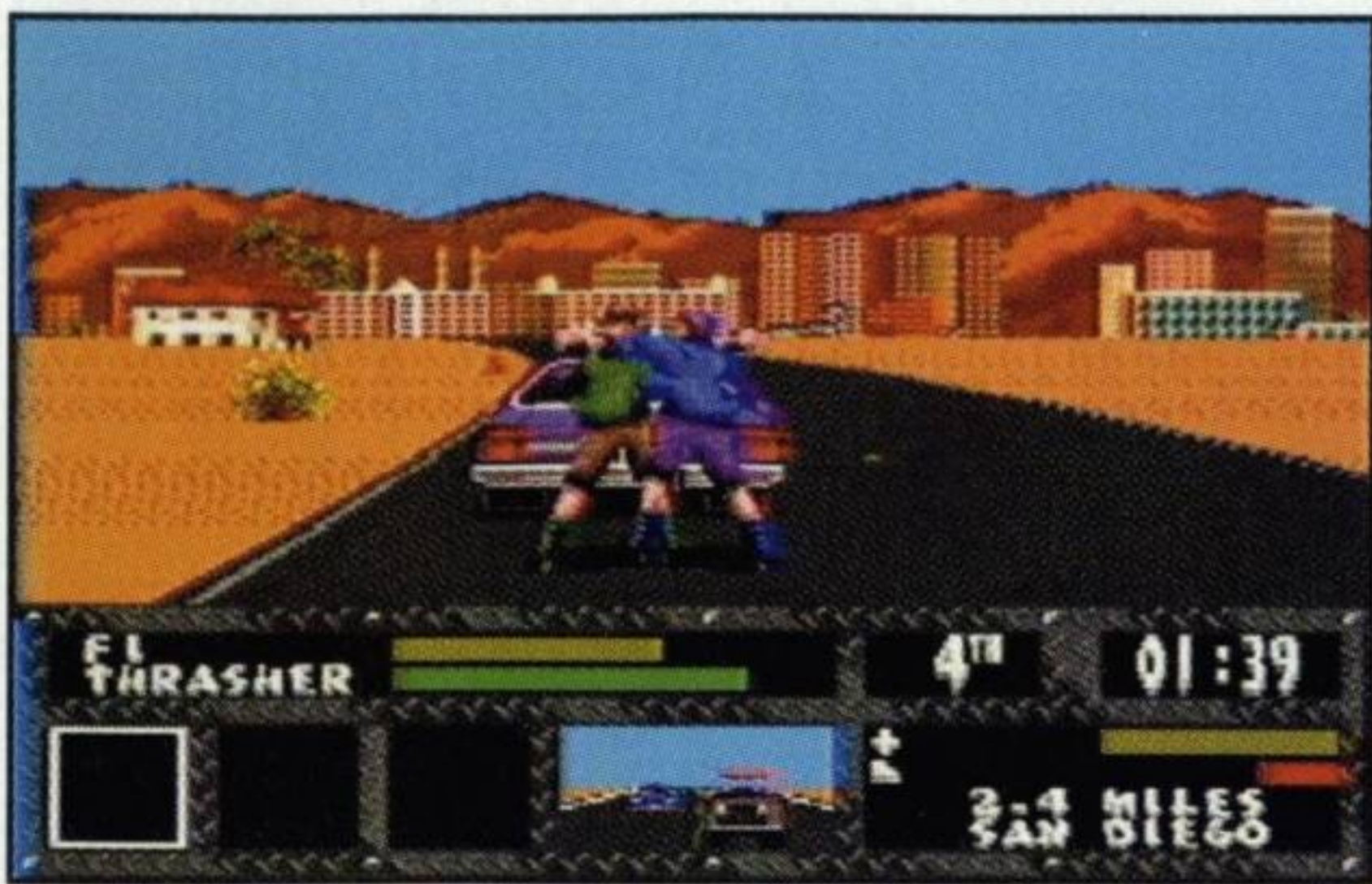
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Thanks to Timezone, George Street, Sydney, for access to Virtua Fighter and Demolition Man.



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# POWER



## Hi guys,

After more than a year of getting GAMESTAR off the ground, I think you'll agree that our first issue is pretty much ground breaking. No industry is experiencing development and change more rapidly than electronic games. With new consoles on the horizon, the electronic super highway looming quickly and the size of cart memory being blown through the roof, every six months or so you find yourself seriously doubting the capabilities of your machine and are being told to get something new. Now in 1994, at least the prices of standard consoles are attainable and with the prices of carts topping out, games are going to be coming thicker, faster and cheaper than ever before. The new players in the hardware scene, the Jaguar, 3DO, Mars and Saturn, Project Reality, etc, promise yet more quantum leaps forward over the next couple of years and ultimately a full on, all-encompassing entertainment experience for the whole family.

But that's to come. Right here and now we're looking at the hours spent watching television falling and the number of hours spent reading and using interactive games going up. No surprise really, when you look at the amount of fun you can get from playing a game for an hour over watching an episode of an average sit-com. We at Australian GAMESTAR Magazine want to be an interactive magazine – this means we want you guys to provide us with as much input as possible, rather than us always telling you what we think you should know – sort of like playing a game rather than just watching tele. As a result, you'll find GAMESTAR has more competitions with better prizes than any other games magazine.

And that's just the start.

We've limited our advertising space on purpose so that we can give you as much information as possible (although our second issue will see a few more ads – sorry, they harassed me too much). Every game is reviewed by two of our Review Crew so that you get a couple of peoples' opinion rather than just one – especially good if you end up not respecting one reviewer's angle. Each issue will have a giant 8-page poster (twice the size of anyone else's) and a cheat section that has never been matched in the Australian market. Of course there's lots more, but writing about it here doesn't let you discover it for yourself!

After all the blood, sweat and tears of putting this issue together and getting GAMESTAR going, I hope you'll write in and tell us what you think – both good and bad – after all, GAMESTAR exists for YOUR gaming info, not OUR egos. Finally, I'd like to thank all the team and their families that have held our hands while we worked on this issue. The quality of the magazine depends upon their full support and what you're holding is the result of their non-tiring energy.

So plug in to GAMESTAR, forget about the pause switch, and enjoy the first issue.

## Jo

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## Jo 'The Ed'

Birthday: 24th March, Aries.

Favourite game: Arthur's Teacher Trouble; Sonic 3.

Least favourite game: Flight Sims.

Likes: Chocolate, kids, sleeping.

Hates: People without initiative; lambs fry.



## Sam 'The Arty Farty One'

Birthday: 24th May, Gemini.

Favourite game: Sonic 3, Skitchin', Robocop vs Terminator, Streets of Rage 3.

Least favourite game: Terminator 2

Likes: Kit Kat's, my hubby Martin, champagne.

Hates: Morning sickness, rude people.



## Fi 'The Backbone'

Birthday: 20th February, Pisces.

Favourite game: Streets of Rage 3; Sonic.

Least favourite game: Battleclash.

Likes: People who think I'm looney, eating at the Park Grand, yummy, yummy. Oops, typo! Meant KFC.

Hates: This job. Ahhh, let me out, let me out, let me out . . .



## Janice 'The Sales Gal'

Birthday: 19th October, Libra.

Favourite game: Sonic 2, Virtua Fighter.

Least favourite game: Jurassic Park.

Likes: Twisties, Ren & Stimpy, the Simpsons.

Hates: Being told what NOT to do.



Game Boy.  
More fun  
than a hole in  
the head.

GAME BOY

Y&R M NINGB 0122/NM/HYP/GS

# rants



compiled by jo borkman

# raves

## 3DO

We are so hot and happening here at the GAMESTAR office that we have managed to find out by rumour from The 3DO Company when the Panasonic 3DO system will be launched in Australia (at long last).

Originally scheduled to hit the market before last Christmas, and then put off time and again ever since, it is now intended that if the 3DO system is launched here in September (no longer certain), at the same time as its release in Britain, then Trip Hawkins, the man behind the whole 3DO business, will be the keynote speaker at a big multimedia conference here in late September. Word is that the 3DO system we will get is going to be both NTSC and PAL compatible, so that means you'll be able to run all the software, wherever in the world you've bought it, without a converter. (Three cheers for everyone involved in 3DO we reckon.) GAMESTAR won't be doing complete reviews of 3DO stuff

## GAMEZ BRAINZ

If you're into PC games and have gone beyond just playing other peoples' stuff, then Acer Computer has a competition going that you're going to love. Acer is running the Australian Software Contest where the best designer of a new game or educational package for multimedia PCs will win prizes including a software publishing contract, Asian and Australian distribution of the product, royalties and cash prizes of up to \$5000. You can submit work alone or as a team effort — and you won't be up against the professionals, either, because there are separate categories for them, too. If you're interested in having a go, remember that the entry deadline is 1st December, 1994. Final presentations and judging will happen by 21st December, 1994. If you'd like to find out more, just call Lori Dugdale at Acer on (02) 870 1999.

## EXHIBITION

Now that you've snagged the best games magazine in the country, why not (if you live in Sydney) come and meet the cool and groovy guys who are responsible? We'll be down at the Home Show at Darling Harbour from June 10 to June 12, talking to all you games heads who have been dragged out by your handyman parents. We want to meet you, hear what you want to see in the magazine, the bits you like and hate and why. We'll also have this wonderful magazine on sale, some extra special posters, and are planning a few surprises.



## SUPER GAME BOY

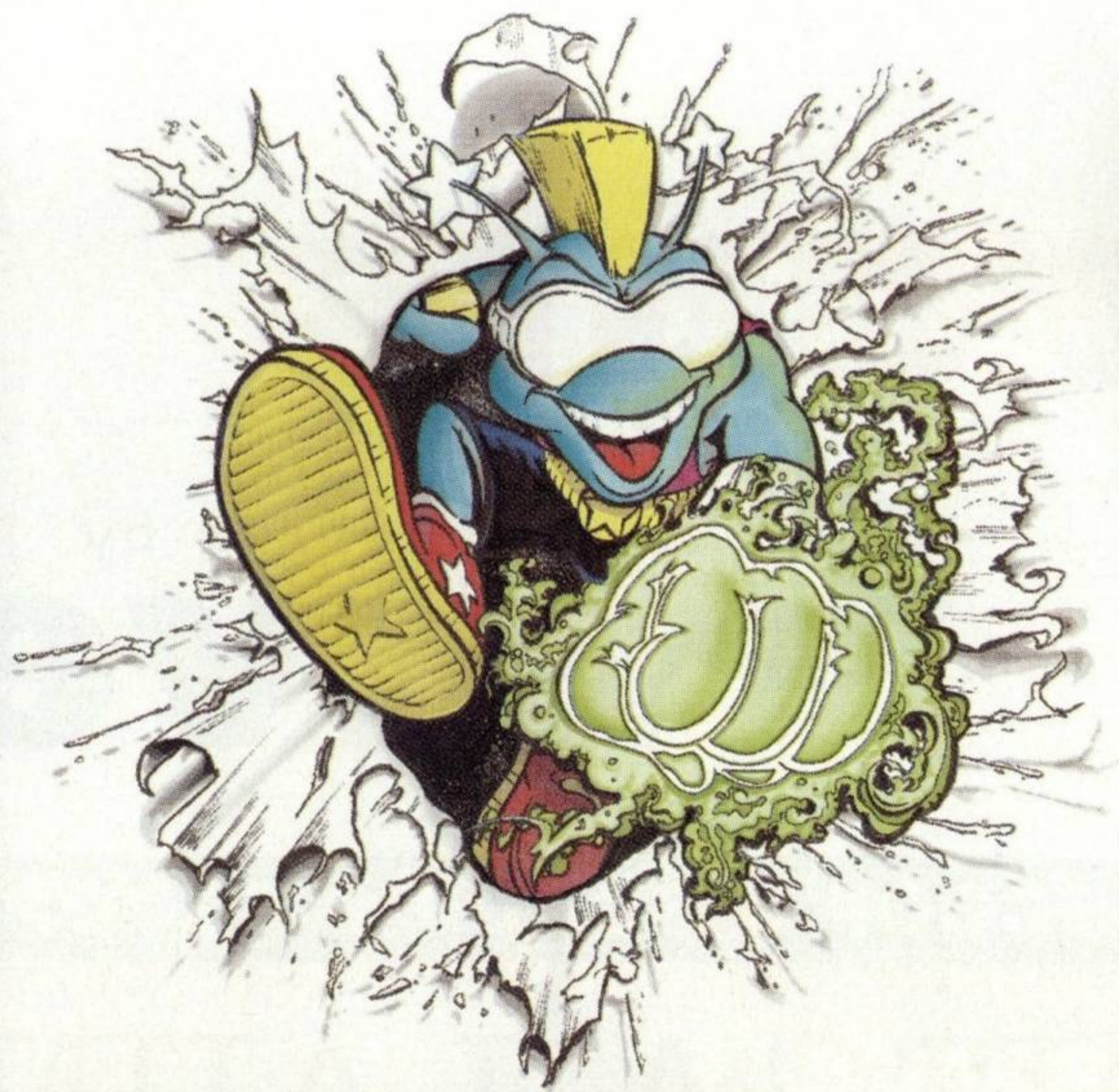






until the system is available here (we decided it's a bit stupid when none of you have a player unless you're real rich, have contacts overseas or got one in like we did), but you will find previews of games for the system in this issue. Come September (and hopefully the official Australian 3DO launch), watch out for GAMESTAR's full-length news, reviews and competitions for

3DO, along with the biggest screenshots showing you all the detail the system's software offers. Until then, over the next few months we'll be interviewing some of the people responsible for 3DO in the States and Japan, previewing some games and looking at whether or not you should be shelling out some big bucks to move up.



## GAMESTAR TELLS YOU FIRST

The main part of our job here at GAMESTAR is to be on top of the latest developments in gaming – even before they happen – so that you can be, too. This issue, we are the first Australian games magazine to bring you the news on Sega going through rental outlets before selling their new releases (just like home videos) and also the news and pictures on Nintendo's Super Game Boy. We are also the first to carry full reviews of games such as Entombed and Super Metroid. And it ain't a one-off. We are endeavouring to bring you previews and reviews of new games, as soon as they are scheduled for release, and puffing it out with the biggest section of shortcuts and hints that our team are sourcing here and overseas.

If you want games info that affects you here in Oz first, no magazine is more on the ball than GAMESTAR. If you have something you want to find out about, write to us and we will let you know. This is our mission.



Nintendo is doing a relaunch of the old favourite portable, Game Boy, over the next few months. You've probably already seen the ads for it (the ferret down your trousers ones). The company has just opened its Australian branch and the Nintendo guys are really out to kick some severe butt at Sega (although, looking at the stuff Sega

is rumoured to be doing over the next year, this could be difficult). First off the track will be the Super Game Boy. This looks like a great big cartridge that plugs into your SNES and allows you to play your Game Boy games on your home console. Apparently, Game Boy games have always been programmed with colour, but the

portable didn't allow for it to show up. Now the colour will be shown along with sound and frames for the screen that you can change yourself. At the moment, Nintendo wasn't able to tell us how much the Super Game Boy will sell for, but it is expected to be about \$120 and

will be released in Australia at the same time as the US. That is, in June. Needless to say, you won't have to look further than GAMESTAR for all the goss as soon as it happens - after all, we've even given you a lovely picture of what it looks like right here.



# rants

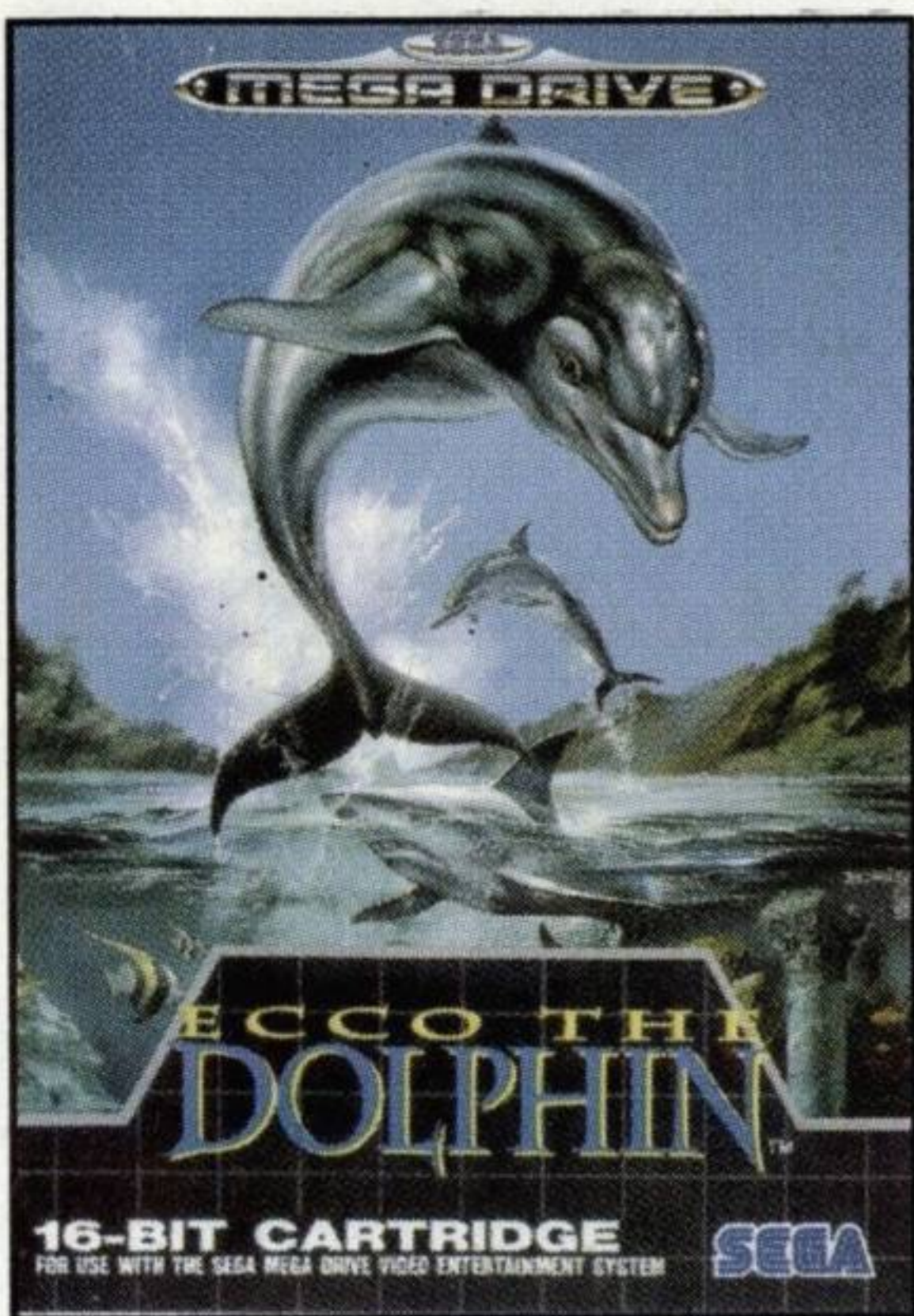


compiled by jo borkman

# raves

SCOOP ● SCOOP ● SCOOP ● SCOOP ● SCOOP ● SCOOP

## SEGA LAUNCHES RENTAL



Sega's Marketing Director, Tim Allison, met with GAMESTAR behind closed doors to tell us the full story about what Sega will be doing over the next year. So far, all we'd heard was rumour, but Sega thought that GAMESTAR should be able to tell our readers the official news – before anybody else.

Lately, as meg size of the carts you can get increase along with the price, and the Aussie dollar's suffering on the international exchange, less and less carts are being sold. Not surprising, says Tim, as carts are beginning to hit the \$200 mark – more than you could have paid for your console in the first place! Sega went out and did a study on the people who are

buying carts - you. You told them that you want to pay \$70 at the most for a game. At the same time as dropping sales, Sega noticed that the rental market was booming. Everybody's local video store seems to rent games now, some have even bought the things in from overseas, and they're all making money while you can play latest releases for a fraction of the cost of buying a copy of a new game – largely at Sega's expense.

Sega decided the obvious thing to do would be to let their new titles loose through the video hiring stores first, which means you can pay about \$5 a night to play the latest game. Then, after about six to nine months, the games will be sold through your normal retailer – at a greatly reduced price range of between \$29.95 and \$69.95. This way, you might have to wait a little longer to be able to call the game your own, but you can try it out first and be sure you want to part with the bucks, and then you'll be able to buy two or three games for the price you're used to paying for one. When the games are sold at your retailer, they are called 'Sega Classics'. This range has already started with games like Ecco the Dolphin, Batman Returns and Lemmings, but from now on you'll find you can get less and less of other titles from Sega, and the Classics range will be where all the titles are.

Tim Allison says that Sega Aus-

tralia is proud to be the first in the world with this innovation. The company aims to get titles to you as quickly as possible, and this way you'll be able to try before you buy.

Other rumours surrounding the Sega camp extend beyond the long-awaited Saturn system (yawn). GAMESTAR has managed to find out about hardware, code-named the MARS, which will attach to your Mega Drive to upgrade it to a 32-bit machine while we await the Saturn. While no news is available yet about how much this will cost, you can expect the upgrade to be available early in 1995, with games

tronic Arts and Sony, have decided to continue to launch new titles directly into both retail and rental markets. Interestingly, all of the titles to come from Sony for the rest of the year will be under \$110, mainly around \$70 to \$80. So how come Sega's titles are so expensive?

Nintendo Australia's joint Managing Director, Mr Graham Kerry, spoke to GAMESTAR's editor about Sega's move.

"Our policy is not to go that way," Mr Kerry said. "Nintendo has been able to provide the consumer with cheaper prices. Most are under \$100. Super Metroid, for example,

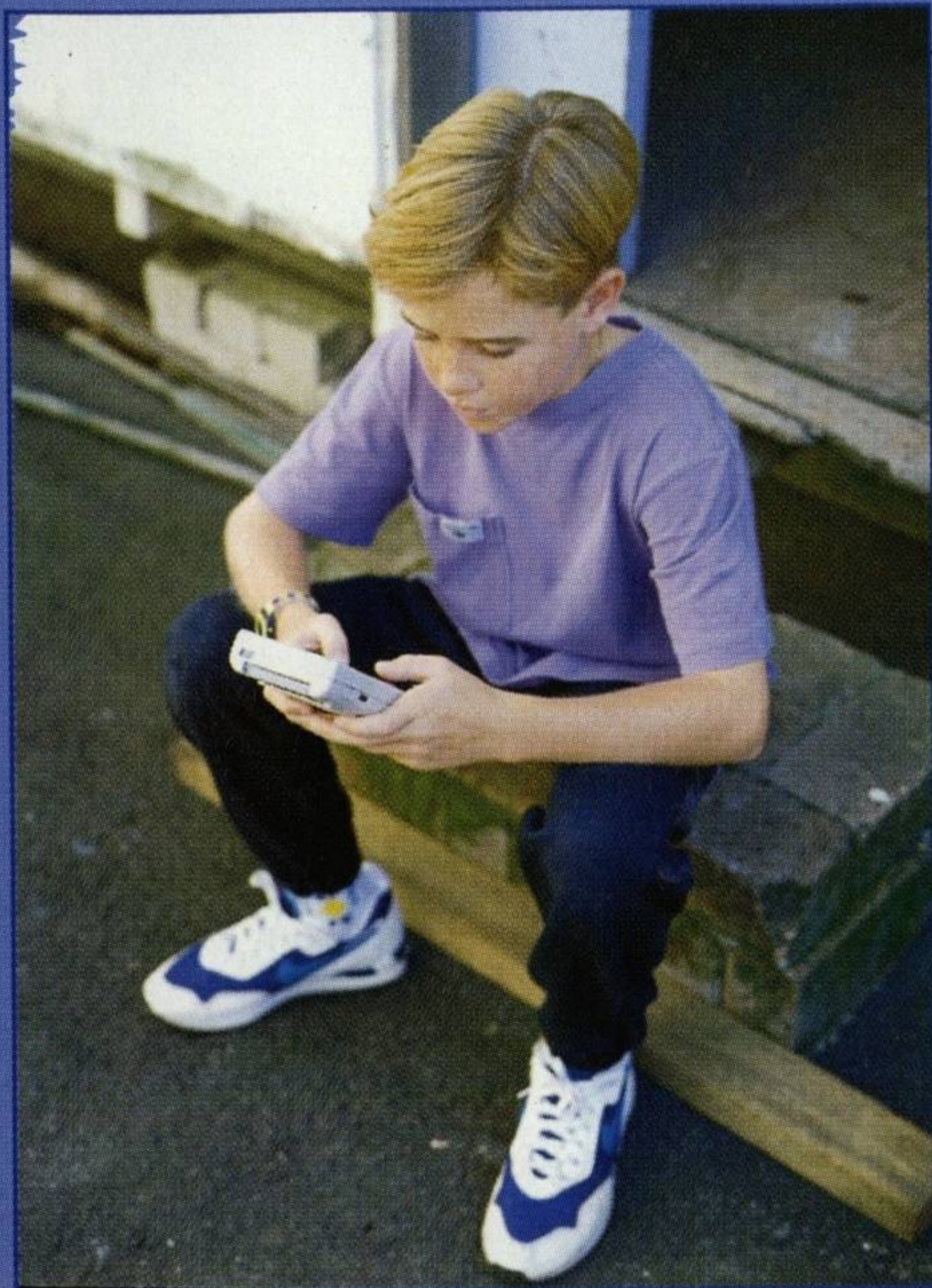


for the system also being available through rental outlets. Sega even expects them to rent for the same price as you are already paying for your 16-bit titles!

Other companies that sell games for the Mega Drive, such as Elec-

has a 4Meg chip which is one of the biggest so far for a SNES cart, but will still carry a medium pricing of around \$79."

Nintendo will, however, be watching closely to see how Sega goes in this innovative step. ★



**IN JUST THREE YEARS** on Home and Away, Ryan Clark has been abandoned by his mum, seen his foster mother die and said goodbye to his dad. Phew! And he's not even 11 yet!

"Playing Sam Marshall is fun," says Ryan, "especially when you get to play video games on the show and get paid for it." A recent storyline had Sam playing Ecco the Dolphin, but in real life, Ryan prefers something with a little more firepower, like Double Hawk.

"In Double Hawk, you've got Rambo and Arnold Schwarzenegger and you go together on missions and people shout at you and you've gotta shoot 'em back and go and try and kill everything," he laughs.

Ryan says he used to play Double Hawk all the time until his Mega Drive broke.

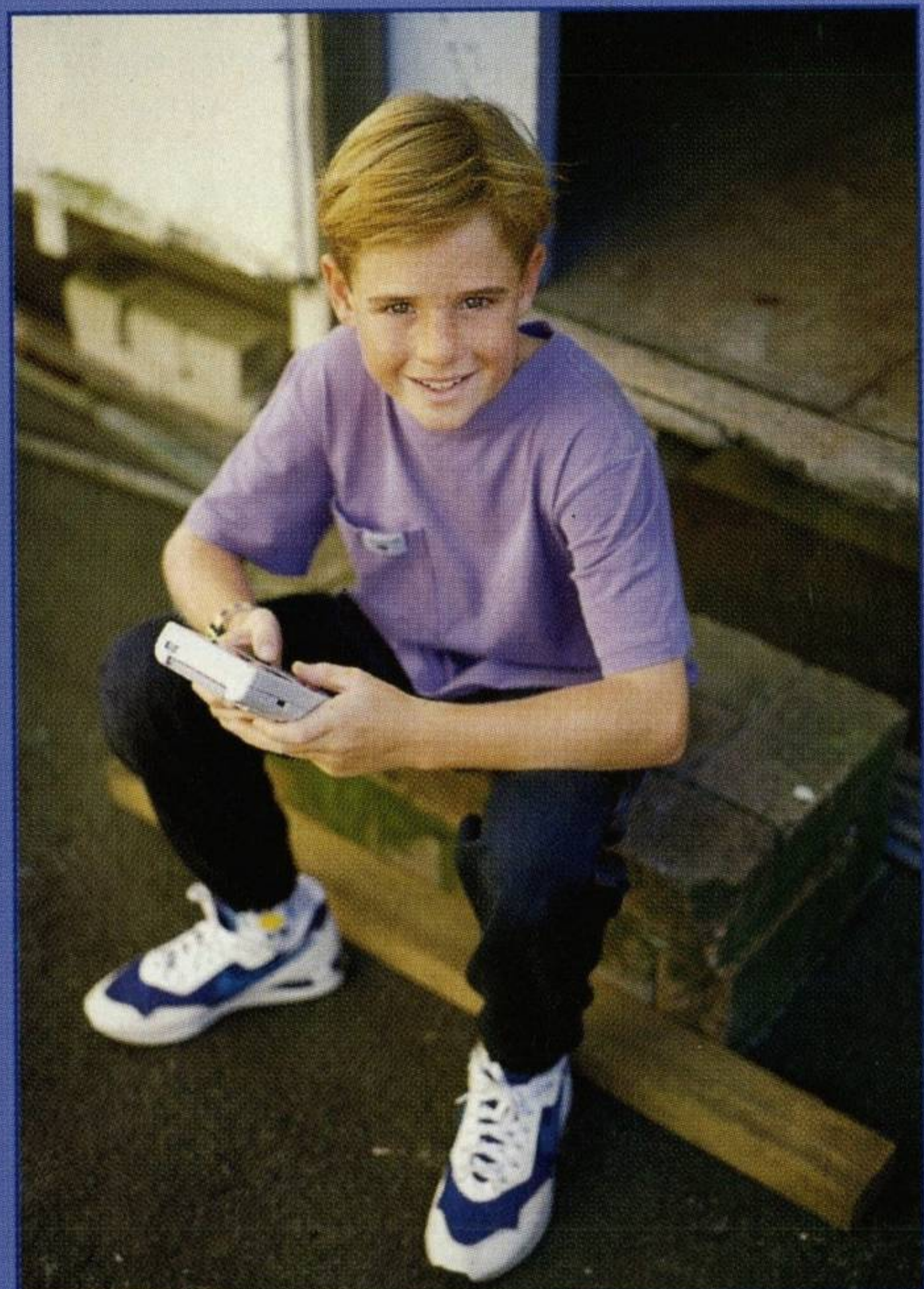
"I don't play it much now because both my things that I can use are broken," he says. "My Sega is broken and my computer is broken at the moment. Hopefully I'll get them fixed soon."

"I played them a lot before they broke, now I play them a lot at my friend's house, nearly every day."

"I had winter games and summer games on my

# CELEBRITY GAMER

BY KATHY CAMPBELL



computer and on my Sega I had R-type and Plane 1 Aerial Assault and Double Hawk. Most of my games are at my friend, James' house. He's better than me because he plays them all the time."

Working on Home and Away means a lot of traveling for Ryan, which also means a lot of boring taxi rides. When he's not learning lines or having a quick nap in the back of the taxi after a 5am start, you'll find Ryan playing Tetris or Mario on his Game Boy; batteries permitting that is.

"I play it when it's got batteries and it's working," he says "I just play it at home when I'm bored and on plane trips and car trips, and I took it with me when I went to England last year."

When he's not working, catching up on sixth grade schoolwork, learning lines, or playing computer games, you'll find Ryan on the football field. Or the tennis court, or the beach . . . he's a bit of a sports freak you see.

"At the moment I'm playing football and tennis and surfing," he says. "I go skiing in winter and I like basketball, too. I play it sometimes at school and I love going to watch it. I also like playing Basketball Nightmare on the computer. I've got a basketball ring at home but it's broken and I've got to fix it. I did a slam dunk and I smashed it, snapped it off the backboard."

We left Ryan in a fit of giggles. Shaquille O'Neal beware! ★



Here are the top 10 selling games from The Gamesmen for each format over the last month

### MEGA DRIVE

1. Lethal Enforcers
2. NBA Jam
3. Sonic 3
4. European Tour Golf
5. FIFA Soccer
6. Road Rash II
7. Ren & Stimpy
8. Skitchin'
9. NBA Showdown
10. Barkley's Basketball

### MASTER SYSTEM

1. World Class Leaderboard
2. Jurassic Park
3. G-Loc
4. Strider
5. World Cup Italia
6. Spellcaster

7. Mortal Kombat
8. Terminator
9. Buggy Run
10. Wolfchild

### SNES

1. Super Mario Kart
2. NBA Jam
3. Turtles Tour/Fighter
4. John Madden '94
5. Zombies
6. Rock 'N' Roll Racing
7. Powermonger
8. Clayfighter
9. Aladdin
10. Wolfenstein 3D

### NINTENDO

1. Flintstones
2. Super Mario Bros 2
3. Super Mario Bros 3
4. NES Open Tournament Golf
5. International Cricket
6. Megaman 2
7. Street Gangs
8. Kirby's Adventure

9. Baseball RBI
10. Legend of Zelda

### AMIGA

1. Allan Border's Cricket
2. Remier Manager 2
3. Beneath a Steel Sky
4. Canon Fodder
5. Frontier Elite II
6. Mortal Kombat
7. Campo's International Rugby
8. Jurassic Park
9. Desert Strike
10. F1-Amiga

### IBM AND COMPATIBLES

1. Allan Border's Cricket
2. Doom
3. Sim City 2000
4. Ultima VIII
5. Seawolf
6. Frontier Elite II
7. MS Flight Simulator V. 5
8. Street Fighter II
9. Leisure Suit Larry 6
10. F14 Fleet Defender

## GAMESTAR'S READER REVIEW

Okay blastermasters, hear me out for this one. We are going to let YOU do a review for US!

In our Reader Review Competition, one reader every month will have the totally awesome opportunity to compile a review of a new release game that you would just lurve to get your grotty little hands on.

Here's the deal. Write on the back of an envelope your name and address and, most importantly, the title and platform of the new release game that you would like to have and review for us. A winner will then be drawn and a copy of the hip and happening game that they have requested will be sent out to them, courtesy of GAMESTAR and The Gamesmen.

The winner will be expected to write a review of the game, including ratings, and it will then appear with a spunky little picture of the reviewer in the next issue! Oh, and by the way, you get to keep the game that you review. Pretty cool, hey?

So get thinking and send your entries in to GAMESTAR, GPO Box 4088, Sydney NSW 2001.

To let you know the type of thing we're after, we ran across Chris Coulter and shoved him a copy of Street Fighter II for the Mega Drive. Here's the result.

### STREET FIGHTER II

By Chris Coulter, Age 13



Street Fighter II is not easy to play, when you first play it.

You have to get used to it and learn some moves before you are good at playing the game, but most of the time you just use the kick buttons or punch buttons.

There are a number of levels to choose from, like the easy level which starts from 1-4 in easiness and there is a hard level which starts from 5-8 in hardness. The easy levels 1-4, make it easy to beat the opponents and the hard levels from 5-8, make it quite hard to beat the opponent.

It can take a number of hours to finish Street Fighter II at the hardest level, but that's the good thing about it - just having fun playing the game.

The graphics are excellent, better than any other system. I rate the graphics 97/100. The speed is tremendous when you put it on high speed. The presentation of the game is excellent. There's a number of things to choose from, like Champion Edition or Hyper Edition.

Hyper Edition is harder to play than Champion Edition because opponents are a lot faster and harder to beat.

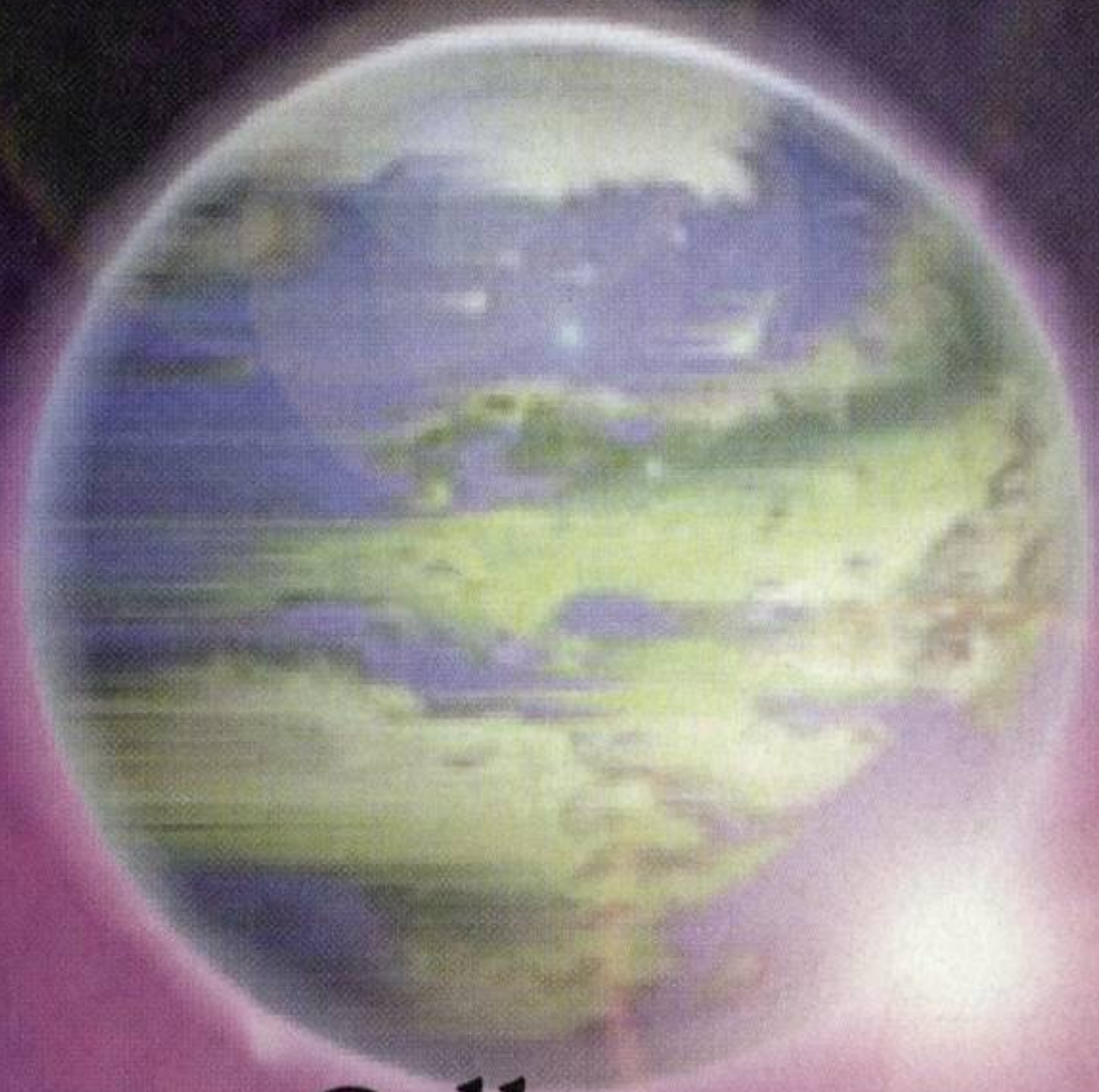
If you have just bought a Mega Drive, the first game you should buy is Street Fighter II.

Compared to Mortal Kombat, I reckon Street Fighter II is a lot better.

I rated the sound 93/100 and the game 96/100.

# Your own International Software Agent

- You read about these great new games in overseas magazines.
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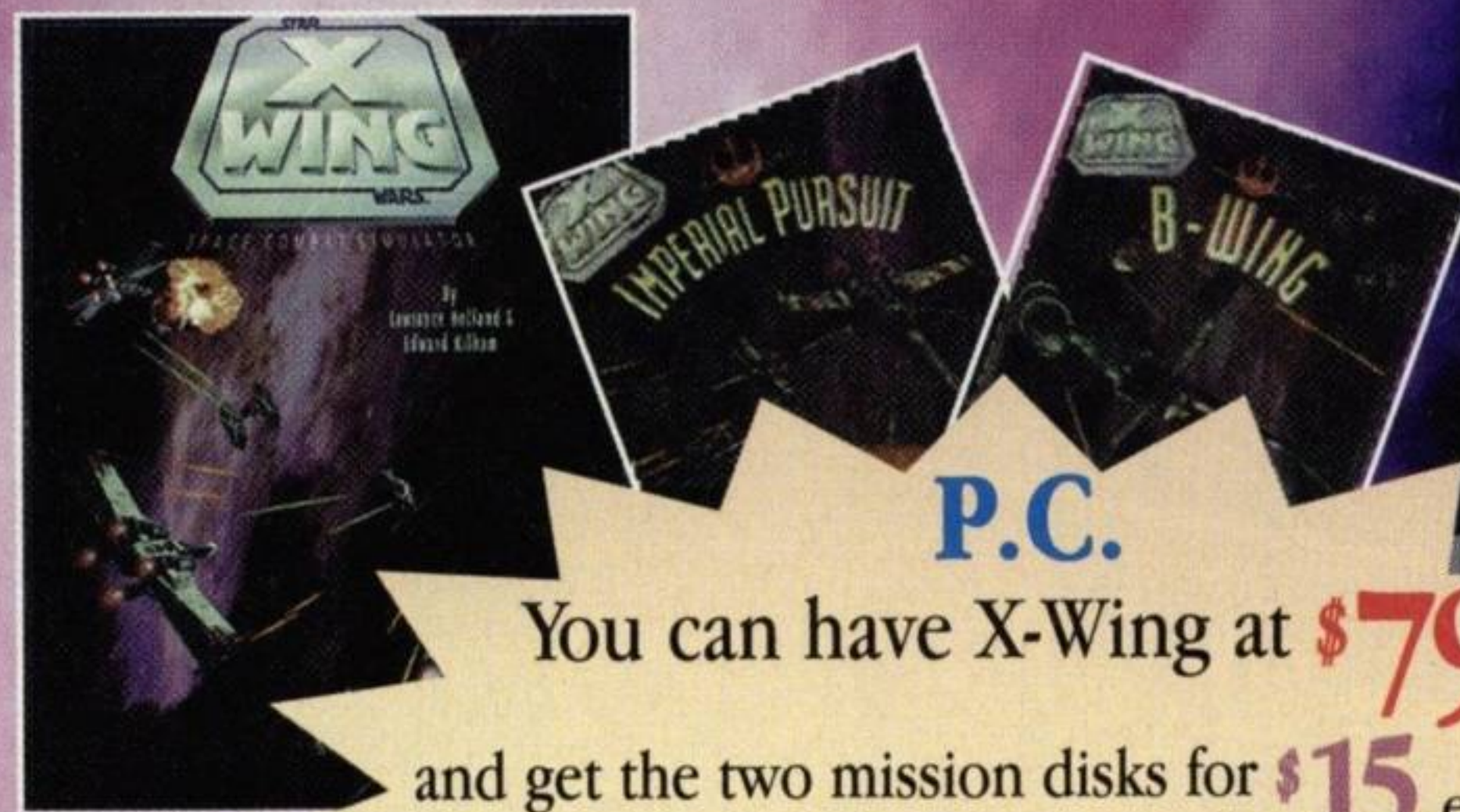
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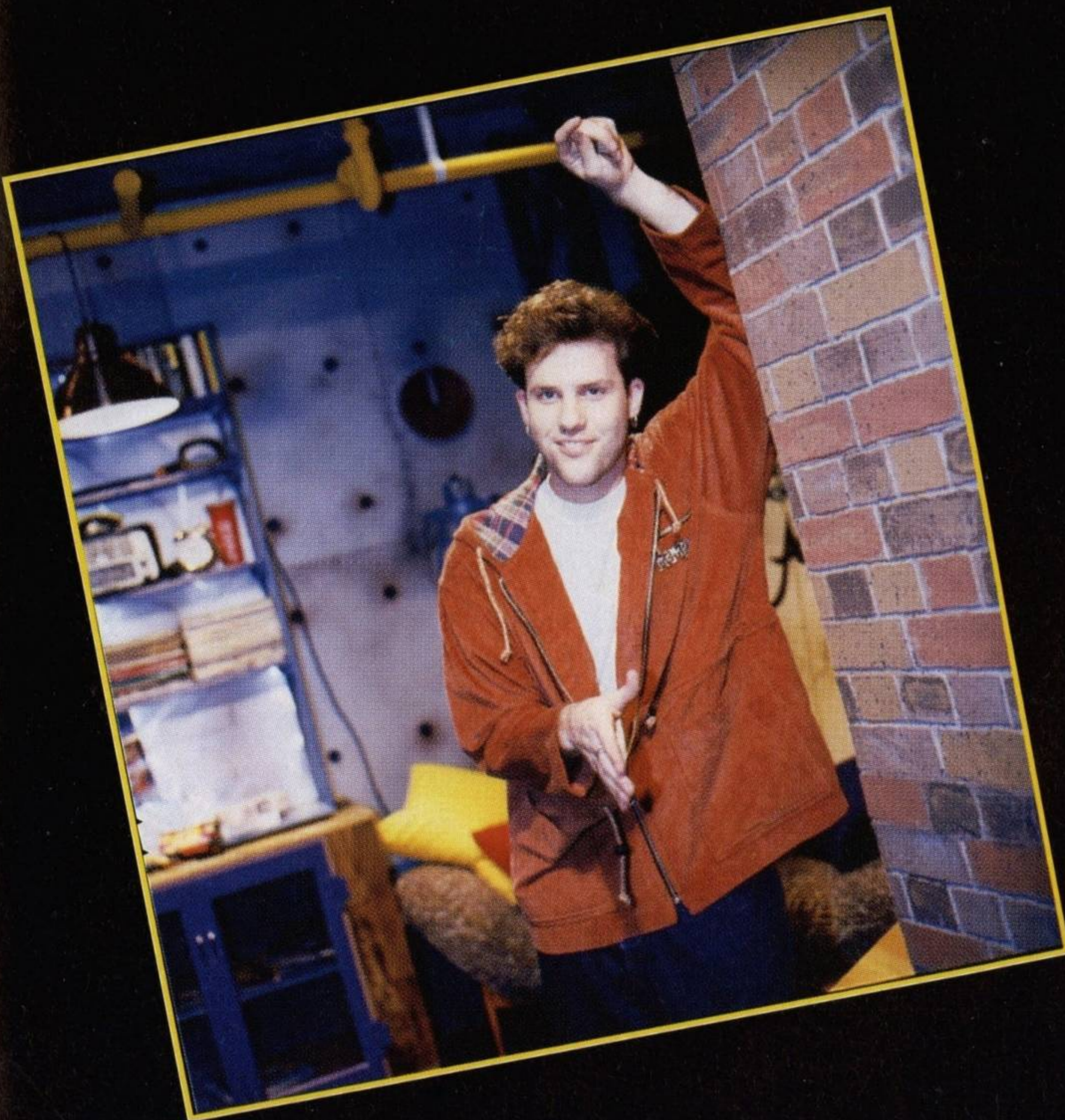
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# THE ZONE



A D A M T H E



**DON'T BELIEVE THE HYPE,** brothers and sisters of the gaming universe. Life ain't all bad. In fact for this gaming addict, things are seriously excellent. But I digress (a silly word meaning 'lose the plot . . . spin out'). You know, change the topic without actually telling you what the topic is!). Whew, this GAMESTAR journo bizo could be tougher than I thought.

One moment I'm sitting at home writing songs and hanging at friends' places whacking away on their systems, when a series of events took place that would bend any non-believer's head right out of proportion. In short, it went like this. Composer of theme music for The Zone to, Shazam!, host of the show, to owning consoles of every creed, colour and denomination, to locking in a record contract with one of the biggest entertainment companies in the land. Strange, but happening or what?

And peoples, I'm not trying to make you feel bad. On the contrary, I'm trying to make the point that the freaky good luck I've had can happen to anyone. The weird and heavy duty things that can go on are obscene. Sort of like the outrageous prices we pay for games! But that's another topic.

So here I am writing a column for Australia's newest gaming mag, GAMESTAR, and having the most truly excellent time.

Of course, despite what you might think, The Zone ain't all just fun and games. Okay, the bulk of it is. I mean let's fact it, that's why I took the job. And I've got the best

Action, Sports . . . is no easy task. After we've locked in the games, we have to record all the right bits for replay, choose the right reviewers for the right games and then film what the Zone Crew has to say. Add on to that the researching, writing and recording of cheats, accessories, new products and gossip and Shazam! you've got one seriously busy week.

Now, I'm not one to blow anything out of proportion! But we work so hard that Sega and Nintendo send us a fresh batch of joypads each week. Honest. And tough.

here, a shove there, a sledge hammer all over the place and it starts to make a bit more sense. But jeez, we had to start somewhere.

Before I sign off though, I guess I should get to the point of this bigger than Ben Hur column. You see I'm your new 'Agony Aunt' of gaming. That's right. From now on, if you've got any problems, gripes, questions or queries about games, products – anything at all, I'm your gamehead. Cool? So write to me at GAMESTAR and I'll Zone in on your problem. Till then, go off on GAMESTAR and The Zone and I'll check you next issue. ★

**If you can actually drag yourself out of bed early enough on a Saturday morning, we recommend that you find yourself plonked in front of the tele looking at The Zone, Channel Nine's new show about our favourite hobby (and it ain't ping pong). The presenter of The Zone is Adam Riley, a guy who's never far from his console. We at GAMESTAR thought that Adam was a bit on himself, so we decided to offer him a job that would stop him talking about himself for a while. From now on, Adam will be answering all your questions about gaming, life, and anything else that's sincerely legal. If you've got a problem, no matter who or what with, slap it down on a piece of paper and address it to: Adam the Agony Aunt, GAMESTAR, GPO Box 4088, Sydney, NSW 2001.**

**In the meantime, we asked Adam to give himself and The Zone a bit of a commercial. Perhaps he did too well . . .**

## A G O N Y A U N T

excuse in the world for every time mum wants to get on my back about gaming out all day . . . "Hey mum, I'm just doing my job!" Perfect!

How do we put the show together? Well, first up we check out all the upcoming releases, in an attempt to match up just what new games will be hitting the shelves on or around our on air dates. After we've sussed that out, (not that easy because not even the gaming companies can guarantee that the games will arrive on time from overseas), the debate goes into full swing. With time for only six reviews, getting the perfect balance of formats, types of games . . . RPG, Beat em ups, Platforms,

How tough? Well, just last week Bev had to be rushed to hospital and pumped up with a couple of litres after losing a tad too much of the essential red stuff. I'll never forget that day he pulled his dial away from the monitor, screaming "Look guys, mad huh?" while holding up his hands to reveal the bones of his fingers. RSI or what? But, don't feel sorry for him or the rest of the crew. A gamer's gotta do what a gamer's gotta do. And besides, it's their job – they get paid danger money to hurt themselves playing.

Maybe I am playing too many games! Seriously though, each week we learn how to make The Zone a better programme. A twist







# A Nightmare with Atmosfear

BY ROHAN SINGH

**The Nightmare range of games have given mortifying revelry for quite some time. Now a new dimension is being added so that you can play it on your console or PC. We spoke to the games' creators. Read on and watch your hair turn white.**

**If** you are a fan of the horror genre or like to stay up late and tell ghost stories and enjoy a good scare, chances are you would be familiar with Nightmare — the world's first interactive video board game.

Nightmare and its three sequels have been on the international market for about a year and have already sold over 2 million copies in 15 countries and eight languages. And the good news is that Nightmare is an Australian invention, produced in Australia by Australians (on ya mate).

## Beginning to dream

The game's creators, Brett Clements and Phillip Tanner, showed their idea to Roadshow in 1991, which agreed to distribute the game worldwide. Nightmare was a breakthrough in board

games because it added videotape to the board and dice.

"We wanted to create a game that actually scared people," said Brett. "And it's fairly hard to scare people with a one-dimensional card game. We thought if we could create a character who people reacted to, and also use videotape as a means to deliver really cutting belts of sound, then we



**Brett and Phillip attempting to look excited by Rohan's questions**



would frighten people. That's the object of Nightmare, just to scare people."

But playing Nightmare is not like watching a video either. "A video is the same in the same way that the sides of dice are the same before you roll them. Sixty minutes will always be sixty minutes, but what happens in that hour is always totally different. You are guaranteed to be never in the same place twice."

Brett and Phillip first met as

reporters on a program called Wonder World hosted by Simon Townsend. Brett had produced a trivia game at that stage, OZ QUIZ, and he and Phillip financed a pilot for a game show based on the board game. Along with their pilot, they were dismissed by a television executive as a couple "a cowboys." However they not only discovered that they worked well together, but now had a name for their production company: 'A Couple 'A Cowboys'. Aside from Nightmare and its sequels, A Couple 'A Cowboys also produces tourism films for Australia, New Zealand and Thailand, winning about 20 Australian and international awards, creates corporate advertising campaigns and produces television programmes, such as Just For The Record (also an award winner) and the 1993 version of Wonder World, among other projects.

### Best game

Nightmare has also won its share of fame, including Number One Game in Australia, Canada, UK, France, Italy and Spain, and first prize at the Cannes Toy & Game Festival of 1991.

So where does A Couple 'A Cowboys go from here? Multimedia of course.

A multimedia version of Nightmare is to be released under the name Atmosfear: Welcome to the Other Side, on PC CD-I, CD-ROM and MPC formats at the CES Conference in Chicago, USA, in June, and in Australia in October — look for the review in GAMESTAR closer

to that date. There will also be a SNES version. Atmosfear is the name under which Nightmare was released in Europe and has been chosen for the multimedia game as it is thought to be a better description of its purpose.

You'll have to be quick, or you can put in an advance order with Roadshow, as the release of Atmosfear: Welcome to the Other Side will be limited to 20,000 games only. Nightmare was a big seller because it was released at a time when 80 per cent of people had a video cassette player in their homes. CD-I, CD-ROM and multimedia platforms on the other hand will not be that popular in homes for another three to four years, but A Couple 'A Cowboys has concentrated its resources on this project in the hope that multimedia (and the game itself) will take off in a big way. Only then will production levels increase.

### Nastier and uglier

It is promised that Atmosfear: Welcome to the Other Side will be bigger and there will be more sequels. The master game and sequels will each be complete games. There will be no need to buy another disk to play one of them. In the CD game, players have to work their way through six graveyards, each inhabited by the characters from the original Nightmare, whilst also having to contend with the Gatekeeper. "This is the Mark II Gatekeeper," says Brett. "Nastier and uglier."

And there's plenty of variation built in to the game so that it isn't the same each time it's played. Each



**We knew the game was hot, but this is ridiculous!**

minute the Gatekeeper could come at you from eight different angles accompanied by one of sixteen different soundtracks (AAAH!).

"You'd have to play it for years before you actually found everything in it," Brett claims. Also, for that added personal touch, players' names and other details must be entered before play so that the Gatekeeper knows who he is

not telling. What they would tell GAMESTAR was that there is something included in the package which makes you feel part of the game.

"It also makes this game a little bit different. With other computer games, all you have in front of you is the mouse." Atmosfear can be played by up to six players interacting with each other, so it can not be

So where does

A Couple 'A Cowboys

go from here?

Multimedia of course

playing against, and can single players out for punishments and such.

Atmosfear: Welcome to the Other Side is billed as a multimedia, multi-player game with a 3D component. As to what exactly the third dimension is, Brett and Phillip are

accused of promoting anti-social behaviour.

"Atmosfear is not about decapitation, it's not about murder, it's not about violence. It's about frightening fun. It's like telling a ghost story. We don't swear and there's no blood or guts," said Brett. That should make your mum happy.

While the SNES game is more



of a 'zap game', there's no blood in it either, and it can be played by two players. The SNES version, along with the other platform versions, have been designed to make the most of the particular platform so each is a little different. And yes, the SNES version has mode seven.

"We've taken the best of full-motion video, the best music, the best graphics and all the best elements of a board game and we've put them all onto a computer. We've tried to make it as user friendly as possible. This game should be able to be played within the parameters of most people's [computer's] memories," Brett said.

### The final product

Atmosfear has about 27 minutes of full-motion video and the disk has a 74 minute memory. That's about 24 minutes of full-motion video, full screen. "The quality of the scanning is just fantastic. The visual quality is comparable to what you would see on a 28cm TV screen." All the artwork has been hand rendered before going into the computer to give the graphics a much smoother look.

Anything else, you ask? Of course there is. A Couple 'A Cowboys have put up the idea of a game show based on Nightmare. "There has been a lot of worldwide interest," says Phillip, "but we have problems finding the time. We only like to work on one project at a time." It is thought that the show will be made for the USA, Canada, Europe and eventually Australia.

It's good to see an Australian idea remain in Australia to the extent which Nightmare and Atmosfear have. Although foreign actors have been used for the videos needed in other languages, all filming has taken place in Australia. This has meant that A Couple 'A Cowboys has had to produce new videos at the rate of about one per month since Nightmare was released.

The success of Nightmare overseas indicates that Australian entertainment is taken seriously on the international market - let's hope that more Australian-produced games follow these guys' lead. ★

# WIN YOUR OWN



Now that you know everything about **Nightmare**, we thought you'd probably like **your own copy** of the wicked video board game. We greased up **Roadshow Entertainment** (really nice people) and they gave us **five** of their Nightmare **video board games** to give away to the best answers to the question:

**'I want a Nightmare board game because.....'**

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**Send your entries to:** GAMESTAR Nightmare Competition,  
GPO Box 7052  
Sydney NSW 2001

#### CONDITIONS OF ENTRY

1. Instructions on 'How to Enter' form part of these Conditions of Entry. Entry is free and open to all residents of Australia other than employees of ACP Publishing Pty Limited ACN 053 273 546 and Roadshow Entertainment (ACN 005 078 428) their families and associated agencies.
2. The contest closes last mail 30th June, 1994. Enter using the original coupon provided (in SA entrants may send a facsimile - only one per person). The contest will be judged by a panel appointed by GAMESTAR on 30th June, 1994. The judges' decision in relation to any aspect of the competition is final and binding on every person who enters. No correspondence will be entered into. Chance plays no part in determining the winner. No responsibility is accepted for late, lost or misdirected mail. All entries become the property of ACP Publishing Pty Limited, the promoter, 54 Park Street, Sydney, NSW 2000.
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4. Prizewinner's will be notified by security post and published in a future issue of Australian GAMESTAR Magazine.



# haven't you got a SNES yet?

## The techo specs for the Super NES (or why this is a beefy machine):

Central Processing Unit (CPU)	16-bit (main 'brain' of system)	Maximum number of sprites size	64 x 64 pixels
Work RAM for CPU	128 Kilobytes	Minimum number of sprites size	8 x 8 pixels
Video RAM	64 Kilobytes	Scrolling	Horizontal, vertical, diagonal
Picture Processing Unit (PPU)	16-bit	Audio Processing Unit (APU)	8-bit (main sound processor) producing 16-bit sound
Maximum colours on one screen	256	Pulse code modulator	16-bit (converts digital information from the game pack into sound)
Colours available	32,768	Number of sound channels	8
Resolution	512 x 448 pixels	Clock speed	3.58, 2.68 and 1.79 Mhz
Maximum number of sprites per screen	128	Software RAM	Yes
Maximum number of sprites per line	32	Audio out impedance level	4 Ohms

# Are you sick and tired of using your friends' systems?

Want to expand the possible library of games you can play? Already got a Mega Drive but want to look like a real poser and have a SNES too? GAMESTAR has gotten together with Nintendo to fix it for you. If you're dying to get Mode 7 for yourself but can't bear to part with the bucks (or can't get the olds to), fill out our coupon, answer our question, and the one we like the best will score themselves this fantastic prize.

Imagine the shade of green your friends will turn when they see what the postman brings in some very flash boxes. And you can look really smug at school as you boast about your new SNES.

The 16-bit Super NES is designed to provide game players with the most realistic sound effects and fast-moving action available in the home video game market today. But wait! We've also managed to chuck in for the winner a copy of MarioPaint so that you can start mucking about with your new system as soon as you open the box (well, almost).

MarioPaint is a 'learning/teaching' game pack for the SNES. With it you can draw your own pictures, write your own music and even make some of your own animated stuff. MarioPaint uses a new mouse controller which comes as a part of the prize and makes using the different features a breeze. You also get a mouse pad. Phew!



**All you have to do to win yourself this fabbo prize is tell us your name, age and address details (derr) along with the answers to the following three questions:**

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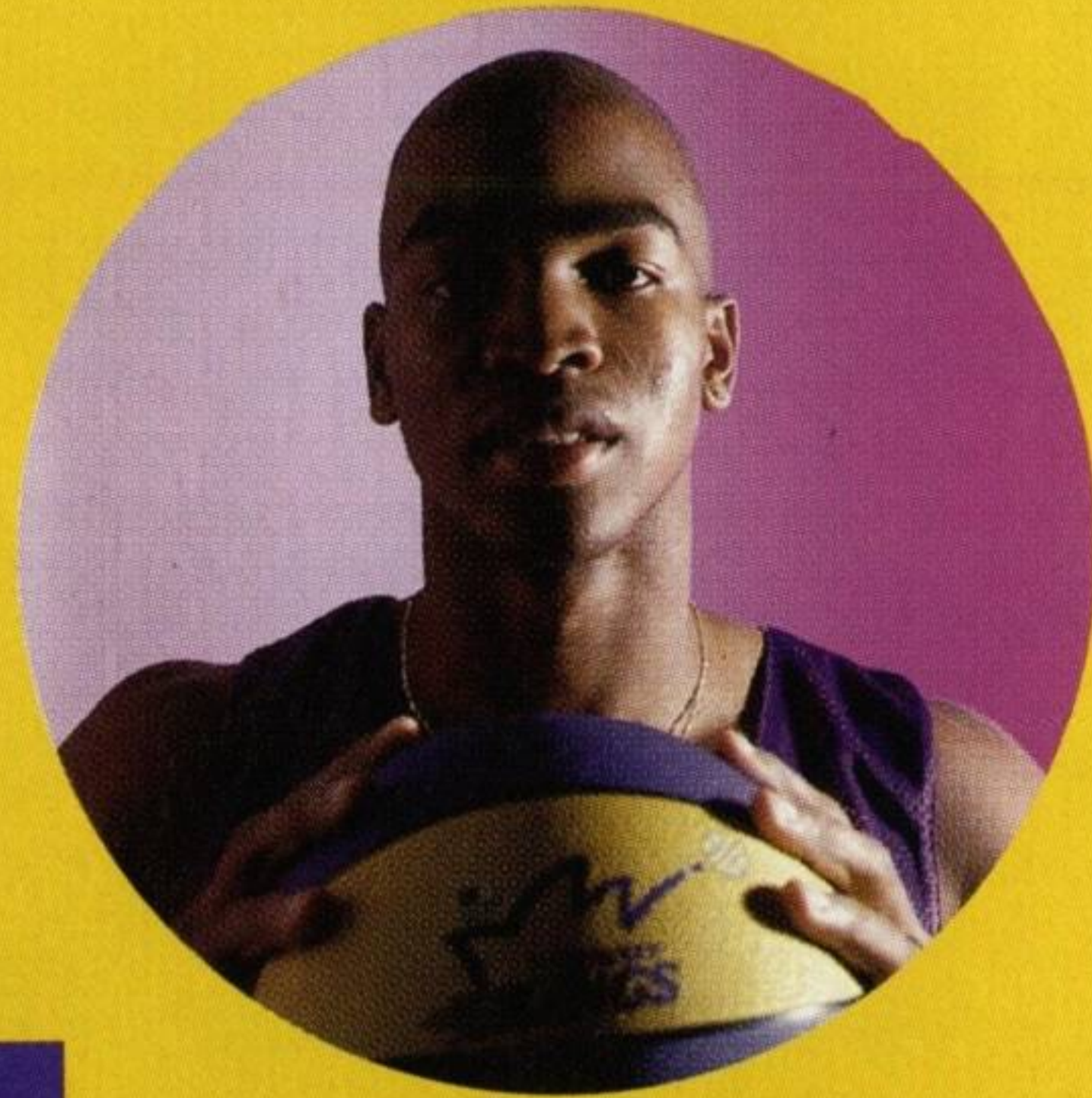
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BY KATHY CAMPBELL

# Slam dunk

**G**

rowing up in the Virgin Islands, Leon Trimmingham of the Sydney Kings was more into hitting a ball with a cricket bat than throwing it through a hoop. So how did a West Indian get bitten by the basketball bug?

Simple, he went to study at an American university and "there was no cricket at college."

"I kind of drifted into the sport," Leon says of his introduction to the slam-dunking game. "The coach saw that I could run and jump a bit, while shooting the ball just came natural."

It wasn't just basketball that captured his interest. Leon got hooked on games of the video kind, too.

"I had a Nintendo set in college and I used to always play that," Leon says. "I had this game called Dragon Master, I had a car racing game, a baseball game, I had golf...I used to play it all the time."

In fact, he says he played Nintendo a little too often sometimes.

"I played it way too much at college," he admits. "It can interfere with your schoolwork. Once in a while I'd play it instead of doing my assignments."

But since moving to Sydney in January, 23 year-old Leon has had only one assignment on his mind: playing for the Sydney Kings.

"Our schedule is so hectic right now that I don't have any time to go

out or anything, 'cause usually you go to practice and then we have clinics and promotions, so it's pretty hectic right now. We practise every day except Wednesdays."

So we guess you're pretty happy when Wednesdays come around, eh Leon?

"Yeah (laughs). Well the practise is fun, though. I mean it's great I don't mind it too much."

When Leon's not training or attending clinics or promotions, he's busy practising a game of a different kind.

"I've got a Sega at home and I play it all the time," Leon says. "Not every day but about two or three times a week."

"I like to play a lot of sports games but right now I only have Sonic the Hedgehog 2. I play by myself, I'm not good yet, so I can't play in front of friends and embarrass myself. The highest score I got was 22 thousand and something."

## STATS CARD

**Leon Trimmingham**  
Sydney Kings

**Number:** 42  
**Position:** Forward  
**Height:** 202cm  
**Birthdate:** 4/1/71  
**Birthplace:** St Croix, Virgin Islands  
**Occupation:** Professional basketballer  
**Previous teams:** American University, Puerto Rico, 1990-92; Briar Cliff College, 1993

**Representative Honours/Awards:**  
Player of the year 1990, Puerto Rico;  
first team NAIA American in 1993;  
MVP of a CBA try-out camp, 1993;  
Weapon, Above the Rim  
Tennis, movies, going to the beach  
Engaged to Rachel

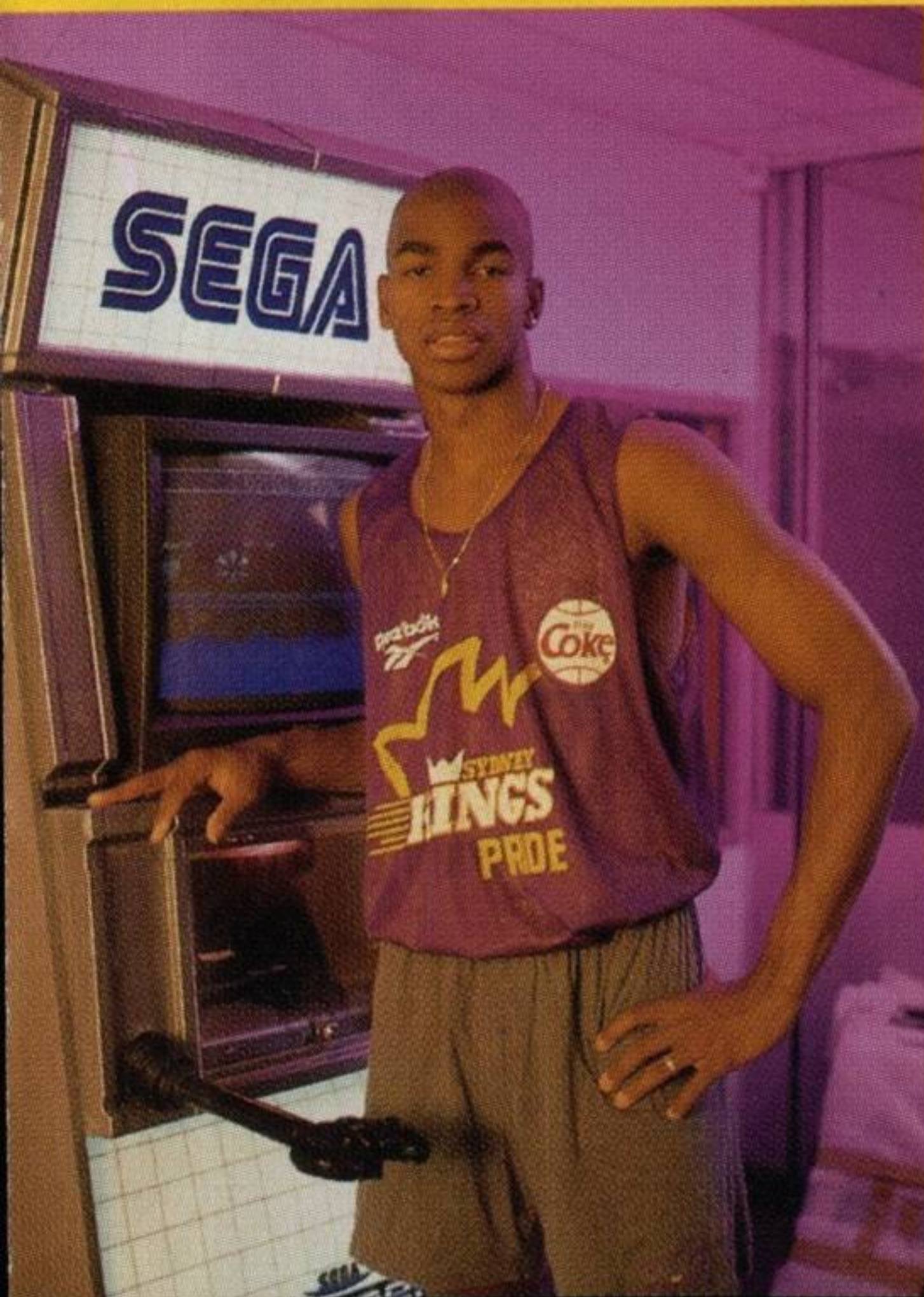
**Nickname:** Play to win  
**Interests:**  
**Marital status:**  
**Personal motto:**

But Leon's fave game of the moment is NBA Jam.

"I don't have that on cartridge right now. I usually go to the store and if they have a game set up then I'll play it," he says.

He laughs when you ask if he plays it to practise his game strategy.

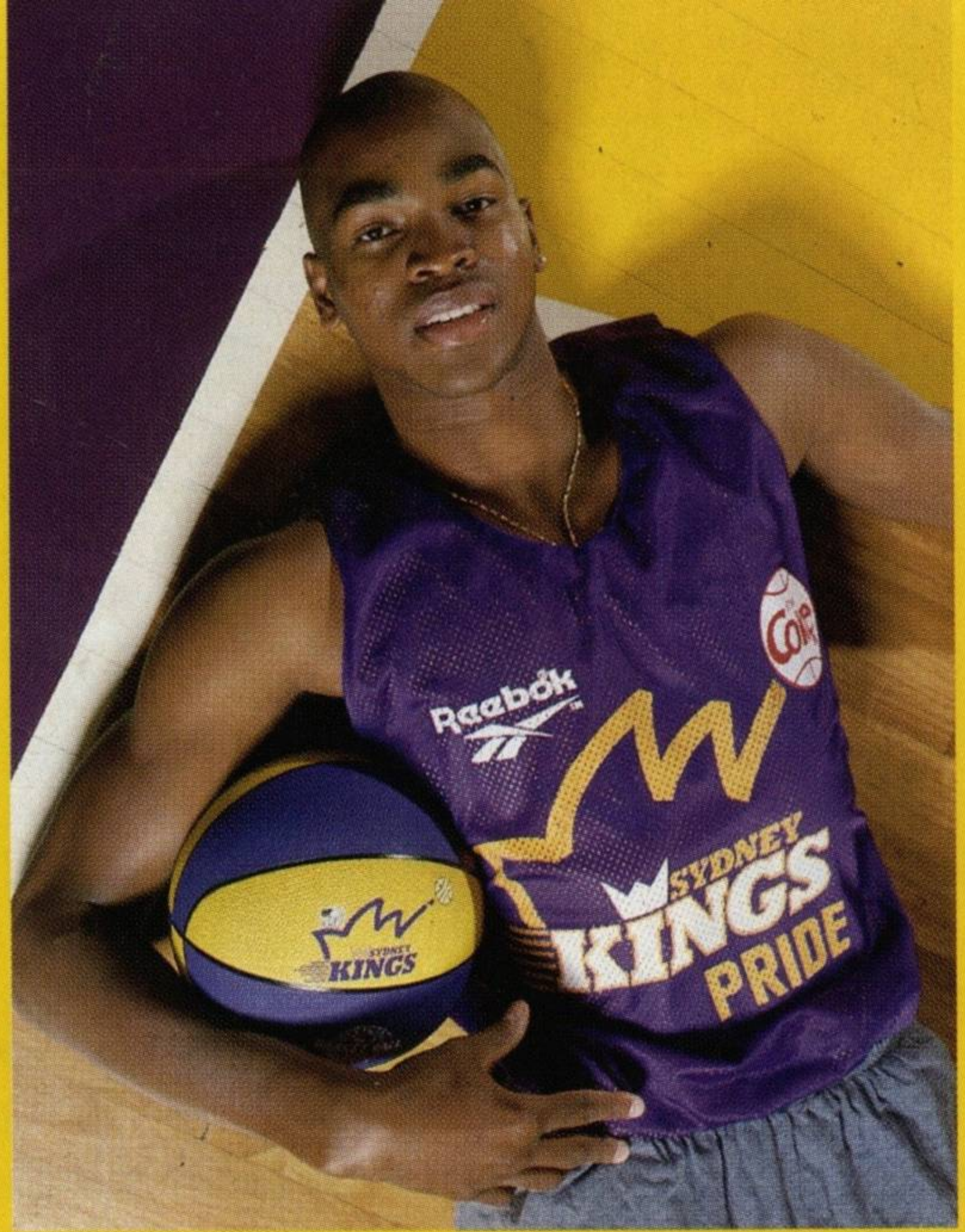
"It's just fun, you know," he says. "You can't learn anything. It's just a fun thing 'cause you have guys jumpin' over the backboard which is not reality, no one can do that. You have guys shooting from



Leon's embarrassed by his lack of Sonic skill, but we're not going to laugh at him!

# King

WITH LEON TRIMMINGHAM  
OF THE SYDNEY KINGS



Photos: Joseph Albury

half court and it's just a lot of fun. You can't learn anything from it though."

So would he like to have a basketball game named after him, like Shaquille O'Neal?

"Yeah that would be neat," Leon says. "My nickname is 'Above The Rim', so that would be a neat name for a video game."

And while on the subject of other basketballers, Leon has issued a challenge to his fellow Sydney Kings players.

"I could beat any one of them," he says with a laugh. "NBA Jam or any NBA computer game: I'll beat them all!"

GAMESTAR's waiting to see if any other Kings (or NBL players) want to take Leon on. We'll keep you posted. ★

## GIVEAWAY

The fabulous guys at Sega have given us five copies of 'HYPERDUNK' to give away to five of you hyperdunkin' bros. We also have five huge autographed posters of Leon Trimmingham signed by the slammer himself. So, if you wanna copy of this hip game, and an autographed poster, you'll have to answer the question below.

**Q. Name one of the companies that sponsors The Sydney Kings basketball team.**

Write your answer on the back of an envelope with your name and address, and address the front to

**GAMESTAR,  
PO Box 7052,  
Sydney NSW 2001**

Then slam dunk your entry into the closest mail box.

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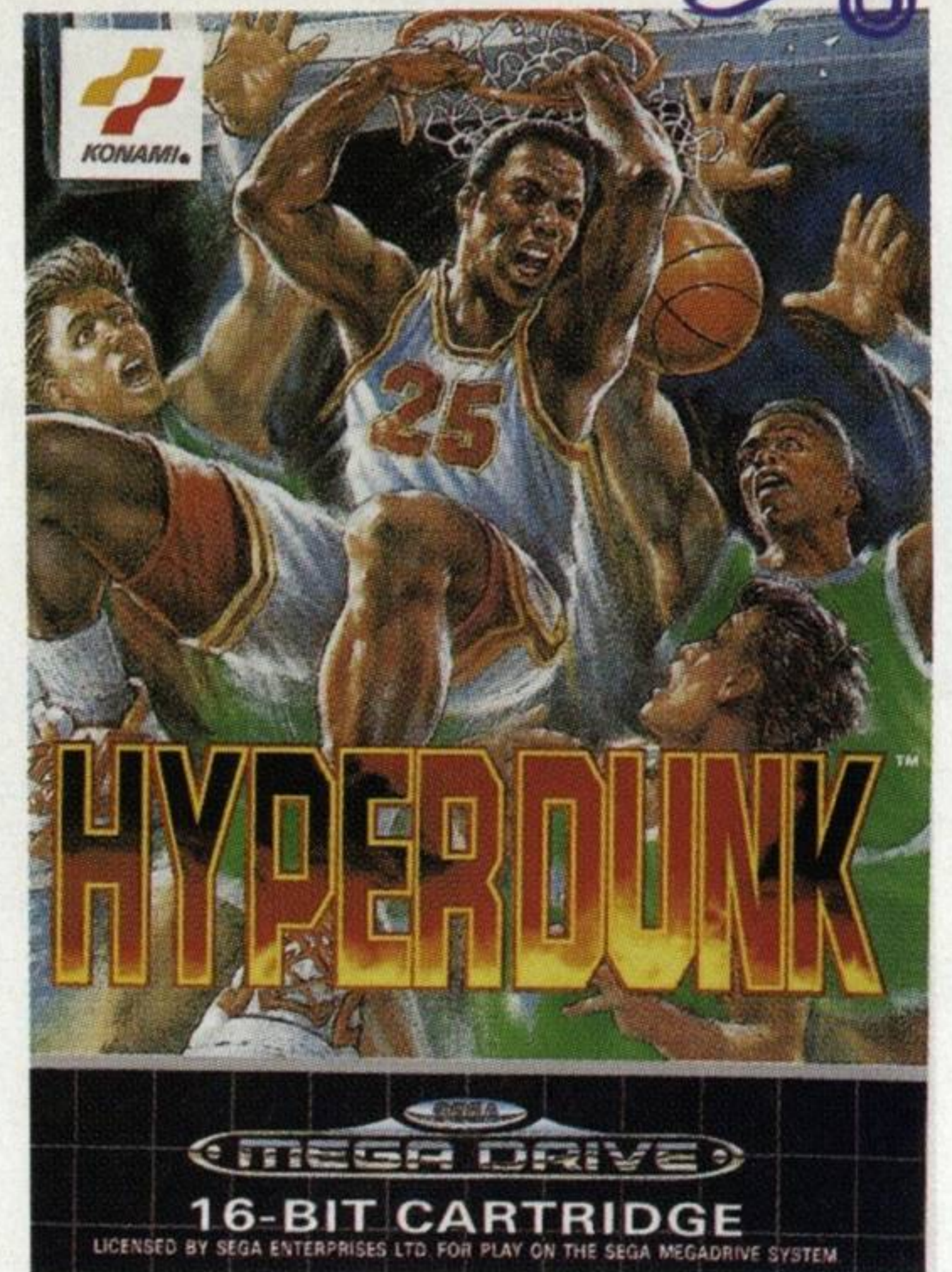
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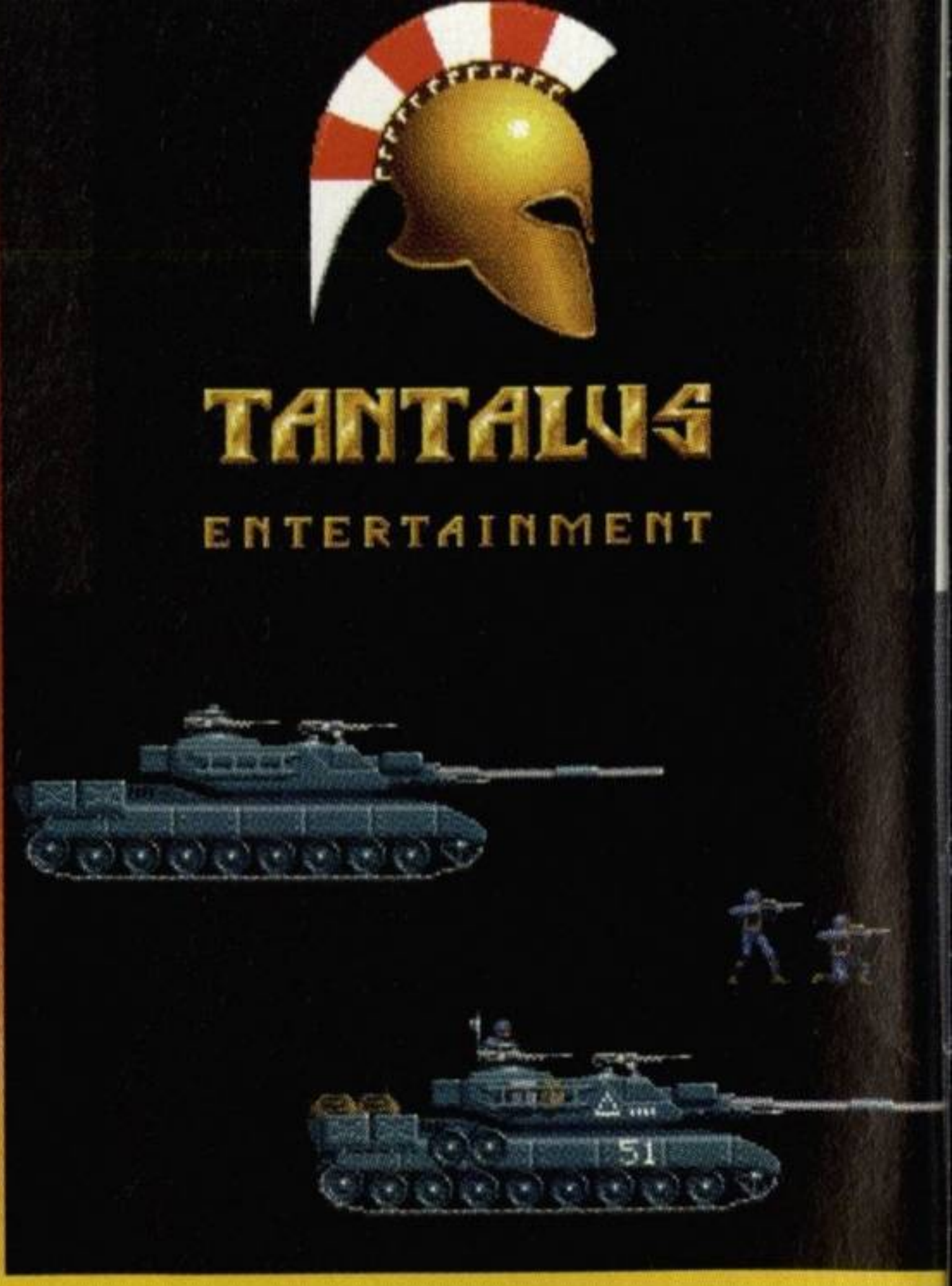
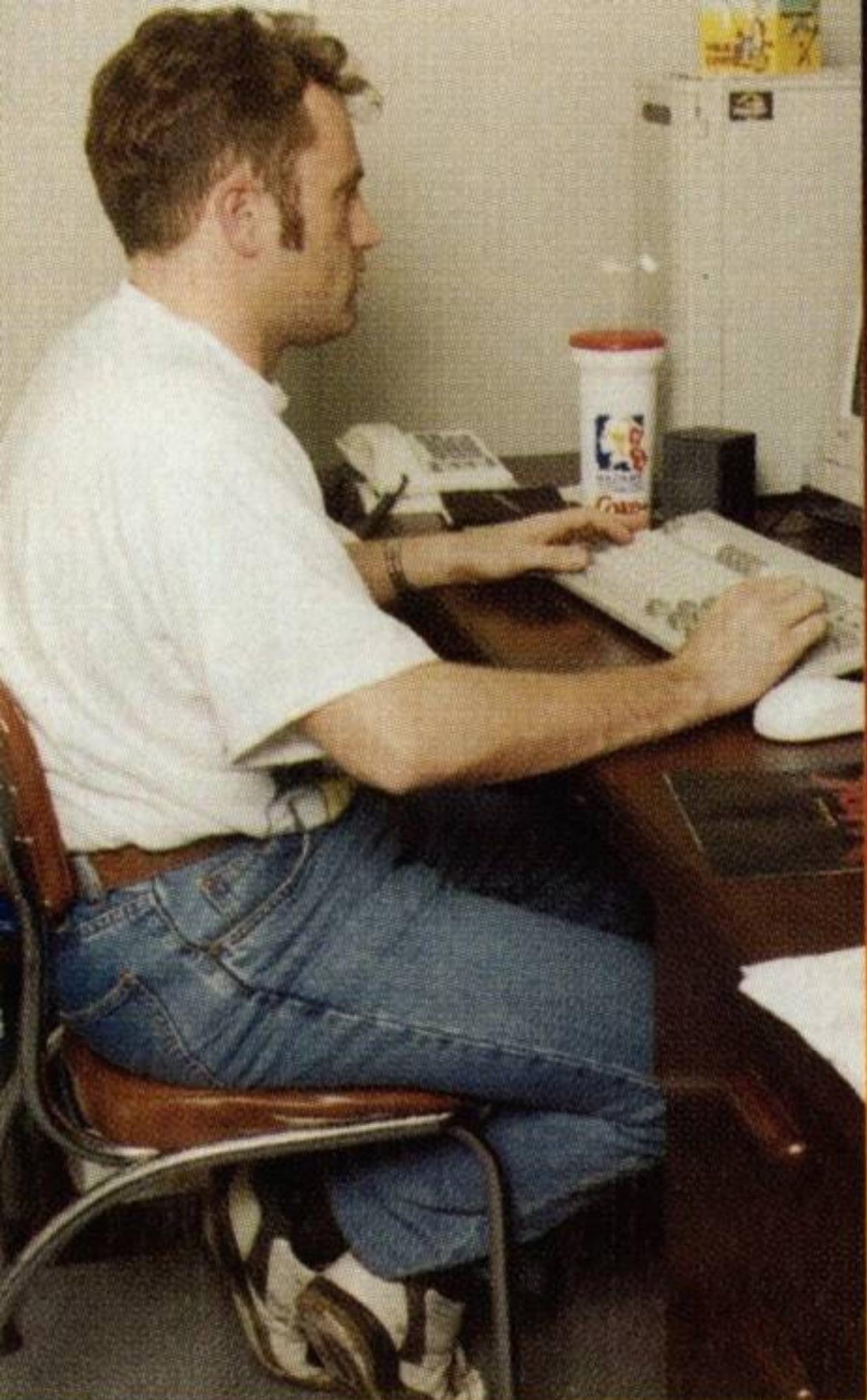
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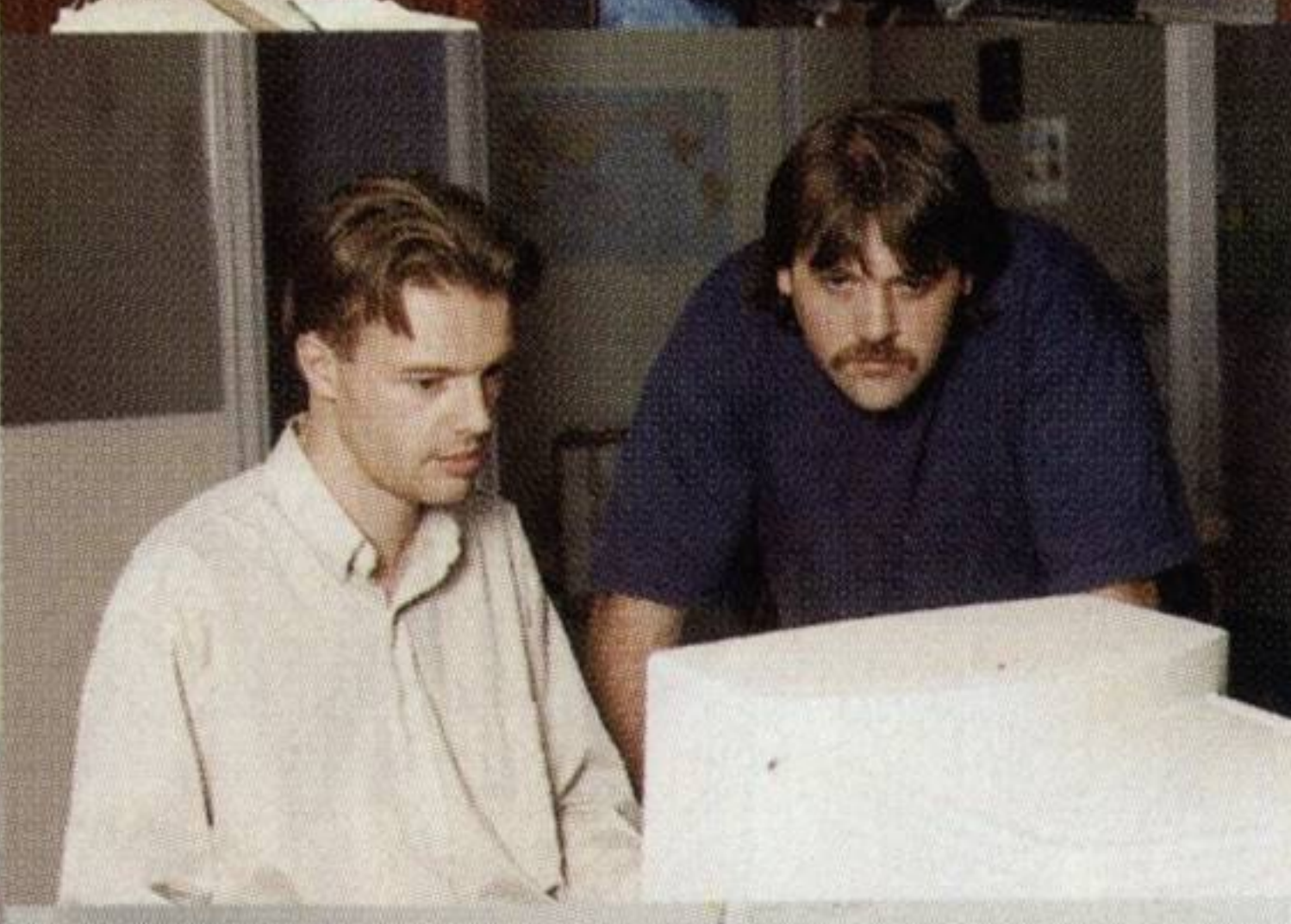
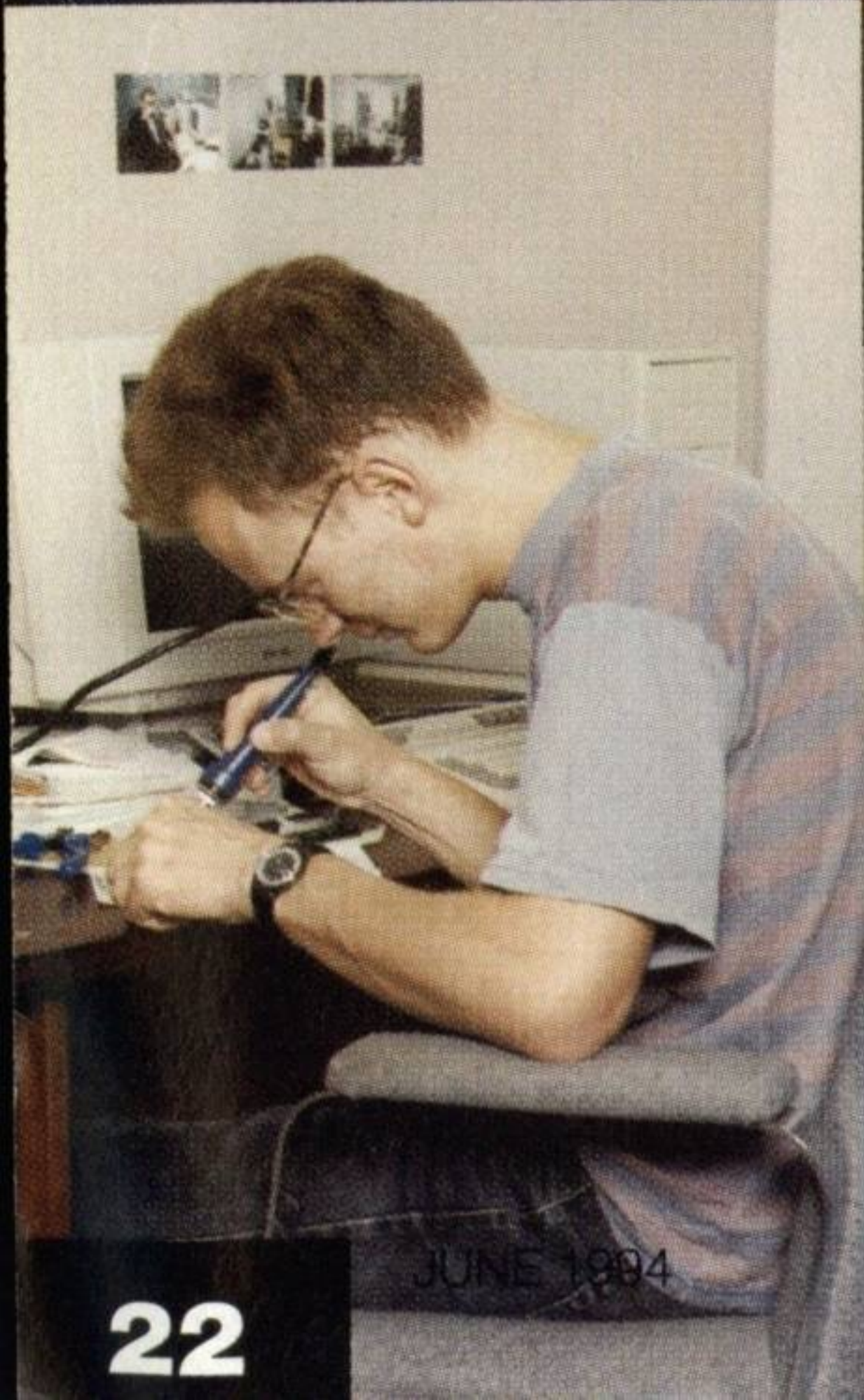
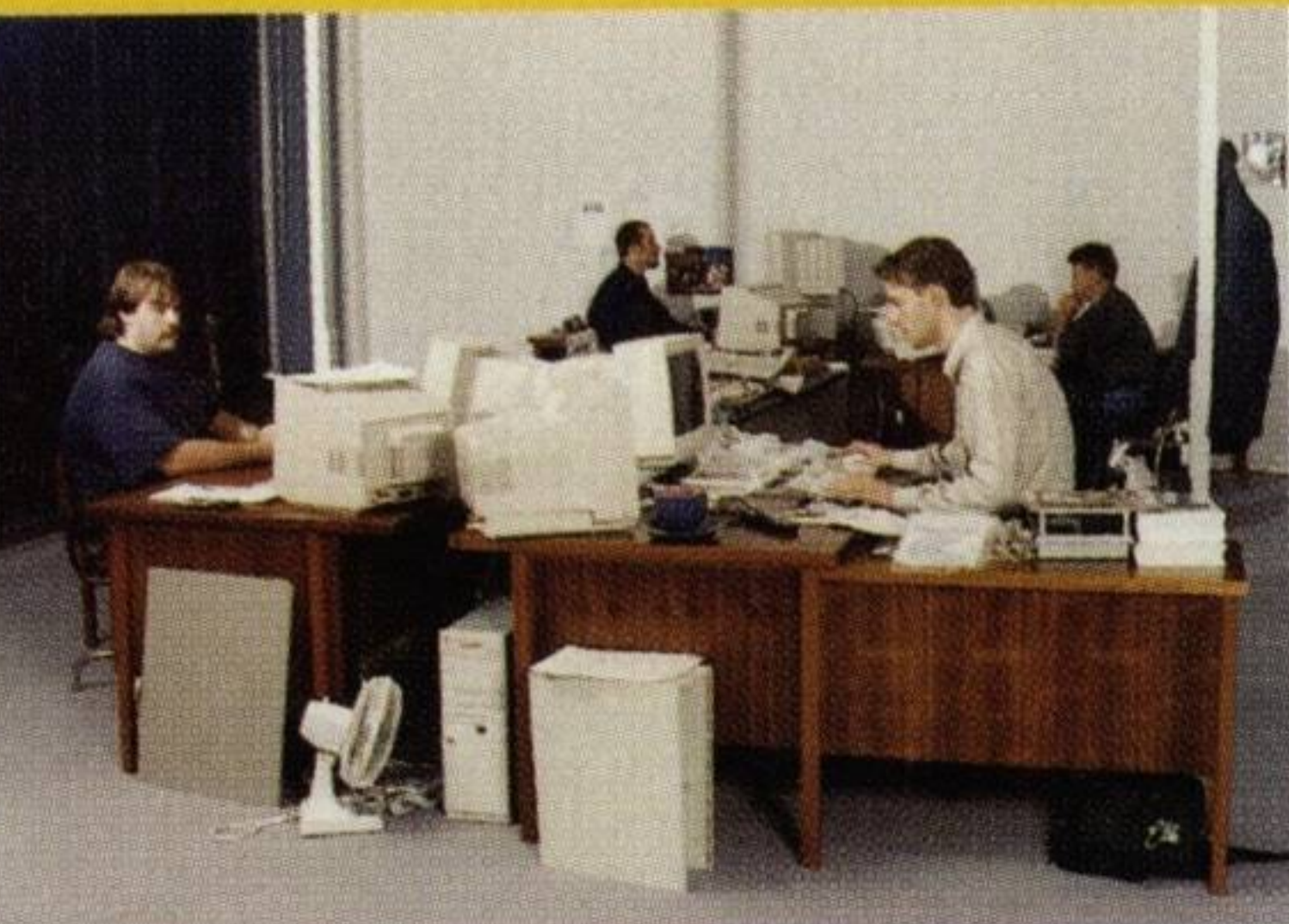
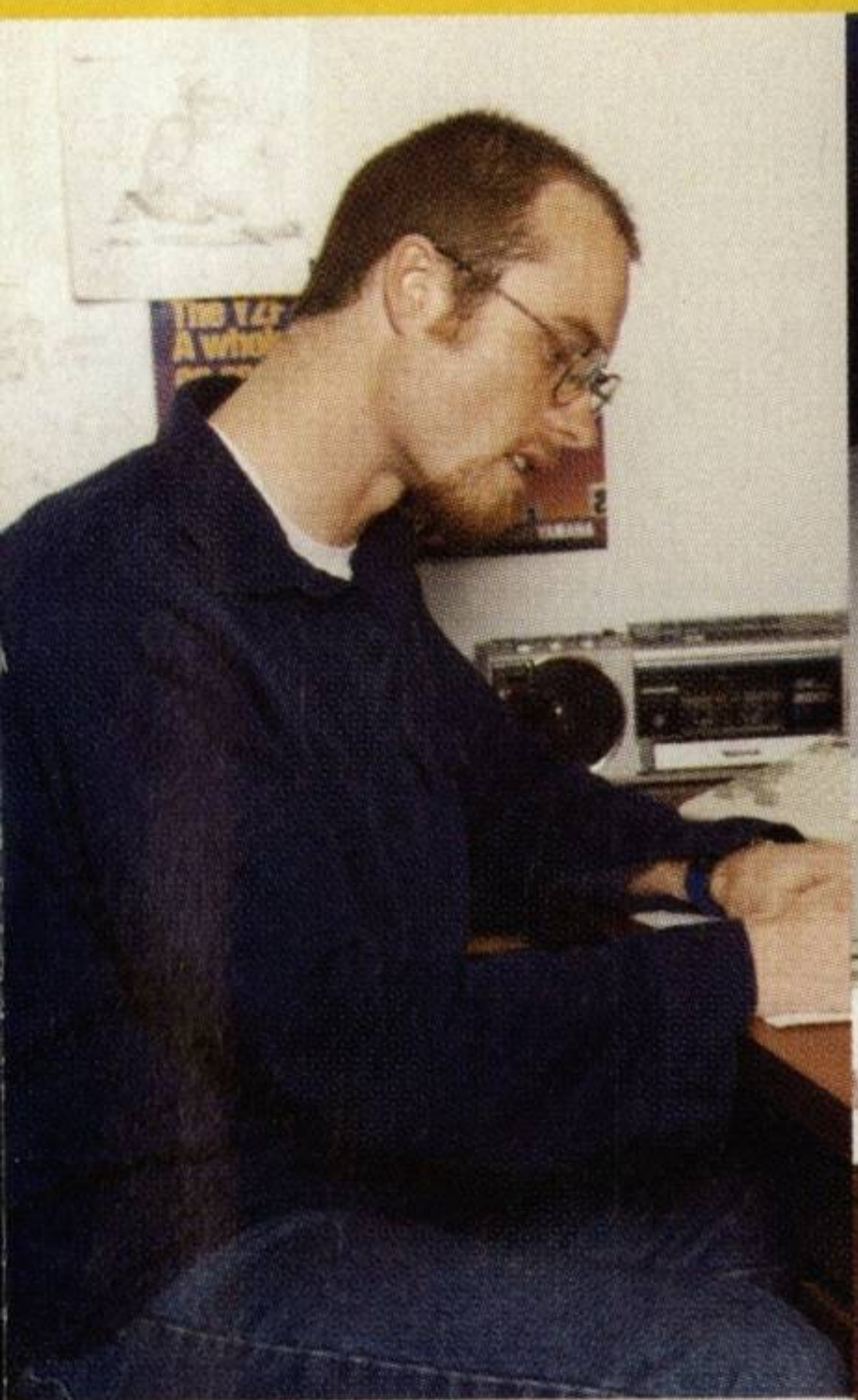
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4. Prizewinners will be notified by security post and published in a future issue of Australian GAMESTAR Magazine.





# Tantalising Alun



**F**irst up, we tracked down Australian Alun Bjorkstein from Tantalus Entertainment to bring you the thoughts and aspirations of a video game programmer.

Alun has been in the industry for a number of years now. As a part of the world-famous 'Laser Beam Game Machine Dream Team', it was interesting to find out that he and a few fellow joypad junkies had decided to go it alone and start up their own enterprise, a SNES console software development group called Tantalus Entertainment. Tantalus was the son of Zeus from the Greek pantheon of gods, and he suffered from temptation. The lads at Tantalus Software chose that name because they want you to be tempted by their games. . .

**GAMESTAR:** So Alun, how did pixelated pleasure start for you?

**ALUN BJORKSTEIN:** Definitely Space Invaders. I was around 10 and it was absolutely amazing. It sort of had a lot more point to it compared to pinball, and that was what attracted me to it. The first time I played a home system it was an Atari, and we used to play the hell out of this game called Warlock, which was sort of like Breakout. But I didn't own that system. The first system I owned was a Mega Drive, and before I owned that

I just used to leach access from everybody else.

**GS:** And this whole game designing thing, when did that fantasy first start to become a reality?

**AB:** Well I first got into mucking around with my own games on an Apple II, although I lost a lot of faith in things at first because everything was so limited in terms of what you could do. I also used to be into medieval games and RPGs, and these also inspired me to get into creating fantasy artwork.

**GS:** How did your passion for visual art combine with the syncopation of speedy sprites? What was the first piece of moving graphic artistry in the form of a video game?

**AB:** The first game I ever got into was with Laser Beam. That was River Raid for the SNES, but it never got published. The first game I ever produced that made it to release was Blades of Vengeance (Mega Drive). I did a lot of the artwork for the end of level bosses and enemies, the demonic creatures, which I liked.

**GS:** Hmmm, artwork aside, Blades was at times a pretty good example of 'averagesoft', particularly when looking at some of the graphic aspects of the thing. Remember those C64ish fire demons on Level 1? What sorts of problems led to the fairly inconsistent graphics on this one, Alun?



ers have a good idea of exactly what the capabilities of a machine are, and what kind of effects they want produced on a platform. Also I think having an interest in computers is good, because you will pick up all of the information about the technology as you go. But you don't need to be a programmer, you just have to have enough of an interest to learn.

**GS:** Is there any chance for those without programming skills to get involved in the industry?

**AB:** There are also jobs for game designers. Some designers just have some great fantasy ideas for adven-

as they can come up with amazing ideas which drive the programming.

**GS:** Alun, how did it happen in your case? Was it easy to get your first break?

**AB:** For me there was a lot of luck involved. I didn't really say: "Yeah I'm going to get into video games." I was looking for programming work, applying to every software company I could think of, and just by chance I came across Beam Software, and I managed to mention that, yeah, I can draw as well, and showed them some stuff from my folio. They said: "Right, you are on!" You see, I had

programmers that make it take the time to sit down and write their own games, and include graphics. So they can take their folio of work along and say: "Here, I did this with nothing." So they can prove they have got what it takes.

**GS:** Aside from being motivated on home PCs, are there any other hints you could offer to the programming acolyte on their journey to become a professional game maker?

**AB:** Tertiary qualifications can also be helpful, because the amount of complexity with the current 16-bit systems is such that you need to understand things on a very involved level, and this is only going to require more expertise as we move into the 32-bit systems. You need to know also how to work with a team of people too, which means you need to be able to communicate and be organised, so some time and business management skills are useful.

**GS:** And now Alun, gaze into your crystal ball and tell us what the master programmer sees as the future for the 16-bit console which currently dominates the market?

**AB:** 16-bit is not likely to last for too long with all of the new platforms about to be released. My personal favourite of the new systems is Sega. I think the Saturn has a lot of potential.

**GS:** And beyond this, what is the future of home gaming once we have reached the 'next level', and are playing games with CD-quality graphics, and FMV (full-motion video)?

**AB:** Until things leave the screen-based configuration we have now, things won't change much. Until VR is introduced at home, I think that the 64-bit systems with their full-motion video and CD-quality sound are about as advanced as things are going to get with home consoles.

**GS:** Finally, just to 'tantalise' you, what would be the ultimate game design for you to be working on in this brave new world of cybernetic gaming reality?

**AB:** A sort of complete space exploration/fantasy simulator, which is linked to a VR-style suit, and takes the kind of concept from games like Elite and Mechwarrior, where you are in a ship and exploring the regions of space. But the kind of game I would make would take it further, so that you could exit your ship, and physically walk around (using the VR suit), interacting with the inhabitants of these worlds. That would be fun. ★

# Alun Bjorkstein,

## GAMES PROGRAMMER

**AB:** The biggest problem we had was getting the game to fit into the memory allocation, as the game design specified three characters, each with two levels of power up, which meant that there were six sprites, with 100 frames of animation each. So, by the time it came to do the other creatures in the world, you only had around four frames of animation for the lesser enemies, and that left us being pretty hamstrung. There is only so much you can do. Some of the games I am doing now, for the lesser opponents we have 26 frames of animation, whereas I only had four, so things were quite difficult.

**GS:** What games have you worked on that we are likely to see in stores soon?

**AB:** Some of my favourite work is in a game about to be released soon, called Atmosfear. Most of all I like the Were-Rat. He was cool, because he is a kind of a lanky, mean, big rat-like creature that lumbers around. Atmosfear is going to be really varied and interesting for a platform game, and it should do really well.

**GS:** And now the question every aspirant fantasy maker wants to know the answer to: How the hell do you get a job making video games?

**AB:** Programming ability does help, and a lot of the better game design-

**How many times have you stopped in the middle of a good session of 'anger management therapy' (or game playing to use a more old fashioned term) to wonder about the process that led to the birth of the pixilated masterpiece you were enjoying? Not often, eh? But it is worth thinking about. A game doesn't just emerge from stagnant pools of binary data code. There are actually quite a few people behind the scenes who have the responsibility of bringing your console to life, and GAMESTAR will regularly be going behind the scenes of game production both here in the wonderful land of Oz and overseas, to show you how your favourite games are created.**

**BY STEVE POLAK**

ture games. They are great with words, and capable of making games interesting using their imagination as the main tool. A lot of programmers see themselves as really creative, but when it comes to writing game concepts or text, things just don't come out as well, because it doesn't sound right. Some designers produce more imaginative scripts because of their literary abilities, and this makes a real difference,

been so insulated in my art and I had no idea whether any of the stuff I was doing was any good, so it came as a great surprise that they were interested in giving me a job based on something I thought was a hobby.

**GS:** In your work, why is there such a fascination with visuals?

**AB:** I like doing graphics because the graphics are the first thing that a person looks at, and so they give me a lot of pride and pleasure. Most

## Q. Is there too much violence in computer and video games and should they be censored?



### ◀ Allan, 15, Leumeah

Yeah, there's enough violence in video games. There should also be ratings on each game.

### ▶ Scott, 15, Ruse

There is a lot of violence in video games, however I don't think that there is too much. Video games should be censored, especially for little kids (6-10), because sometimes they cannot tell the difference between reality and fiction.



### ▶ Justin, 16, Glen Alpine

Yes, there is a lot of violence in computer and video games and it should be censored like the movies are, so children who are too young will not play them and get bad ideas about violence.

### ◀ Ben, 15, Ruse



No, I don't think there is too much violence in computer games. Even if they censored them, the kids would still end up getting the games they wanted anyway.

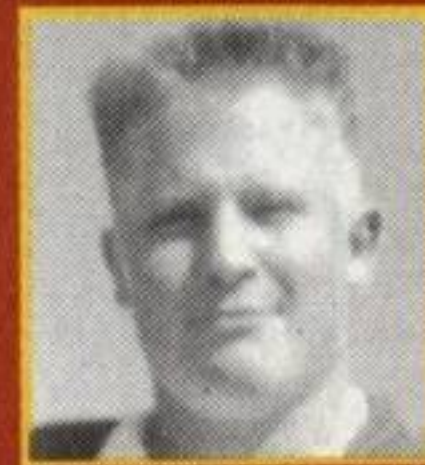
### ▶ Carter, 16, Leumeah Heights

There is a lot of violence in computer and video games, but there is not enough for it to be censored completely. These games should only be censored for the younger children who play.

### ▶ Giau, 16, St Helens Park

No, I don't think there is too much violence in computer and video games because all of the violent games now don't have any bloodshed as they have taken it out. I don't think there is any need to have software games censored because there is very little violence and sex in them.

### ◀ Shaun, 16, Leumeah



There is violence in computer games, but it is not like some person is going to start freezing people and ripping their hands off. These computer games don't create violence and are unrealistic.

### ▶ Daniel, 17, Ingleburn

There is violence but that is the attraction when playing a game. If games are censored, teenagers are discriminated against because of their age.



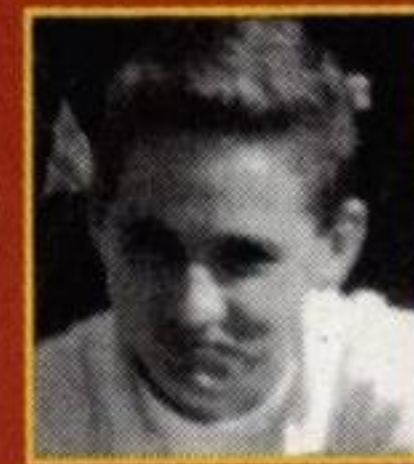
### ◀ Avikash, 16, Leumeah Heights



The violence in computer and video games is okay. If you censored the violence, then kids wouldn't be interested in them. They like violence because it excites them. If there wasn't any violence, then I wouldn't buy them.

### ▶ Alan, 16, Ruse

The violence in computer games is unrealistic and it won't really make any difference if they do stop it. There is just as much violence on TV as there is in the games, but the games are only computerised and not real.



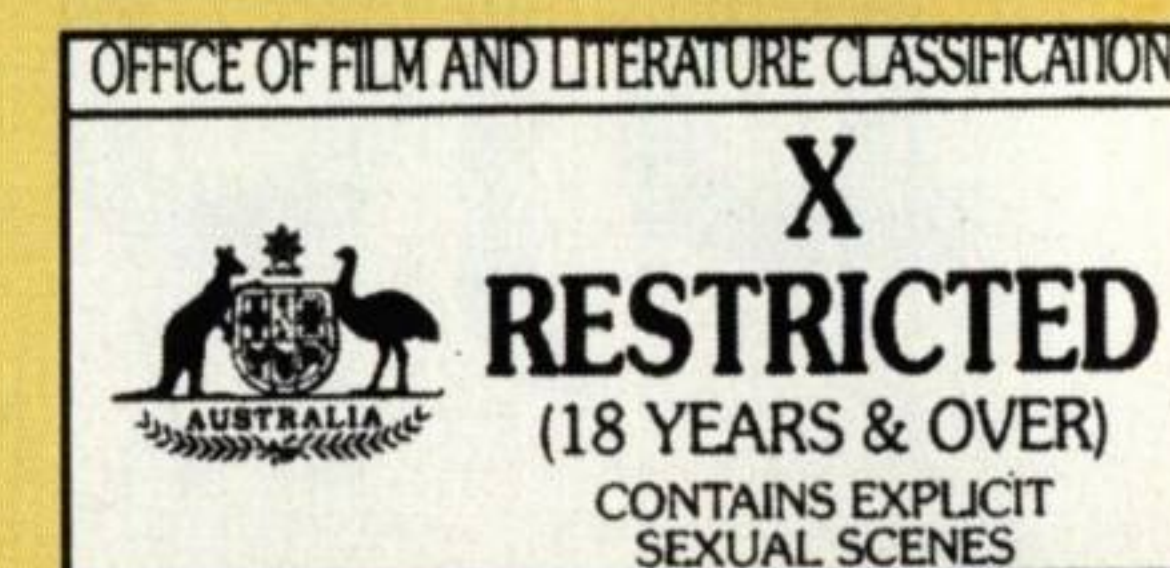
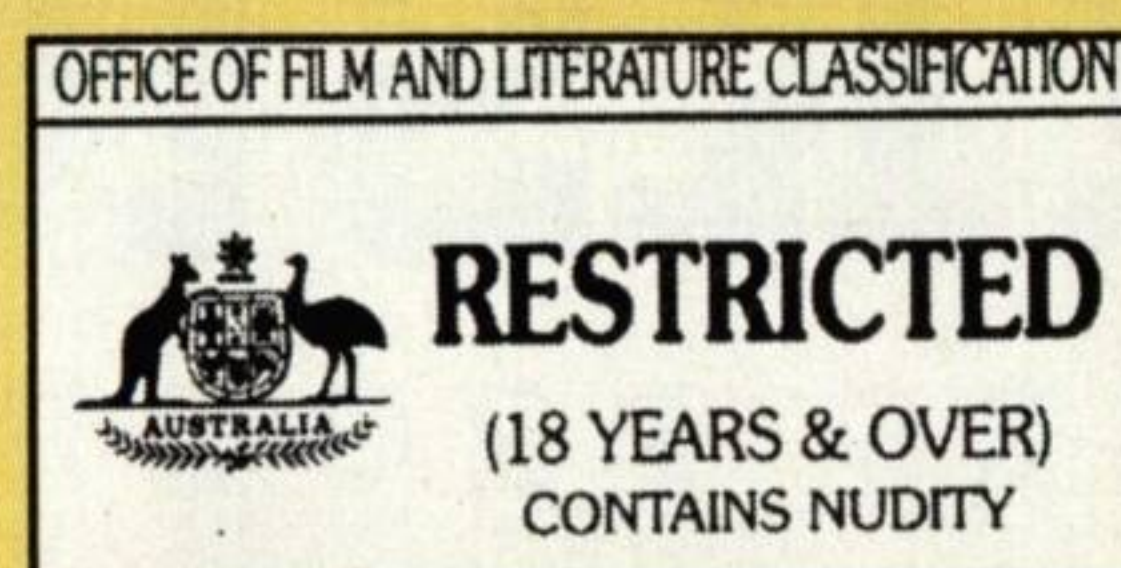
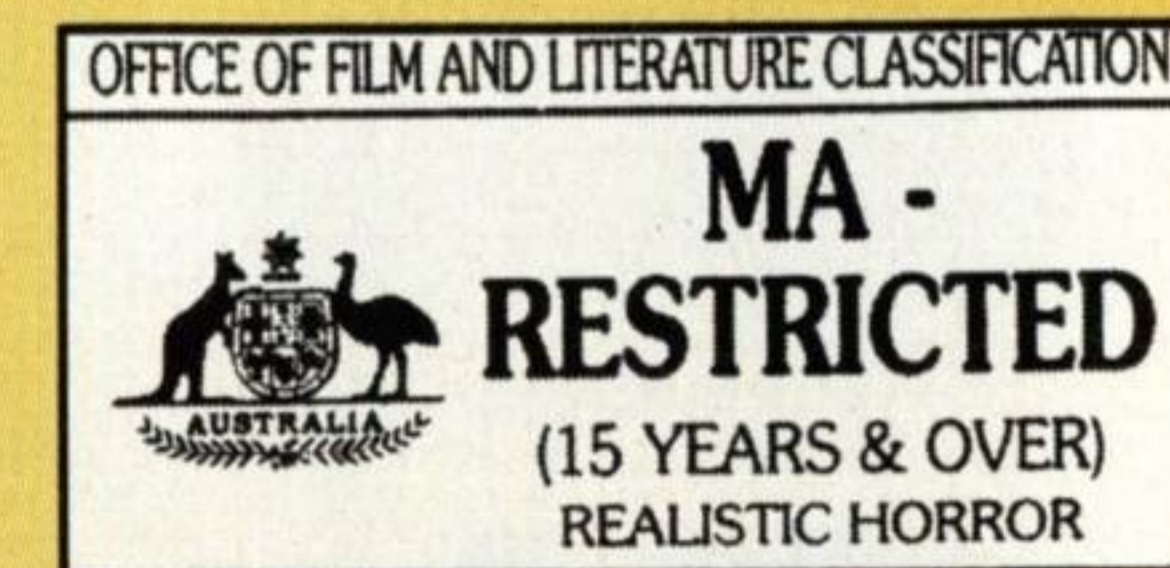
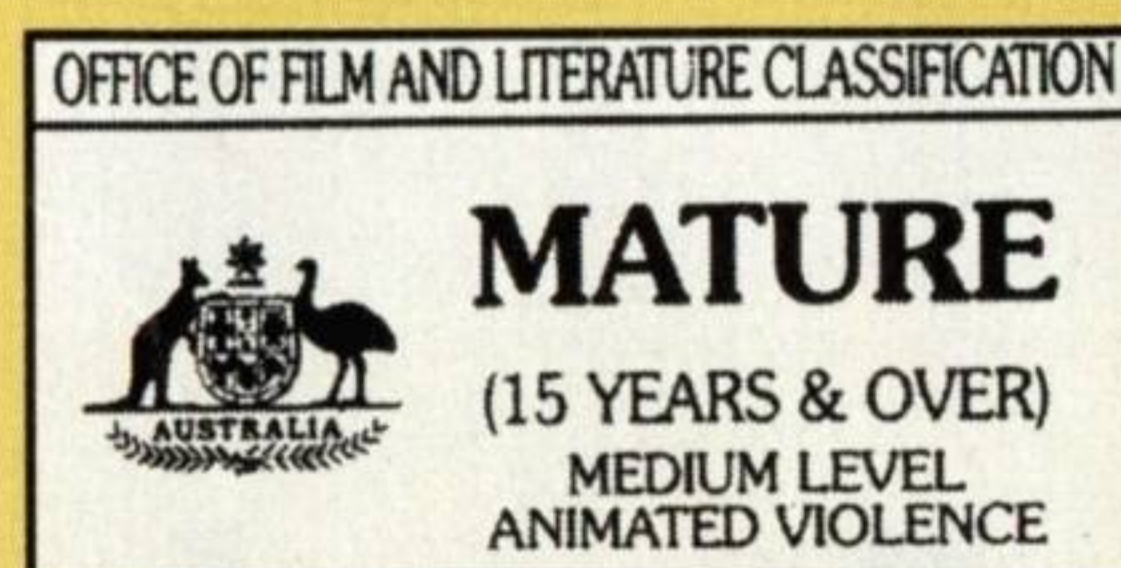
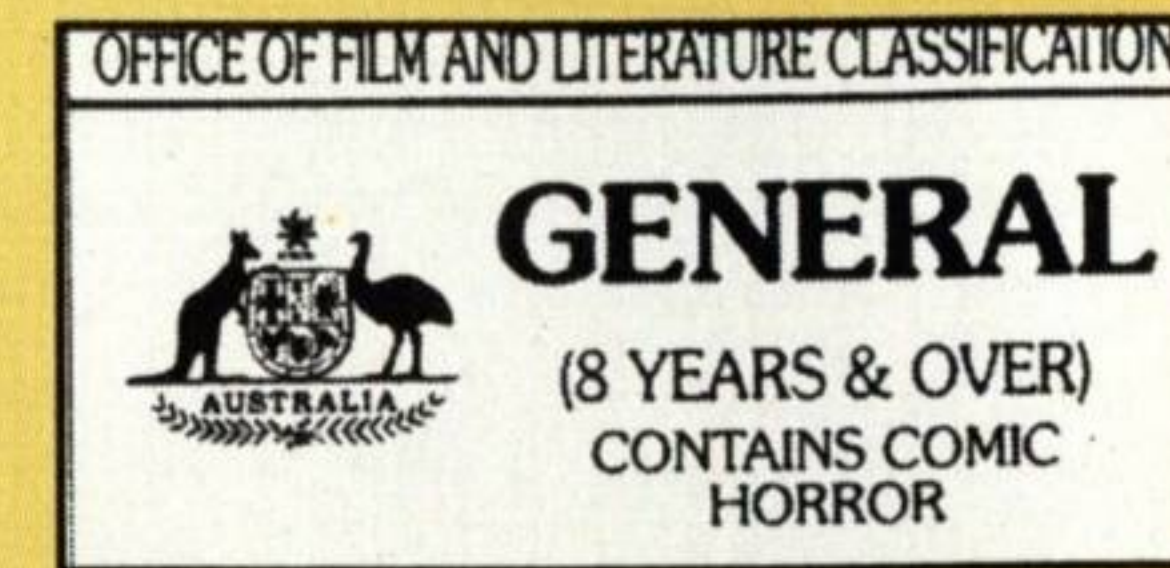
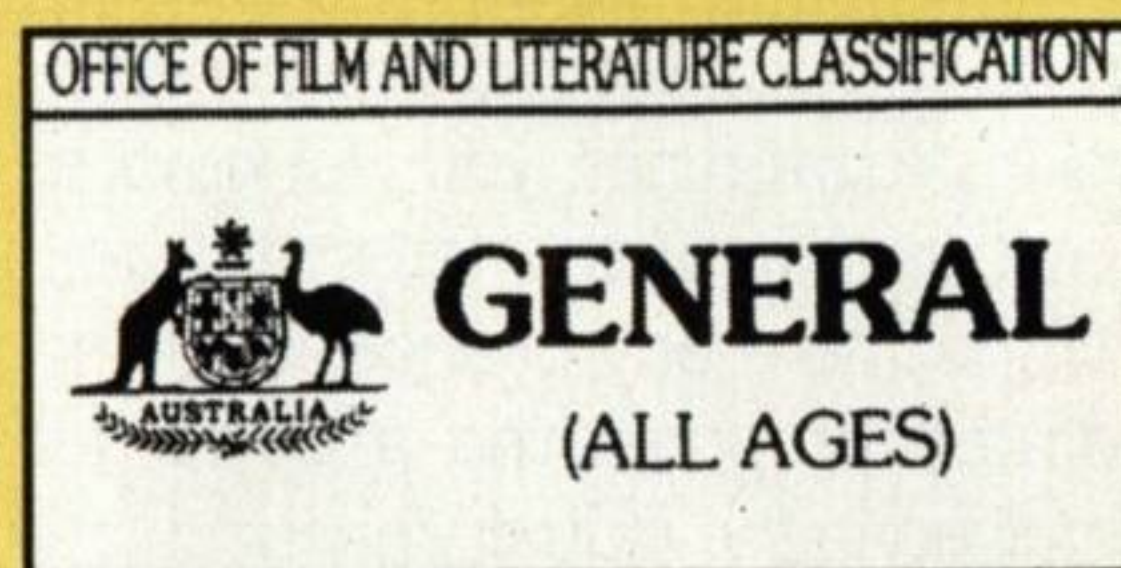
### ◀ Brett, 16, Ruse



There is too much violence in games but it makes the games fun and exciting to play.

**WITH ALL OF THE HOO HA** surrounding video and computer games lately, GAMESTAR decided to take it to the people that matter – you guys – and find out what

you thought about violence in the games you play. Those in Parliament and parents, seem to say that the games we play need to be restricted because we'll all go crazy



## The Court Case

**Prosecution:** "Your honour, I put it to the jury that video games are the greatest evil confronting the young people of today. They prevent children from exercising, and clog their minds with epilepsy inducing nonsense, which distracts them from more worthwhile pursuits that would enable them to learn about the real world instead of all of this Mario and Sonic madness."

**Defence:** "Objection your munificence! Video games also allow kids to learn how to solve cognitive problems by teaching them how to logically overcome a series of obstacles."

**Prosecution:** "Oh, HOGWASH! Your honour, the defence is trying to make a mockery of this trial by misleading you into thinking that all of the silly tricks kids need to perform in these games actually teach anything worthwhile. I mean, come on! Most of these games aren't even based on responsible reality. They fail to deal with real facts, and lock the minds of today's youth in a 'fantasy land' where they are prevented from knowing about the real living, breathing world that exists beyond their television sets!"

**Defence:** "Now this is where I have you, as the defence will now submit exhibit A, a typical puzzler."

**Prosecution:** "Oh, you have just made me look like a fool, haven't you! Here give us a go of that goofy looking game."  
... (two hours later) ...

**Defence:** "Mr Prosecutor, have you finished your 'research' with exhibit 'A'?"

**Prosecution:** "Leave me alone, I am just about to solve the clue for the third quest!"

**Defence:** "Case closed!"

and pull our limbs out of their sockets if we play too much of them. Basically, they reckon that games are bad news. Interestingly enough, GAMESTAR's editor, Jo, attended a media debate late in 1993 on this very subject. At the end of the debate, she asked when the last time was that any of the panel had played a computer or video game. Out of all of the so-called experts, only one had played a game in the last six months – and he thought it was called Carmen Miranda!

We at GAMESTAR reckon it's all very fine for classifications to come into play so that parents can feel they know what everybody's up to, but we have to be careful who's giving the classifications – after all, they've probably never heard the word 'cheat', let alone know how to put one into action to get more blood. Anyway, we decided a sermon wasn't called for, but your opinion was.

## Points of interest

- Classification of computer and video games began on 11 April, 1994. From now on you will see the classification ratings on the boxes of the games you buy or rent. The categories are:
  - G Suitable for all ages
  - G8+ Suitable for children eight years and over
  - M15+ Suitable for persons 15 years and over
  - MA15+ Restricted to persons 15 years and over
  - R18+ Restricted to persons 18 years and over
  - X18+ Restricted to persons 18 years and over
- As with movies, you won't be able to buy or rent any games that have been classified R18+ or above in most states. GAMESTAR also won't be reviewing any of this material. The problem is that the classification may not be through before we have to review the games (in order to get to press quickly with new releases), so there may occasionally be hiccups.
- Games that are already on the market will be recalled and classified if the censorship board thinks they may fall within the restricted categories.
- The censorship board has put in place a course that Australian games companies can send representatives to, which trains them to classify their own titles. This means that the system works more efficiently and games get classified quicker.
- Problems could arise when cheats are found out that could carry a game over into a restricted area. In these cases the board will recall the game from the shelves and re-classify it. Although the board has said that the classifying of games will be more stringent than that of videos and movies, so far we are yet to see Mortal Kombat or Street Fighter come under fire. Time will tell.

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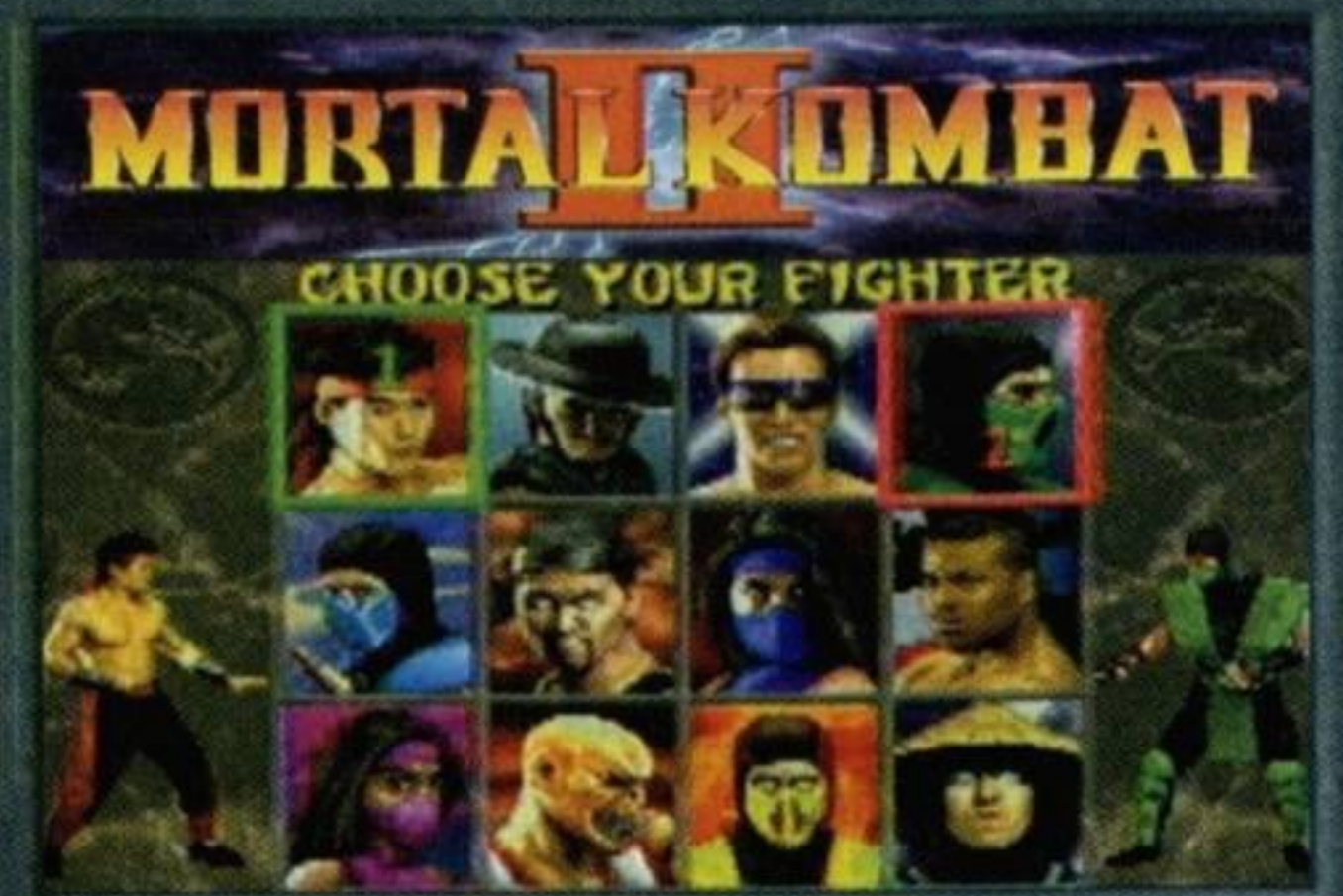
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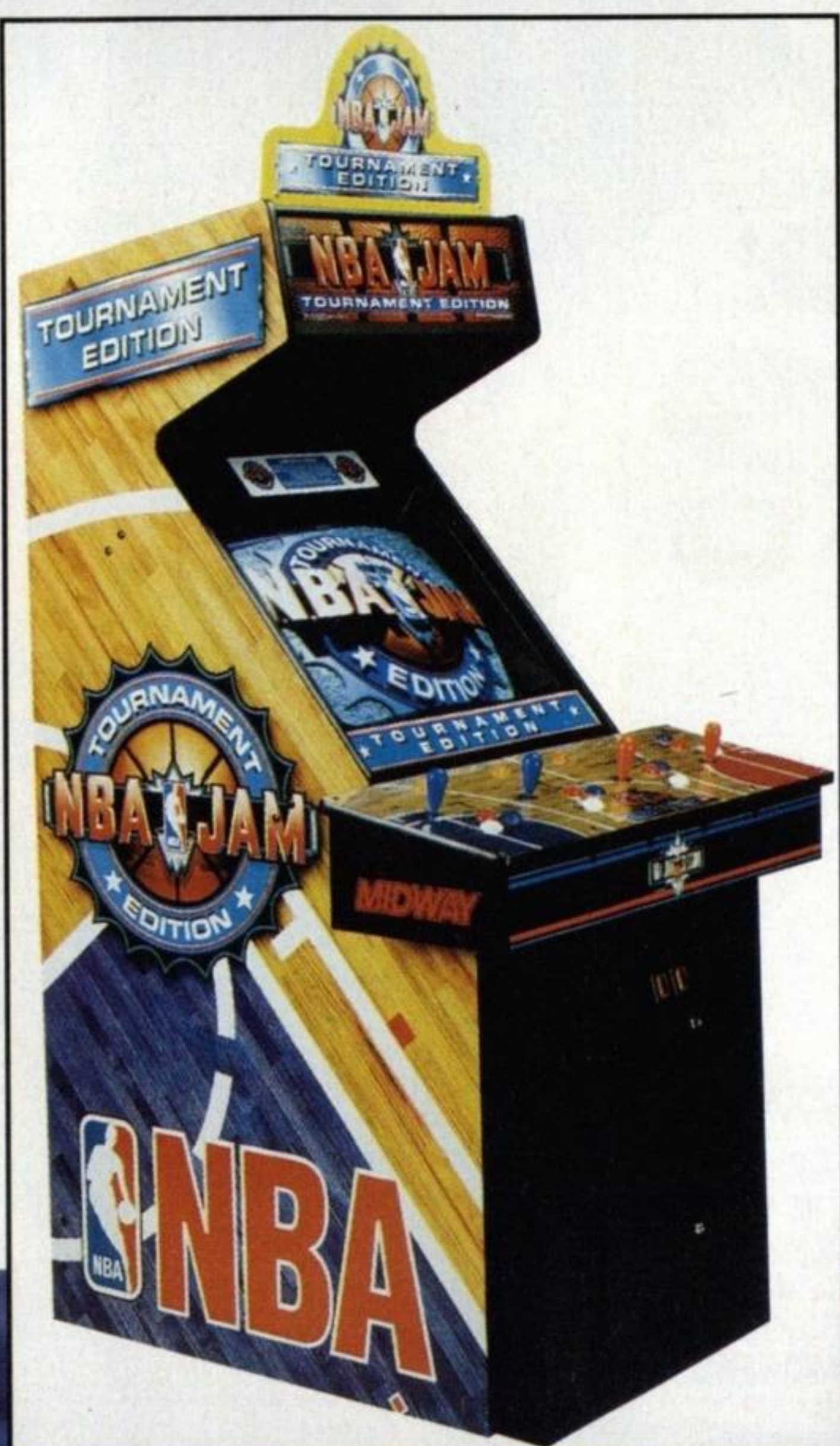
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# FLIGHT OF THE AMAZON Queen

**Available:** September  
**No. of Players:** 1  
**Format:** PC

This game has a plot that gets complex before it even gets started! The plot concerns freelance pilot, Joe King who only just manages to overcome his rival, Anderson, to succeed in flying a movie star to a film shoot set in the Amazon. However, he is beaten by nature itself when his plane crashes after being struck by lightning. In the Amazon jungle he encounters a race of women and a secret organisation that wants to transform the Amazons into a grotesque hybrid of human and dinosaur, for which they need

dinosaur cell samples. But only by stealing the crystal skull in the ancient temple can Joe deactivate the alien force field that prevents entry to the Valley of the dinosaurs.

There's more, but you get the idea. Flight of the Amazon Queen is a point-and-click adventure with most of the screen being taken up by a view of the current location. The screen graphics are splendidly drawn and very colourful, complimenting the cartoony nature of the plot. They also boast Double Width Parallax Scrolling Screen Technology, which I think means that one location can be spread across multiple screens. Along the bottom of the screen are the usual icons (OPEN,

CLOSE, GIVE, TAKE, etc), and to the right hand side are cute little pics of the currently held items. With around 100 graphic locations populated with over 40 characters and progressively difficult gameplay, Amazon Queen looks to be quite promising, and it's locally produced. Look for a full review in GAMESTAR soon.

**Natski**



# STAR TIE FIGHTER WAR

**Available:** June  
**No. of Players:** 1  
**Format:** PC

"Use your aggressive feelings, boy!" Well, the nasty old Emperor Palpatine (whose name translates as 'he-who-needs-Clearasil') would love this game, the sequel to last year's X-Wing, produced by the same team of Lawrence Holland and Edward Kilham from LucasArts. This time I'm a young Imperial Navy recruit, flying against the Rebellion. The question is, has anything but the plot really changed?

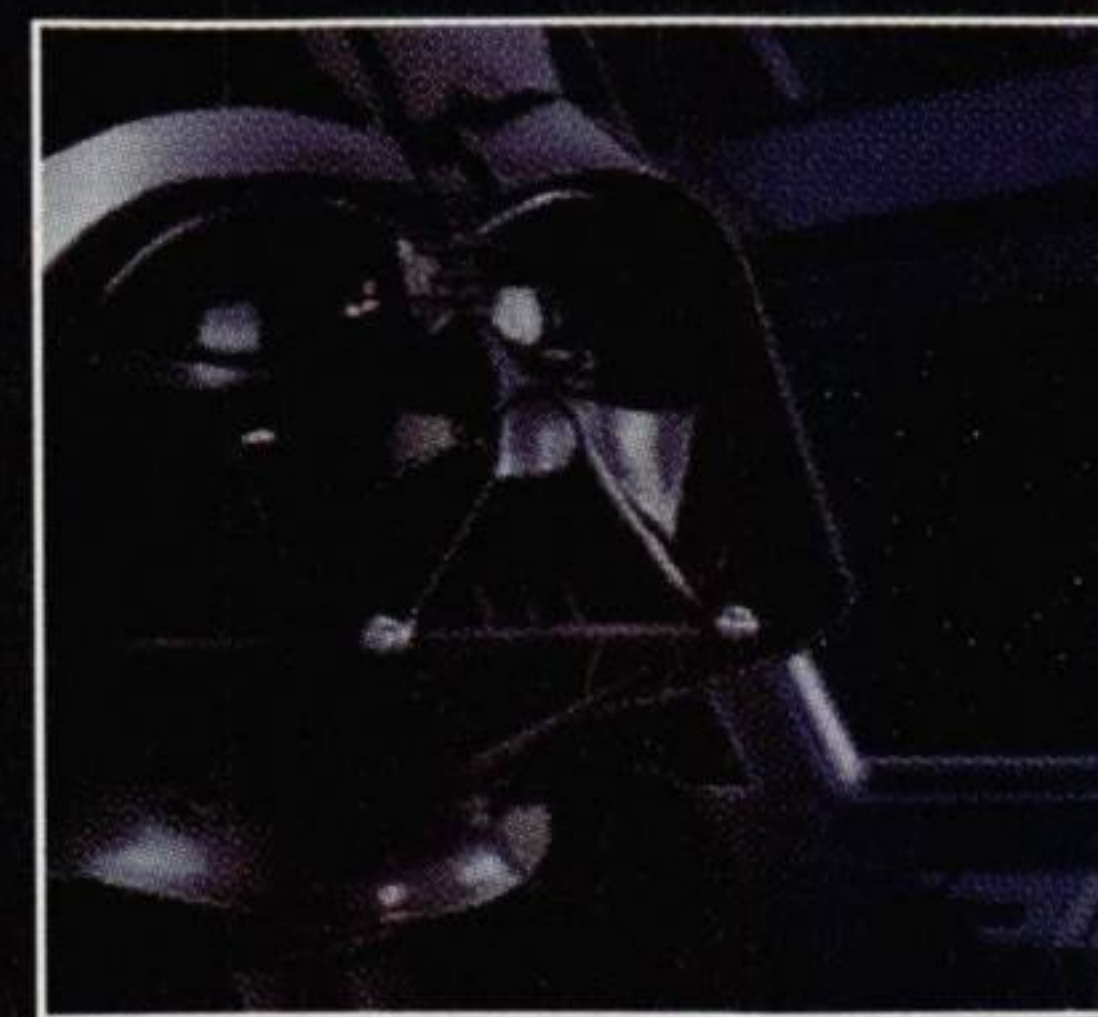
At first glance, no. iMUSE soundtrack and zippy graphics are in place, and the ships look even better now they have new Gouraud

shading. Key layout and options are the same as X-Wing, with the notable exception of an option that allows you to direct questions to a briefing officer as to how to best achieve mission objectives. If this is LucasArts' way of telling us it realises some bits of X-Wing were a little too hard/boring/undirected, then hurrah, because I found Tie Fighter to be a little more playable (and therefore more enjoyable) than its predecessor. Blessed are the meek in spirit, for there are difficulty ratings! Now even less able pilots (such as myself) can enjoy the entire game. There are three Tie craft and an assault gunboat to be piloted, and later on there's an Advanced Tie starfighter and an even more

powerful, mysterious Tie craft: The Teyota Corolla (sorry).

Until we've seen the whole production, I can't say if Tie fighter is really a huge advance from X-Wing, but things look promising (that is, various parts of my body are vibrating with anticipation). Stay tuned. The next issue of GAMESTAR will give you all the details of this game and a wicked competition to boot.

**Natski**



# Super Wing Commander

**No. of Players:** 1

**Format:** 3DO (complete product)

**Released:** Now

Lately my evenings have been spent laughing maniacally as I grappled with psychotic hairy creatures intent on my destruction – then again, my social life is none of your business! I also played Super Wing Commander until my head exploded. Aiiieeee!

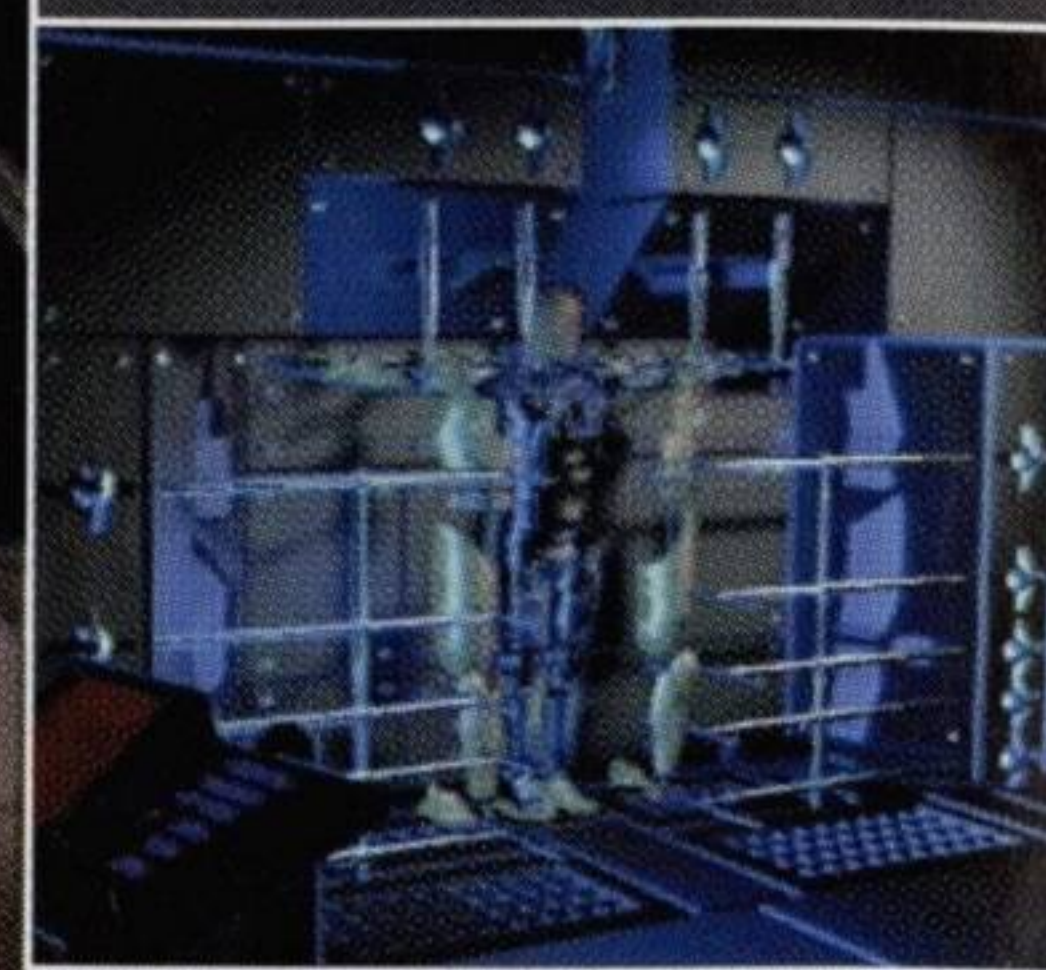
This is the 3DO version of the PC classic, and I for one was expecting great things, which meant that I came away with mixed feelings. There hasn't been quite the quan-

turn leap in graphics and gameplay that I imagined would be possible with the 3DO's 32-bit processor. Actual flight graphics are very much like Wing Commander II, and in fact the explosions aren't quite as snappy. What has improved are the cut scenes (stunning) and the sound, which is in stereo and speech-filled (although some of the accents are embarrassingly bad, especially Hunter's awful 'Australian' accent!). Plotwise the game is a mix of WCs I and II – Spirit is still alive, Jazz hasn't been denounced as a traitor, and contact has just been made with a

new alien race. There are some new ships on both sides, too.

Super Wing Commander doesn't set out to be WC III, but it does try to show what the 3DO system is capable of, and in that department it succeeds very well. It will be essential for 3DO buyers upon the hardware's Australian release.

**Natski**



# PACIFIC STRIKE

**No. of Players:** 1

**Format:** PC

**Released:** May

Having dealt with a futuristic fighter scenario in Strike Commander, Origin now turns its attention for the first time to a historical simulation. Pacific Strike covers the period of the Second World War when the US and Japan were fighting in the Pacific theatre. Starting from the Imperial attack on Pearl Harbour, the player is taken through over 30 missions taking place in sites such as the Coral Sea, Midway, Guadalcanal, the Solomon Islands, the Marianas, Leyte Gulf, Iwo Jima and Okinawa. Each successive victory allows the player to rise in rank, change planes and eventually customise missions, to provide multiple conclusions to World War 2!

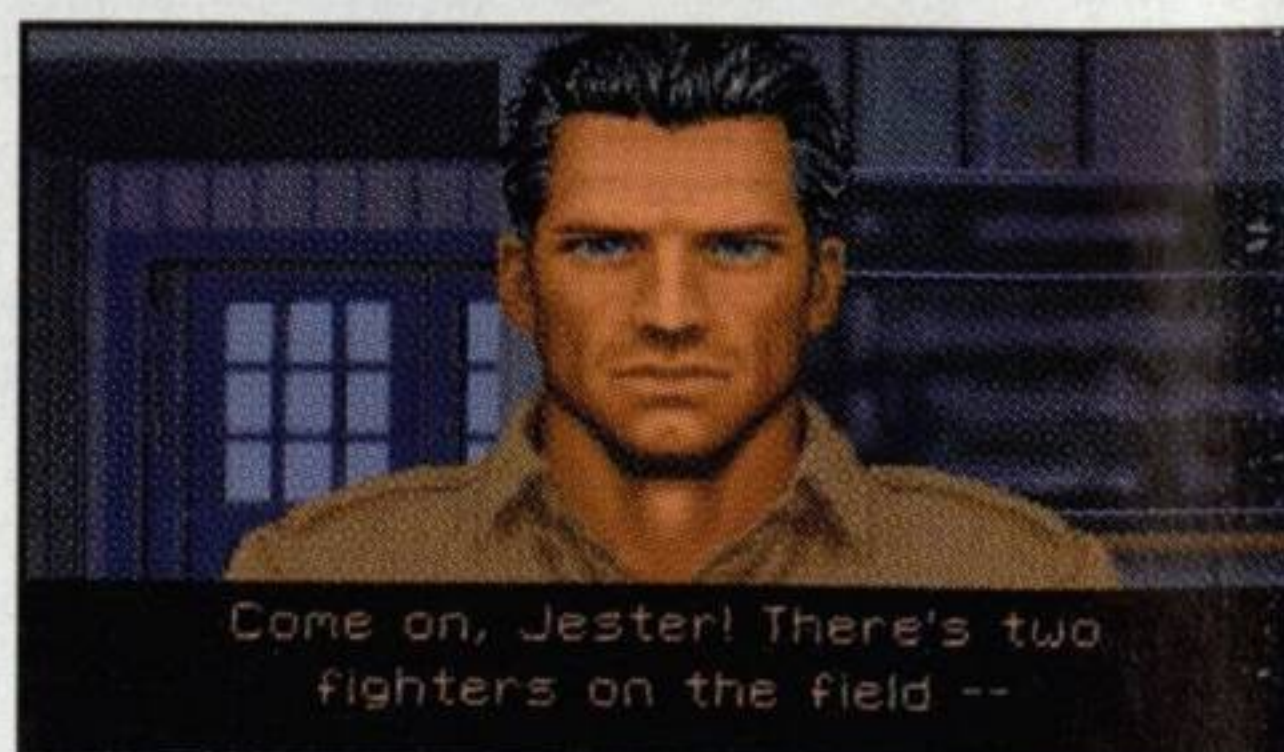
Pacific Strike has all the accuracy

and detail that you'd expect from an Origin simulation, as well as the trademark stunning cut scenes of aircraft carriers floating towards the sunset and so forth. Everything has been organised in the now almost generic Origin style: Options between each mission to talk to people or wander around different sections of the base. There's an interesting new addition in allowing the player to plot assignments with the Mission Editor, and I also enjoyed the configurable training



missions and gauntlet mode. Inflight action moves fast with digital sound, 3-D Studio texture-mapped graphics and live camera shots. Definitely one to watch out for.

**Natski**



# CHOPLIFTER III

**No. of Players:** 1  
**Format:** SNES  
**Released:** July

If you're like me, you think that all flight sims look pretty much alike. Getting excited about never really changing position for a long time and getting the hang of not flying into mountains has seemed to escape me so far. Give me a platformer any day. Ocean, however, has realised that a hell of a lot of people seem to like avoiding full thrust meetings with mountains and are releasing Choplifter III, the latest in the Choplifter saga, for the SNES, coming soon. With 16 challenging levels, this game is no less than beefy, and it's probably not as thick as some others of its genre. Going the one step further than the usual flight sim, this incorporates a shoot 'em up aspect which sees you collecting extra ammo and taking out enemy bases. The overall aim is to save as many P.O.W.s as possible



by releasing them from their captors' huts and landing to let them jump on board. One of the hard things is trying not to include these weary guys in your carnage. The graphics are nice with smooth animation and the sound effects are well done too. If you're into flight sims, and are young enough to have not had enough of the 10 years of Choplifter versions we've already had, then you'll probably want to get your hands on this one. Just as long as you have the patience.

**Jo**



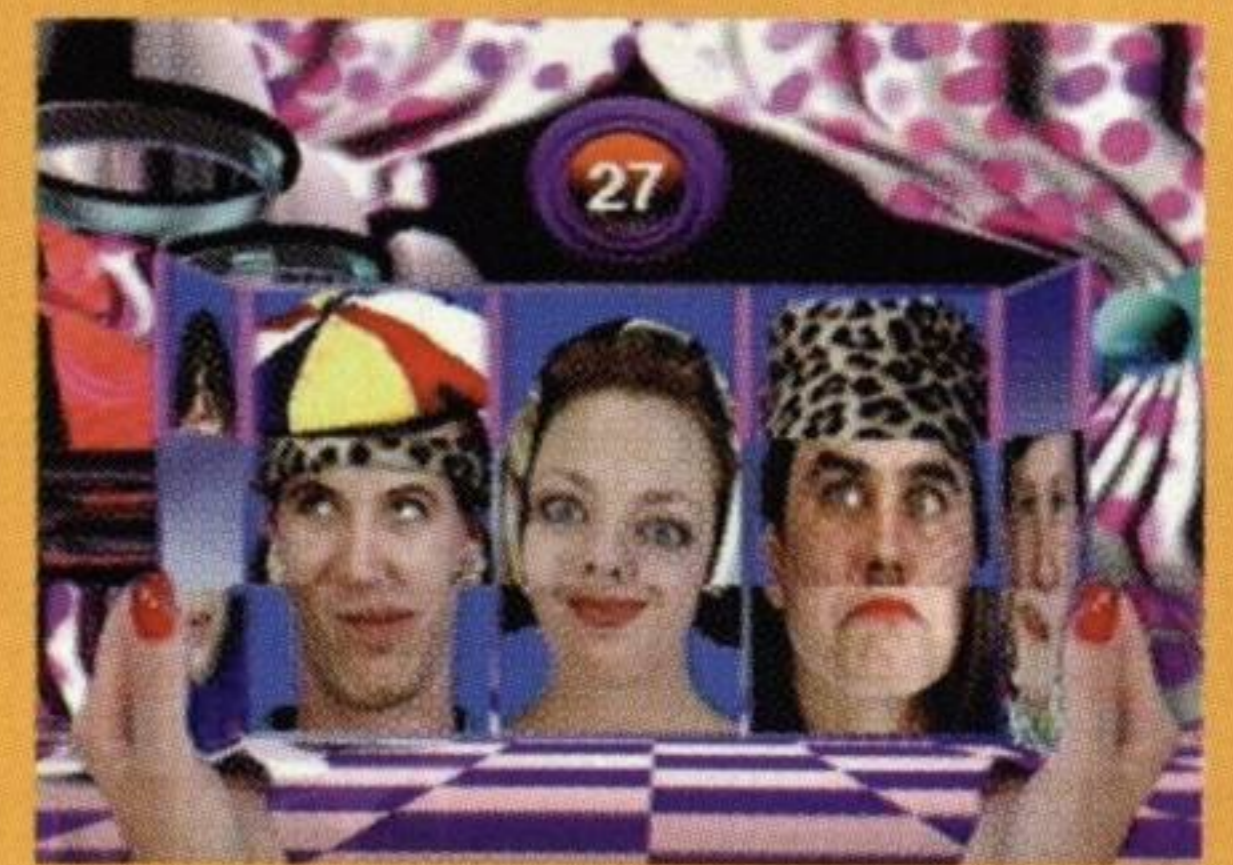
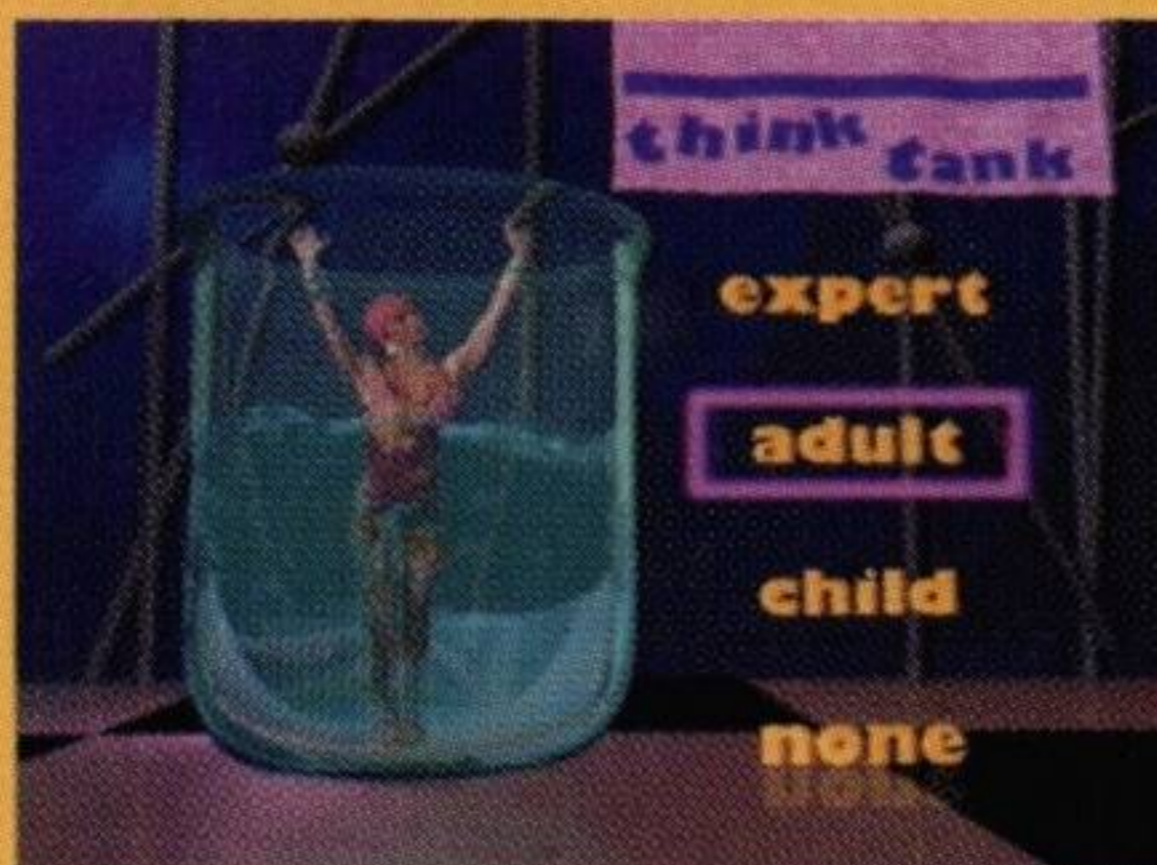
**No. of Players:** 4  
**Format:** 3DO (completed product)  
**Released:** Now

I loved this completely insane game. Set inside TV Wasteland, and offering as its grand prize a trip to Reality, Twisted sets out to parody the game shows that litter our television screens. Up to four players can choose to play one of the six weird contestants, all but one of which are represented by impeccable live-action video. My favourites were Major Steel, host of the TV fitness show, War Crimes Workout, and Uncle Fez, the computer animation, commercial icon and goodwill ambassador. The game board is a twisted helix of 90 spaces. A roll of the Cyber-Die and there are four different squares to be landed on: the red Bozo square (lose a turn), green square (roll again), purple circle square (Wheel of Torture) and yellow matrix square (meet the Matrix!).

The Matrix is where the challenges are stored. Switcheroo (switch places with an opponent), Trivia (on a number of subjects such as History, Science and Technology and Pop Culture), and several game show type challenges including Sound Bites (which two of these US presidents are making the same farting noise?), Mystery Matinee (put the movie back together) and Zapper (keep zapping the commercials). Between the psychotic grin and smarmy patter of host Twink Fizzdale ("Major Steel! Be all that you can be!"), the crazy commercials ("Over 200 Americans with bad taste have found love through our dating service!") and the mad entreaties of the contestants ("I've got fleas!"). This game had me weak with hysterics.

A perfect family game, if your surname is Addams.

**Natski**



So all you games slaves  
out there . . . . .

# LISTEN UP

Now that you've checked out our **first action-packed issue** and you know that you would feel really hung-up about missing our **awesome** mag's future issues, which of course will be **jam-packed** with previews, reviews, news, stacks of competitions, and all of our other mindblowing features . . . . . **SUBSCRIBE!!!**  
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# GAMESTAR SHORT CUTS

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Competition .....	50

**Yo Ho!** (Why do you always call me Ho?) Load up and check out Short Cuts. GAMESTAR's imaginatively named **cheats section**. Man, this section is **huge**. I mean, it's a cheats section of a proportion rarely experienced by mankind. I faxed it to Shaq (he's huge) and he said, "Dude, it's a juggernaut." And I agreed because I didn't know what a **juggernaut** was. But really, it is unbelievably big . . . Well okay, I lie. It's not that big . . . actually. It's only 20 pages but hell, it's bigger than the one in that other magazine.

**Jo said:** "I've got an idea! Let's make it a **pull-out section**. That'd be cool!" I said it sucked, but she won because she's the editor.

The ball is in your court. The coins have been tossed and they've come up heads. Go on, **tear the sucker out**, scrunch it up, let it get dog-eared and pizza stained in the bottom of the box you keep your console in. Or, press it between the pages of an encyclopaedia and keep it pristine until the special edition 'Short Cuts' **binder** comes out or, tear it into strips, twist it into spears and push them up your nose until your brain bleeds. **I DON'T CARE! Hell, just read it! You might learn something.**

## SEGA

### MEGADRIVE

#### Aladdin - Level Skips

Are you sick of doing the Flying Carpet stage of this otherwise prize game? If you are then do the following: at the beginning of the level, line up the middle of Aladdin with the first two apple slices. Once he is off and flying, let him stack into the rocks twice and then the third time, instead of dying the game will say "Nice Try" and zap you off to the 'Inside the Lamp' stage!



Or if that is still too much of a hassle, just do the following when you pause the game in a level: A, B, B, A, A, B, B, A and you can then skip every level!

#### Shinobi III - Infinite Shurikens and Invincibility

To get infinite shurikens, go to the S.E. option in Options and set it to Shuriken. Now go to shurikens and set it to '00'. After a little while it changes to the infinite symbol and off you go.

Now you've got the firepower, how about the muscle? To become invincible, go to the music option at the start of the game. Now, using button B, play the following songs in order: He Runs, Japoneseque, Shi-



nobi Walk, Sakura and Getufu. When you start the game you'll be the Termininja!

### X-Men - Stage Select

Before turning on the Mega Drive, make sure there is one control pad plugged in. Hold down button A and C and keep holding while you turn the machine on. Keep holding until it says 'press start' and then hold Start as well.



As soon as the Difficulty Select screen appears, let go of all the buttons and choose your character. On entering the Danger Room, head all the way Right until you reach a panelled area; each panel is a stage in the game. To go to that level, stand in front of it and press Down and C.

### Gauntlet 4 - Cool Code!

To be a pretty powerful Thor with over 20,000 health points, the four crystals to enter the tower and the lamp, enter this handy code:

YLOG:J4E97X-TE8  
68XOPWO9+W3+CXI

### ToeJam & Earl 2 - Password

This password helps make things a little easier when you reach the later levels. Just type TJ-AND-EARL!. Hopefully now there won't be any Panic on Funkatron!

## GAMEGEAR

### Streets of Rage - Level Select and Invincibility

To access this cool cheat, go to the option screen and select Sound Test. Put it at number 11 and press buttons 1 and 2 at the same time. Now there should be two more options down the bottom giving the stage select and damage on and off.

### Ren & Stimpy: Quest for the Shaven Yak

Level Selects: Level 2: AURGHH  
Level 3: ZONNNK

Level 4: YYYOWW

Level 5: ZOWCHH

## MEGA CD

### Ecco CD - DEBUG MODE:

To access the Debug Mode takes a bit of practice. The first thing you have to do is get into a game and turn Ecco around. In the split second he is facing you, hit Start to pause the game and press the following: Right, B, C, B, C, Down, C and Up. You should now be in Debug mode where you can fiddle with lives and levels to your hearts content.

### Spiderman V The Kingpin - Passwords

Level 2 - Electro

Level 3 - Wallaby

Level 4 - Gallon66

Level 5 - Falcon499

Level 6 - Helpinhand

Level 7 - Public45

Level 8 - Kidney2

Level 9 - Pencil6



## MASTER SYSTEM II

### Jungle Book - Stage Select

When you see the Disney Logo, push Up, Down, Up, Down, Left and Right. At the Start/Option Screen press button 1 and a Stage Select will appear!

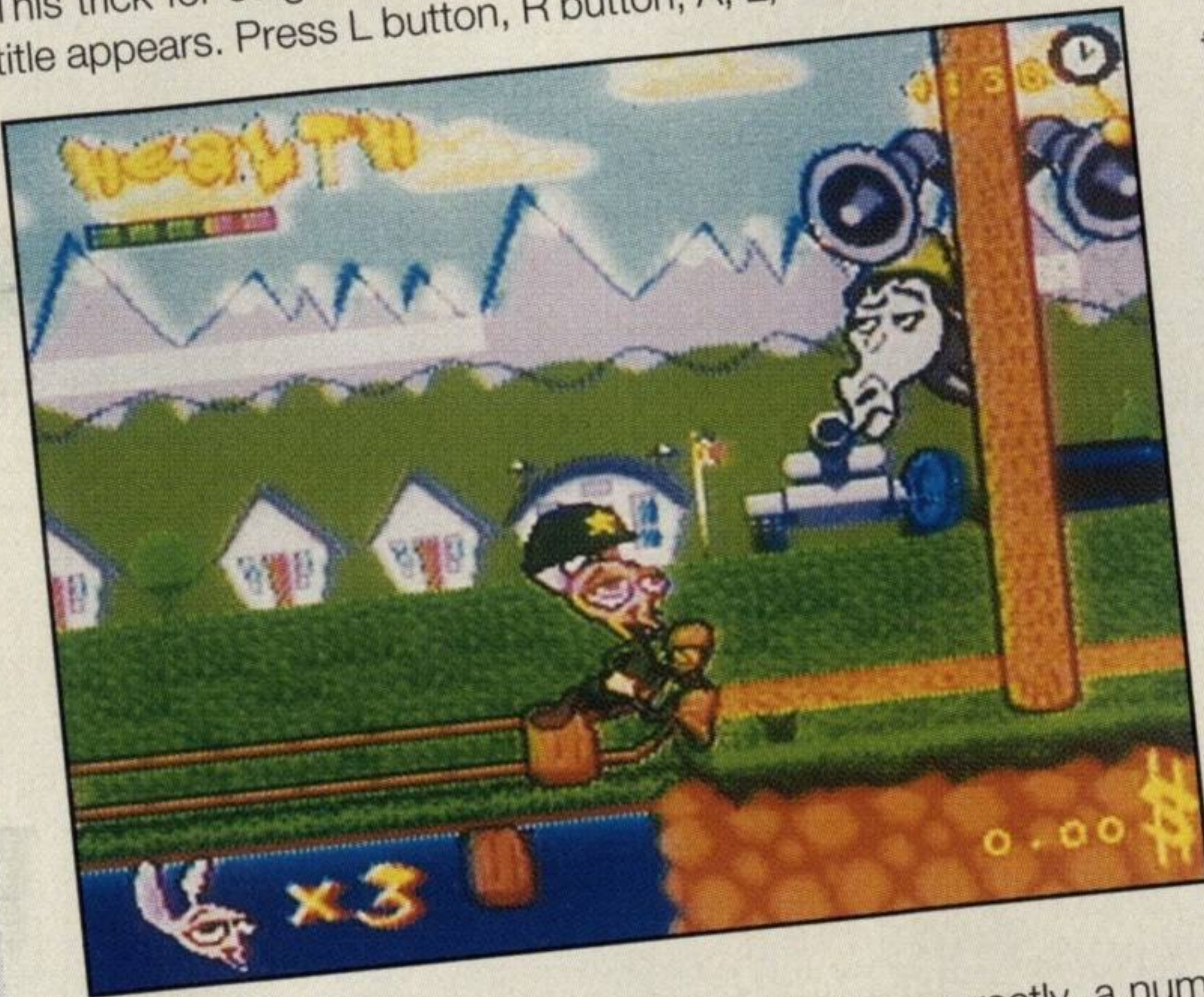
# TOP SECRET

## NINTENDO

**SNES**

### The Ren & Stimpy Show: Veediots!

This trick for stage selects has to be done before the Veediots title appears. Press L button, R button, A, L, R button, L button,



B, R button and then button X. If you did this correctly, a number will appear at the bottom of the screen that you can change to select your stage!

### Aliens V Predator - Stage Select

You will need two controllers for this trick. When at the Title screen, press Select to get Config Mode. Selecting this will make the Option menu appear, now grab controller 2 and hold the following simultaneously: L button, R button, X and A. When you press Start on the first controller you can pick your stage!

### SimEarth - Scenario Select

On the Main Menu, select Scenario but don't press start. Instead press and hold 'L and R and Y' and then press A. A Stage Select screen should now appear!

### Super Mario Kart - Shrink All Opponents!

Here's a trick for this 'Oldy-but-a-goody'. To shrink all your opponents, on the Character Select screen press Y and then press A!

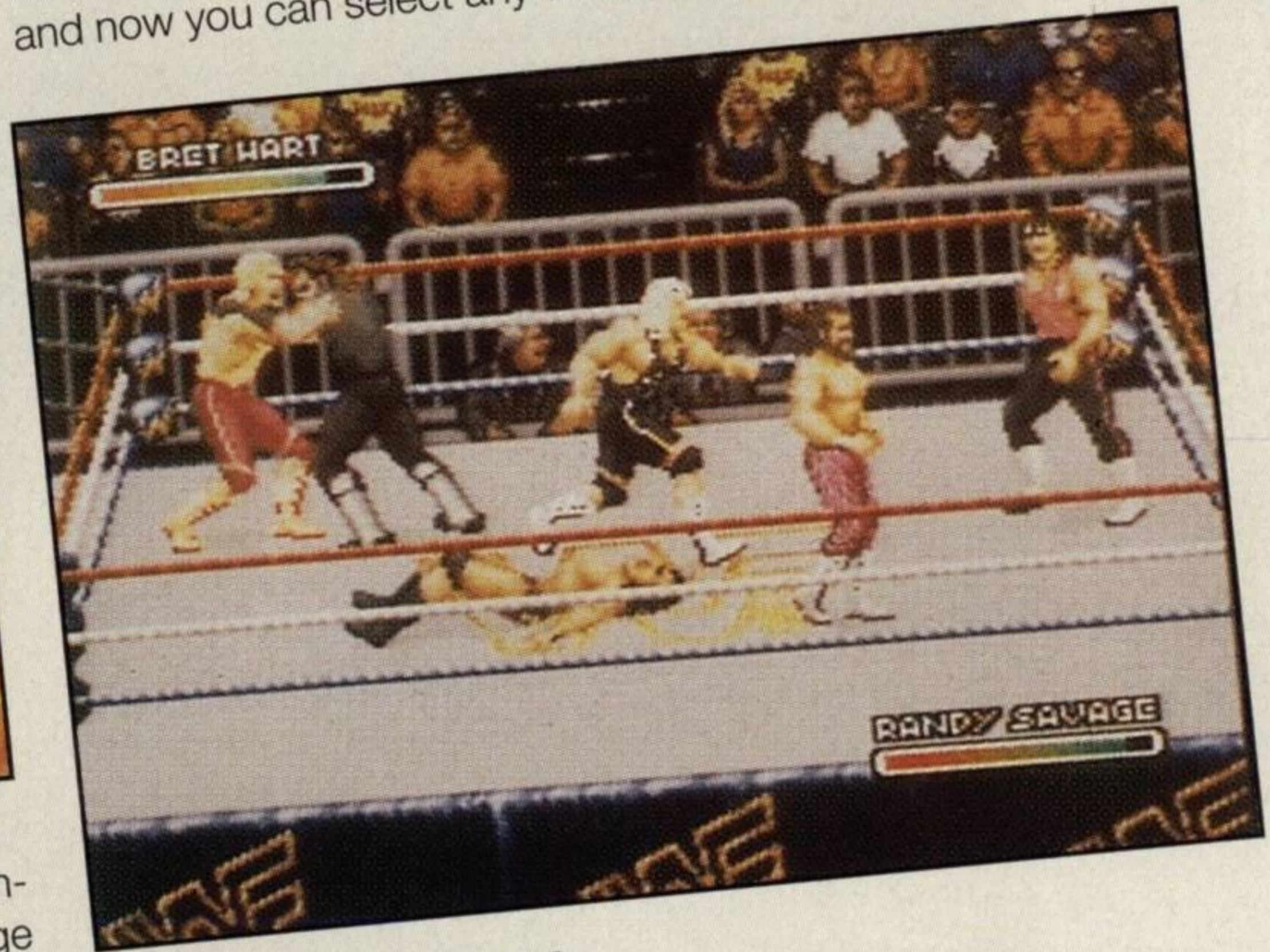
### Aladdin - Passwords

- GMAS - The Cave of Wonders
- JMPG - Escape from the Cave of Wonders
- GJAM - Inside the Genie's Lamp

- MAGP - The pyramid
- PJSP - A whole new world
- JPAJ - Jafar's Palace
- APMS - Final Battle

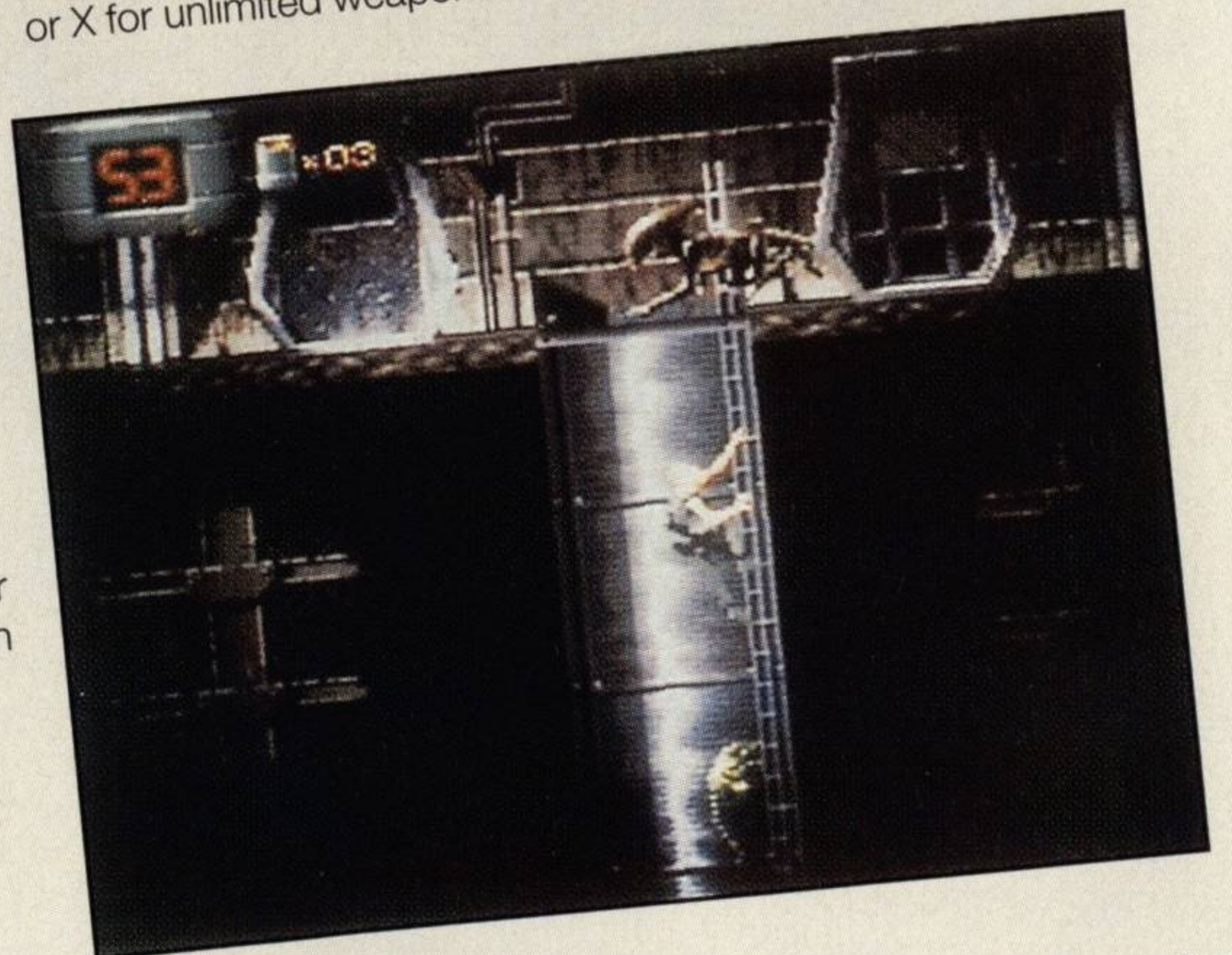
### WWF Royal Rumble - Get Twin Wrestlers!

This trick is done on the Select screen. Press L button to stop the logo from moving, and then press the R button and hold it down as well. Now, keeping the buttons pressed, push Select and now you can select any wrestler twice!



### Alien 3 - Cheats!

To get some truly excellent cheats happening, start the game and press A, B, Y, X on controller 2 and then on controller 1 press A to get invincibility, B to do more damage with your weapons, or X for unlimited weapons!



# TOP SECRET

## CONTINUED

### Krusty's Super Funhouse - Passwords

Level 2: BARTMAN  
Level 3: SMITHERS  
Level 4: SNOWBALL  
Level 5: JEBEDIAH

**Special Password:** Try the password JOSHUA (include the space before and after it). Enter any section and exit each section by pressing UP at its exit. Press the L and R buttons simultaneously to replenish your pie/ball supply.

Easy Mode: cchh  
Hard Mode: sbsb

### Zen, the Intergalactic Ninja - Passwords

Key: c=can, b=bottle, t=tyre, a=cardboard box, s=space  
Try these different passwords;

- scbb
- tsat
- cbab
- btcc

### Rocky Rodent - Infinite Continues

At the title screen, press start and as Rocky runs across the screen quickly press Y, A, R, A, B, A and an Option screen will appear. Make continues ? for infinite continues!

### Pocky and Rocky - Stage Select

To get a stage select, on the Player Select screen press and hold X and Y. Keep holding and press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You should hear a sound confirming that it worked and then start the game.

### Mortal Kombat - Play as Goro!

To play as Goro, firstly beat the game as normal and wait for the credits to scroll by. When 'The End' appears, hold Up and Left and Select and A. Now enter your initials and press A. Now you can play as Goro!

### Bubble Bobble - Stage Select

Enter the password as KGBJ, then use L to select level.

### Snow Bros. Jnr. - Stage Select

At the title screen, hold Up and Select and B and press Start.

### Adventure Island - Stage Select

Press RLRLABAB at the title screen!

## GAMEBOY



### Castevania II - Belmont's Revenge

#### Passwords:

Key: h=heart, c=candle, b=ball, s=space  
Central Castle: hbcs  
Belmont's Son's Realm: hcbb  
Count Dracula: bhch



# GIG GUIDE!

Up until now you've only had bits of them. The weird, wacky and wonderful codes of NBA JAM! Now, BOOMSHAKALAKA! It's time for you to shut up and JAM with:

## SNES

To jam with the characters pictured here in NBA Jam, you must do the following: when asked to put in the initials, put in the first two letters only and then place the cursor over the third letter but do not enter it in. Now press the 'L' and 'R' buttons, together with the button next to their initials and the Start button all at the same time.

## POWER-UPS:

All the following power-ups are performed at 'Tonight's Match-up' screen:

**1. Power-up Defense** - Press A, B, or C four times, and then hold down on the fifth time until Tip-off. If entered correctly, it will say so above your player's Turbo meter. This power-up will increase your ability to goal tend without getting called for it, and to steal the ball easier.

**2. Power Dunks** - Continually rotate the directional pad 360 degrees and press any of the buttons 13 times, then hold whichever button you were pressing until Tip-off, but don't stop rotating the pad! One thing to remember though, don't pick a character with lousy dunking abilities. You will gain the ability to perform a dunk from anywhere past half court.

**3. Power-up Fire** - To be on fire for the entire game, hold UP and press B seven times. Then, keep holding up while holding B and Y together until Tip-off.

**4. Power-up Intercept** - Rotate the directional pad or joystick clockwise 360 degrees, while continually pressing one of the buttons until Tip-off. This gives you a better chance of intercepting the passes of opponents.

**5. Power-up Turbo** - Press any of the buttons five to 10 times, and then press and hold the A, B, and Y buttons all down until Tip-off. If done properly, your player will have an unlimited supply of turbo.

**6. Juice Mode** - If you defeat all 27 teams you will automatically activate this mode which quickens the speed of all players. Also, you can get juice mode if you press any button 13 times, and then hold down Band X until Tip-off.



## 7. Shot Percentage Indicator

- Press any button once, and then hold A, B, and Down on the directional pad (all at the same time), until the Tip-off. There will now be a small box in the corner showing the percentage chance of your ball going in.



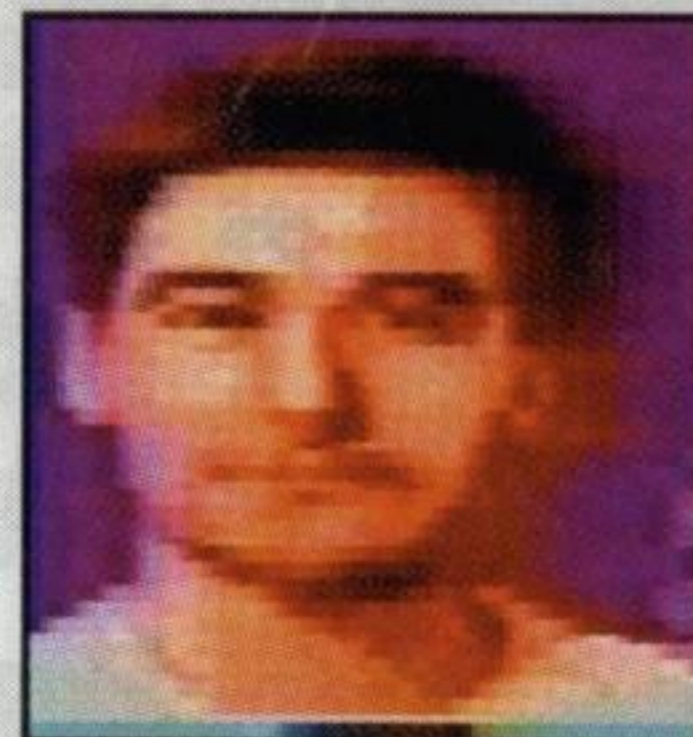
**1** Bill Clinton  
ARK, Button X



**2** Al Gore  
NET, Button A



**3** Mark Turnell  
MJT, Button A



**4** Rivett RJR  
RJR, Button X



**5** DiVita  
SAL, Button X



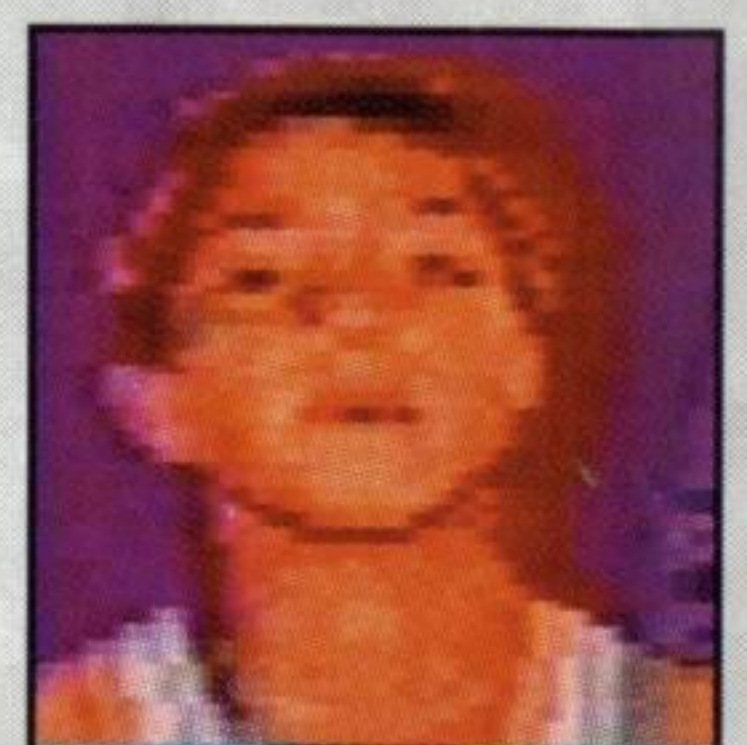
**6** Chow-Chow  
CAR, Button X



**7** Weasel  
SAX, Button X



**8** Scruff  
ROD, Button X



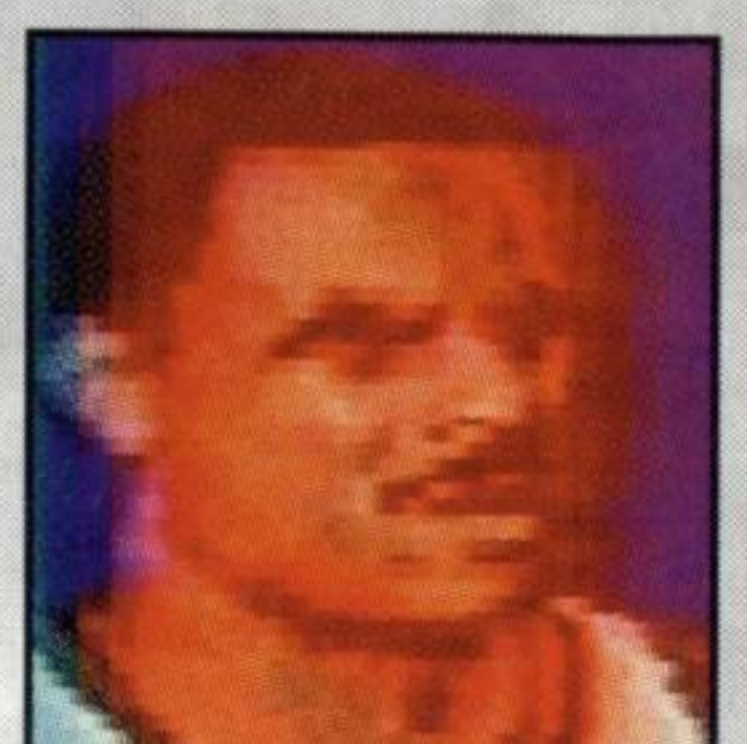
**9** Air Dog  
AIR, Button X



**10** Kabuki  
QB'Space',  
Button X



**11** P Funk  
DIS, Button A



**12** Warren Moon  
UW'Space',  
Button A



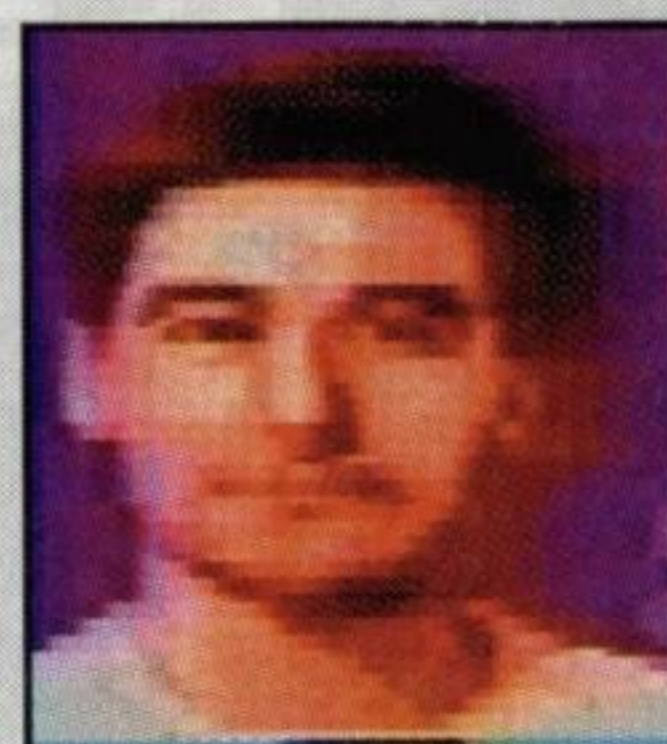
**1** Bill Clinton  
ARK, Button A



**2** Al Gore  
NET, Button B



**3** Mark Turnell  
MJT, Button A



**4** Rivett RJR  
RJR, Button B



**5** DiVita  
SAL, Button C



**6** Chow-Chow  
CAR, Button C



**7** Weasel  
SAX, Button C



**8** Scruff  
ROD, Button B



**9** Air Dog  
AIR, Button A



**10** Kabuki  
QB'Space',  
Button A



**11** P Funk aka  
George Clinton  
DIS, Button C



**12** Warren Moon  
UW'Space',  
Button A

## MEGA DRIVE

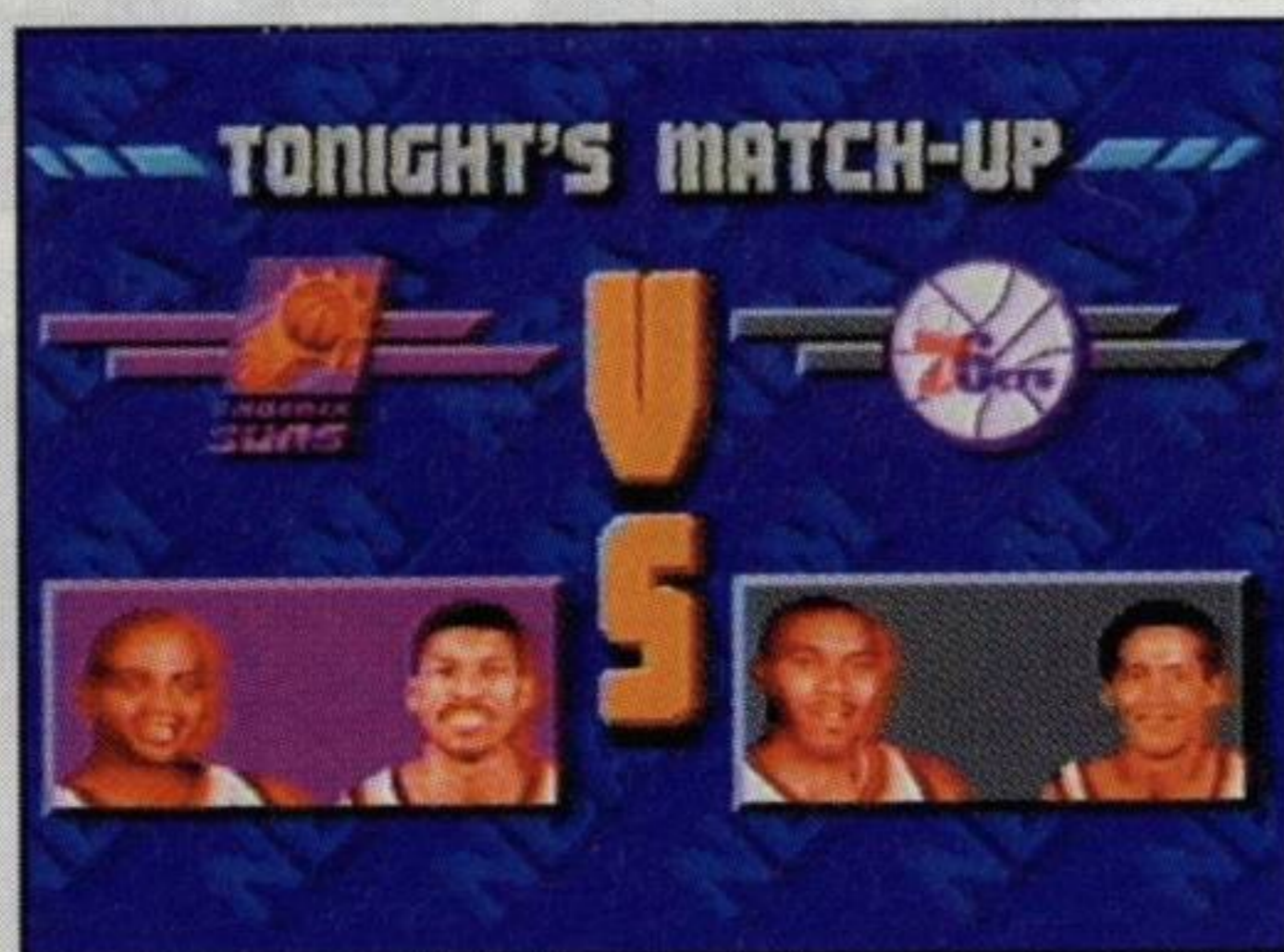
To play with the characters pictured here in NBA Jam, you must do the following: when asked to put in the initials, put in the first two letters only and then place the cursor over the third letter but do not enter it in. Now press the button that is next to the players initials and the Start button at the same time. Now, you can get down and JAM with the President of the US of A!

## POWER-UPS:

All the following Power-ups are performed at 'Tonight's Match-up' screen:

**1. Power-up Defense** - Press A, B, or C four times, and then hold down on the fifth time until Tip-off. If entered correctly, it will say so above your player's Turbo meter. This Power-up will increase your ability to goal tend without getting called for it, and to steal the ball easier.

**2. Power Dunks** - Continually rotate the directional pad 360 degrees and press A or C 13 times, then hold whichever button you were pressing until Tip-off, but don't stop rotating the pad! If entered correctly, it will say so above your player's Turbo meter. One thing to remember: don't pick a character with lousy dunking abilities. You will gain the ability to perform a dunk from anywhere past half court.



**3. Power-up Fire** - Press B seven times and then hold Up, B and C until the Tip-off. If entered correctly, it will say so above your player's Turbo meter. You will now stay on fire for the duration of the game.

**4. Power-up Intercept** - Press the directional pad or joystick 360 degrees, and then press A, B, or C 15 or more times. If entered correctly, it will confirm that you have entered this code above your player's

Turbo meter. This gives you a better chance of intercepting the passes of opponents.

**5. Power-up Turbo** - Press the A, B, or C button five to 10 times, and then press and hold the A, B, and C buttons all down until Tip-off. This Power-up will be confirmed in the same manner as the above four Power-ups. If done properly, your player will have an unlimited supply of turbo.

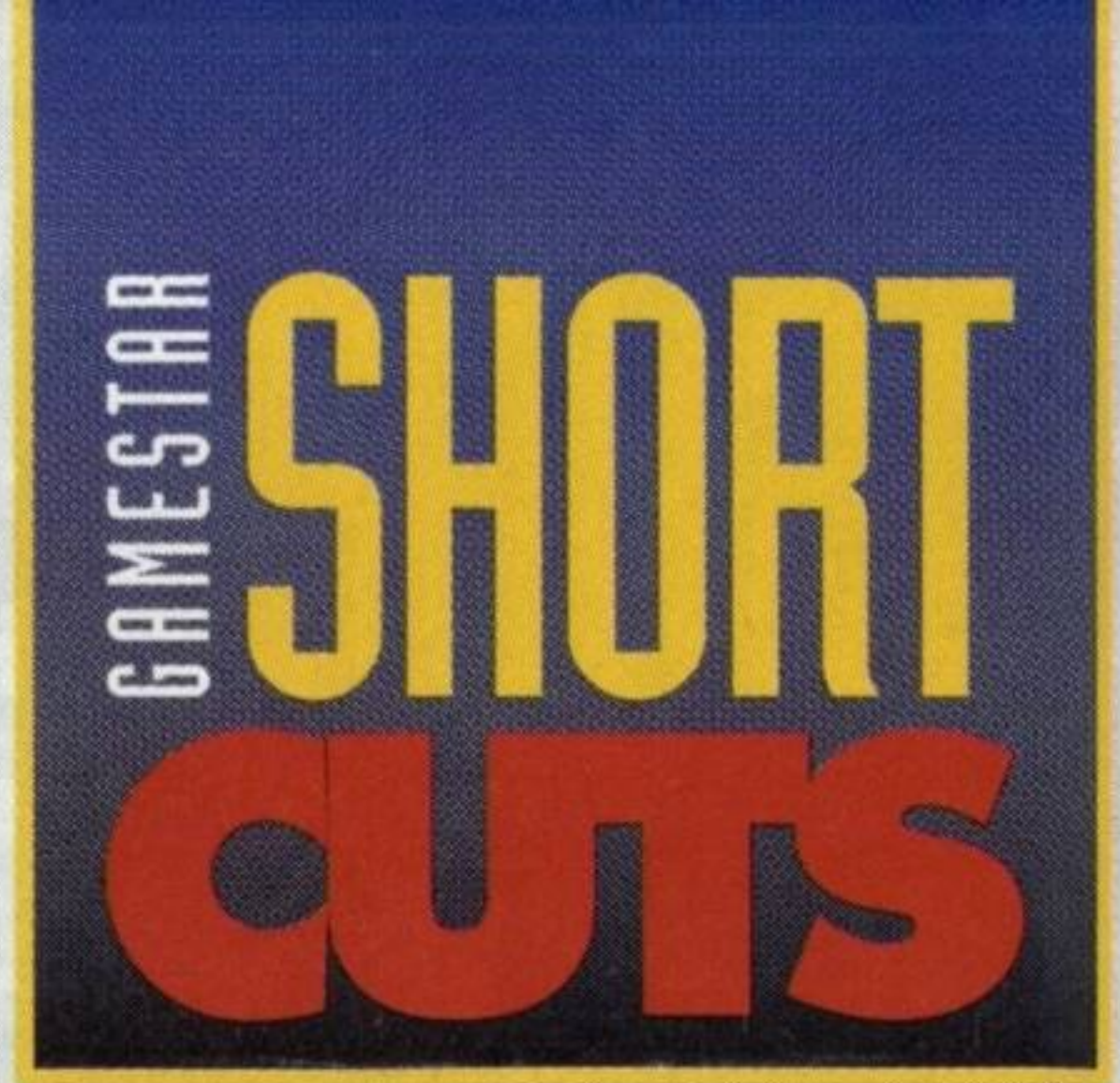
**6. Juice Mode** - If you defeat all 27 teams you will automatically activate this mode which quickens the speed of all players. Also, you can get juice mode if you press A, B, or C 13 times, and then hold down B and C until Tip-off.

**7. Shot Percentage Indicator** - Press A once, and then hold A, B and Down on the directional pad (all at the same time), until the Tip-off. This will show a small box, where the timer usually is, and will tell you the percentage chance that a given shot will go in.



# NAKED CHEATS

## 33<sup>2</sup>/<sub>3</sub>



Having trouble getting that cheat to work? Maybe it's the clothes you're wearing or maybe it's because you're wearing clothes. At last! A cheat section written exclusively with the nude gamer in mind. Each month we will be examining tips and cheats, old and new, and the effect nudity has upon them. Here in the Short Cuts bureau, all cheats are thoroughly nude tested making sure they work just as well the way 'god intended', as they do encumbered by the human obsession with anatomical modesty. So boot up the console, buff-up and be ready to hit a high C on the bed flute as we dive headlong into Nudie Cheats No. 1. Togs off!

## GAMEGEAR

### Shinobi II

#### Passwords:

- D09F9 - Yellow, Pink, Green, and Blue Ninja.
- 11817 - All Ninjas and Yellow Crystal.
- B9B12 - All Ninjas and the Yellow and Pink Crystals.
- DDE91 - All Ninjas and the Yellow, Pink, and Blue Crystals.
- 1FEDF - All items (Ready for last level).

## GAMEBOY

### Bubble Bobble

- Level 10 - XGLI
- Level 20 - FGLI
- Level 40 - JGBF
- Level 100 - KGBJ
- Level 100 - KGBJ

## MEGADRIVE

### Jungle Strike

There's nothing quite like nude jungle warfare. Just watch out for those prickly bushes.

- Campaign 2 - RL6GYKBX6GG
- Campaign 3 - 9V6CR9WNMCZ
- Campaign 4 - XTMDR9WNMCJ
- Campaign 5 - VNPDTL6HDB6
- Campaign 6 - WSDWHFKB7SS
- Campaign 7 - THGR7NS6MCJ
- Campaign 8 - 7GRSD9WT7SS
- Campaign 9 - N4SF3X7NLMS

### Mortal Kombat

**Blood Code:** To access the more gruesome aspects of the game, when it says the blurb "Does Mortal Kombat contain a code?" you press on the control pad A, B, A, C, A, B, B. You'll hear Scorpion say "Get over here!" and the screen will have gone red. Also to access more codes on the D, U, L, L, A, R, D.

### Revenge of Shinobi

**INFINITE SHURIKENS:** To get this classic cheat happenin', go to options and select 00 shurikens. Wait about a minute and lo and behold, the 00 turns into an infinite symbol!

## AMIGA

### Gremlins 2

To become invincible, just type 'Sinatra' in the high score table.

## LYNX

### Gates of Zendocon

To get straight to the big boss, go to base select and type ZETA.

### Pacland

To get 10 extra lives, play the game nude and make sure that you get the high score. Enter the following name as your name: 330ne. Now, whenever you play, as long as that is the high score, you'll start with 10 extra Pac-dudes!

## SNES

### Populous

**Level Select:** Choose a Conquest game, and click on the Pause icon. Move the cursor onto the world map, then hold down L and press A. Release these buttons. Next, while holding down R, push and release Y, B, X, A and SELECT. Release R and click on Armageddon. Now, enter the Setup menu and choose Conquest. Inside the Conquest menu, press the X and B buttons to select any level in the game.

### Super Mario Bros 3

This code should make all enemies disappear - llllll (that's six l's). Oh spooky!

### Super Ghouls and Ghosts

For a level select, follow these easy steps:

1. Plug in BOTH controllers
2. On OPTION screen.
3. Make option selections.
4. Highlight EXIT.
5. Press and Hold L button and START on Controller 2.
6. Press start on FIRST Controller 1.
7. A Level Select screen will appear!

## PC

### Risky Woods

On the title screen type QWERTYVIOP, and the message Cheat Key Activated will appear. Now you can press F1- to restore life; F2-To increase money; F3-To increase time and F4-To skip to the next level!

### Prince of Persia 2

**Multiple cheats:** when you start the game type, prince yippeeyahoo followed and then [enter]. If that doesn't work type in MAKINT, it does the same thing. Having done that, you may now perform the following:

- Press R to bring you back to life after dying.
- Press K to blast all on screen enemies.
- Press + or - to increase/decrease time.
- Press Alt and N to skip to next level.
- Press Shift and R to show current room number.
- Press Shift and W to safely drift down from big drops.
- Press Shift and T to increase health by one.

### Populous II

#### Maximum god power

Entering this code on the deity entry screen will give you the god with maximum power in every element: KOPOJAEEMEJMNMFAMEOM.

## MASTER SYSTEM II

### Alex Kidd in Miracle World

To complete the tile combination at the end of the game, run over them in the following order; Sun, waves, moon, star, sun, moon, waves, fish, star, fish!



BY MICHAEL CONDRAN

# The Complete Sonic Cheat Guide

**Sam wanted me to write an intro for this section, but I couldn't be stuffed. You can read; there's a picture of the little bugger at the top; um . . . work it out.**

## MEGA DRIVE Sonic 1

**Level Select.** You'd be a bit of a goose if you didn't know this one, but this is meant to be the definitive hedgehog reference guide so Tally Ho! (Stop calling me Ho.)

On the main title screen, wait 'till Sonic waves his finger at you. Don't you hate the way he does that! Condescending little bastard. My second class teacher used to do that. But, ha! I showed her! I waited until one day when she was on tuckshop duty at play lunch and I sneaked into the class room and . . . yes Jo . . . hedgehogs . . . okay . . . I'm sorry . . . You wait until he waves his finger and then press Up - Down - Left - Right and you should hear a ring collect sound. Now, hold down A and press Start. YEE-HAAA!

**Level Design.** This cheat is notorious and to be honest I've never been able to get it to work. I have friends who claim they have. But then most of my friends are liars and cheats. (*And in prison with my accountant - Ed.*)

As soon as the title screen appears (don't let that finger get to you), press Up - C, Down - C, Left - C, Right - C then press and hold A and Start until the game begins.

Button B will transform Sonic into strange things, Button A will select just *how* strange and Button C will deposit the object on the screen, not unlike the way my cat deposits presents behind the curtains near the bookcase . . . I hate that!

## Sonic 2 The Legend Continues

**Level Select.** Another cheat that by now should be encoded in your own DNA (right next to the 47th chromosome). On the title screen you'll notice a 'One Player - Two Player' select. Push D down twice and options will appear. Select Options. Go to the sound test and rock to the following fresh cuts from those funky Sega dudes . . . 19, 65, 09, 17. If you haven't cocked it up, a ring collect will sound. Hit Start, and when the title screen appears again (are you sure that stinky hedgehog isn't dissing me?) Then hold A and press Start. And the Level Select screen is yours. Incidentally, if you crash and burn in Level Select mode, there is no need to enter the codes again. Just hit A - Start again on the title screen and Bob's your auntie's live-in lover.

**14 Continues.** If you get off on this cheat, you probably dig pressing the blunt ends of knitting needles into your ear canals too

- so for all the card carrying members of the Hellfire Club, dig this.

On the sound test section of the Options screen (no, not the Level Select you woos), kick in tunes: 19, 65, 09, 17, 01, 01, 02, 04. After all of that excitement, lay down, have a short rest, then highlight Player Select and press Start. You will start at Level 1 with 14 continues - Yee Haaa! Strong coffee and hot knitting needles - I'm on fire!

**Super Sonic.** Okay, I'm bored too now, so let's move on to Super Sonic, probably the coolest cheat in this game. Do the Level Select cheat and at the bottom right there is another sound test. Select this. Dig the graphic of DJ Jazzy Hedgehog and kick to the funky-ass beat of tunes 04, 01, 02, 06. Select your starting level and hit Start. As soon as you collect 50 rings hit Button B or C and kick butt!

**Level Design Mode.** It took me a while to realise the usefulness of this cheat. At first I thought it was a whole lot of pain and anguish (see Hellfire Club 14 Continues') to go through just to turn the little bugger into a piece of scenery - then, I saw the light.

Punch in the Super Sonic cheat and start a game. Reset the game via the control pad (A - start, A - Start, A - Start etc) which will



take you back to the Level Select screen. Hit the sound test again (Go on, admit it. You love these tunes more than anything Mud-honey have put out) and punch in 01, 09, 09, 02, 01, 01, 02 and 04. Highlight the stage you want to start on, then hold down A and press Start. If the cheat has worked, the score will be scrambled (so if it ain't - GET IT RIGHT!) Now (Ya, Ha, Ha!) press B and Sonic will turn into a piece of scenery. Button A will change his appearance - sort of like a hedgehog Salman Rushdie. Keep hitting A until Sonic becomes a ring (just one, not a line) place the ring on top of Tails and hit C. Each time you press it the ring total goes up one. Hit C as if you were playing one of those pissy early Master System spaceship shooting games (see Halley Wars) until you have about 200 rings. Press B and Sonic becomes his blue and spikey self again. (Make your own Sonic! Get the toilet brush and soak it in the bowl overnight with three blocks of Bloo Loo. In the morning, remove the brush and hey presto!) Press B or C and yip yip yip hippety yee haa! Cheats DO prosper! Now, how to fire-bomb schools . . .

**Super Tails.** Jo said Mr Packer wouldn't let me tell you how to make firebombs so I guess we're stuck with Super Tails. Go to the Level Select screen and dive

headlong into those funky sound test ditties - 04, 01, 02, 06, 01, 09, 09, 02, 01, 01, 02, 04. Select the level you want to start on and hold down A and Start until the game starts. Again the score (and by this time your brain) should be scrambled. Collect 50 rings, press B and then A until Sonic turns into a TV (a television you idiot, not a man that likes to wear women's clothes). Jump onto this TV and BLAMMO! TM SUPER TAILS

To be honest, this cheat sucks. All it does is put 'invincible' stars around Tails so, if you were bored enough to have tried that or your girlfriend/boyfriend just left you and you're feeling pathetic, steal your flatmate's rent money, buy a Mega CD and try these.

## MEGA CD

### Weirdness

Okay, so you've knocked yourself out with Super Tails, your girlfriend/boyfriend is still gone, you've already tried smoking everything in the spice rack, and you're starting to think that maybe Kurt Cobain was right! But wait! Your useless and miserable little life has just become more facile and pointless: you've decided to try this cheat.

On the Title Screen push Down, Down, Down, Left, Right, and A. This will bring up a sound test screen with three (count 'em)

headings: FM, PMC, and DA. Play the following tunes and reel to the audio visual extravaganza:

- FM 07 PMC 07 DA 07 - A special stage with Spikey running towards the fat dude;
- FM 42 PMC 03 DA 01 - DJ Jazzy Hog is in the M.F. House;
- FM 46 PMC 12 DA 25 - this is crap;
- FM 42 PMC 04 DA 21 - I can't believe I'm doing this;
- FM 44 PMC 11 DA 09 - I used to have a life you know. I used to go out to dinner with my girlfriend and we'd have intelligent conversations over spicy food. Now it's over. And I'm doing crappy cheats on a MegaDrive. I don't know what went wrong. Maybe I work too much. Or was it that she really didn't like the jacket that I bought her for her birthday. I don't know. I tried so hard . . . sob . . . sod . . . (There, there Michael, it's okay, pull yourself together . . . blow . . . there, that's better . . . why don't you take the rest of the day off. You can finish this tomorrow - Ed.)

(By the way, if you want a real cheat for this game, on the title screen press Up, Down, Down, Left, Right and B, it'll give you the Level Select - Ed.)

## MASTER SYSTEM

### Sonic 1

There are none. (Doh!)

## Sonic 2

### Level Select.

Plug control pad into port 2 and before turning the console on hold Left, and Buttons 1 and 2. Turn the console on and wait until Sonic enters the screen chasing Robotnik, let go and press 1 on Pad 1. Weird huh?

## GAME GEAR

### Sonic 1

As for Master System.

### Sonic 2

If you're sitting in a darkened room and your eyes are still good enough to see what's happening on the screen, wait until Sonic enters the cute round frame on the opening sequence then press and hold Down and Left and Buttons 1, 2, and Start (it's easier if you're nude). Hold them until the ring collect sounds, release them all and push Start. Whoop whoop whoop! (Feeling better today Michael? The anti-depressants seem to be working nicely - Ed.)



Well, bugger me! If the play guide wasn't enough to make it high noon on your sun dial, this next bit will have Game Genie owners squirming in their ill-fitting pre-loved underwear.

## AA6T-AAXC

Burn this into your blackened soul. Carve it into your forearm with a compass or just boot the sucker up and punch it in. Hell, I don't care, but be prepared for some tockley tickling action as

# DIG THIS!

Sonic 3 rolls over and exposes his soft underbelly to anyone with a sharpened Game Genie.

## LEVEL SELECT

Yeeeeeeehaaaaaaa! Punch in the code and press Start. When blue and stinky waves that finger, press Start again and go nuts.

## LEVEL DESIGN

Man this code does everything. Just kick in the Level Select, pick a level and start the game. Now hit A and Start. B turns Sonic into

a ring, A changes the object and C dumps it on the ground like a half chewed Bendon bustier.

## SLOW MOTION

Too much! Spank in the level select action, press Start to pause the game then hold down B to play in 'slo mo'. Extra useful for special stages. Practically useless for anything else.

## SUPER SONIC

In the words of Barry White . . . "Oooh baby!" The thang we've

all been waiting for. Goodbye namby-pamby, pussy-butt, blue-loo-toilet-brush-head and hello butt-kicking, monkey-spanking, amy-tonking alter ego! Yeah! Yeah! Yeah! Woo! Get down! The yellow-dude's back! Woo! Alright!

Okay, tonk in the Level Select and the level design action and fiddle with the A and B buttons until he turns into an Apple Mac (you know, a TV thingy). Dump it, (C) spank it, get nude and gyrate. Think I better dance now.



# SONIC 3

PLAY GUIDE

Given Sonic 3 for your birthday and now too embarrassed to come out of your bedroom because you can't find the Club Med on Angel Island? Well, rejoice socially challenged one, pull out your blue rubber suit and join me for an all expenses paid Contiki Tour of the first three zones! Gee, I hope we meet some chicks.

## ZONE 1: ANGEL ISLAND

Palm trees, cool! Now where's that poolside bar?



**1**

◀ Blast rocks and anything that looks suss. See, this one is concealing a boinger. There's another in the palm tree. Jump high and left . . .



**2**

▲ . . . to find 10 rings and some speed shoes. Fly off to the right.



**3**

▲ I guess these are the outdoor activities . . . a bit piss weak so far. I'll make a booking for some jet skis this afternoon. Keep moving right and don't fall off. (If you're going to puke, tell me now.)

▶ There are lots of different ways from here so, hell, let's get rid of the street directory and improvise. Go forth! Plunder!



**4**



**5**

◀ Okay, chill for a minute and collect this water shield. You don't really need it yet but it makes a cool sound when you hit the button twice.



**6**

◀ Keep heading right until you hit a rock. Push it out of the way and crash through the ground. Booty awaits, but still no chicks!



**7**

◀ Muck about, up here.



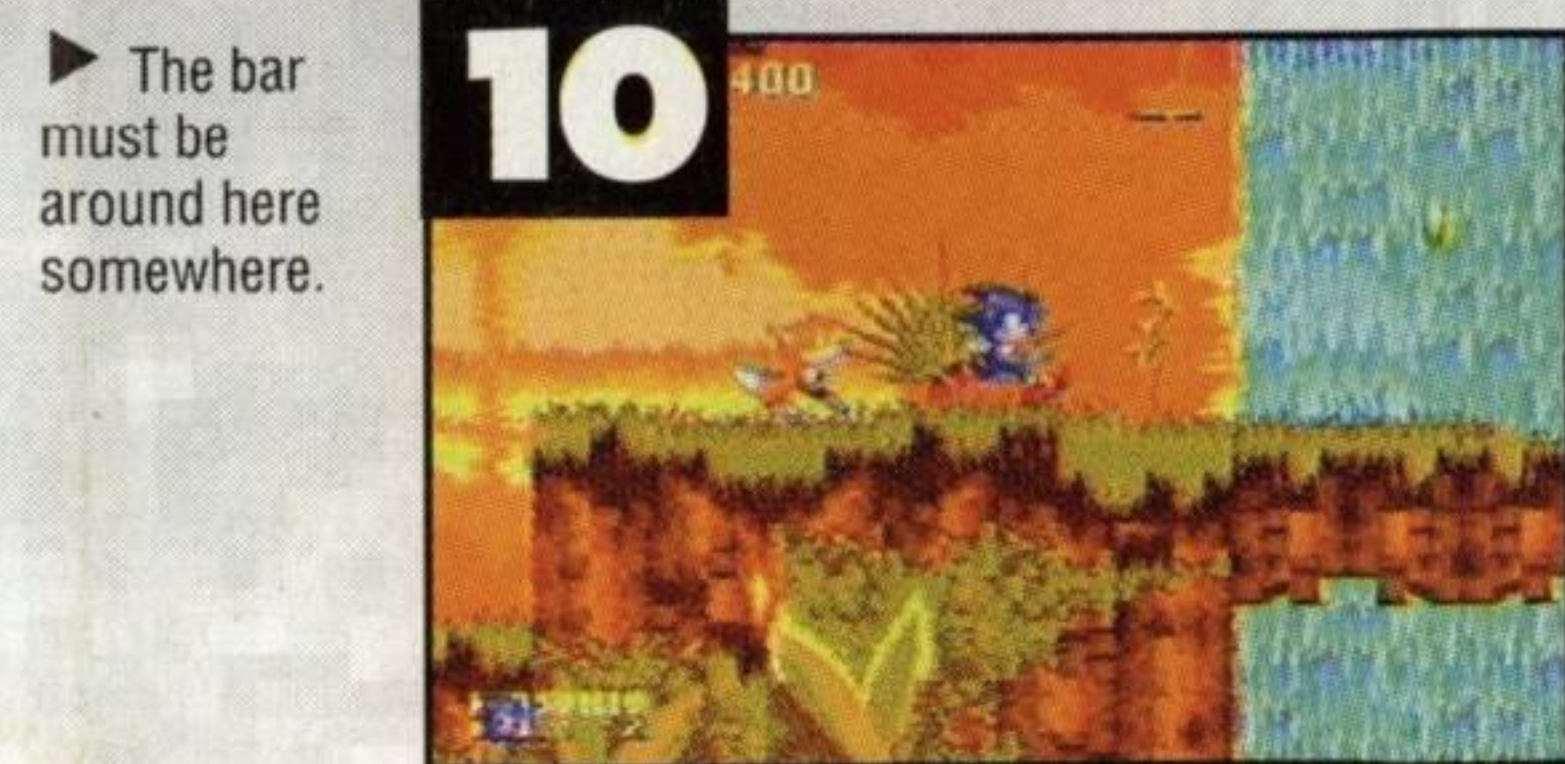
**8**

◀ Whack the fat bastard and spark up. But don't panic.



**9**

◀ Drop down here and run left for a special stage (but only if you have 50 rings).



**10**

▶ The bar must be around here somewhere.



**11**

◀ Hang on to this sucker, spin around a few times and let go on the up-swing for some serious booty.



**12**

◀ Lightning shields are way cool. They attract rings and allow a double jump in mid air.



**13**

◀ Spank that sign for extra power-ups.



**14**

◀ These guys suck. Jump over the second one and spin under the third.



**15**

▶ Jump on this.



► ... and run like hell

◀ Run across this or, better still, fall through it (carefully!) for some cool power-ups and an extra life.



◀ If you're greedy and fell through the bridge to get the power-ups you won't loop this loop.



▲ Either way, you end up here. Blast through the rocks ...



◀ Robotnik is a pussy. Kick his butt (but don't wait on the bridge, he trashes it as soon as he arrives, like all good friends).

## ZONE 2: HYDROCITY

We must be near the pool!



◀ Push left as you're falling and you should end up here.



▲ Collect the rings, spank this button and get sucked in.



▲ Keep near the top or you could end up with a spike up your oit.



► It spits you out here. Stay left for some rings and an invincibility shield. Grab it and bolt to the right through all the nasty mess.



◀ If one of these stinky finned suckers grags your head, wiggle your stick left and right until he lets go (steady on!).



◀ Suck air at every opportunity.



◀ Grab the watershield, spank the sucker that's shooting at you and git down.



◀ At the end of the next tunnel you are shot into the air. Keep right and tonk that post!



◀ Go with the flow.



► After you have skipped across the surface of the water to apparent safety, run left and drop down here. Keep going left and ...



◀ ... I guess this is a helping hand.



◀ Mr Bamix on acid or what? Stand near the centre and kick his butt when he stops spinning.



◀ Be prepared. The next bit is seriously rooted.



◀ Spin up the curves and bust down the walls before the wall behind turns you into a hedgehog smoothie. Spin like hell you eediot!

► The final spin takes you up onto this revolving platform - relax, it's smoko time.





▲ Tunnels and slides are a piece of cake. Enjoy the graphics.



▲ Yip yip yip.



▲ There's a trick to these: always go the way it's going. You'll pick it up.



◀ Who said waterslides were 80s?



◀ Uh oh!



▲ Knuckles may be misunderstood, but he's still a jerk. Go with it unless you've seen David Niven in 'Bridge Over the River Kwai' often enough to improvise.



▲ It's clobberin' time! Be patient with this bugger but don't get sucked in. Avoid the depth charges and hit the fat man when he comes down.

## ZONE 3: MARBLE GARDEN

No bar, no company. Hell, who booked this holiday?



◀ When you stop falling and land on a ledge, jump to the right to end up here. Collect the rings and jump right (through the wall) for a lightning shield. Carefully fall off to the left.



▲ Descend the hills slowly until a concealed boinger shoots you onto this revolving platform. Miss this and you are cactus. Head to the right.



▲ At the next revolving platform, jump right, over the spikes and invincible shield and into a special stage.



▲ Spank here!



▲ Spin here.



▲ Take this flying saucer thing up and left for another special stage.



▲ This bit is nastier than Mr Pink from Reservoir Dogs. Go easy, pack heat and be careful of the spikes above this first thudpacker.

▶ Cool, you've made it. Now smoke the sucker!



▲ Level 2. Yehaa! Get funky with some pully action.



▲ Old Big-and-Stinky pops up here to flex his Robotnik muscle. Hit him out of spite and head right.



◀ Fall down to the right of the floating platform to find the Castaway Bar. Order me a Mango Daquari and I'll meet you by the pool.

▶ Rev up and ride.



▶ It's old Big-and-Stinky again. Bop him and bolt to the left, he starts an earthquake and you have to move fast or you'll get squished. Most heinous.



◀ I'm sorry, I must have been hallucinating (never sniff household cleaning products when you're on prescription medication). This dude is ugly and has a mouth more dangerous than my ex-girlfriend's. Bop him three or four times on the forehead to fix his little red wagon. (Hell, it worked on my ex-girlfriend.)

▶ These things suck, too.



▲ Hide behind this pot plant. Maybe he won't notice.



▲ Doh! He noticed. Try to stay high and drop on him when he attacks horizontally (or vertically when the drill is pointing down). Avoid the flames and drill. Don't worry if you fall, Tails will save you (what a guy!).

Well hell! Here we are at the end of Zone 3 – sober and dateless. Take it easy, keep your powder dry and I'll be back next month with the rest. I've heard there are some good late-night bars and a dance club in Carnival Night, so stock up on disco biscuits and tell them Marshead sent you. I'll put your name on the door. Later!



**DISK VERSION**

**Part 1: The Office**

Get the light bulb from the cupboard, and the cash from the mousehole. Exit the office and talk to the cat on the pavement outside. Use Max on him to obtain the orders.



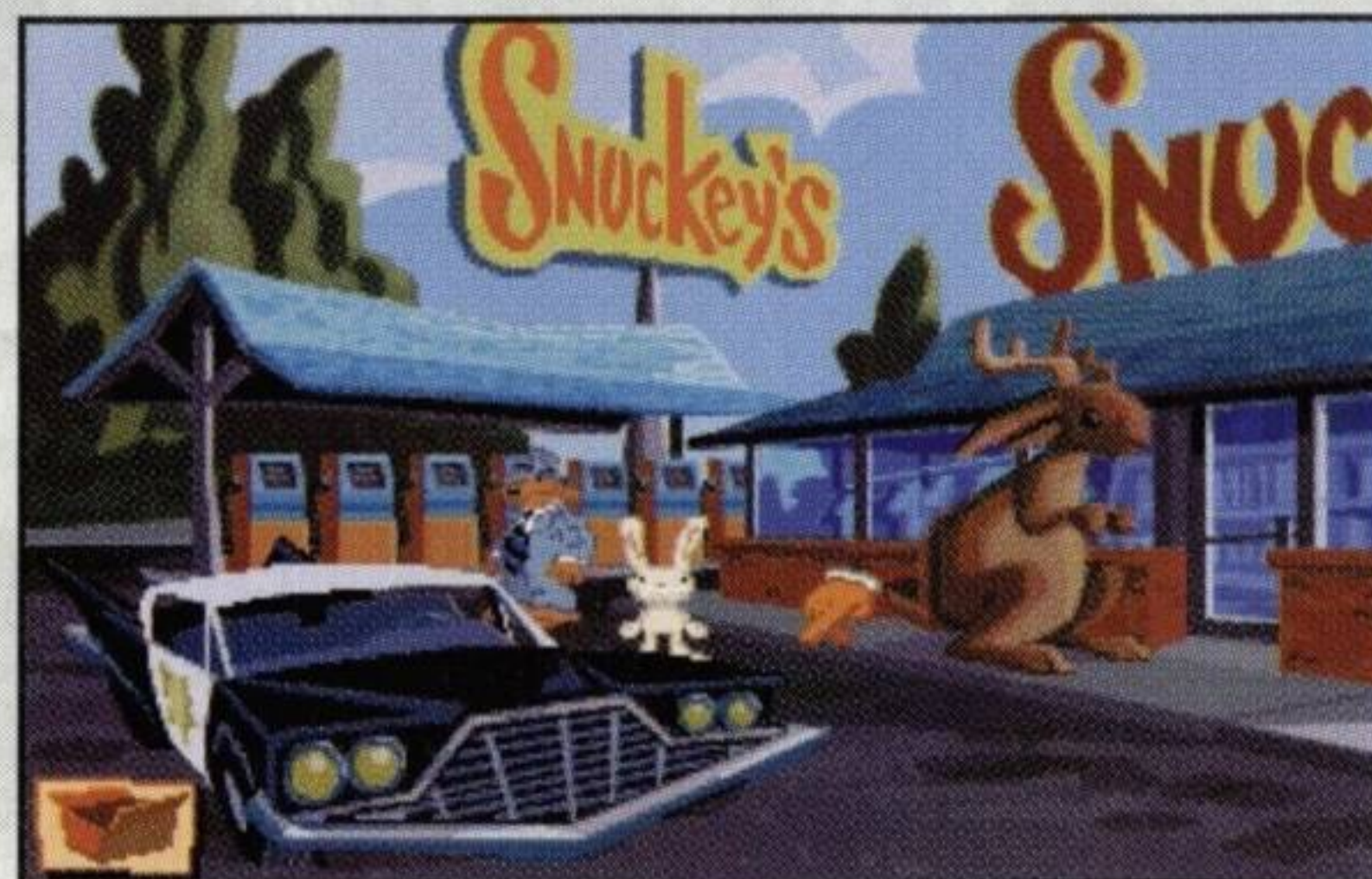
Go to Snuckeys – one of them has a paper cup outside. Collect it. Inside, walk around until Max wants to go to the bathroom. Pick up the pecan candy and talk to the attendant. Ask him to sell you the pecan candy. Then ask about the bathroom – now Max will take the bathroom key and leave. Go outside and talk to Max before he comes back into the diner and take the key from him.



**Part 2: The Carnival**

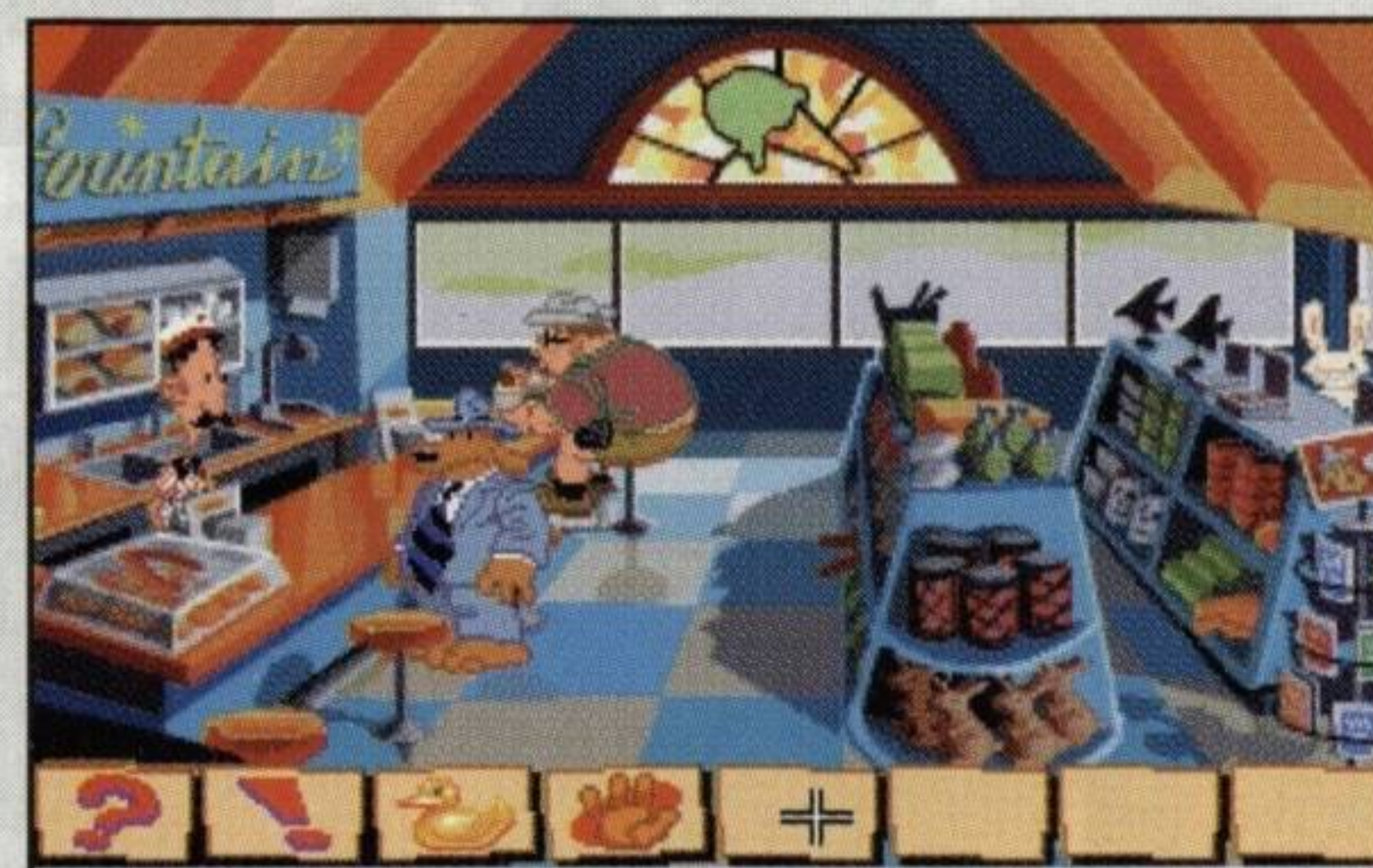
Use the orders on the fire-eater. After talking to the Kushmans, pick up the fur and the bottled severed hand in the hall of oddities. Exit by the rear door. In the Wak-a-Rat stall, get the fishbowl lens. Play Wak-a-Rat, take the prize (a torch) and combine it with the light-bulb. Ask the Cone of Tragedy operator if you can ride the Cone. After doing so, check your inventory. Ask the operator about your lost items – he will issue you with a claim ticket. Go to the Lost and Found tent. On leaving, examine the new item you have been given (the World of Fish magnet).

Next, ride the Tunnel of Love.



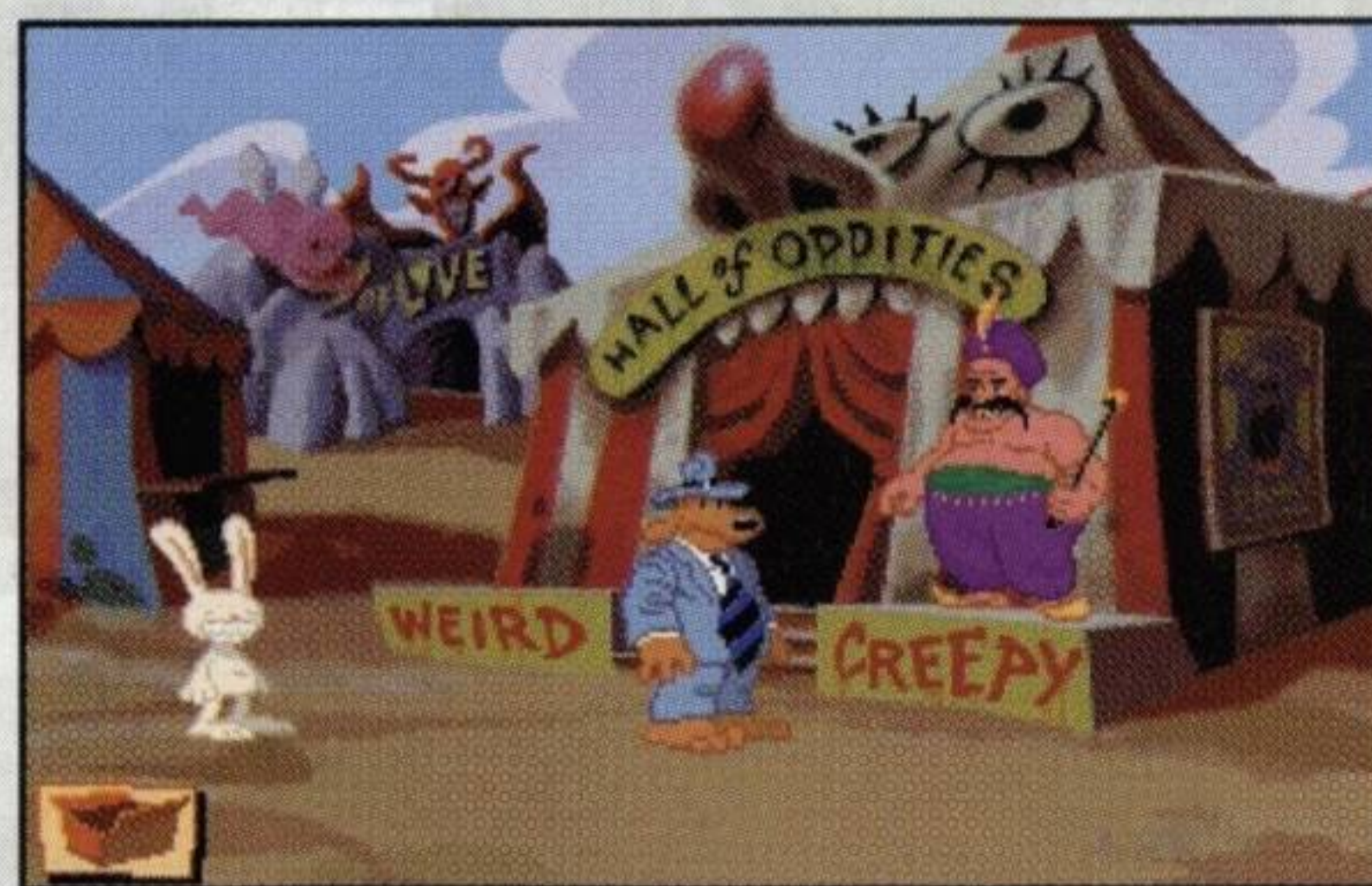
Use the torch on the walls, and once it has been activated, you can use other items. When you approach the fusebox in the wall, use Max on it. In the tableau, examine the king's beard, and walk through the secret door. Talk to Doug, give him the pecan candy, and he will give you a crowbar to use on Trixie's trailer. Operate the Tunnel reset switch in the left-hand wall. Exit Doug's den.

Use the crowbar on the trailer door. Inside, take the costume from the chest and examine the score card on the inside of the wardrobe door, this shows the way to Gator Golf. Once you have finished, head back to Snuckeys and ask the attendant to open the jar containing the severed hand.



**Part 3: String, Fish and Alligators**

Use the cablecar to reach the top of the Ball. Use the pillar in the centre of the area to operate the



elevator. Once in the diner, talk to the tool-bender and ask him about the spanners and he'll give you one. Get the wires and use them on the binoculars. Use the fishbowl lens on the binoculars.

Go to the World of Fish. Pick up the bucket of fish in front of the Bait stall. Use the spanner on the

bolt holding up the plastic fish in the river.

Get into the fish (use the mouth) and then use Max on it. The fish will come away from its moorings, and the fisherman will pull it up onto the net,

where the helicopter will take you to the Ball of Twine. Once there, use Max on the dangling end of the twine.

Drive over to Gator Golf. Pick up the golf-ball retriever in the bin by the souvenir stall. Walk down to the course. After tangling with Bumpus, rescue Max by replacing the golf balls with the bucket of fish, and hitting the fish so that the alligators form a straight line

across the middle of the range. Sam will go over to Max automatically. Use the glass door, then use the loose plank. Get the Sno Globe from the cavity within. Max will then give you a second piece of Sasquatch fur.

Use the severed hand on the golf-ball retriever. Use the fish magnet on this new item. Go to the 'Ball of Twine' museum, and use this 'reacher with magnet' on the exposed part of the Ball, taking the Mood Ring you find.

**Part 4: The Vortex and**

**Other Animals**

Drive to the Mystery Vortex. Inside, use the mirror – you'll emerge in an underground cavern. Switch the red magnet on, then walk across to the right, past the blue magnet, and operate the yellow magnet as well. Return to the surface. You will be able to



walk through the large orange door to the right of the room.

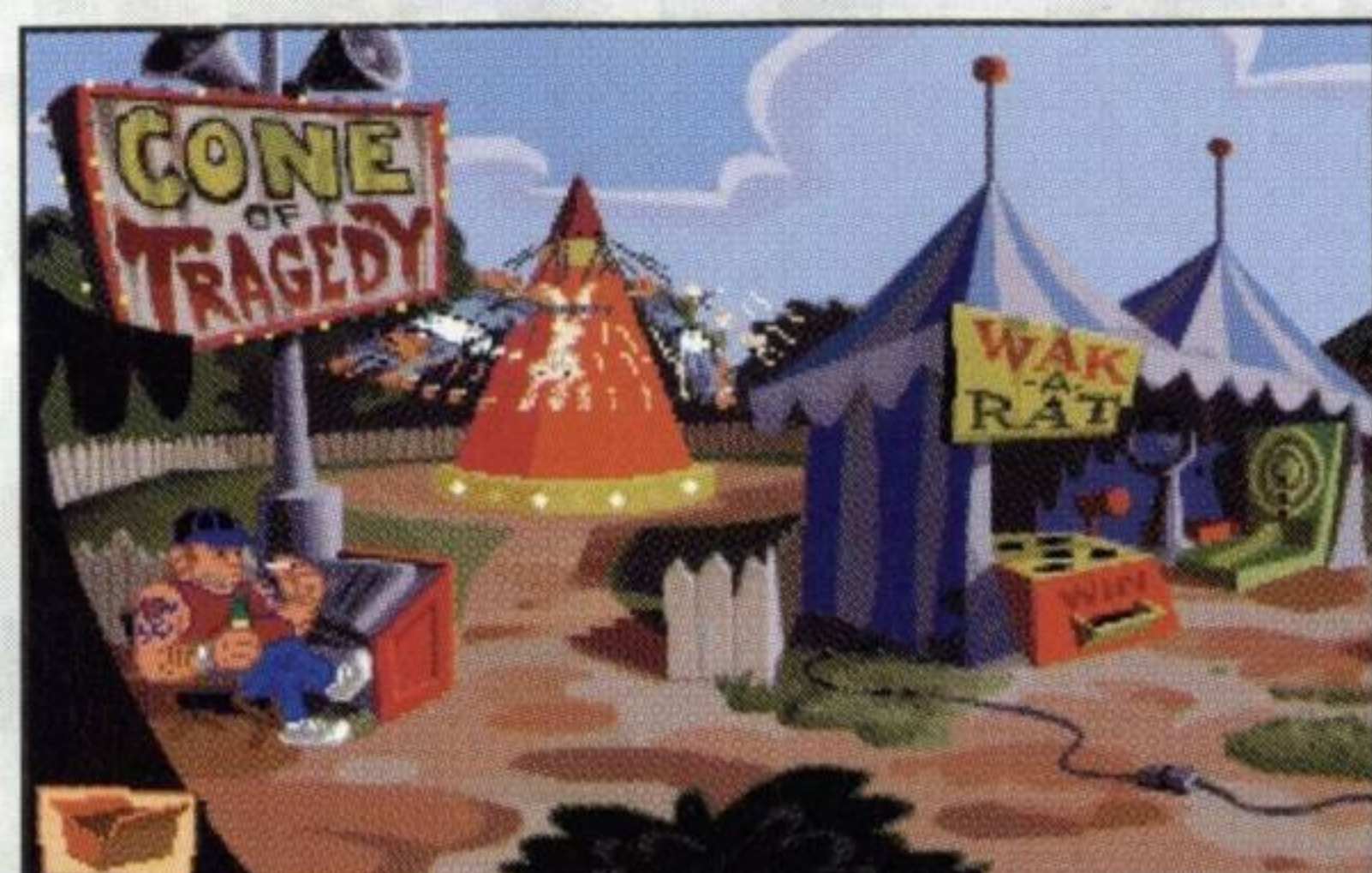
Talk to Shuv-Oohl and give him the Mood Ring. He'll give you some advice about Frog Rock and a bottle of Mole Man Powder. Exit this room, go through the curtained entrance and get the fur from the floor of the Yeti attraction.

Return to the Ball of Twine (diner) and use the binoculars. When the rock between the two attractions mentioned by Shuv-Oohl appears, stop the visor spinning. The rock should be Frog Rock – if not, keep tracking around until another rock appears. When you locate Frog Rock, drive over to it.

Use the three pieces of Bigfoot hair and the bottle of Mole Man Powder on the rock. You will be shown the way to Bumpusville.

### Part Five: Bumpusville

In the garden, use some money on the wishing well to the left of the screen. (Actually, this isn't an essential part of the solution, but it's so funny I just had to include it.) Enter the building, and go to the far left-hand room (the stage). After the performance, walk to the far right-hand room (the bedroom). Take the pillow from the truck-bed, and use the elongated



robot will trip the security field, and Lee-Harvey will go to find it. Go to the room he has just left (adjacent to the bedroom entrance) and use the VR machine. Get the sword, and use it on the centre of the dragon (this is quite tricky to get right, so you may have to repeat the trick with the robot several times.) If you kill it, grab the heart and it will turn into a key.



Go to the security field, use the key on the machine beside the door, and Bruno and Trixie will be released. They'll head off to the Jungle Fever party. Meanwhile, go to the room immediately to the right, and take the portrait of John Muir. Leave Bumpusville for the time being and trek over to Jungle Fever.

### Part 6: Venues, Vegetables and Velociraptors

Talk to Evelyn Morrison (behind the counter) and read the brochures she gives you. These reveal the locations of the Mt. Rushmore Dinosaur Park and the Celebrity Vegetable attraction.

Talk to the bigfoot bouncer and give him the rasp from the Snuckey's bathroom key.

Drive to the Celebrity Vegetable thing. Take a Conroy Bumpus eggplant from the box on the right, talk to the atten-

hand on the large blue book on the shelf to remove it.

Once the book has been read, locate the cleaning droid and operate it. Insert all the wires into their holes such that the map is totally green. The

dant and give her the picture of John Muir. Go over to the Dinosaur Park and examine the two talking donosaurs.

Use Max on the mammoth to obtain some Sasquatch-like hair. Operate the tyrannosaurus voice and wait until the jaw is open . . . then do something else to halt its



motion (use the eye icon, for example). Use the twine on the jaw, then use Max on the twine. You'll end up with a dinosaur tooth.

Walk down to the Tar Pit, and beyond to the Bungee entrance. Go up in the elevator, and use the Snuckey's cup on the elongated hand. Use the Bungee equipment and bounce down toward the Tar Pit. Pick up some tar with the elongated cup.

Exit the attraction. Return to



the Celebrity Vegetable garden and pick up the John Muir vegetable from the attendant. Back at Bumpusville, go to the bedroom and use the Bumpus eggplant on the toupee. Use the tar and then the mammoth hair and the toupee on the stiltwalker's costume. Go back to Jungle Fever.

### Part 7: The Party, and what happened next

In the lobby, use the fake Sasquatch costume you have just cre-

ated. The bouncer will now let you through. Inside, take the wine bottle. Go to the kitchens and take the ice pick from the freezer window. Use the rear door and Bumpus will appear. To escape his clut-

ches, remove the Bigfoot costume – Bumpus and Lee-Harvey will change in the freezer. Get Max to slam the door on them.

You will be granted free run of the party by the Bigfoot Chief. When he's told you the story of the totems, go back to the Ball of Twine diner.

Get the tool-bender to twist the ice-pick for you, and use it on the wine bottle. This allows you to use the cork as a Sno Globe stopper. Return to the Mystery Vortex and use the Mini-Vortex. Within, use the Sno Globe and it will suck in some vortex energy. Return to the Totems. Walk to the right past Bruno, and then towards the rear of the scene. You should arrive in

the Hot Tub area.

Use the Sno Globe, the dinosaur tooth, the John Muir gourd and the pillow with hair tonic on the tub in succession and watch the happy ending!



Let's face it, we all have a friend or relative who is, let's say, challenged, in a very special way. My friend Grantley is one of these folk, and I thought it might be a nice gesture to let him write the PC section of Short Cuts (besides, I thought writing PC cheats was a bit of a bad look). So, PC gamers one and all, grab a clean pocket protector. Make sure your specs are firmly taped in the centre (don't forget the Clearasil!) and be prepared as Dr Grantley takes you and your hard drive to a PC party that could run well into the wee small hours of the afternoon! Hot dang!

**HELLO PC PEOPLE, WELCOME TO GAMESTAR'S SHORT CUTS FOR THE PC.**

You may very well be thinking, why even bother with a PC hints section in mag that is so full of OTHER platforms. Well I felt that PC freaks everywhere would appreciate at least two pages of intelligent technical and detailed hints on the newest and most up-to-date games on the market. The reason I am compiling this section is that it actually takes a brain to play PC games, and idiots like Michael are lost as soon as they're shown a game that doesn't have a hedgehog in it. So sit back and enjoy some of the best saved game hacks, that best walk-throughs and, most of all, the best cheats to the most current games on the market.

**REALLY TECHNICAL STUFF:**

I will include the hexadecimal version of the decimal numbers I use in the cheats in the following format : 133 (&85) - which means that decimal 133 is equal to hexadecimal 85. This is just in case your file editor requires hexadecimal instead of decimal.

**LANDS OF LORE**

**CD-ROM EDITION SAVED GAME HACK!**

Great game – make sure you check out my review in this issue! Well, even though Lands of Lore is fairly easy, personally that first time I entered the White Tower – specifically level three I found the going a little tough when I was playing Kieran, so I developed this cheat to edit a Saved game and make him pretty well invincible. The only problem is that it takes a few minutes for him to regenerate while resting. Okay here goes! **IMPORTANT: THIS CHEAT WILL ONLY WORK ON A BRAND NEW GAME.**



**Before**

**STEP 1.**

Start LOL, as soon as you enter the castle, save your game, let's call it CHEAT. Now exit back to DOS.

**STEP 2.**

Using a HEX editor such as Norton Utilities, load the saved game, its full title is \_SAVE0??.DAT ( the ?? should be replaced by the number that represent the greatest number of all the files that start with \_SAVE ) and it will be found in the LOLCD directory.

**STEP 3.**

Locate file offset 133 (&85). You should find around this position the number 23 (&17), replace this 23 (&17) with 232 (&E8) and the 00



**After**

(&00) next to the 23 (&17) with a 3 (&03). Do this three more times in positions directly after the last 3 (&03). Save your changes.

**STEP 4.**

Locate file offset 1124 (&464). You should find around this position the number 41 (&29). Replace this 41 (&29) with 136 (&88) and the 00 (&00) next to it with 19 (&13). Save your changes.

**STEP 5.**

Restart LOL and load up your Saved game, if everything has gone as planned your character should have 1000 hit and spell points and 5000 silver coins, WOW! That makes things easier.

**ENTOMBED**

**PASSWORD PLUS!**

Another great game, with some excellent graphics. Here are some secret passwords that will enable you to jump puzzle by puzzle throughout the first episode. Note: they only work with the registered version.

When starting Entombed, instead of running just Entombed, type the following (this must be done in the File Run Box), Entombed chaos rules. This will put you in cheat mode.

To activate the cheats just press C and a small box will appear where the help text for the control panel in normally indicated, and type:

- To jump past the morning room, type: 1DL
- To jump past the day room, type: 1SL
- To jump past the star room, type: 1EL
- To jump past the evening room, type: 1NL
- To jump back to the day room with the missing sun piece, type: 1DLS
- To jump to the start of the second level, type: 2HE



**ULTIMA VII & ULTIMA VII PART II**

**THE DEVELOPERS MODE!**

Ultima VII - The Black Gate and Ultima VII Part II - The Serpent Isle, are two of my favourite Fantasy Role Playing games. This month Electronic Arts has released them both on CD-ROM, called The Complete Ultima VII with their add-on disks included. So I thought since Ultima VIII - Pagan has been released, there would be no harm in telling you how to actually enter developer mode for both of the Ultima VII games.

**Ultima 7 – The Black Gate**

When starting Ultima 7, instead of typing just ULTIMA7 at the command prompt, type this :

- ULTIMA7 ABCD and before you press enter,



make sure your Number Lock key is on, hold down the ALT key and press 255. Now press ENTER.

While inside the game, press F1 to get the following menus, for within the game. What they mean :

- F1 - Help summary
- F2 - Super cheat system, when changing the players' characteristics, the computer will ask for PC or NPC number. To choose the Avatar use number 0.
- F3 - Map; will show you a map of Britannia and your location.
- F4 - Single step; allows you to take one step at a time.
- F5 - Cast spell; allows to place any spell effect in action.
- F6 - Barge Hack Cheat; but I'm not sure what this does.
- F7 - Toggle trace; will show you your location constantly on the game screen.
- F8 - Read sign, book etc; allows you to read anything readable.
- F9 - Target report; gives you details on any sector or area of the screen.
- F10 - Path find test; checks that Ultima 7 is installed correctly.

### Ultima 7 Part II - The Serpent Isle

Now, Ultima 7 Part II - The Serpent Isle is a little more tricky. When it was first released, people latched onto the cheat code for the program pretty fast, Origin wasn't very happy with this, so when it released the add-on disk, The Silver Seed, it removed the old password and replaced it with the new one. This new password hasn't been released by Origin, but I have found out what the code is. So here we go:



### Ultima 7 - The Black Gate developers mode

- If you have just The Serpent Isle with NO add-on disk, instead of typing SERPENT to start the game, type: SERPENT pass (make sure pass is in lower case) and press enter.
- If you have The Serpent Isle and The Silver Seed, either brought separately or installed off the CD-ROM then type (yes, you saw it first in GAMESTAR): SERPENT manimal (make sure manimal is in lower case) and press enter.

Unfortunately is a little more difficult to use than The Black Gate. When inside the program, press F2 for the cheats menu. The com-

mands are very similar to The Black Gate cheat system, but you may need to play around with them, and as with The Black Gate, when modifying characters, the Avatar is number 0. Modifying the Avatar, you can make him walk on water, walk through walls and much, much more. Even better than God Mode in DOOM. Oh, I almost forgot, there is an island near Monitor and Moonshade (in the centre of the two) called Claw Island. In there you will find all the special items for the game and lots of other interesting things, only accessible with the cheat system, so have fun!

### PRIVATEER & RIGHTEOUS FIRE MAP MAYHEM!

With Righteous Fire, the great add-on disk to Privateer, Origin has made a great game even better. To make things a little easier I have included a map of the Gemini System so that you can find your way around easier. There is also some helpful tips on where to find the fixers necessary to meet the mystery man who knows who stole your Steltek Blaster.



### Quick Help Tips :

- Lynn is found on the Agricultural base in the same sector as New Constantinople and has some missions for you.

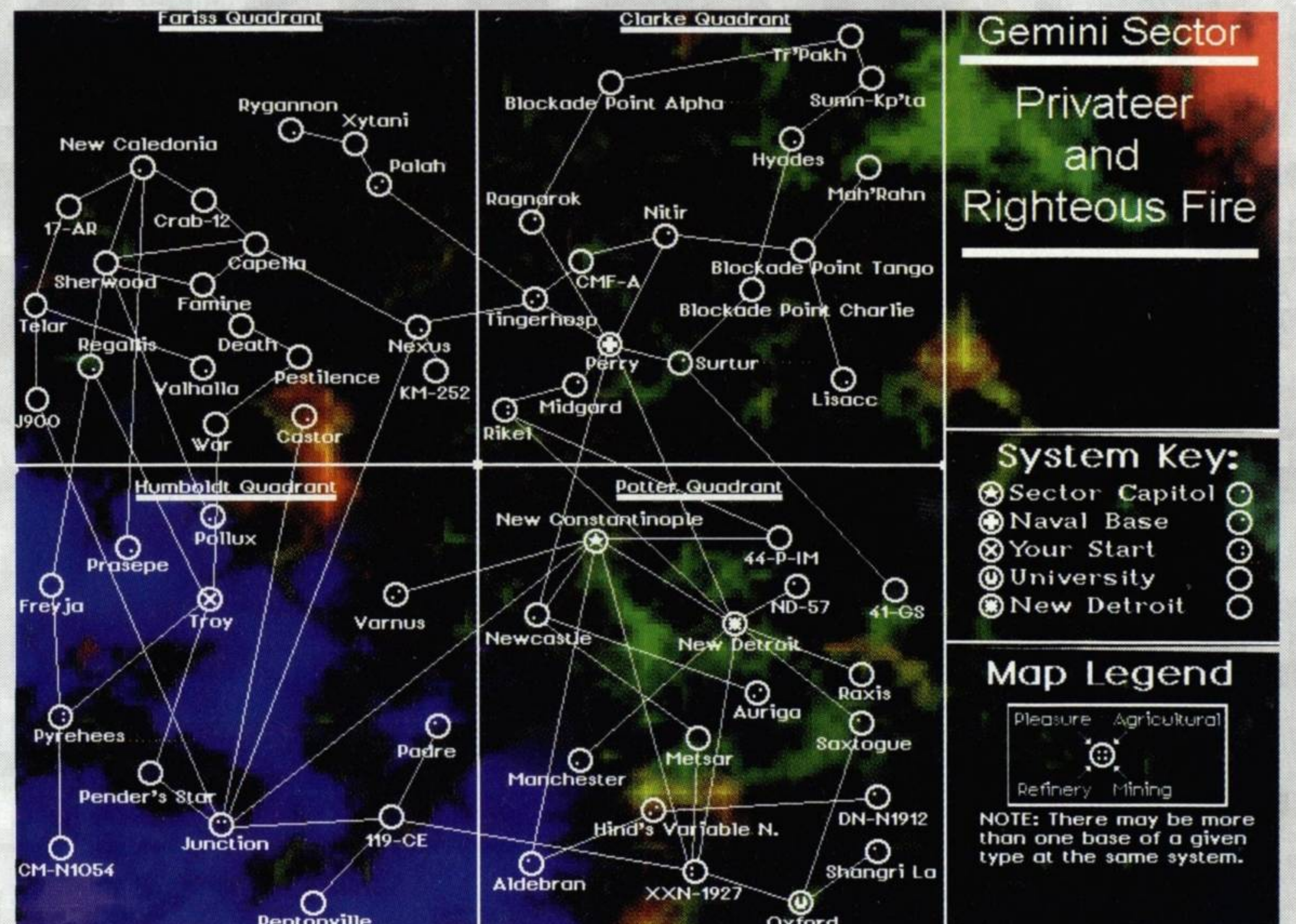
- Captain Goodall is found at Perry Naval Base and also has some missions for you.

- Roman Lynch is found on a Penders star. He is not a necessary part of the story, but for 200,000 credit he will wipe your record from all pirates, militia and relevant organisations. This means smooth sailing and no unnecessary dog fights.

- In Regallis there is a secret jump point that takes you to Eden, the planet base of the church of man. There will be plenty cries of "die by the weapons you adore!"

### THAT'S ALL!

Well, that's it for this month, but keep watching this space. Next month I will bring you the first in our two-part walk-through of Ultima 8 - Pagan, and loads more Saved Game hacks, to give you unlimited money in Privateer and 1000 missiles per mission, and loads of other interesting and important stuff that only PC users can possibly comprehend. If you have any queries, hints, cheats, or just want to send me a letter, then post to Short Cuts, GAMESTAR Magazine, PO Box 4088, Sydney NSW 2001. Until then happy gaming on the best format of them all - the PC!



Privateer & Righteous Fire Gemini Sector Map

# Mortal Kombat II

This month we'll take a look at all the moves for the arcade smash game — Mortal Kombat II!

Just a couple of things to remember when using the moves list: these will only work on machines of Version 3.1. If you are not sure, ask the people at the arcades. Also if you are finding that the fatalities are not working, even though you have tried them a heaps of times, try standing at different distances from your opponent. Oh yeah, in the acid pool levels, you can knock your opponents into the acid at the Finish Him/Her holding LOW PUNCH and LOW KICK while doing the uppercut!

## LIU KANG

- Double Forearm:** HIGH PUNCH (closest to opponent)
- Standard Fireball:** two forward - HIGH PUNCH (can be done in air)
- Crouching Fireball:** two forward - LOW PUNCH
- Flying Kick:** two forward - HIGH KICK
- Bicycle Kick:** hold LOW KICK (five seconds) then release
- Pit/Spikes:** back - two forward - LOW KICK
- Babality:** two down - forward - back - LOW KICK
- Friendship:** forward - three back - LOW KICK
- Fatality 1:** down - forward - two back - HIGH KICK
- Fatality 2:** rotate joystick 360 degrees away from opponent

## KUNG LAO

- Headbutt:** HIGH PUNCH (closest to opponent)
- Ground Teleport:** down - up (flick joystick down)
- Aerial Kick:** down + HIGH KICK (must be done in air)
- Hat Throw:** back - forward - LOW PUNCH
- Whirlwind Spin:** two up - LOW KICK (hold BLOCK)
- Pit/Spikes:** three forward - HIGH PUNCH
- Babality:** two back - two forward - HIGH KICK
- Friendship:** three back - down - HIGH KICK
- Fatality 1:** three forward - LOW KICK
- Fatality 2:** hold LOW PUNCH (back - forward) then release

## JOHNNY CAGE

- Stomach Jab:** HIGH PUNCH (closest to opponent)
- Axe-Kick:** HIGH KICK or LOW KICK (closest to opponent)
- Low Green Bolt:** half-circle towards - LOW PUNCH
- High Green Bolt:** half-circle away - HIGH PUNCH

- Shadow Uppercut:** back - down - back - HIGH PUNCH
- Shadow Kick:** back - forward - LOW KICK
- Ball Breaker:** LOW PUNCH + BLOCK
- Pit/Spikes:** three down - HIGH KICK
- Babality:** three back - HIGH KICK
- Friendship:** four down - HIGH KICK
- Fatality 1:** two down - two forward - LOW PUNCH
- Fatality 2:** two forward - down - up

## REPTILE

- Backhand:** HIGH PUNCH (closest to opponent)
- Acid Spit:** two forward - HIGH PUNCH
- Slide:** back + LOW PUNCH + BLOCK + LOW KICK
- Forceball:** two back - HIGH PUNCH + LOW PUNCH
- Invisibility:** two up - down - HIGH PUNCH (hold BLOCK)
- Pit/Spikes:** down - two forward - BLOCK
- Babality:** down - two back - LOW KICK
- Friendship:** two back - down - LOW KICK
- Fatality 1:** two back - down - LOW PUNCH
- Fatality 2:** two forward - down - HIGH KICK (you must be invisible)

## SUB-ZERO:

- Backhand:** HIGH PUNCH (closest to opponent)
- Iceball:** quarter-circle towards - LOW PUNCH
- Ground Freeze:** quarter-circle away - LOW KICK
- Slide:** back + LOW PUNCH + BLOCK + LOW KICK
- Pit/Spikes:** down - two forward - BLOCK
- Babality:** down - two back - HIGH KICK
- Friendship:** two back - down - HIGH KICK
- Fatality 1:** two forward - down - HIGH KICK
- Fatality 2:** hold LOW PUNCH (two back - down - forward) then release

## SHANG TSUNG

- Flaming Skulls:**
- For one skull: Two back - HIGH PUNCH
- For two skulls: Two back - forward - HIGH PUNCH
- For three skulls: Two back - two forward - HIGH PUNCH
- Morph to Liu Kang:** back - two forward - BLOCK
- Kung Lao:** back - down - back - HIGH KICK
- Johnny Cage:** two back - down - LOW PUNCH

**Reptile:** up - down - HIGH PUNCH (holding BLOCK)  
**Sub-Zero:** forward - down - forward - HIGH PUNCH  
**Kitana:** tap BLOCK three times  
**Jax:** down - forward - back - HIGH KICK  
**Mileena:** hold HIGH PUNCH (2 seconds) then release  
**Baraka:** two down - LOW KICK  
**Scorpion:** two up (hold BLOCK)  
**Raiden:** down - back - forward - LOW KICK  
**Pit/Spikes:** two down - up - down (hold BLOCK)  
**Babality:** back - forward - down - HIGH KICK  
**Friendship:** two back - down - forward - HIGH KICK  
**Fatality 1:** hold HIGH KICK (two seconds) then release  
**Fatality 2:** up - down - up - LOW KICK (hold BLOCK)  
**Fatality 3:** hold LOW PUNCH (30 seconds) then release (you will turn into Kintaro)

## KITANA

**Elbow:** HIGH PUNCH (closest to opponent)  
**Fan Swipe:** back + HIGH PUNCH  
**Fan Throw:** two forward - HIGH PUNCH + LOW PUNCH  
**Fan Lift:** three back - HIGH PUNCH  
**Aerial Punch:** half-circle away - HIGH PUNCH  
**Pit/Spikes:** forward - down - forward - HIGH KICK  
**Babality:** three down - LOW KICK  
**Friendship:** three down - up - LOW KICK  
**Fatality 1:** hold LOW KICK (two forward - down - forward) then release  
**Fatality 2:** tap BLOCK three times - HIGH KICK  
**JAX:** Overhead Hammer: HIGH PUNCH (closest to opponent)  
**Ground Smash:** hold LOW KICK (three seconds) then release  
**Gotcha Grab:** two forward - LOW PUNCH  
**Quadruple Slam:** throw the opponent then tap HIGH PUNCH  
**Energy Wave:** half-circle away - HIGH KICK  
**Back Breaker:** BLOCK (must be done in air)  
**Pit/Spikes:** two up - down - LOW KICK  
**Babality:** down - up - down - up - LOW KICK  
**Friendship:** two down - two up - LOW KICK  
**Fatality 1:** hold LOW PUNCH (three forward) then release  
**Fatality 2:** tap BLOCK four times - LOW PUNCH

## MILEENA

**Elbow:** HIGH PUNCH (closest to opponent)  
**Teleport Kick:** two forward - LOW KICK  
**Ground Roll:** two back - down - HIGH KICK  
**Sai Throw:** hold HIGH PUNCH (two seconds) then release  
**Pit/Spikes:** forward - down - forward - LOW KICK  
**Babality:** three down - HIGH KICK  
**Friendship:** three down - up - HIGH KICK  
**Fatality 1:** forward - back - forward - LOW PUNCH  
**Fatality 2:** hold HIGH KICK (two seconds) then release

## BARAKA

**Backhand:** HIGH PUNCH (closest to opponent)  
**Double Kick:** tap HIGH KICK twice (closest to opponent)

**Blade Swipe:** back + HIGH PUNCH  
**Blade Fury:** three back - LOW PUNCH  
**Blue Bolt:** quarter-circle away - HIGH PUNCH  
**Pit/Spikes:** two forward - down - HIGH KICK  
**Babality:** three forward - HIGH KICK  
**Friendship:** up - two forward - HIGH KICK (hold BLOCK)  
**Fatality 1:** four back - HIGH PUNCH (hold BLOCK)  
**Fatality 2:** back - forward - down - forward - LOW PUNCH

## SCORPION

**Backhand:** HIGH PUNCH (closest to opponent)  
**Spear:** two back - LOW PUNCH  
**Teleport Punch:** quarter-circle away - HIGH PUNCH (can be done in air)  
**Leg Grab:** half-circle away - LOW KICK  
**Air Throw:** BLOCK (must be done in air)  
**Pit/Spikes:** down - two forward - BLOCK  
**Babality:** down - two back - HIGH KICK  
**Friendship:** two back - down - HIGH KICK  
**Fatality 1:** two up - HIGH PUNCH (hold BLOCK)  
**Fatality 2:** hold HIGH PUNCH (down - three forward) then release

## RAIDEN

**Slug Punch:** HIGH PUNCH (closest to opponent)  
**Body Flight:** two back - forward (can be done in air)  
**Electricity:** quarter-circle towards - LOW PUNCH  
**Teleport:** down - up (flick joystick down)  
**Electrocution:** hold HIGH PUNCH (four seconds) and release next to opponent  
**Pit/Spikes:** three up - HIGH PUNCH (hold BLOCK)  
**Babality:** two down - up - HIGH KICK  
**Friendship:** down - back - forward - HIGH KICK  
**Fatality 1:** hold LOW KICK (six seconds) then release and press block and low kick over and over  
**Fatality 2:** hold HIGH PUNCH (eight seconds) then release

# CODE BREAKERS

## SNES CODES

### ADDAMS FAMILY – PUGSLEY’S SCAVENGER HUNT

7E00-9503 – Gives invincibility

### ALIEN VS. PREDATOR

7E10-245B – Gives invincibility

### BATMAN RETURNS

7E00-8A50 – Gives invincibility

### CONTRA III: THE ALIEN WARS

7E1F-8901 – Gives invincibility

7E00-860? – Level Select (replace ? with level)

7E00-8506 – Enemies will not fire

### DARIUS TWIN

7E10-6890 – Unlimited lives for Player 1

7E10-0980 – Unlimited lives for Player 2

### FINAL FIGHT

7E0D-1450 – Gives invincibility

7E00-8B0? – Level Select (replace ? with level)

### PIT FIGHTER

7E11-245D – Makes you invincible

### ROAD RUNNER’S DEATH VALLEY RALLY

7E1F-1E06 – Makes you invincible

### SHADOWRUN

7E33-DE1E – Gives unlimited life

### TINY TOON ADVENTURES – BUSTER BUSTS LOOSE!

7E00-9E01 – Gives invincibility

## GAME GENIE

### GODS

1DE7-31E8 – Shield will last until the end of each world

### ROAD RUNNER’S DEATH VALLEY RALLY

C2C5-C7AF – After getting hit, you become invincible

### SUPER STAR WARS

1D34-C704 – Near invulnerability

### TERMINATOR

C28F-042C – Near-invincibility, but not in car levels

## GAME GENIE

### SONIC 3

AWHA-CA92 – Don’t lose rings when hit

BLGT-CAE0 – 10 Rings needed for a free man

AJ3A-CA7A – Infinite lives

AJRT-CA8R – Power-up invincibility lasts for ever

### SONIC SPINBALL

AXBA-4A4T – Infinite lives

Have you got any codes for the Game Genie or Pro Action Replay? And are they on the Super Nintendo, Gameboy and Megadrive? Well, what are you waiting for!? Send them into Code Breakers now! Our address is GAMESTAR Code Breakers, GPO Box 4088, Sydney NSW 2001.

**We did our bit, now it's your turn. If you feel you have been blessed with a totally gifted brain, and have a few of your own cheats and tips . . . TELL US!**

**Next issue we will be compiling ‘Short Cut of the Month’, and it will list all of the groovy tricks you guys have sent to us. They can’t be old ones that have been published before, they have to be totally original – we don’t care how you get them, just do it . . . and we’ll give a free six month subscription to this wicked magazine to whoever we think has sent in the most mind-blowing cheat. So, as we are preparing for our office to be flooded with truckloads of tips, get your brain boggling and get them to us NOW! Fill out the coupon and send them to GAMESTAR, Short Cut of the Month, GPO BOX 4088, Sydney NSW 2001.**

Name:.....

Address:.....

Age:.....

Daytime phone number:.....

Cheat (attach a separate piece of paper if necessary):

.....

.....

.....

.....

# GAMESTAR

## MAGAZINE

### THE REVIEWS

- Streets of Rage 3 .....52
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- Entombed .....74

Look here to see what format the game is reviewed on.

Our screen shots are bigger than Roseanne!

This is where another member of the Review Crew totally trashes the first reviewer of the game.

**REVIEW MEGA DRIVE**

**REVIEW PC**

**REVIEW SUPER 32X**

# SKITCHIN'

**Yes** roller blades have made it onto the Mega Drive. No more! You can run or sled to buy you a pair, and no need to spend hours trying to make them just glide a copy of Skitchin', the new game from Electronic Arts, and you will be roller blading to your heart's content, except sitting in the corner of your lounge room, wearing your TV remote control pad in hand.

It's important to mention right now that one of the best screens that you ever saw when playing Skitchin' is the one with a blood-red background,

which is when all the fun starts. As soon as you grab a sled, you have to protect yourself and your sled from other sleds. You will find that other sleds track onto your sled and you must fight as not to loose your sled, punching the other sleds, as he attacks you. Of course you can also find different weapons along the way to help in your struggle. These include sled poles and baseball bats.

Keep your eye on your rear vision mirror while you are sleding, and watch for cars coming up fast behind you, or else you will be knocked off the road, causing a valuable loss in time. Another thing to watch for is traps, which appear occasionally on the road. A successful jump over a trap will net you bonus points and cash. Cash? Why is cash important?

Before the beginning of every race you have the option to visit a guy from whom you can purchase different types of equipment that

**THE FINAL VERDICT**

SEGA MEGA DRIVE  
\$110  
AVAILABLE NOW  
1 or 2 PLAYER

**75** GAMEPLAY  
**50** GRAPHICS  
**65** SOUND  
**50** ADDICTION

# 78%

Complimentary mug shots of our extremely fortunate writers.

A bit of a spiel about the game. You are more than likely to find something out that you didn't already know.

Here we give you the cold, hard facts. This gives a quick overall view of the game.

### THE REVIEW CREW



**Grantley Day:**  
PC nerd.  
(MarsHead made me write this - Ed.)



**Steve Polak:**  
(if it doesn't have a release date, forget it - Ed.)



**Chimera:**  
A mythological fire-breathing monster.



**MarsHead:**  
He really doesn't look like this. His tongue is normally green.



**Natski:**  
Natski says nuke 'em.



**Rum Charles:**  
No, he didn't stick his finger in a console.

### THE RATINGS

Format, price, when it is available, how many players.

The final verdict.

A rating the game probably deserves.

#### GAMEPLAY

How relatively hard/simple the game is, originality of plot etc. How much fun it is or isn't, all determines this score.

#### GRAPHICS

Are the variety of colours, design, definition, as mindblowing as they absolutely positively can be?

#### SOUNDS

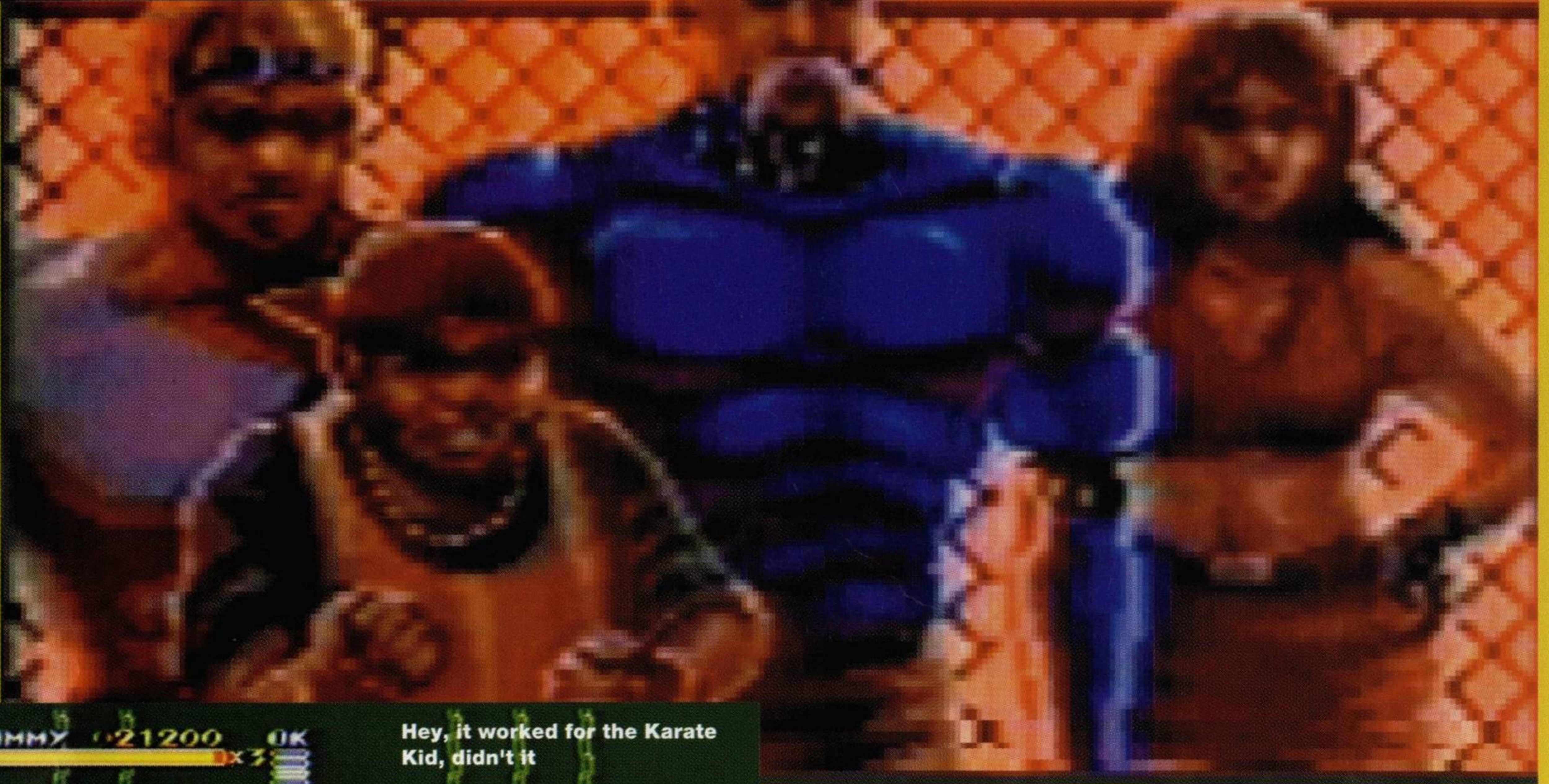
Are the looney tunes groovy and individual and make the game eerie? Do they serve their purpose and do justice to the game?

#### ADDICTION

Takes into account how far your eyeballs are popping out of your head and if your hair is standing on end - not to mention the red raw hands.

#### OVERALL

- 0-30% - Sucks big time.
- 40-50% - Still sucks but better than spending the afternoon stuck in the office with Jo.
- 60-80% - Steal it or borrow it but have a darn good think before you go spending all your money.
- 90-100% - Whoop, whoop, whoop, hippety, god-damned yee-haa! Put this one on the top of your shopping list.



# STREETS



Axel



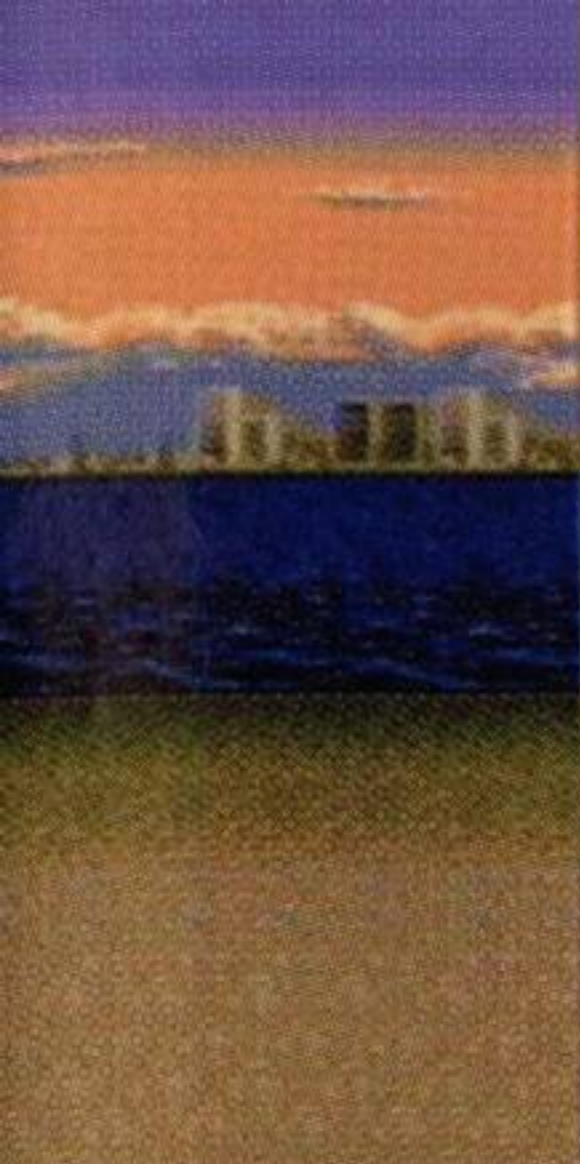
Blaze



Sammy



Zan



Yeah, get that sucker

### BROKEN BODIES LITTERING

the filthy sidewalk! Blood running like rain into the gutter! Ah, memories! (dee dee dee da dee dee). Silence, Barbara!

Well, nostalgia is perhaps too kind a word. Streets of Rage III will be tediously familiar to anyone who's ever played a horizontal scrolling beat 'em up. The plot, such as it is, is that the evil syndicate (yep, the same one) has returned from its destruction and is again threatening citizens with death, murder, and the enforced wearing of salmon pink jockstraps. What can you do? Begin a gruesome jihad of death, of course, beating to a bloody pulp any unbeliever who crosses your path!

All the chaps from SORII, Axel, Sammy the Skate and Blaze (looking very fetching in a shamelessly brief red outfit) are regrouped, plus a bonus member, the cyborg Zan, who has the body of Terminator and the head of that blind dude who said 'grasshopper' a lot in Kung Fu. Well anyway, he scores three stars on the Reach scale because he has extendable arms, although his kicks take a little getting used to. Accord-

including a disco with fabbo, Saturday Night Fever lighting (which occasionally dies to leave you fighting in complete darkness) and a lift level where you can choose where you want to go. In terms of humans-marked-for-death, I mean, enemies, they're the usual grim crew of criminal scum. Look out for Slum, who blocks and kicks just like the character called Axel in Final Fight - well, gosh darn - and Garnet, Vice, Galsia, Donovan and so forth, all meat waiting to be pounded. First Boss is almost embarrassingly easy to kill. Not so easy is Shiva, a deadly karate psycho with some fast kicks, and later there's Danch in the disco, with his manic kangaroo pal, and Onime and Yasha in the Blue Island Bar at the end of round two - two purple-suited hellcats. The boss called Ash is worrying for a different reason. Please, Sega, no degrading stereotypes of gays, or any other so called 'minority group', in your games. I don't mind pounding mutants or hulking thugs, but portraying a group in this way, by holding up cliched concepts of their behaviour as being ridiculous, is a



### SECOND OPINION

This is action pumped, adventure thrilling stuff. You begin with choosing the character you wish to portray, which are all big, mean tough looking heroes. You are then placed in this creepy warehouse-type place, that has lots of boxes and things everywhere. All of your cute maties come screaming out from the boxes, and all of a sudden, whammo! you are up against 50 trillion other mad punk men, outrageous Jaun Claude Van Damne lookalikes, and women who look like they are wearing Wonder Woman outfits who are pretty nasty. Sounds pretty fair, don't it? You have lots of little tricks that you can do - like punching, leap frogging, karate chopping, you know, all the normal wrestling moves you use when you are trying to be Bruce 'Die Hard' Willis. When you have finally conquered someone, they disappear, only to have another dude come out and attack you. Once you have cleared out the area, you are allowed to move on, and you have to try to get through to the next stage which is not a hard manoeuvre to achieve. This game is relatively quite shifty. It has good quality graphics and a good plot.

FI

OVERALL: 85%

extended play; there are eight levels with five to 10 sections per level. There's a ravey soundtrack that's quite nice in a lame, techno sort of way, although there was no other sound on the advance version we had: no brittle snapping of breaking bones, no booming cries of berserker fury, no penetrating shrieks of pain and agony; it just wasn't the same, mother dear. Bear in mind when studying the scores that the graphics fluctuated as well on this version.

I guess if you liked the others,



▲ Don't get crushed by the bikes



▲ A boat load of bad dudes!

# OF RAGE 3

ingly, I picked Axel and jumped in.

It's immediately clear that this game hasn't been redesigned in any deep way. Backgrounds and foregrounds are quite similar to SOR I and II - the docks, the warehouse, etc, although some of the later levels are quite interesting,



NATSKI

form of racism, and ropeable. Stop it, this instant.

SOR III didn't make me throb with excitement. There are some neat new moves however, the sprites are better, more detailed and the game is a little more playable than its predecessor. It also offers fairly

you'd like this, but really, after all this time we should be getting something more original and exciting than this. Ideas-wise, there's nothing here that wasn't available in the first Double Dragon, and that was, gosh, aeons ago. Around the time that Barbara was singing the theme from Yentl . . . "I am a Woman in Love . . ." Naaaiieeee! Egor, for heaven's sake, the pliers! ★

### THE FINAL VERDICT

SEGA MEGA DRIVE  
\$129.95  
AVAILABLE MAY  
1 to 2 PLAYERS

- GAMEPLAY 78
- GRAPHICS 72
- SOUND 68
- ADDICTION 78

There are some neat new moves, the sprites are better and the game is a little more playable than its predecessor.

# 74%

**Ah yes,** the first SNES cart to feature complete and unedited bodily dismemberment!

Now that I have your attention, I would like to introduce you to the new kid on the block in SNES platform land. Put your hands together for the one, the only, the ridiculously named PLOK! Yep, character names are simply not what they used to be. Now, all of this merry banter aside, who is the little dude with the dullest call sign in gaming history?

PLOK is a happy creature, with velcro joints enabling him to detach his arms and legs, hurling them relentlessly at his foes, so he can really 'throw a punch'. This makes for a very versatile and downright strange platform character. But wait to you hear the plot, as it verges on the nonsensical.

It seems that PLOK is a proud guy, and he wakes up one morning to discover that his flag, which adorns the roof of his little abode, has been knocked off! Anyway, instead of being practically minded and nipping down to the disposals for a replacement, PLOK decides that he has to chase the thieves all over the group of islands where he lives.

From here the PLOK plot thickens, as it seems that the theft was only a decoy to get him to leave his home island. When he returns (after you complete the first level) you find that PLOK's other island flags are missing, and that the place is crawling with filthy vermin (and for once I am being literal). We are talking repulsive, jumping fleas here!

Needless to say, PLOK is unimpressed, and so it is up to you to wipe this scourge off his oddly named Acrylic Island.

PLOK is capable of doing some impressive stuff. He has been







▲ The late Yul Brennar was known to say: 'Just don't PLOK!'



▲ PLOK proves that even a stupid name is not enough protection, so he always practises safe strafing

watching that Hedgehog thingy, and has come up with a cool spin of his own. There are no less than 13 PLOK polymorphs which the little guy can undergo, leaving you reeling at the versatility of PLOK in his many forms. He can become: PLOKy (the boxer?!), the PLOKterminator, Squire PLOK (with his blunderbuss), Cowboy PLOK, Rocket PLOK, Unicycle PLOK, PLOK4WD, PLOKy Keniev-el, Jet Pack PLOK, PLOKcopter, Tank PLOK, UFO PLOK, and finally, Secret Weapon PLOK! Whew! A greater selection of PLOKs than we have had Doctor Who incarnations. Incredible!

This level of variety is also quite apparent after you get into PLOK a bit (the first couple of levels are easy and more trainers than part of the game). The colour, the sound,



STEVE POLAK

and the sheer stupidity of this game will have you in a vice-like grip, chained to your SNES, until you just manage to get the prosthetic PLOK past those pernicious perpetrators of puerile behaviour!

Beyond this, the music for this game is great, as PLOK introduces the game to you himself with a great rendition of Public Enemy's 'Bring Tha Noise' on his harmonica (only kidding). Seriously, PLOK's acoustic blues boogie music is quite different and well done.

So what else do you want?

PLOK is damned good value, and head and shoulders (even when limbless) above the multitude of so-so platform releases competing for your dollar at the moment. So give the poor misunderstood individual a chance! ★



SECOND OPINION

Steve, you don't know what you're talking about. This is really lame. This hot pink reddy coloured duck penguin thing is a puny version of Sonic. He does speed balls like the blue toilet brush but has to collect shells instead of rings. PLOK has to make sure that he doesn't bump into the wacky looking potato heads running everywhere, and you either shoot them (where his arms and legs propellor off, are used as bullets and then boomerang back onto his body) or spin ball over them. He also has to make sure he doesn't get bolted over by maniac logs that are on the loose everywhere and his mission is to find his flag. You see, he woke up one morning, and found that his flag is missing. So this freaky pork chop is taken through a little journey - which has a great colour scheme I might add - it is very bright and vivid. When he is standing still, you can actually see him breathing, and there are lots of little coloured flowers everywhere, looking like real flower power stuff. Another obstacle that comes his way are the mean blue skeleton head things that bop you and spit out little balls that hurt the little frump. To tell you the truth, I didn't like it.

FI

OVERALL: 55%



▲ 'Merde alors! I could swear I had a flag just like this one!'



THE FINAL VERDICT

SNES  
\$79.00  
AVAILABLE NOW  
1 PLAYER

GAMEPLAY

88

GRAPHICS

85

SOUND

85

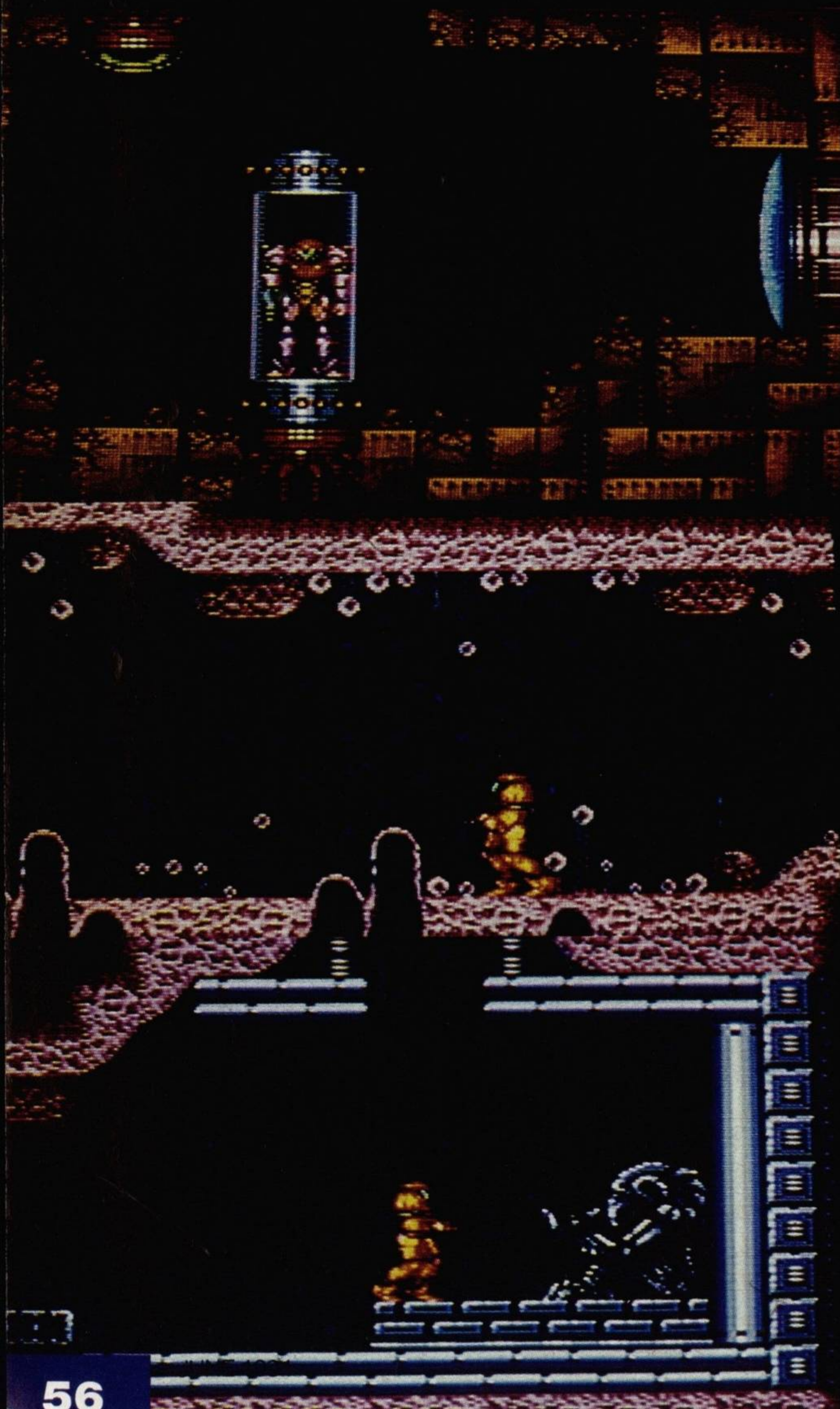
ADDICTION

86

Stuuupid, fresh, and eager to please, PLOK is a cool game, well worth the dopey name!

86%

# SUPER METROID



**The Metroids** are an immensely powerful race of omnipotent energy devouring beings who have the ability to replicate themselves with frightening rapidity. In the past they have been known to totally dominate hapless NES video gamers, and now Metroids have returned to decimate 16-bit victims in Nintendo's latest incarnation of the space fantasy series, the astounding Super Metroid.

Epic is a word rarely used to describe entertainment these days, and it is even less popular a word when looking at video games. But 'epic' is how I would describe the gargantuan task that you are required to undertake when you plug your brand new copy of Super Metroid into your SNES. Super Metroid will challenge, distract and dominate you, until other needs such as bodily fluid breaks will seem almost irrelevant. This is a compelling game, mixing elements such as platform, RPG, puzzle and strategic gameplay into an extremely heady cocktail of compulsive other-worldly video immersion.

The intro for Super Metroid is also beyond parallel: it really sets you up for one hell of a story. Basically, after the previous game in the series, you are followed home by the last baby Metroid after defeating its mother. This poor creature is alone in the galaxy, and for some perverted reason the demented thing thinks you are its battle-suit wearing mother! At

first all goes relatively well from here; you drop the poor misguided thing off at a research laboratory for study of its amazing energy consuming abilities.

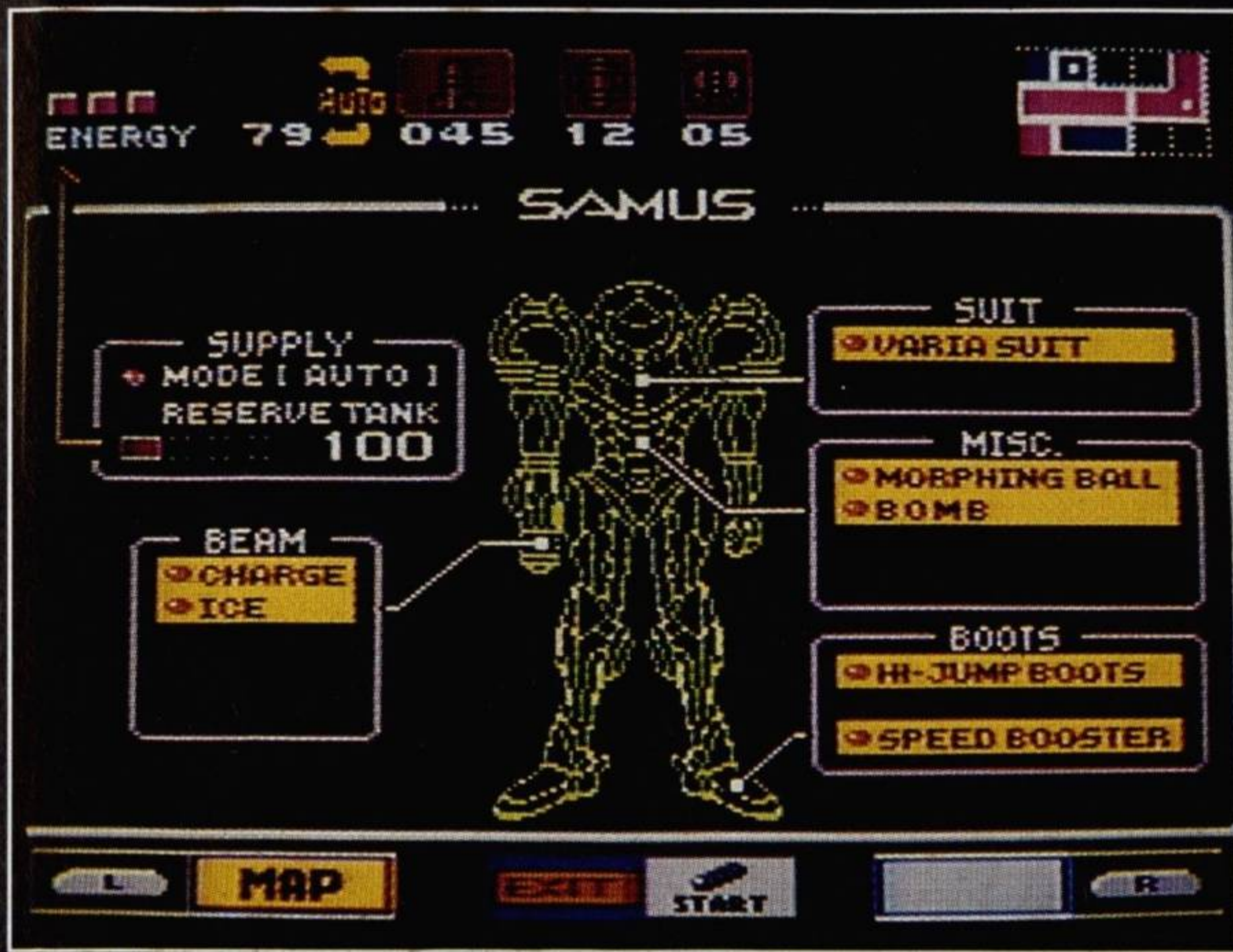
However (I bet you knew this was coming) things go horribly wrong with the research station being subject to fierce alien attack, forcing you to return and attempt to unravel the deepening conspiracy. This opening sequence for the quest is captivating, and rather than spoiling it I will tell you no further except that it has to be seen, at least twice, to be believed. Metroid is so compelling that it will own your body and soul for at least two hours the first time you allow life-giving electricity to course through its circuits.

So, what is good about the latest offering from the big N? Well, firstly you are given the use of the most nimble battle-suit in gaming history. The character you play, the agile (and rather thankfully female) Samus has so many weapons and controllable abilities that your joystick fingers will be in ecstasy as you perform a smorgasbord of offensive, defensive and manoeuvring techniques which require the skill of the gaming equivalent of a black belt in karate. Samus can use a fearsome selection of weapons including missiles, ray beams, land mines, and a few other offensive treats which I will let you discover for yourself.

There are also some brilliant suit power-ups



STEVE POLAK



▲ Budding doctors may take on anatomical interest in Super Metroid: realists will simply panic



▲ Couldn't you just stare at maps for days

which enable you to defy gravity, perform high-speed wall obliterating sprints, ultra-high super jumps, and tricky spinning jumps. Your suit is also capable of transforming itself into a Turrican-esque style power ball, which allows you to drop a relentless series of mines, and get into all of the intricate nooks and crannies the sprawling Metroid ultraverse offers.

If that wasn't enough, you can also find numerous other items which improve your ability: special boots, an electric grappling hook



(for those hard to reach places), and best of all an excellent X-Ray vision helmet which enables you to scan the screen for the many hidden exits and entrances, which will leave you totally mesmerized.

From an aural perspective, Super Metroid also sets a new standard for Nintendo releases. The moody and varied tones of the desolate planet you are required to explore give off such an effective sense of pervading menace and malevolent energy that you may find yourself looking over your shoulder during some of the more haunting bits.



▲ Any resemblance to an Evil Empire living or dead may be purely coincidental

The visuals on Super Metroid are also the cartological equivalent of perfection, with stunning expansive landscapes, a myriad of well drawn smaller enemies, and some absolute works of art for main boss sprites. Check out in particular the final dude boss sprite, which will absolutely blow your socks off.

Finally the best thing about this cart is that unlike the heavily overpriced SFII series, Super Metroid is only \$99. Truly amazing when you consider its leviathan 23 meg of memory.

This looks like going damned close to being the SNES game of the year. ★



## SECOND OPINION

Whenever a game like Super Metroid comes along, I have to sit up and start taking an interest again. You know how it is in this tired old genre: move your character from Point A to Point X, and try to avoid getting zorched in the process. How utterly original. After being pounded with a constant stream of rubber-stamp designs of this kind, even a diehard vidgamer such as yours truly might consider taking up train spotting as a hobby... perhaps not!

This is not the case with Super Metroid. For a start, if excellent graphics, smooth animation and blistering gameplay are not enough for you, it may be time to crank up the volume. Creepy, is it not? What we have here is a truly atmospheric soundtrack, positively skin-crawling with a sensation of dark forebodings. For the ultimate ride, try playing it with the lights out in a dead-quiet house. One thing is certain: playing anything less than Super Metroid might still be an adventure, but then again, so is crossing the road without having to hold mummy's hand! Are you REALLY ready to take Super Metroid on?

**CHIMERA**

**OVERALL: 90%**

## THE FINAL VERDICT

SNES  
\$99  
AVAILABLE NOW  
1 PLAYER

GAMEPLAY

94

GRAPHICS

90

SOUND

97

ADDICTION

96

The Metroids have returned to decimate 16-bit victims. This looks like being the SNES game of the year.

**86%**



# Virtua FIGHTER

Sega's Virtua Fighter is hot. Its graphics add up to a totally different ball game to the laser images on MK. These guys have got it right for 3D fighting games. The graphics are still all pretty simple, but there is enough detail in the



PlaNeT

fighters to make them real. While the feel of the players' movements are smooth, it doesn't play as fast as you would expect; the kicks, punches and somersaults are more realistic and you come pretty close to actually feeling the characters' strength. So instead of just doing special manoeuvres like spitting fireballs or shadow kicks, you need to be truly skilled in martial arts.

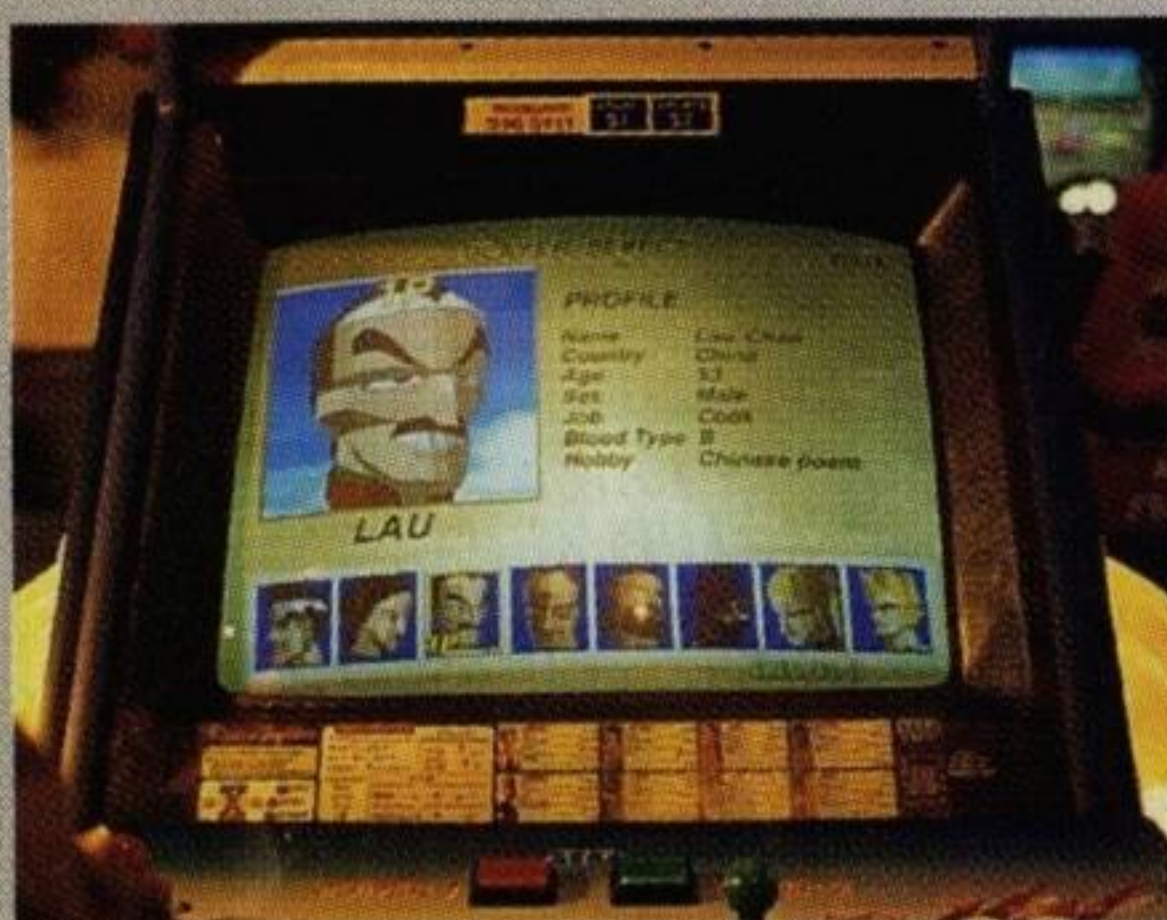
All eight characters are really cool and I reckon the mean blonde Sarah could give Chun Li a hell of a whipping. Her illusion and somersault kicks are super coo-ool (just ask MarsHead — yep, he got his butt kicked, but why can't I make his head explode?! What sort of a fighting game is this?). Jeffry the rasta dude has a super power slam and iron claw attacks. It's great to see him shift his weight when approaching the other guy. Lau is a Chinese version of MarsHead (skinny and warped), and when he stomps on his opponent, it reminds me of when MarsHead is having a cow in Marble Garden. Pai, the Chinese babe (I'm the Chinese babe version of Sarah) has totally awesome counterattacks. Jacky is a pretty boy with an apple pie face and has a mother of a neck breaker drop. He leaves his victims panting for more. Each fighter has a special move to hit the opponent when they're down. When you're down, though, don't just lie there and take it, roll over and get up kicking.

Not only are the moves smooth, the different perspective you get each round — like zooming in from a long shot to a top view (great when you're doing back flips) and then gliding down to a side view — is definitely the way to go.

Virtua Fighter only has three buttons — punch, kick and defence for a fighting game. I found tapping the joystick for special moves a lot easier than sprouting an extra couple of fingers. You have one minute to knock the other guy out or you can lure them to the edge of the ring and then send them flying. Make sure you stay in the ring yourself, though, it's a bad look to be ringed out, especially when you get an instant replay.

Virtua Fighter is very addictive. I

reckon this game will revolutionise the way fighting games look and feel in the future. Although there are no hidden or secret moves, these will happen in time. Rumour has it that this will be the first game released for the Saturn — thumbs up, dudes! ★



## THE FINAL VERDICT

ARCADE  
AVAILABLE NOW  
1 OR 2 PLAYER

GAMEPLAY

89

GRAPHICS

80

SOUND

70

ADDICTION

95

Virtua Fighter is very addictive. It will revolutionise fighting games of the future.

90%



## SECOND OPINION

What I liked most about this game is that I got to beat the living snot out of PlaNeT without having to worry about her boyfriend seeking his ugly revenge. You should have seen her, game after game after game, she played like the girl she is. In the end, I had to start letting her win just to ease the monotony. Then Pow! Thwack! Loofa! I'd kick her skinny white ass again. God, I love the 90s: in what other decade could you spend the day snorting a workmate and still get paid for it? Okay, probably lots of decades, but at least the chances of dying of cholera have been significantly reduced.

Our day with Virtua Fighter was a rollercoaster ride of human emotions. We laughed a little, we cried a little, we used words that I know Jo would edit out (let's try anyway! ?@!#\*\* , @#!\*\* . . . see I told you!) And you should have seen the crowd we pulled when we decided to play nude! That PlaNeT's a wag! Aah yes! A rollicking good time was had by all.

The game is way cool and it's worth the buck just to have your Monkey spanked by Pai and Sarah. Hot Dang!

MarsHead

OVERALL: 89%



## SECOND OPINION

What I love about this pinball game is that you get a second chance, so that you don't feel ripped off. Otherwise, it's a bit of a non-event. The retina scan looks pretty cool, but after getting it for the 34th go, it bored the hell outta me. I amused myself with the trigger handles to control the flippers, which are okay, at least it gives it a shoot 'em down feel (going off!) but it is not force/impact sensitive, so you can't judge how hard you want to hit the ball. There are four different multiballs – Cryo Prison, Wasteland, Museum and Fortress. When I was playing, it kept forcing me to be intimate with the Fortress m/b, which I can dig – don't get me wrong, I guess I just expected something HUGE.

You can get high scores pretty easily too, which sucks in a major way, 'cos you can do nothing amazing at all and get 200 mil. Demolition Man is not as addictive as some other pinball machines that have come out in the last two years. It lacks special stages where you can just go off, and every pinball head knows how that feels. It's not a game that you can push to the max, like you do with Addams Family or Star Trek.

This pinball didn't take the addiction drug, but its worth a go on the trigger handles: you'll think you can shoot the hell outta this game.

PlaNeT

OVERALL: 67%

# DEMOLITION MAN

What's seven feet tall, noisy as hell, frustrating beyond belief and adorned with two big handles that could only be described as 'meaty'?

No, it's not my ex-girlfriend standing on a milk crate, it's Demolition Man, Williams' latest contribution to the world of pinball-induced dementia.

At first, Demolition Man appears to be just another in Williams' long line of licence games. And basically, it is. The table itself is adequately featured (four ramps, two matchbox cars, and a big googly eye) and gameplay is fast and reasonably challenging.

The most striking features are the two handles atop the flipper buttons. With triggers on the front

for the flippers and a button for 'Fire', it's possible to play the game on the handles alone. It's a most empowering feeling, wrestling the beast, hands filled with throbbing metal. But player beware! These handles lack the feeling the flipper buttons have and can lower the subtlety of your game to levels displayed in 'Hey Dad!'. Unfortunately, after a while, despite all the bells and whistles, gameplay becomes a tad boring. Even with four

different multiballs, it fails to go off. When compared with, say, Addams Family, Demolition Man is the pinball equivalent of that ugly cousin you always get stuck next to at family weddings – easy to score, but is it really worth it?

I think the major problem with Demolition Man is that it doesn't inspire me to keep coming back for more. PlaNeT and I played old meaty handles for about an hour (for free!) and I have to admit my eyes began to wander.

If the pinball machines in Time-Zone represented the pages of an Elle MacPherson calendar, Demolition Man would be the picture of Elle in thongs and a dirty cheap tracksuit playing Dungeons and Dragons with a nude Bronwyn Bishop. Okay, it's not THAT scary, but basically it's a bit of a bore. I popped it fairly easily (PlaNeT didn't, hee hee), and I play pinball like a big girl's blouse. This ease of operation (300 mil is a doddle) sucks hard enough to swallow Larry Emdur's ego.

I can think of many things I'd

rather spend my buck on (and some of them are legal). Oh, and the music sucks, too. ★

## THE FINAL VERDICT

ARCADE  
AVAILABLE NOW  
1 to 4 PLAYER

GAMEPLAY

60

GRAPHICS

n/a

SOUND

12

ADDICTION

40

Flashing lights and meaty handles are the highlights of this game.

60%



MarsHead



# Ground Zero Texas

**R**emember that Sega promotional mantra 'Welcome to the Next Level', which accompanied the release of the first CD-ROM-based games console? Loads of hype surrounded the Sega CD, and there was quite a bit of consumer interest, until the first generation of software began to appear, and the reality of slow CD access time and poor gameplay began to assert itself.

Well, those early days of software blues are over, and now we are starting to see some stuff which really shows the Mega CD as something more than just the reason for a new promotional campaign. It seems that this piece of hardware is

actually quite brilliant. It would have to be for Ground Zero to cut any ice with me. Like a combat boot through cream cheese, Ground Zero stomps on the attempted 'interactive movies' for the Mega CD that I have seen before it.

This game has it all for the voyeurs, sleuths and gun-slingers amongst you, as you are given command of a series of remote-control cameras, at different locations throughout a besieged town, rapidly being overrun by polymorphic aliens who have the gall to call themselves 'Reticulans'. Your



STEVE POLAK

objective is to wipe out these interterrestrial gutterslimes, discover their hideouts, and other sleuth-like things. All of this is done through the use of a multi-camera interface much like that found on the infamous Night Trap.

But the great thing about Ground Zero is that the interface actually works. You can have a real impact on the full-motion video action that's going on around you. Also, the 'video game actors' that make up the cast are quite convincing, and the gameplay is non-stop and reasonably varied.

The graphics for Ground Zero are also quite astonishing in that the video footage has a more polished feel than the selection of full-motion video games already released for the Mega CD. This means it doesn't look like some mongrel has snuck into your lounge and covered your TV screen with sand while you weren't looking. Also true to the concept of the 'interactive movie', Ground Zero features a selection of characters who do talk to you at each of the four locations.

Then there is Reece, your area commander, who has a mean, gruff manner — and an even meaner left hook which you will feel the brunt of,



◀ Wear incorrect thongs and evil mutants take a pot-shot at you



◀ Aagh! Too much of that evil curry!



◀ Some spooky alien types



◀ Three choices. Three ways to die

if you slip up in your mission to save the town from the aliens.

The only small criticism I have of this game is that it isn't really a fully interactive video-based game, which is what it claims to be. Admittedly, you do receive input from the video actors as they go through the motions of providing you with clues, but aside from this you have little scope to actually communicate.

Still, even with that minor gripe, Ground Zero is a landmark piece of software for the Mega-CD, and it has a 'wow' factor which really has to be seen. ★

▼ Exploding alien, Ground Zero style



## SECOND OPINION

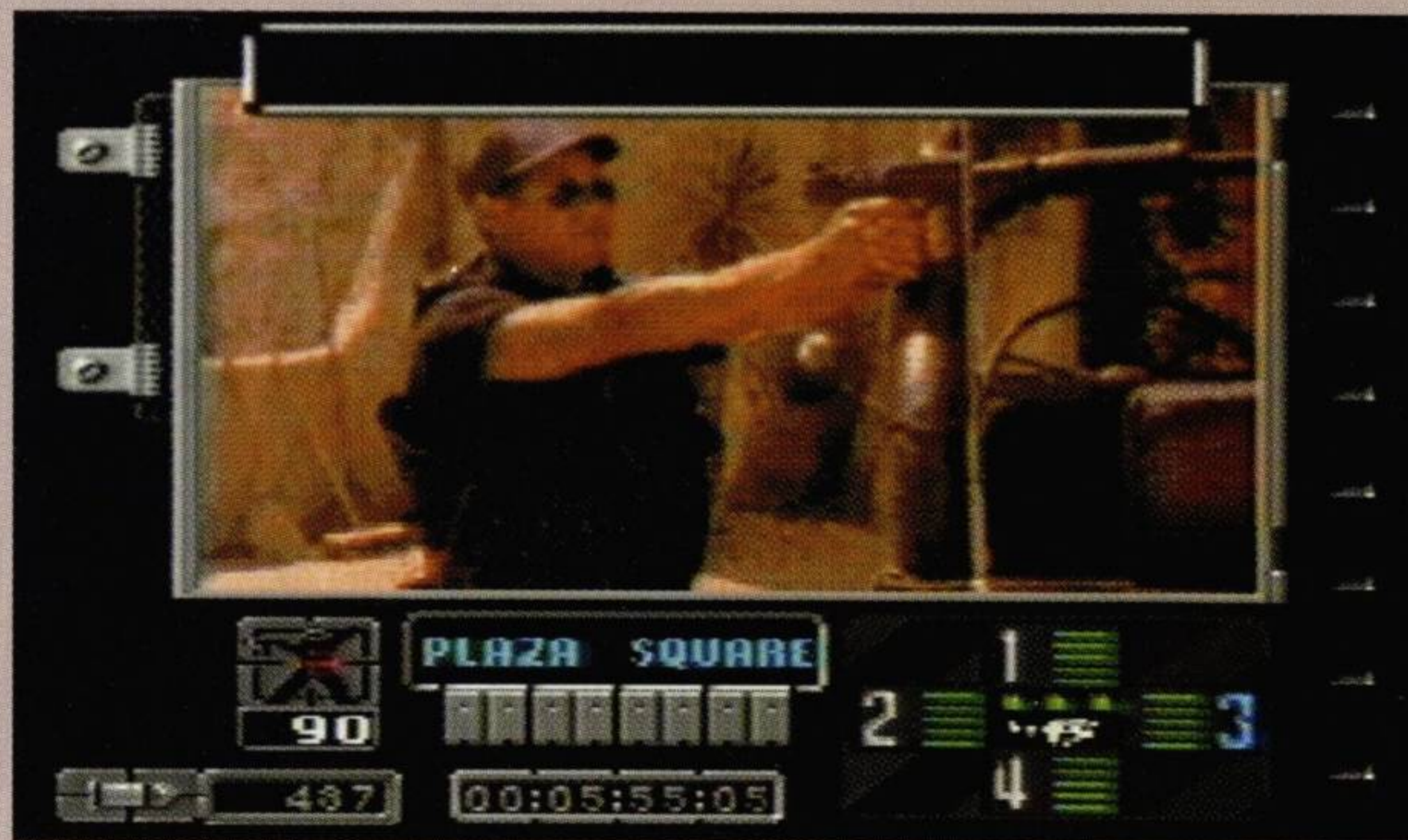
A \$3 million 'movie', shot exclusively for the Mega CD by 'Home Alone' director, Dwight Little, forms the 70 minutes of interactive live-action video that, with stunning soundtrack, make up the heart of this double-CD blasterthon.

Ground Zero's plot isn't original (aliens infiltrate small Texas town) but the implementation of it is. As Tactical Field Expert, I controlled four BattleCams, each offering a view of a part of the town. Each of these sites has its own agent, who can repair the Cam and find clues essential for later on. Baddies have to be sighted and shot in a way familiar to anyone who has played Mad Dog McCree.

What makes this game different is, firstly, the four-way action. When attacked simultaneously on two or more fronts, I had to use the shield option to protect one Cam, while fighting with another, but shields aren't invincible, and the aliens kept coming! There are actually four levels, three with the BattleCams and one with the RoverCam, wandering around. Secondly, the sheer energy of this game is incredible. With real actors, custom sets and stunning special effects (including some explosively awe-inspiring stunts), it is one of the first games I've seen to exploit some of the possibilities of the Mega CD. Be warned: it carries a BBFC 15 rating due to some full-body explosions (tee-hee!) but for those Mega-CD players who can take the killing, this is essential.

**NATSKI**

**OVERALL: 90%**



▲ The bad news is this guy's got a gun – the good news is it ain't pointing at you!

## THE FINAL VERDICT

SEGA MEGA CD  
\$109.95  
AVAILABLE NOW  
1 PLAYER

GAMEPLAY

85

GRAPHICS

88

SOUND

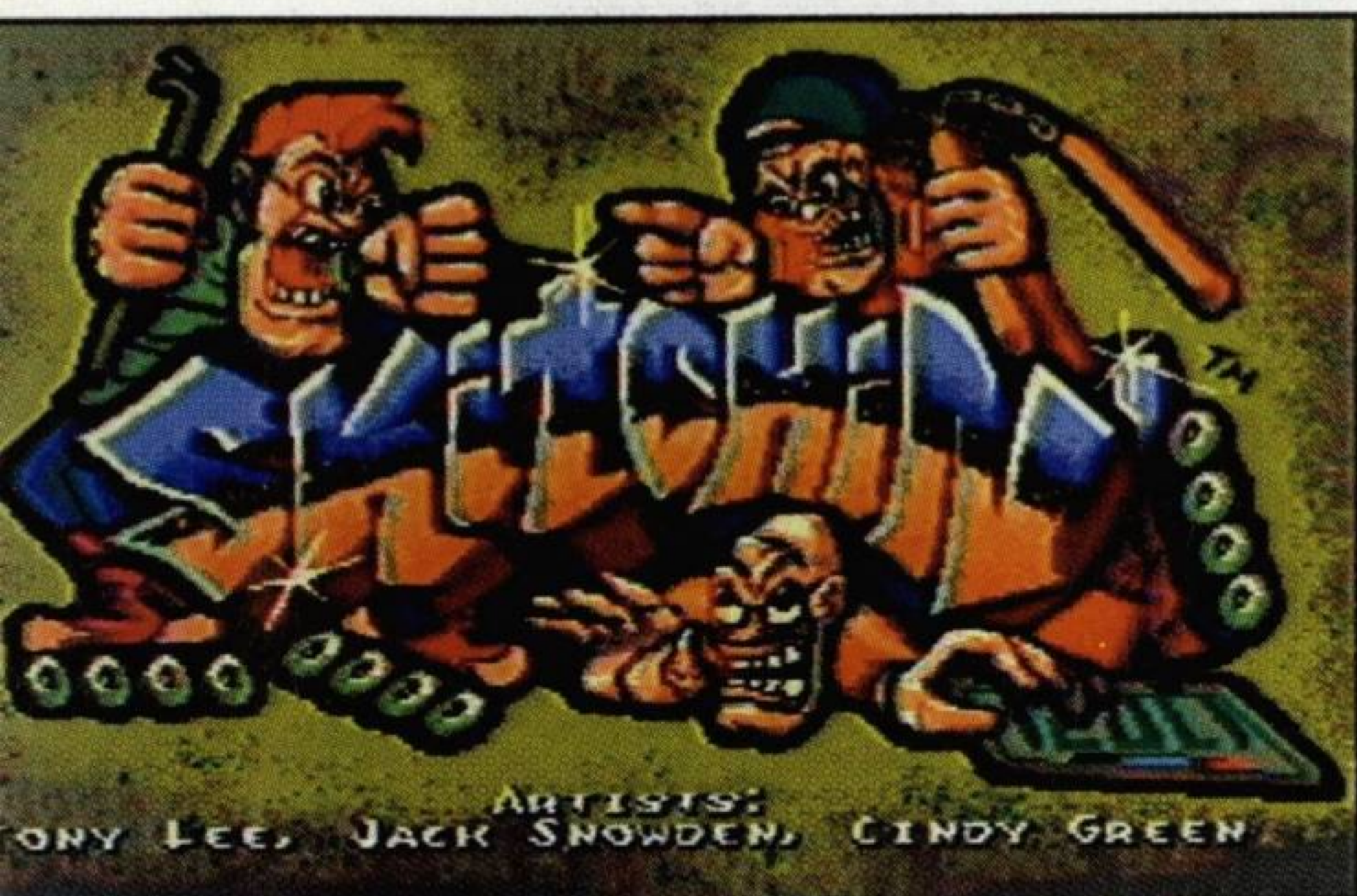
90

ADDICTION

81

This one is different! The only game (apart from the crap Night Trap) which I can think of that has a similar level of multi-location intensity is the ancient C64 effort, PSI Trading, which is also excellent.

**89%**



▲ Arm-chair roller blading



# SKITCHIN'

**Yes,** roller blades have made it onto the Mega Drive. No need to ask mum or dad to buy you a pair, and no need to spend hours trying to work them: just grab a copy of Skitchin', the new game from Electronic Arts, and you will be roller blading to your heart's content, except sitting in the comfort of your lounge room, watching your TV with control pad in hand.

It's important to mention right now that one of the first screens that you view when playing Skitchin' is the title with a blood red WARNING,

indicating that specific actions and scenes within the game should not be attempted, because they are very dangerous and very illegal.

Skitchin' is basically a revamped racing game, where you take on the guise of a roller blading dude competing in a variety of street races against other skitchers. The trick of the game is to catch onto moving cars as you are skating, and use them to help you win the race,

which is when all the fun starts. As soon as you grab a car, you have to protect yourself and your ride from other skitchers. You will find that other skitchers hitch onto your car and you must fight so as not to lose your ride, punching the other skitcher as he attacks you. Of course you can also find different weapons along the way to help in your struggle: these include steel pipes and baseball bats.

Keep your eye on your rear vision mirror while you are skitchin', and watch for cars coming up fast behind you, or else you will be knocked off the road, causing a valuable loss in time. Another thing to watch for is ramps, which appear occasionally on the road. A successful jump over a ramp will net you bonus points and cash. Cash? Why is cash important?

Before the beginning of every race you have the option to visit a guy from whom you can purchase different types of equipment that



GRANTLEY DAY





## SECOND OPINION

Hmmm, well this one is definitely a strong contender for the 'Knarly Dude, Totally Radical!' game of the year. I think the programmers at EA are big fans of 'Wayne's World' and 'Point Break', because that is the kind of feel this most unusual cart gives you when you first plug it in. There is an adrenalin rush, but a stupid sense of humour to go with it, and then you are off, roller blading for your very life whilst attached tenuously to the back of a speeding car! Sound weird? Well, that most undoubtedly is the truth. But, this is no gimmicky attempt to come up with a new game style, which is interesting for a few hours, but lacks the gameplay to see you through to 4am. Hell No! Skitchin' is the kind of inventive, playable piece of video game artistry which only happens a couple of times a year. Skitchin' is brilliant because it is daringly stupid. I mean, come on! A game about roller blading on the back of cars, all to the sound of a slammin' 'Spicy Placenta' produced soundtrack! It just sounds like the remnants of a particularly horrendous nightmare! But no, this is a brilliant game!

**STEVE**

**OVERALL: 85%**

◀ Rollin', rollin', rollin' . . . but watch out for the king hit from the fellow skitcher



▲ 'A stupid sense of humour'



you can use while skating. These include: wheels for your skates, gloves, wrist guards, knee pads, and, of course, different skates. Don't worry, you don't start empty handed. Your grandmother has given you \$100 spending money – how nice! The different equipment offers better speed and different levels of protection when you are being assaulted by other skaters.

Skitchin's graphics are fairly standard for the Mega Drive, but could be better. Most of the time you are only looking at the back of your skater, and the game would have been far more enjoyable if you could change your perspective and view from different angles.

Since roller blades have risen in the popularity stakes, Skitchin' will appeal to many people who are interested in this specific type of sport, whether you own a pair of blades or not. Although the game's actions are, in reality, illegal, and it capitalises on the dangerous aspects of the sport, this should have been made known to the player at different stages of the game and not just a beginning screen that is easily passed when you turn the game on. To sum up: interesting game, but its message is too dangerous for my liking. ★



▲ For the love of a towbar . . .



▲ Watch out for the pole when attempting this one (crunch!)

## THE FINAL VERDICT

SEGA MEGA DRIVE  
\$110  
AVAILABLE NOW  
1 or 2 PLAYER

GAMEPLAY

75

GRAPHICS

50

SOUND

65

ADDICTION

50

As roller blades have risen in the popularity stakes, Skitchin' will appeal to many people, whether you own a pair of blades or not.

**78%**

# LANDS OF

**L**ands of Lore's first release as a disk-based game was well over six months ago. It had a fantastic story line, excellent graphics, easy gameplay and audio. Now, you may ask, why has Westwood released a CD-ROM version of the game so long after the original, and what will it have that is interesting to people who have played the previous cutting-edge version?

The answer is digitised voice. Not just ordinary speech with ordinary plots in just some of the different sections of the game, as per many speech packs you see available for PC games today. The Lands of Lore CD-ROM has the best speech I have ever encountered in any game, ever! And to really get the game very high in the addiction stakes, Westwood has added a winning trump card, Patrick Stewart as the voice of King Richard, the ruling king of the Lands of Lore. In case you are unaware, Patrick Stewart is none other than Captain Jean-Luc Picard of the Star Ship Enterprise from the television show, 'Star Trek, the Next Generation.'

Lands of Lore is a Fantasy Role Playing Game - FRPG for short. You choose a character who will represent you, and



GRANTLEY DAY

they are embodied with different levels of Strength, Magic and Cunning as is standard in FRP games.

You soon discover that a very mean old witch by the name of Scotia has uncovered an

artefact of great power that allows her to change her appearance, and through it she is going to destroy King Richard, and plunge the land into darkness. Of course, you have to stop her.

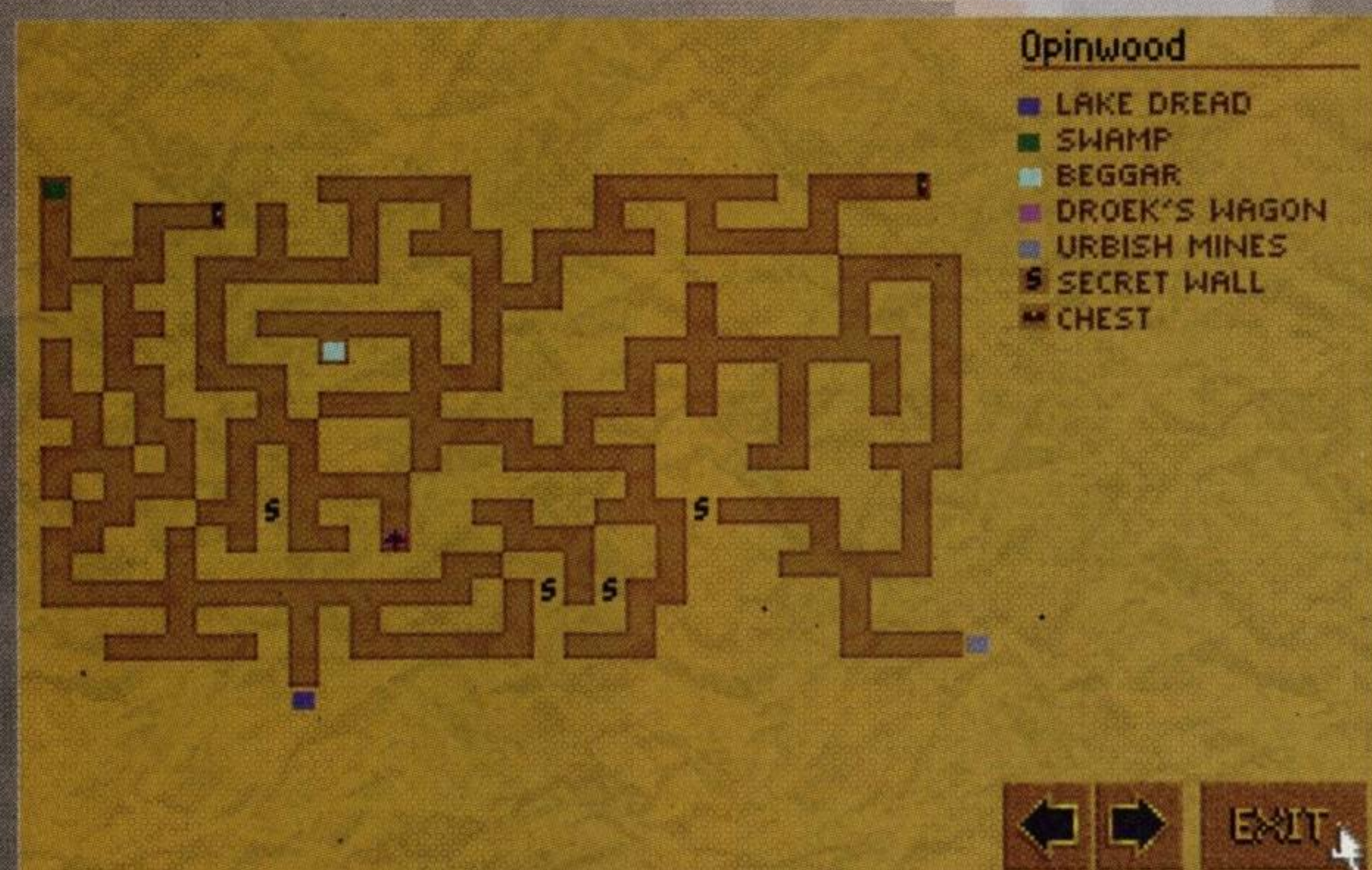
The game has some fantastic graphic sequences, a smooth scrolling player window (even if it is a little small), and excellent sound effects. But let's get back to the speech (all 340 megs of it, I might add).

The new added depth from the original disk-based game that Westwood has incorporated through speech is basically indescribable: you will have to hear it to appreciate it. We are not talking about average acting, with standard audio recording equipment. No cost has been spared to supply the game player with the best professionally sampled digital audio I have ever heard.

Once I had started the game I couldn't stop until I had completely finished it, even though I had played it right the way through on



▲ Everyone has an aunt who looks like this: Scotia the Witch



▲ No it's not a Pizza Hut delay-your-hunger entertainment mat, but it's almost as mind-numbing



# LORE



## SECOND OPINION

I missed out on the first release of Lands of Lore, dismissing it as an alternative of Lore, dismissing it as an alternative of Eye of the Beholder III. Actually, this game leaves the Eye series for dead. It's faster, friendlier and 20 times more playable, even without taking the format into consideration. I particularly liked the simple interface that was so well designed I was able to jump in and start playing without even looking at the manual. I was immediately addicted.

Westwood has used the extra CD space to pack the game full of speech; everyone talks. Patrick Steward (Jean-Luc Picard to you) does the voice of King Richard, making lines such as "Here is the key to my private library" sound like a High Court judgement. The atmosphere has been tremendously improved by making most of the leading voices in ye olde English, giving a Shakespearian tilt to the whole game. Scotia sounded like a real witch, complete with cackle, and I loved the Thomgogs, whose upper-class accent was unexpected coming from a giant four-armed beastie. My companions also volunteered information about objects ("this ring is tarnished bronze"), the environment ("the wall looks rather weak") and themselves ("I've been poisoned!"). It's perhaps the most consistent and successful use of speech I've seen in a game, and although the lip-syncing isn't the greatest, it's not the worst I've seen either. Everyone should have a listen to the CD of Lands of Lore.

**NATSKI**

**OVERALL: 90%**



Lands in which you play, and its involved history.

The Lands of Lore CD-ROM is not only a worthy addition to any FRPG player's titles, but is a work of art in the PC games arena, it heralds new levels of digitised speech and adds new depths to the PC game itself.

If you have already played the disk-based version, or haven't, but are interested in FRPGs, the Lands or Lore is for you. Its rich graphics, ease of use, and of course excellent sound make it the perfect game for FRPG players and people just entering the FRP experience. ★

the disk-based version. I just had to hear every word. Yes! Every word had speech added. Then there was the voice of Patrick Steward, which really made the game. Hearing him talk to you personally was an experience. Now you really were racing against time to not only save the Lands from Scotia's destruction but also to save Jean-Luc Picard... or should I say King Richard.

Added to the game is a three-minute sequence titled the Lore of the Lands, in which King Richard gives a detailed introduction to the

## THE FINAL VERDICT

CD-ROM  
\$109.95  
AVAILABLE NOW  
1 PLAYER

GAMEPLAY

80

GRAPHICS

95

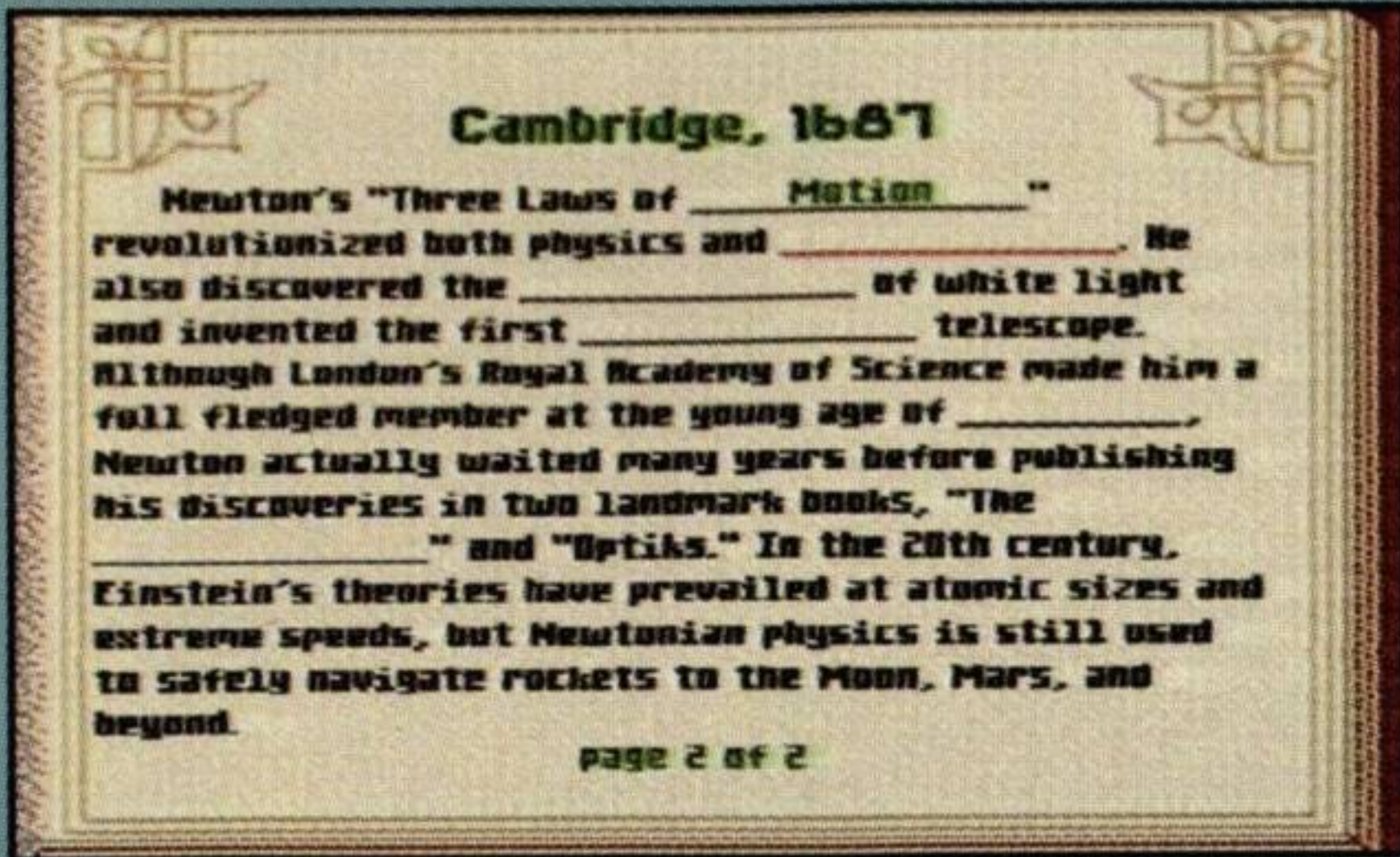
SOUND

100

ADDICTION

95

**90%**



▲ This is the educational bit



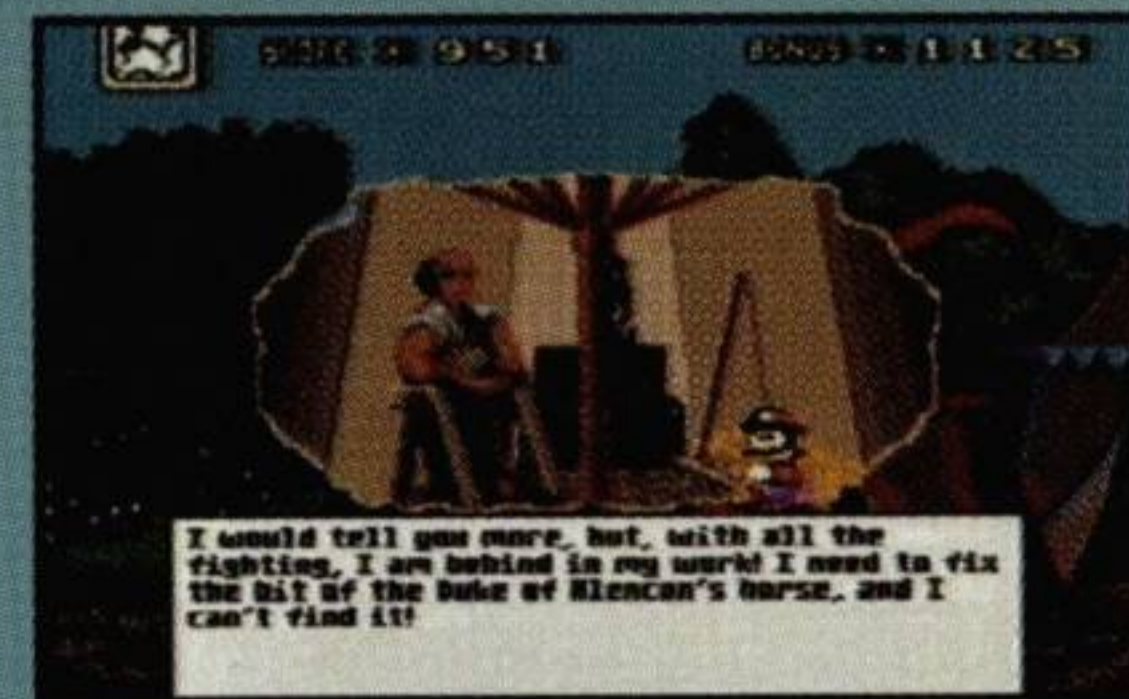
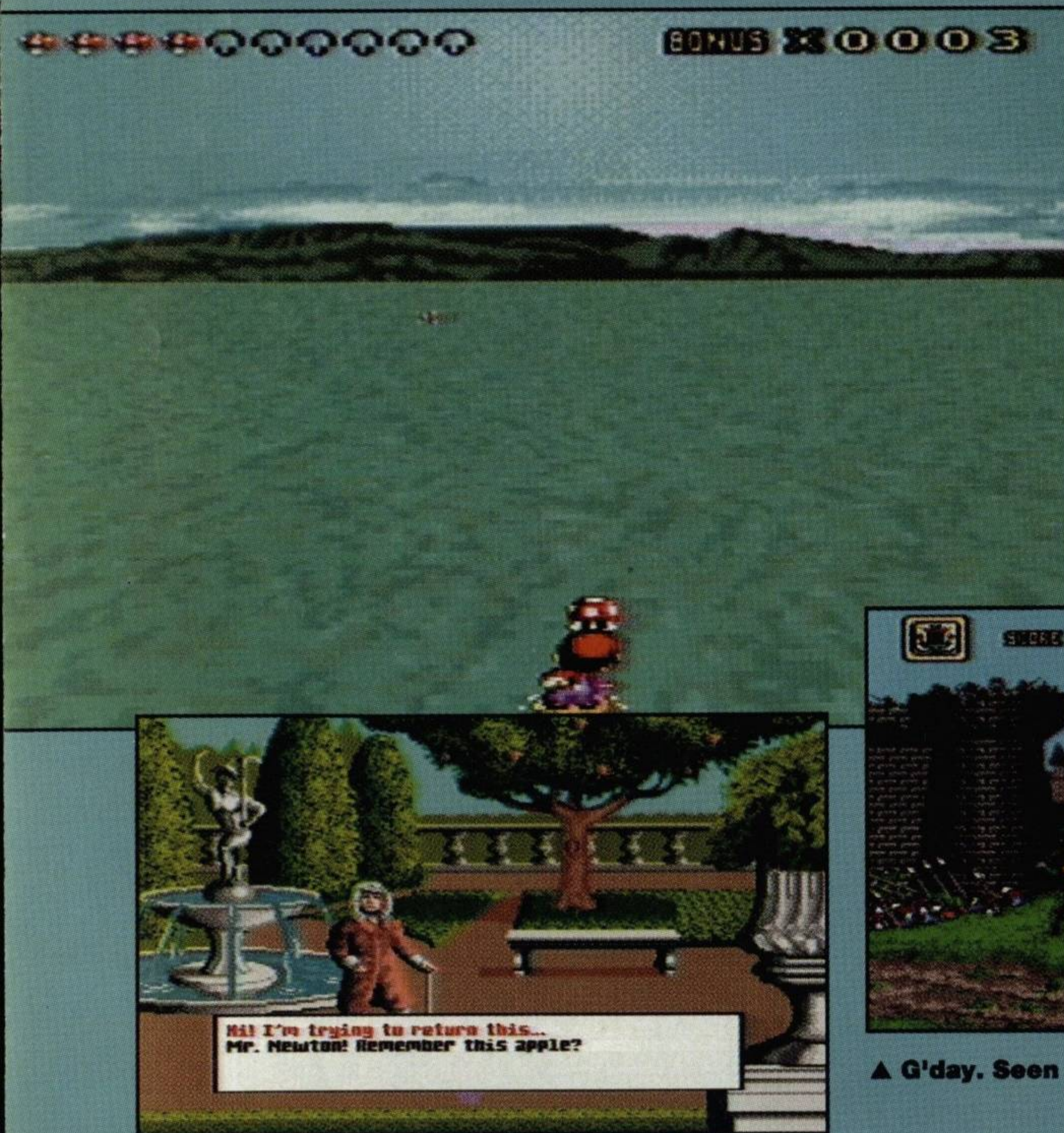
# MARIO'S TIME MACHINE™

**MARIO** must have given up looking after Brooklyn's plumbing for good. After having umpteen adventures in a variety of flipsides to reality, I can see why! In this 'mentally uplifting' little game, Mario has been able to sneak into Bowser's fortress. Deep within his castle vaults, the scaly leader of the Koopas has hidden loot from his time-travelling robberies. Mario is on a mission to return it to its rightful owners.

Oh, dear . . . Nintendo is doing its famous Broderbund imitation again! After playing Mario is Missing, I suspected that they would try something like that again. Let's face facts here: any game that requires a player to process information is not absolutely 'educational'.

Your average arcade-style shoot 'em-up is something of an object lesson there. In the case of Mario's Time Machine, there are score penalties for taking time to digest any 'information' that may be available. In my book, this is not so much 'education' as it is a game simply masquerading as something 'socially useful'. Mario may be one of the most endearing (and enduring) corporate mascots of all time, but Carmen Sandiego he is not!

Aside from its dubious educational value, Mario's Time Machine barely cuts it as a piece of entertainment. When trying to locate an item's owner, Mario can call up a historical brief by having the player press the Right action button on the control pad. Upon pressing Button X, a wordlist is displayed. Button A selects the appropriate response to the missing word underlined in red. Once Mario has an idea of who he is looking for, the Time Machine can be activated by pressing the Left action button on the joypad. After setting the required time and loca-



▲ G'day. Seen Joan baby anywhere?

SCORE X 0

BONUS X 1245



tion data, then activating the machine with Button A, Mario is sent skimming across a Virtual Ocean.

On the ocean, Mario must collect 10 magic mushrooms before he can enter a Time Vortex successfully. Hitting a star-shaped marker instead of a mushroom will delete any that Mario has collected so far, so be careful! Once Mario enters a Time Vortex, he will be catapulted into the correct time and space location of Bowser's crime. From there, he must locate the owner of the stolen item. Button X on the Joy-pad opens a dialogue box, allowing Mario to talk to the people of that time and place. Hint: Make sure that you solve each crime in order!

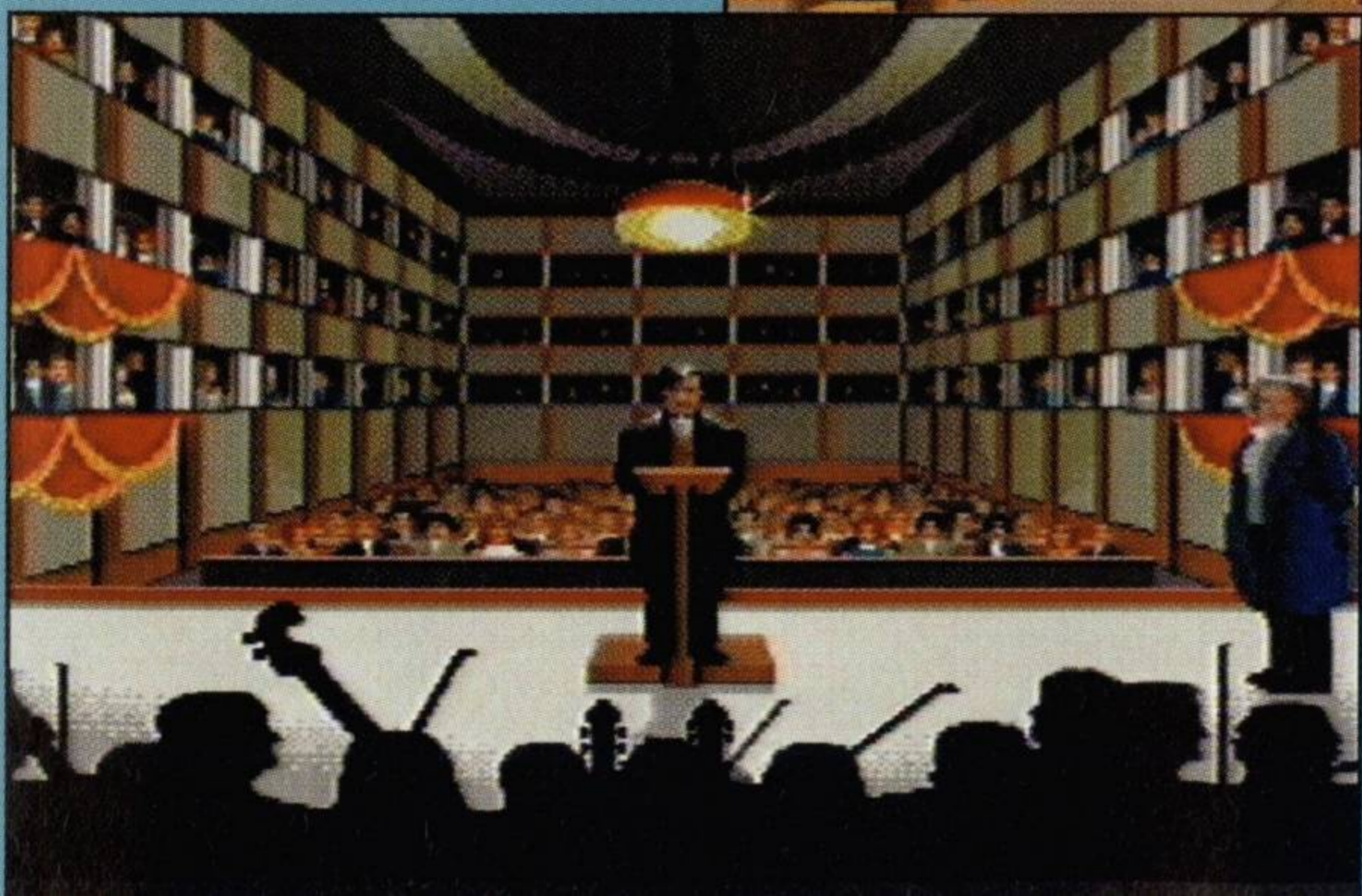
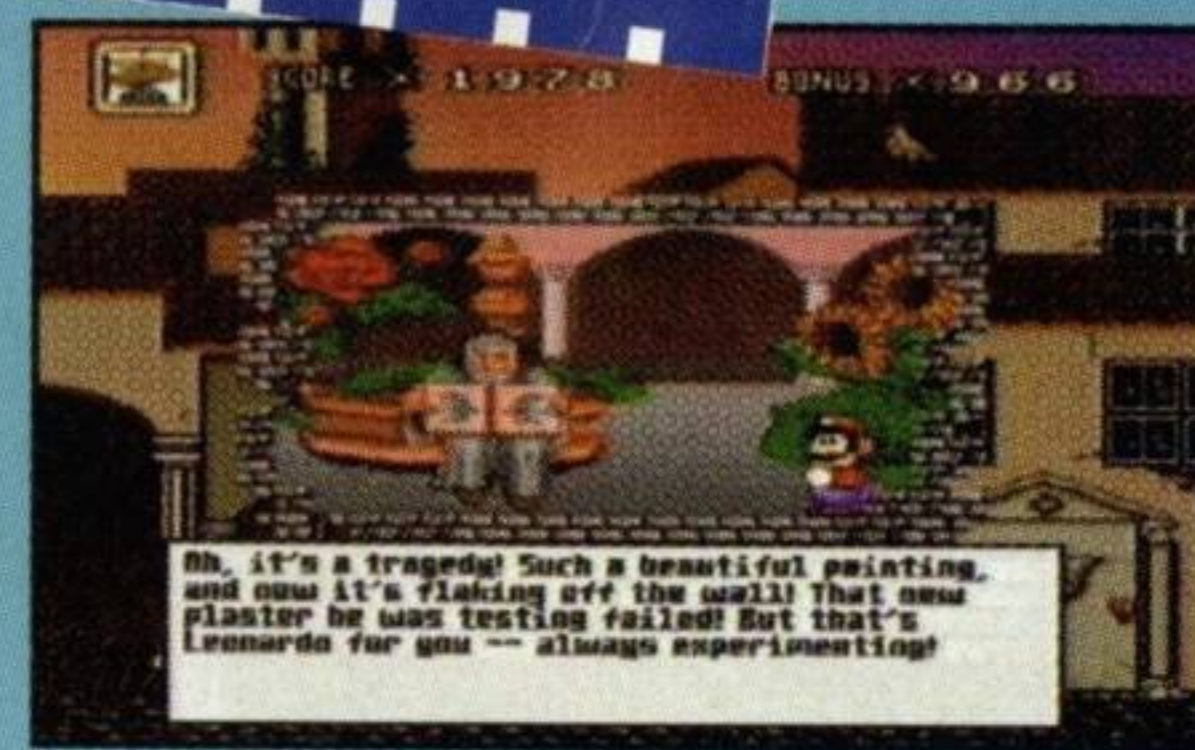
As I have said, Mario's Time Machine is pretty suss as 'infotainment'. As a game, it is not too bad. The target audience seems to be somewhere around eight to 15, and I think it should be a huge success. The gameplay leaves a little to be desired, since it is possible to head straight for the most important-looking building in each location without having to talk to any of the locals. It misses a lot of the subtle stuff that the Carmen Sandiego series tries to cover, but it should be a fairly enjoyable game for the wee folk in your life. Enjoy! ★



▲ Where's that music coming from?



▲ The Time Machine



## SECOND OPINION

Okay, point one. This cart cannot be judged like all other video games, in that the quality of the gameplay is to some extent moderated by the nature of the task, which is to educate the fertile minds of the young (and not so young) SNESers out there. What this means is that you have to be prepared for a fairly slow paced infoquest, which is about a certain quantity of information instead of flashy sprites jumping all over the place.

So, if you accept that this 'edugame' is rather slow, and more concerned with depth and detail than stunning segments of scaled mode7 (although there is some of that too), then you may just find this title to your liking. Otherwise, the plot is relatively simple. Bowser (the eternal thorn in Mario's posterior), has stolen a selection of artefacts, and you have to get them back by answering a series of questions about great moments in history, and then travelling back in time to meet the famous owners. The best aspect of this adventure is that you do get to see decent looking graphic renditions of all of the great historic figures, Plato, Shakespeare, Queen Elizabeth I, and the guy that invented those little dangly fuzzy dice you hang from your rear-view mirror. The actual gameplay is very sparse and centres around going through life stories of the 14 historical figures, and then returning to Bowsers castle to give him a smack in the chops for trying to muck up history.

This is quite a well crafted piece of software with the only real drawback being the fact that you can get a little bored with the repetitive nature of the tasks ahead, and this is because it is hard to make a whole lot of fact finding interesting, no matter how many cute plumbers you use with your game licence. Still, I like the game concept, and any release which tries to deviate from the avalanche of platform and beat em' up dross that is available has to be applauded.

STEVE

OVERALL: 70%



CHIMERA

## THE FINAL VERDICT

SNES  
\$109.95  
AVAILABLE NOW  
1 to 2 PLAYERS

GAMEPLAY

70

GRAPHICS

85

SOUND

70

ADDICTION

70

This is a good game for the littlies with some education chucked in. As pure infotainment, though, it's a little suss.

75%

# SUPER MARIO KART™



▲ Don't forget Senna's Law: watch out for the wall!

One of the strange aspects of Mario Kart is that it doesn't feature V8-inspired psychotic road warrior action, yet it still happens to be the best two-player racing game for the SNES, and is probably the ultimate two-player racing game for any home console, bar none.



▲ Donut Plains

**Yes, it is time** for the unstoppable Mario and his troop of cuddly buddies to grace our video game screens in yet another incarnation, as the unbelievably playable Mario Kart is being re-released on Super Nintendo. This game takes the basic premise of split screen racing action, and gives it a severe 'cuddlification', as the Mario characters in their visually friendly pastel colours zoom around a series of tracks named after doughnuts, chocolate, and other similarly inoffensive matter.

Although this title has been around



▲ Choco Island

for quite a while, there still must be some of you SNESers out there who don't have a copy of Mario Kart, and thus Nintendo has decided to re-release it for those who missed the opportunity the first time around.

There are three types of games to be played. Firstly, you can join in the Mario Kart GP which features Koopa, Bowser, Princess, and the rest of the terrible tribe as you race for a decent placing which would allow you to gain entry to the next round of the championship.



▲ Ghost Valley

The second game is simpler. It comprises you, a mate, and an unlimited selection of venues at which to compete, adding up to a compulsive, teeth-gritting, hair-pulling experience. Friendships may be lost, but you will have a good time.

The third game is like the current arcade fave, Cyber-Sled, in that you don't try to out-race your foe, you just blast the bejesus out of them. Unsurprisingly enough, this is reasonable fun too, although head-to-head speed racing is really the stuff



STEVE POLAK



▲ Mario



▲ Princess



▲ Bowser



▲ Koopa Troopa



▲ Luigi



▲ Yoshi



▲ Donkey Kong Jr



▲ Toad



## SECOND OPINION

Hi dudes! Rum here to give you the low-down on the SNES Mario Kart. It's a cool game, that's why Nintendo is re-releasing it. The chance to be Mario, Luigi, or even Yoshi and race around a track looking for that elusive pole position is a welcome change from all the beat-em-ups of late.

The graphics are fantastic with a split-screen view of either the race map showing where all your foes are, or by hitting the blue X button you can have a look in your rear mirror to check out who's on your tail. In Battle Mode, use the split screen to keep an eye on your opponent; by using the tools gained on the track burst their bubbles to score yourself a win.

Mario Kart is the perfect game should you have to mind your little brother or sister. It's two-player, not too difficult to learn, and will keep you fixed for hours.

RUM

OVERALL: 85%



▲ Koopa Beach

that compulsive-obsessive disorders are made of.

One of the main reasons behind the brilliance of this little zoomer is that it features a miraculous DSP (Digital Signal Processor) chip, which enables the cart to run faster, scroll and rotate more smoothly, and make a mean round of toast in the morning. There seems to be nothing that this chip can't do.

Mario Kart is one of the brain-children of Nintendo's legendary Sigeryu Miyamoto, and the inspiration of his genius really shows in that the gameplay on this title is absolutely magnificent.



▲ Bowser Castle

Hmmm... I think by the end of this review I will be running out of superlatives, but the fact is that you would have to have been living in the company of llamas in remote regions of the Andes mountains to be unaware of the brilliance of this game. So I suppose the few of you who haven't yet discovered this title should storm the retailers and check it out. ★

**THE FINAL VERDICT**

SNES  
\$69.95  
AVAILABLE NOW^^  
1 or 2 PLAYERS

GAMEPLAY	Mario Kart is absolutely magnificent. You SNESers out there who don't have a copy... get it!
91	
GRAPHICS	
85	
SOUND	
92	
ADDICTION	
96	
<b>94%</b>	

**ONE MINUTE** I'm blasting along Pacific Coast Highway, and the next, I'm seeing stars... Man oh man, I feel like there's a party in my head, and I'm not invited! My cycle looks pretty good, considering it slid 100 metres further up the road than I did: a good set of rollbars is a thing of beauty forever, I guess. Still feeling a little groggy, I sprint up to it, slapping away the gravel sticking to my leathers. As I pick up the bike, I notice the baseball bat that creamed me. Hmm, there's a name written here: 'Slater'. Well, that changes everything. It seems like I should do the neighbourly thing, and give it back to ol' Slater the Skater... with pleasure!

Road Rash is not for weenies. If your idea of a bike race involves pedalling a 10-speeder through pretty French countryside, think again. Ugly business going down here, pals and chums: 15 mean machines and even meaner, bat-swinging riders are getting ready to burn some



CHIMERA



bitumen, and maybe even bust some skulls. As you could imagine, the cops are none too pleased about road-racers disturbing the peace. If

**THE FINAL VERDICT**

GAMEBOY  
\$59.95  
AVAILABLE NOW  
1 PLAYER

GAMEPLAY	Road Rash is not for weenies. Ugly business going down here, pals and chums.
60	
GRAPHICS	
65	
SOUND	
60	
ADDICTION	
65	
<b>65%</b>	



**ROAD RASH**

one of them catches you, it's a hefty kilobuck fine and a night stooging around at Smokey's Bars and Grille! The up side is a whole lot easier to swallow: win a race, and \$700 goes towards a choice of bigger and faster bikes.

Most of the five available courses are a bit over eight kilometres long, and contain a number of hazards unique to the terrain. Sierra Nevada and Redwood Forest are pretty much the same sort of thing, as they have the odd tree or two to smack into along the way. The Pacific Coast course is supposed to be subject to crosswinds and an occasional sandstorm, although these never seem to happen on the lower skill levels. Palm Desert has nothing really spe-

cial, other than a few intersections with cars running the stop signs. Only Rass Valley has a definite road hazard as advertised: cows. These walking hamburgers don't mind where they plonk themselves, and they are pretty well camouflaged against the general scenery.

All things considered, Road Rash is not too bad for a portable ★

Metro Playcorp has been outrageously kind enough to give us five copies of Road Rash to give away to you diehard Doohans out there. What you're going to have to do, though, is answer the question below.

**Q. Who is the former motorcycle racer who has changed to touring car racing?**

Write your answer on the back of an envelope, with your name and address, and send your entries to GAMESTAR Road Rash Competition, GPO Box 7052, Sydney NSW 2001.



**SECOND OPINION**

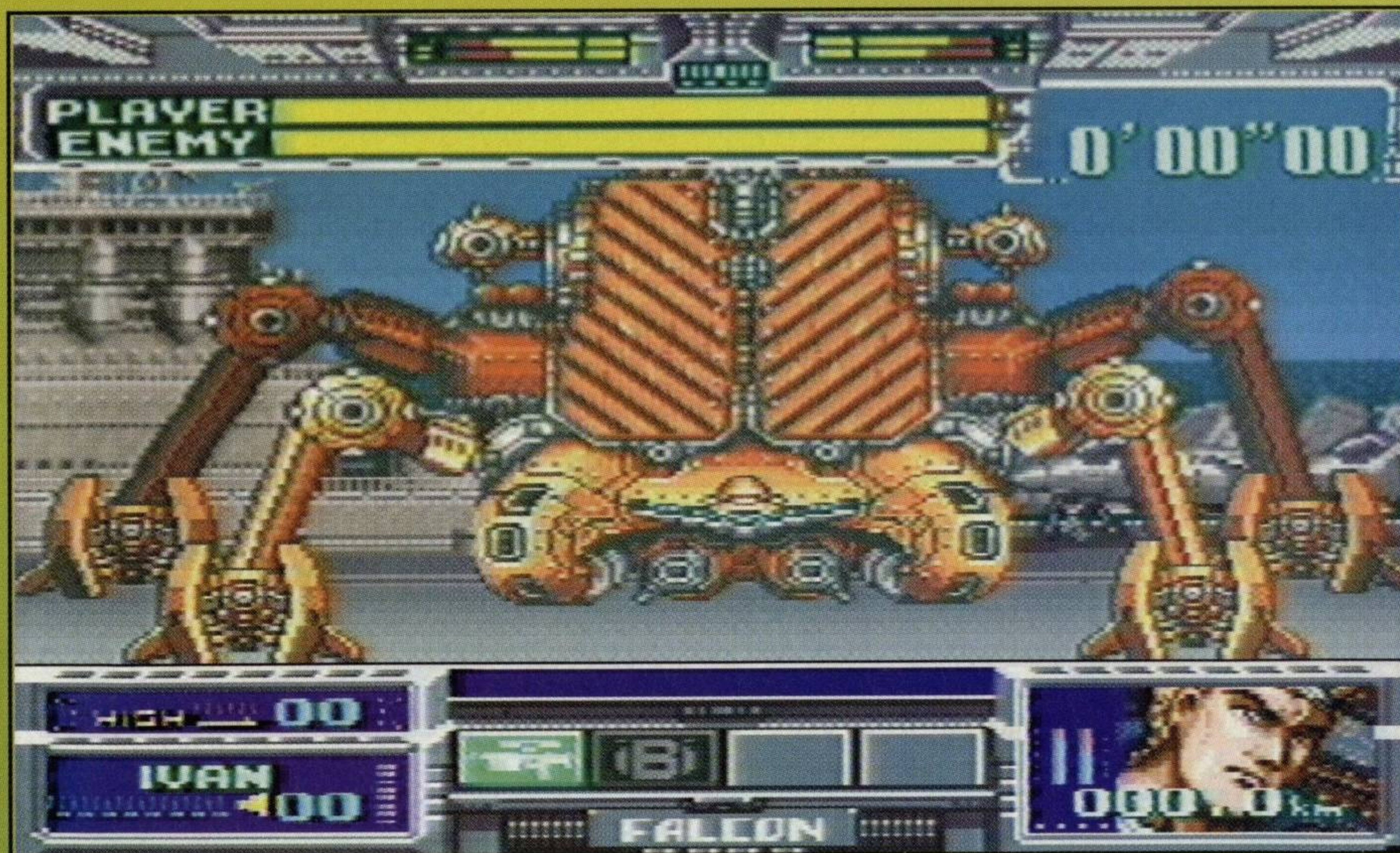
Well, all you Mick Doohans out there, get ready to be Road Rashed! This is a mean and dangerous game, and it ain't too bad. With five treacherous locations to grunt your stuff, whether it be at Sierra Nevada, along the Pacific Coast, in the deep green Redwood Forest, the hot and steamy Palm Desert, or in the Grass Valley where your major obstacles are the cows, there are plenty of things that get in your way. The main aim is to come within the top four, and win sidecar loads of money, so you can then purchase a bigger and meaner bike. But, with cars that drive like maniacs in front and behind you, trees that seem to leap out in front of you (only if you're a bad driver), cops that are out to catch you, and all of your fellow riders who you give a bit of a biff to get past, this is a hard and fast motorbike race. When you crash, you very coolly get back up on your feet again and run back to your bike. But be careful not to get knocked back down by other roaring racers screaming towards you.

FI

**OVERALL: 68%**



# BATTLECLASH



**HAVE YOU EVER WANTED** to destroy your living room with a bazooka? Well, that is the kind of experience promised by the advertising campaign for the new Scope release from Nintendo, code-named Battleclash. Adrenalin, excitement, sure, but the real question is: how accurately does this reflect on the quality of the game? Is it really so much fun that you wouldn't mind having your living room blown apart by aliens? Well, read on . . .

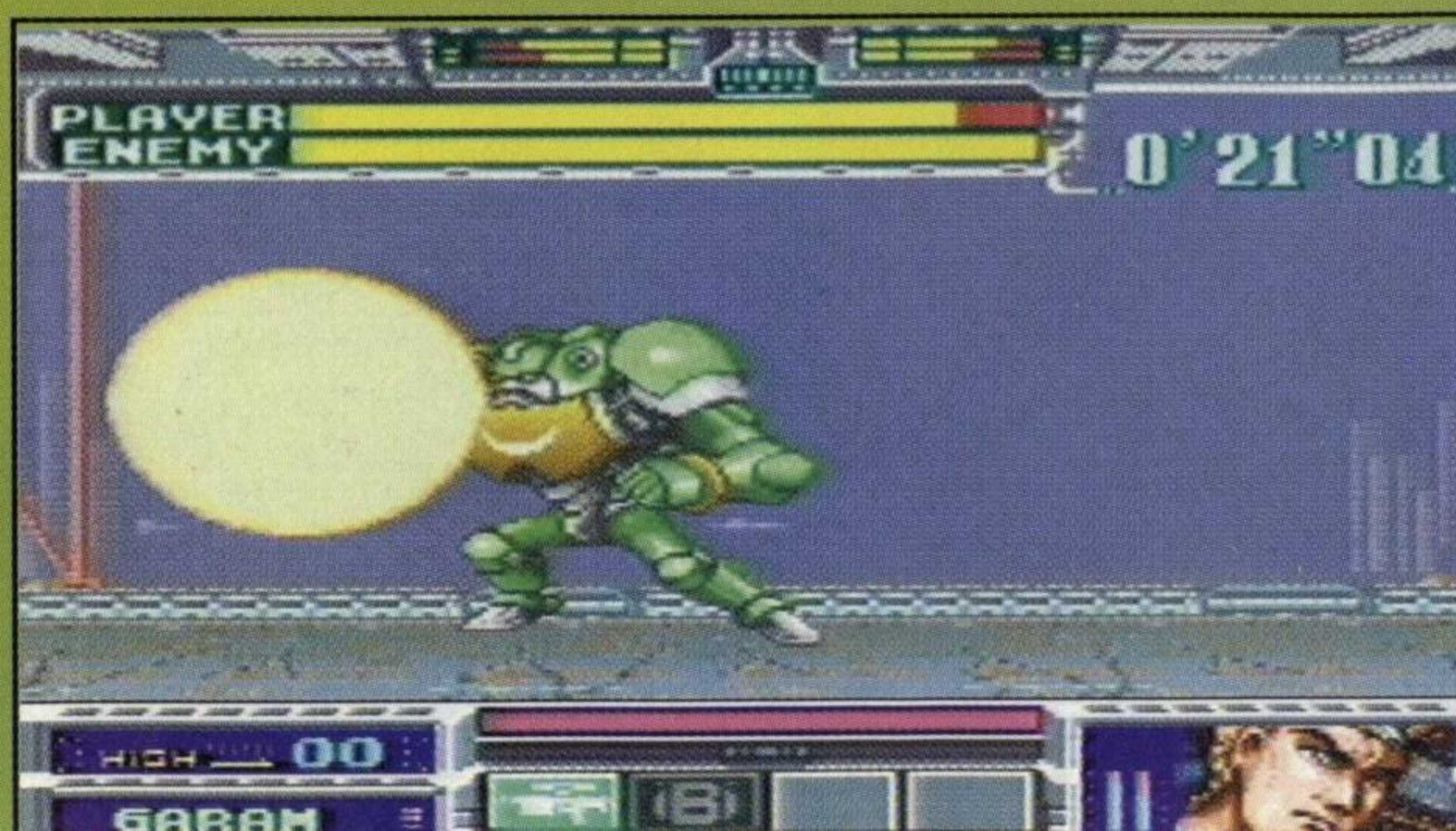
The plot for Battleclash is simple. You are living in violent post-apocalyptic times, when a feudal order prevails, and the only means people have for sorting out their differences is by donning gigantic and extremely unfashionable battlesuits bristling with weapons, and slugging it out toe to toe. You are given a suit of your own and told to 'do the noble thing', or, failing that, blow the crap out of the approaching enemy.

The mechanics of this game are quite simple. You have two types of weapon fire, offensive and defensive, and you have to try to discover an opponent's weak spot with your offensive power, whilst fending off incoming missiles with your defensive machine guns.

Sounds simple enough, but does all of this actually translate into



STEVE POLAK







▲ Who could turn down an invitation like this?

a brilliant game, and a final justification for the design of the under performing Scope peripheral? Well, if you asked for a one-word answer, I am sorry, but the answer would have to be, "no". Given the fact that the game is designed for younger players, that answer should be "maybe it's not so bad, depending on your age."

Despite Battleclash having some good pastel-coloured graphics, competent zapping noises, and a reasonable variety of weapons, the game is still relatively simple, lacking depth for the older echelons of the Super Nintendo army out there. I mean, all you do is ward off incoming missiles with a machine gun, whilst charging up your laser weapon, and blasting away at your foe until you find a weak spot. Fun, but hardly enough variety to base an entire game around.

What else is there to say? The game has a very Japanese feel to it in terms of the depiction of your foes, and there is a nice interlude bit between each of the bouts where your next foe attempts to psyche

you out and crack a few funnies, but these bits lose their appeal fairly quickly. Also, the ungainly size of the Super Scope really works against any chance of you playing Battleclash for anything other than a short period of time, simply because you would need your own masseur on hand to deal with the inevitable shoulder pain that sets in after a while.

So, if you don't have a Super



▲ Blast the sucker!



## SECOND OPINION

Battleclash. Well, what can I say? It's a game designed to be played with the Nintendo Scope. The Scope is an infra red gun that retails at between \$130 and \$199 and comes with its own six-game cartridge. However, there is truly nothing remarkable about Battleclash, except how one-dimensional it is. Even the two modes of play, Timetrials and Battlegame, are remarkably similar — only the scoring at the end of the game is different.

Battleclash basically requires the player to point and shoot. Should you not defeat an enemy on the first or second try the game will tell you how to defeat the challenger, hence not leaving much room for your own powers of deduction.

I found the messages at the end of each battle particularly patronising and uninteresting. The graphics are very ordinary. The sound is also very basic. Overall it looks like Battleclash was thrown together as a showcase for the Nintendo Scope, unfortunately the game doesn't do the Scope any justice.

**RUM**

**OVERALL: 35%**

Scope and a personal masseur already, I would definitely think twice about this game before you rushed out and bought a copy. ★

## THE FINAL VERDICT

SNES  
\$69.95  
AVAILABLE NOW  
1 PLAYER

GAMEPLAY

50

GRAPHICS

60

SOUND

61

ADDICTION

45

Unless you are under say 12 — which according to Avi (my junior research assistant) means the game is worth an overall score of about 70% — this is not the world's most original game.

**51%**



▲ Yo wa's happenin, homies?



▲ Robocop climbs the ladders faster than my granny



▲ Good-guy Robocop rescues the hostages and saves the day (AWW! What I guy!)



▲ The final showdown: Officer Murphy shows his intellect by standing right in Arnie's line of fire

# ROBOCOP

VERSUS

# THE TERMINATOR™

A few years before Cyberdyne Corporation constructed the brilliant but fatally flawed A1 master computer called Skynet, a cyborg police officer called Robocop was busy keeping the streets of Old Detroit on the right side of the law. In an incredibly bad judgment call, OCP Corporation gave the Cyberdyne research teams access to the basic Robocop design. When Skynet finally starts Judgment Day, a monstrous weapon system based on that design will be stalking the huddled survivors of nuclear Armageddon: it will be called The Terminator.

Hmmm . . . I think that the censorship people are going to take a long, hard look at this one. You might expect a fair amount of carnage in a title like this, and as far as I can tell, this is not an unreasonable guess. We are talking gruesome stuff here, and none too tastefully handled. Basically, the plot boils down to the late Officer Murphy (Robocop) storming

through a hairy series of platform encounters. Vicious opposition blocks the way to Skynet's central location, and Robocop has to lay down an equally heavy rate of fire to succeed.

As well as blasting away at armed heavies, Robocop has a specific assignment in each scene. The first encounter's main objective is simple: avoid being hit. In the second scene, a number of hostages need to be rescued. As a small mercy, any careless shots do not harm hostages. Scene three is set in the Delta City construction zone. Robocop's prime objective is to destroy all security cameras on the site. I must admit that I am unable to get past the boss of this level, Robocop Mark II. Apart from a tight combat area, sheer firepower and the incredibly tough armour on this beastie, it must be a doddle for a good player to take him out. As far as I can gather, his back seems to be especially vulnerable . . . Good hunting!

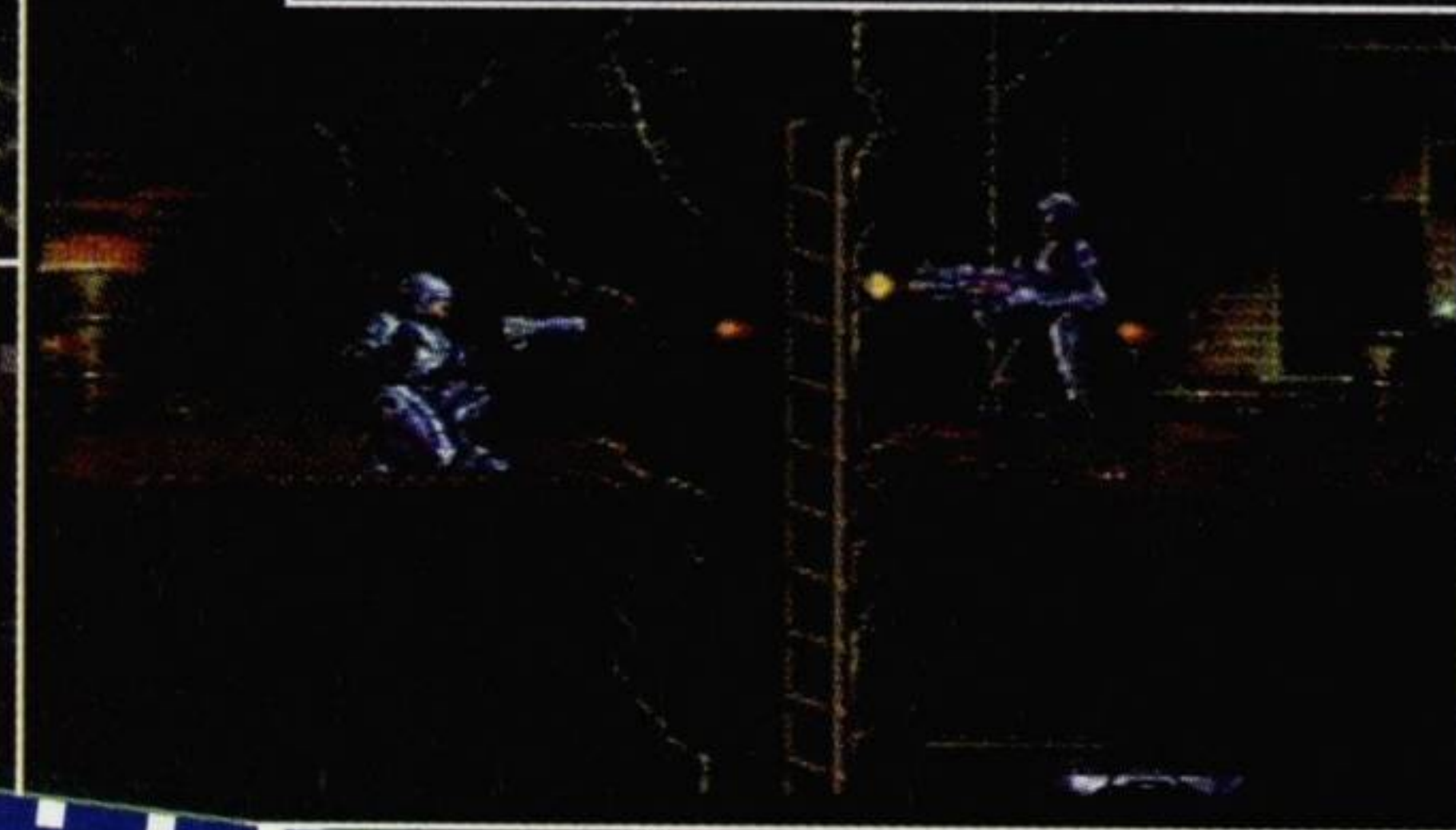
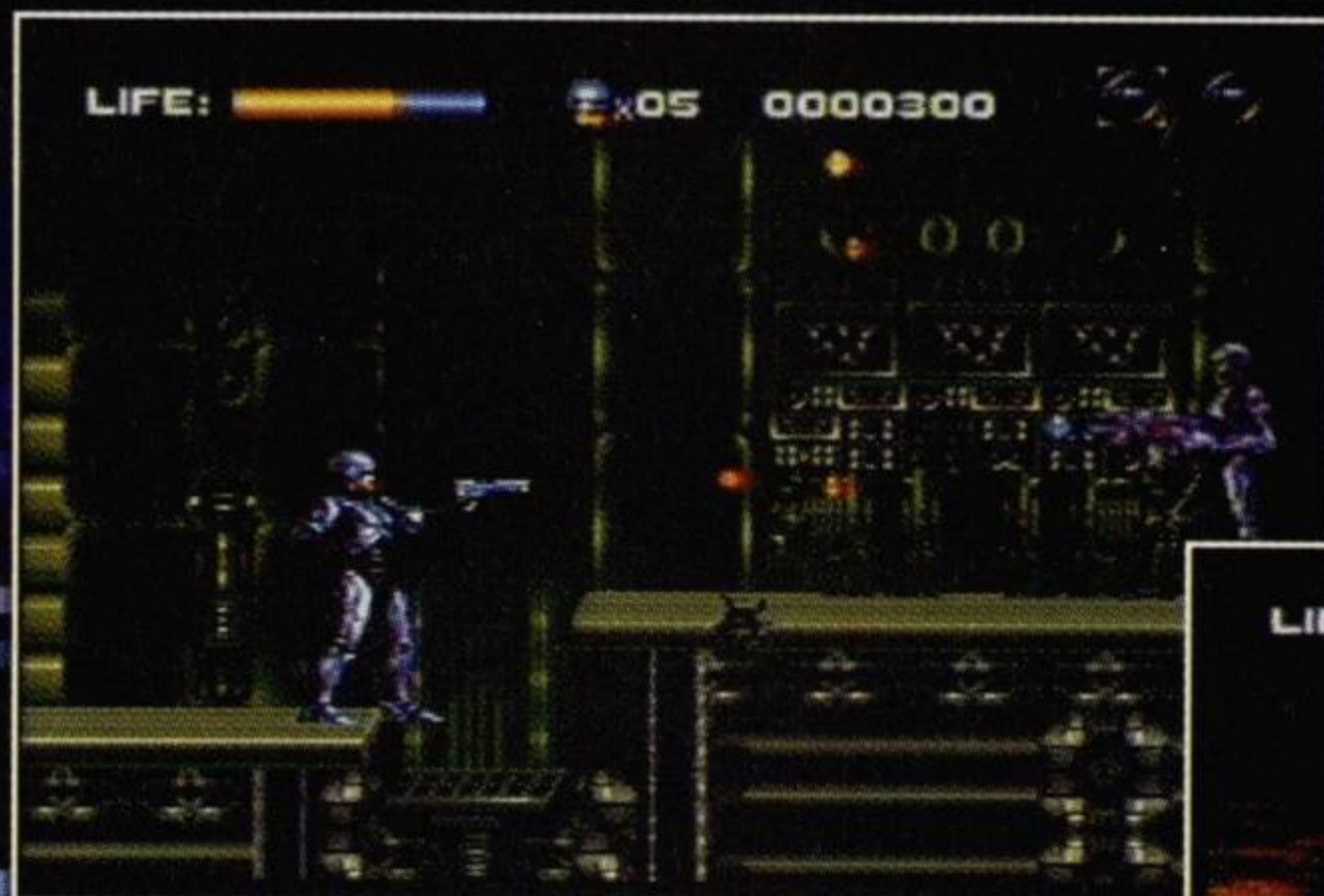
There are a number of secret locations and hidden power-ups to be found on each level. When shot, some parts of the scenery drop heatseeker guns, flamers, shotguns and grenade launchers, shields, or jars of Robocop's yummy Baby Food. If you are very lucky, a 'spare head' token or two can be found. This grants an extra life, but when facing Robocop Mark II, this bonus is not going to be worth much. I ploughed through eight lives going after that puppy, even using the overhead pipework



**CHIMERA**

as a means of getting behind him!

Total carnage and graphic mayhem aside, Robocop vs Terminator is still a technically excellent game. Great graphics, a terrific set of techno tunes, digitised speech and responsive gameplay are its good points, but that ghastly 'SPLUTCH!' as Robo's enemies go down might ruffle a few feathers. It's a wee bit too violent for the tinies, but as far as I'm concerned . . . I'LL BE BACK! ★



**SECOND OPINION**

This is real gruesome and fiesty. Robocop's the goody, Terminator's the baddy. There are two levels. The first level is the Trainer Level, and the second level is called Rescue the Hostages. In the Trainer Level, the plain clothes dudes are basically pretty easy to kill, but the ones in leather jackets are a tiny bit harder. There is also a really big fat man, and an obese bald guy with humungous guns which take a blast and a half to get rid of. In the Rescue the Hostages level, the guys in red are the ones you want dead. When you save hostages, you have to walk over them, and they jump up in an 'I'm free' action. But you don't get anything for saving a hostage. In the process of saving the hostages, Robocop has to pass the kidnappers, who you blast and they then disintergrate into a pile of blood - or a splot on the window if they happen to be in the building. Robocop lets out a belch when he gets shot, but still struts on to get to the Terminator. On the way, you pick up a gun, which you should save until you meet up with the Terminator, because he is a bit of big tough bastard to get rid of. Robocop climbs buildings which are two to three storeys high, and slides across ropes when he is on top. You can make him leap from building to building as well. The music is a bit repetitive. One thing to look out for is falling off a building when you are up high. You obviously have to climb all the way back up, but Robocop is not unfortunately what you would call Speedy Gonzalez - the fastest speed he has is walking.

**OVERALL: 90%**

**THE FINAL VERDICT**

SEGA MEGA DRIVE  
\$119.95  
AVAILABLE NOW  
1 PLAYER

GAMEPLAY

85

GRAPHICS

90

SOUND

85

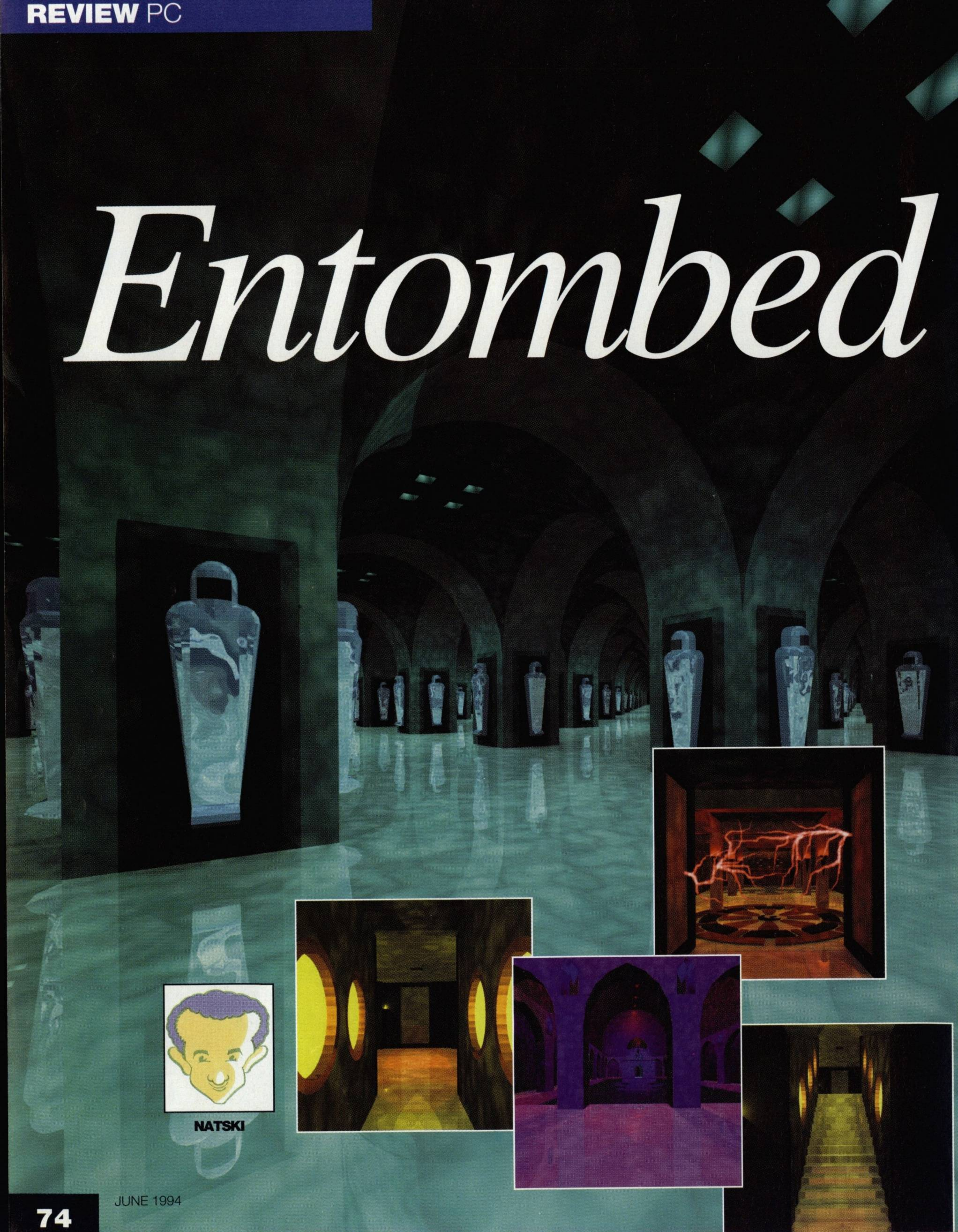
ADDICTION

85

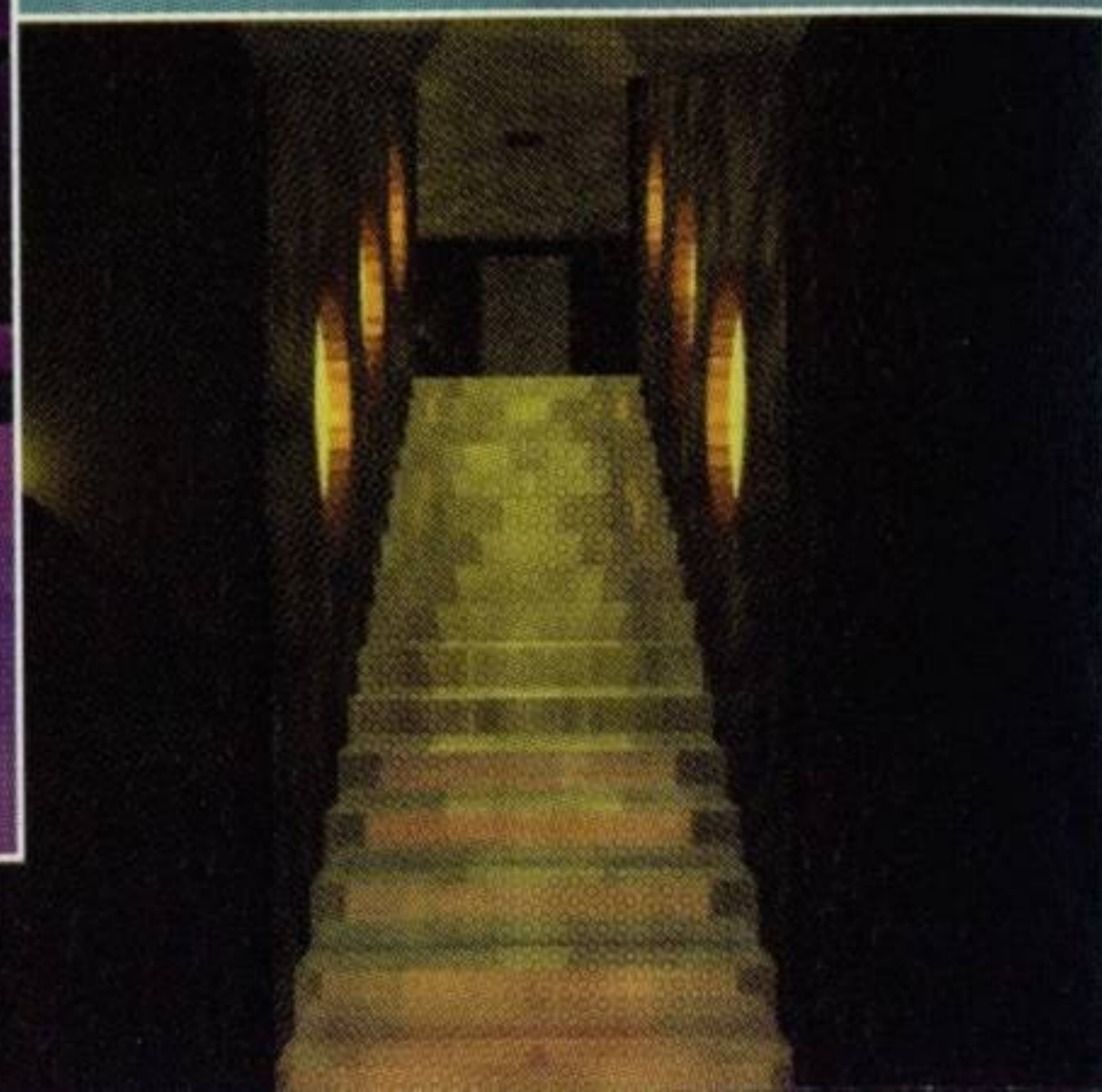
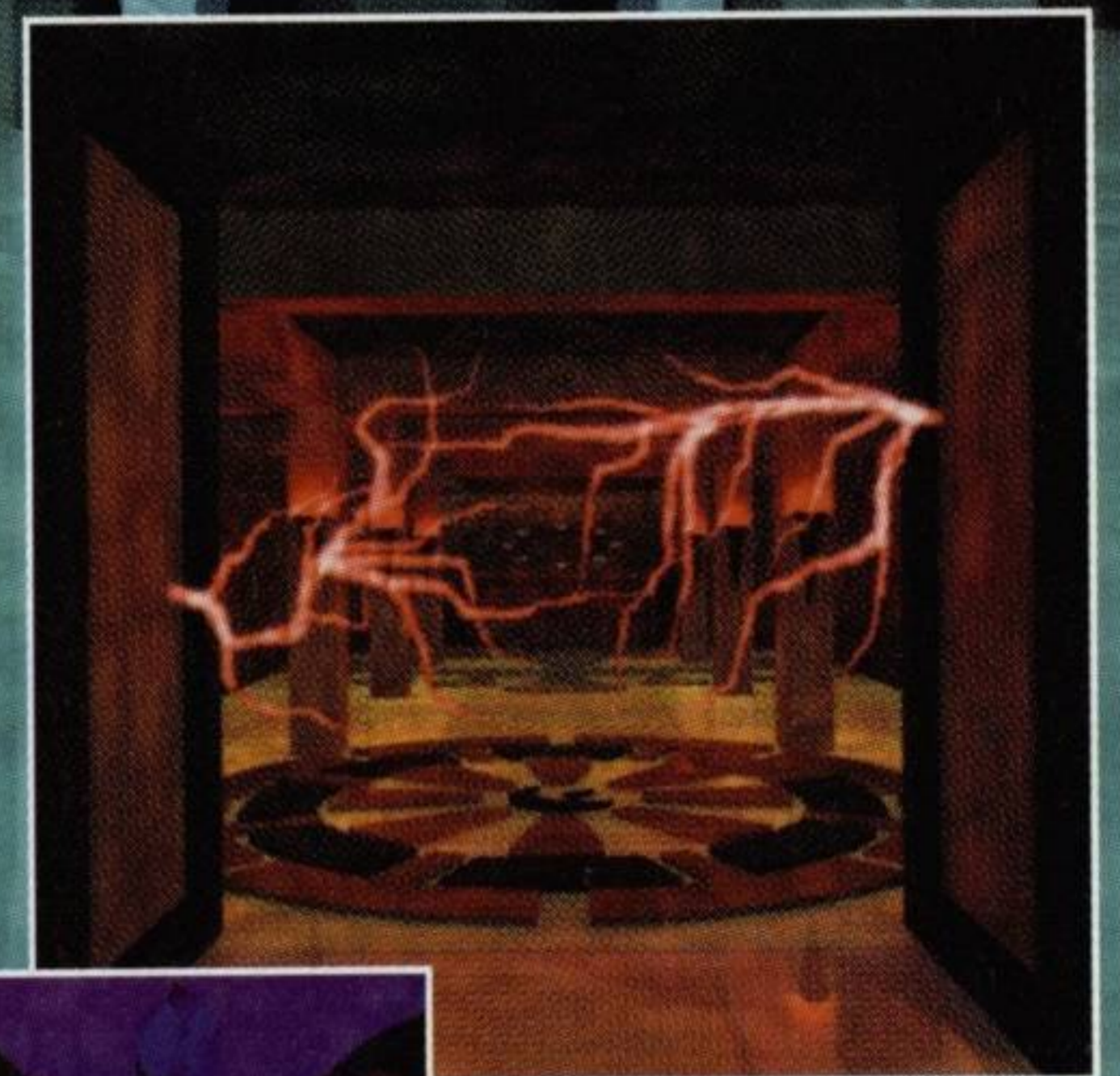
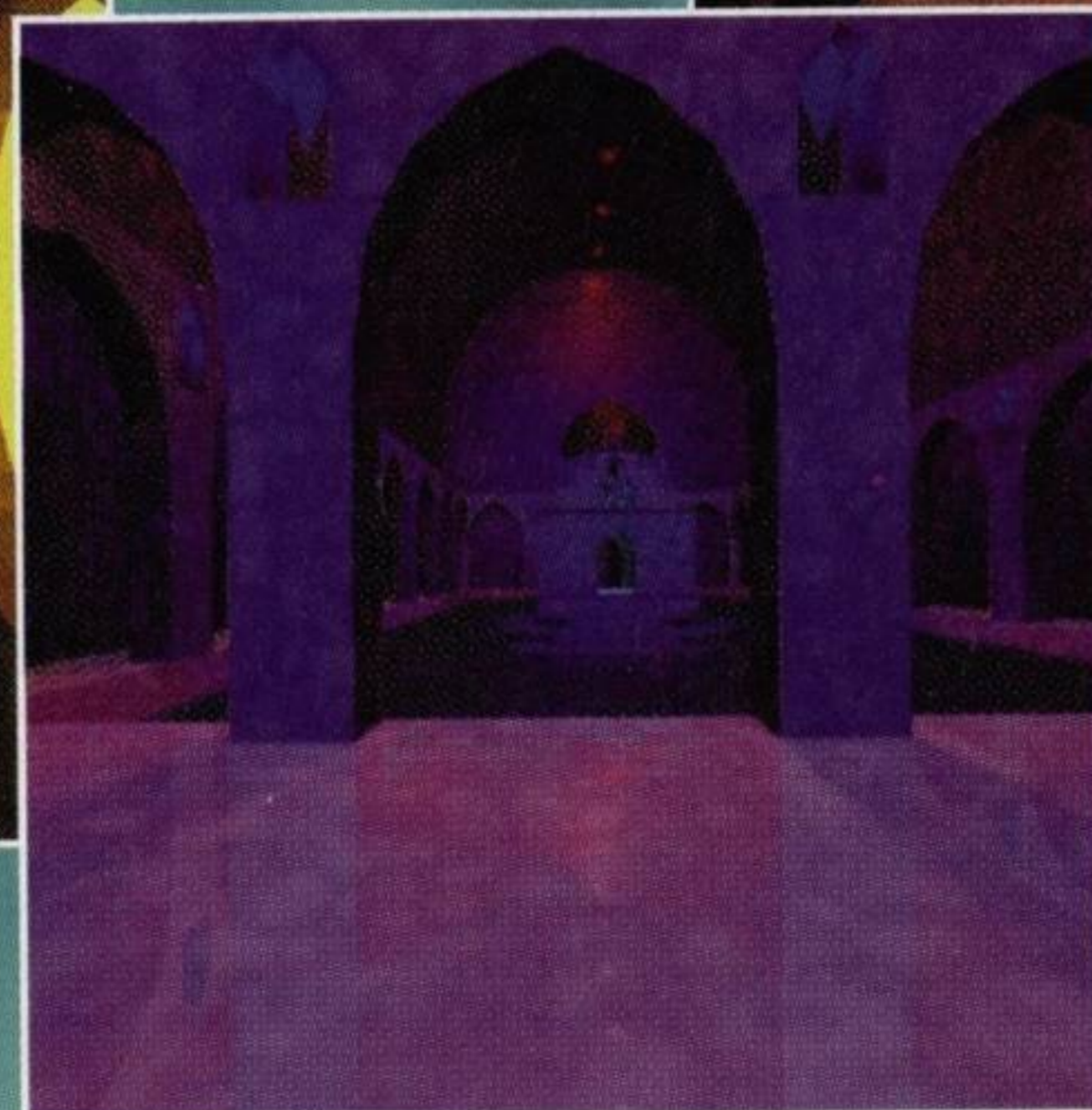
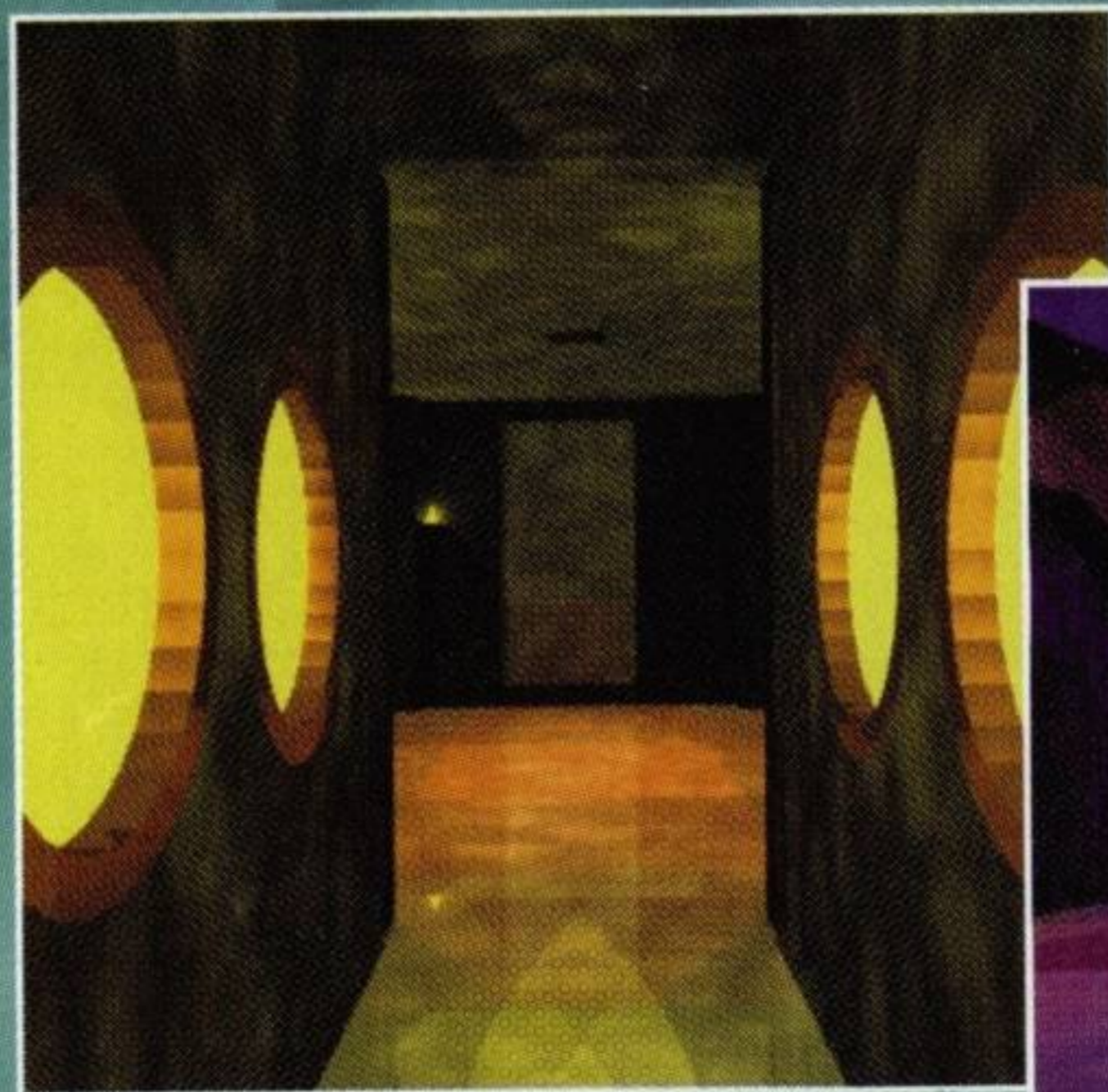
Total carnage and graphic mayhem aside, this is an excellent game.

**88%**

# Entombed



NATSKI



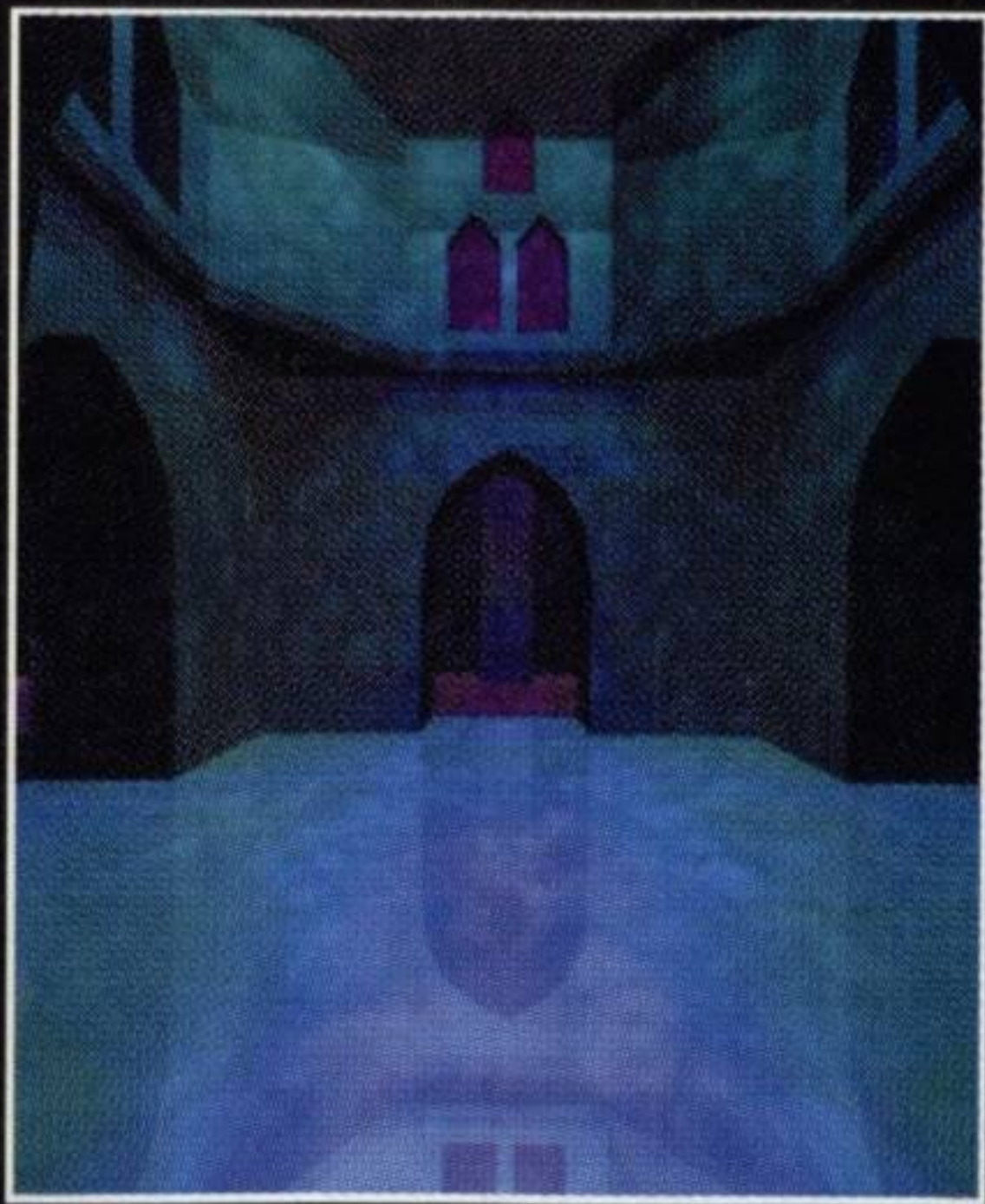
## ENTOMBED IS THAT RARE BEAST

— a locally produced game that can compete with overseas releases and, in some areas, even beat them. The first level has been causing a stir on the shareware circuit for some time, and I was eager to see what the fuss was about. I took the role of an archaeologist who is working on a dig in Tarsus, when suddenly the ground gave way and I was plunged into some kind of black crypt. Gracious heavens!

The game's 640 by 480 hi-res interface is a joy to use. Most of the screen is taken up by a view of the current chamber. At the beginning I couldn't see anything. The text bar helpfully informed me: 'It's too dark to see'. By clicking around the darkened screen, I discovered an odd rectangular panel. At the top, a symbol of the sun surrounded by sixteen rays, only one of which is coloured. Then a quarter moon shape, and at the bottom a full moon shape, one half light, the other dark, which can be made to rotate. I made a solemn vow to calmly solve the puzzle by using mind-sharpening concentration techniques I'd learnt at kindy. Five minutes later I was running around in small circles gibbering with frustration and trying to pull my underwear over my head. Patience isn't my strong point. However, when I looked at the puzzle again it made more sense. As I moved the mouse over the various parts of the puzzle, different headings appeared. One of them told me that the coloured ray represented the direction the sun was shining in; in this case, directly left. I manoeuvred the moon so its white side was facing left, and then clicked on the quarter moon shape, a sort of hieroglyphic enter key. Voilà! The lights came on, revealing an . . . acid moat.

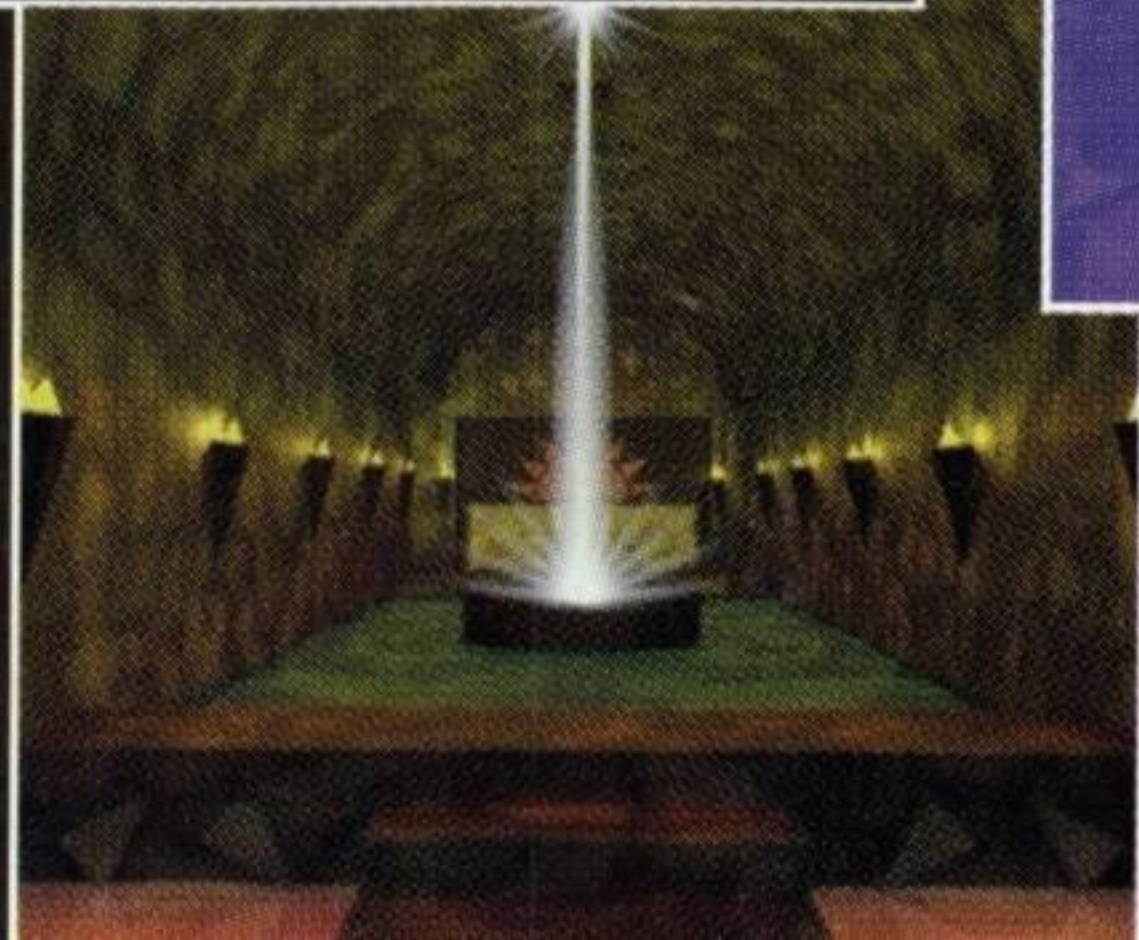
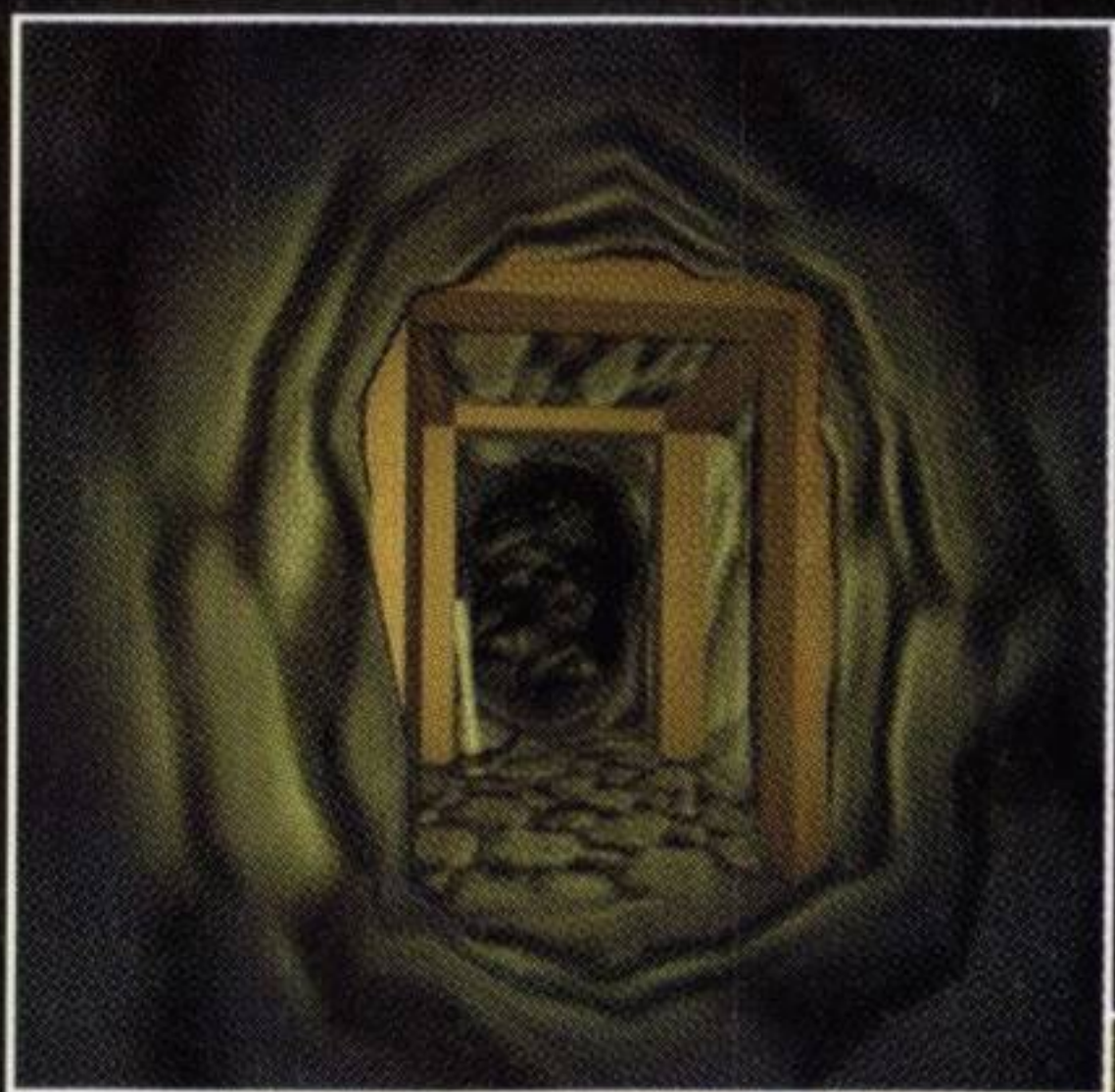
It took a long time to cross the acid moat, but by that time I was fully hooked, and a dedicated puzzler.

As I moved slowly ahead, I marvelled at the beautifully designed series of rooms. The graphics in this game really are lovely. All the pics have been ray-traced using Vivid 386, which allows recursive reflections, particularly noticeable in the floors. Also, dithering has been avoided, resulting in very rich, clear images. They don't take ages to appear either, unlike some games. Every image in Entombed snaps up in a second at most. The digital sound provides all the appropriate



atmospheric effects: the clunk of stone pressure switches, the grinding of the laser sculpting machine, the hum of the nuclear reactor and the patter of your footsteps in the huge maze that forms the third level of the game. Enter the transdimensional portal at the end of it, and you're in Level 4: a vast mausoleum filled with the frozen bodies of the civilisation that created the complex. Each body is interred in a sarcophagus in a state of suspended animation. Even at this point, there are puzzles to be solved to enter Level 5. In fact, it could well be that the greatest puzzle is yet to come, and I don't mean my income tax return (heh, heh, urk!).

This is the ideal game for an adventure buff to have hovering around in the Windows background. Want a break from homework? Mum and dad not around? Double click on the fancy red icon and jump back into the fiendish puzzles of Entombed. I say fiendish advisedly, since many of the puzzles had me completely stumped; this isn't a game for those who want to test their reflexes. For hardcore puzzle-solvers, however, this is the ultimate adventure. ★



## SECOND OPINION

Wow! What a brain boggling, mind imploding game (yes, I did mean imploding — I think you have to stay locked in a dark room for 177 days and warp yourself into the next dimension to get through this sucker). I sure did. I was hooked from the first moment I started playing, (okay, call me a PC nerd Mars, I don't care). This game is fantastic. Besides having super, super high-quality graphics and sound, it's ultimately a very addictive RPG. (Like don't knock on my door when Entombed is on the screen, 'cos you never know what's on the other side.) Some of the puzzles are very challenging, but because everything you need to know about solving the puzzles is there, (it's also logical — well, don't look so puzzled, it's in the dictionary — under L) you just have to tap into that grey matter and suck on it for a while.

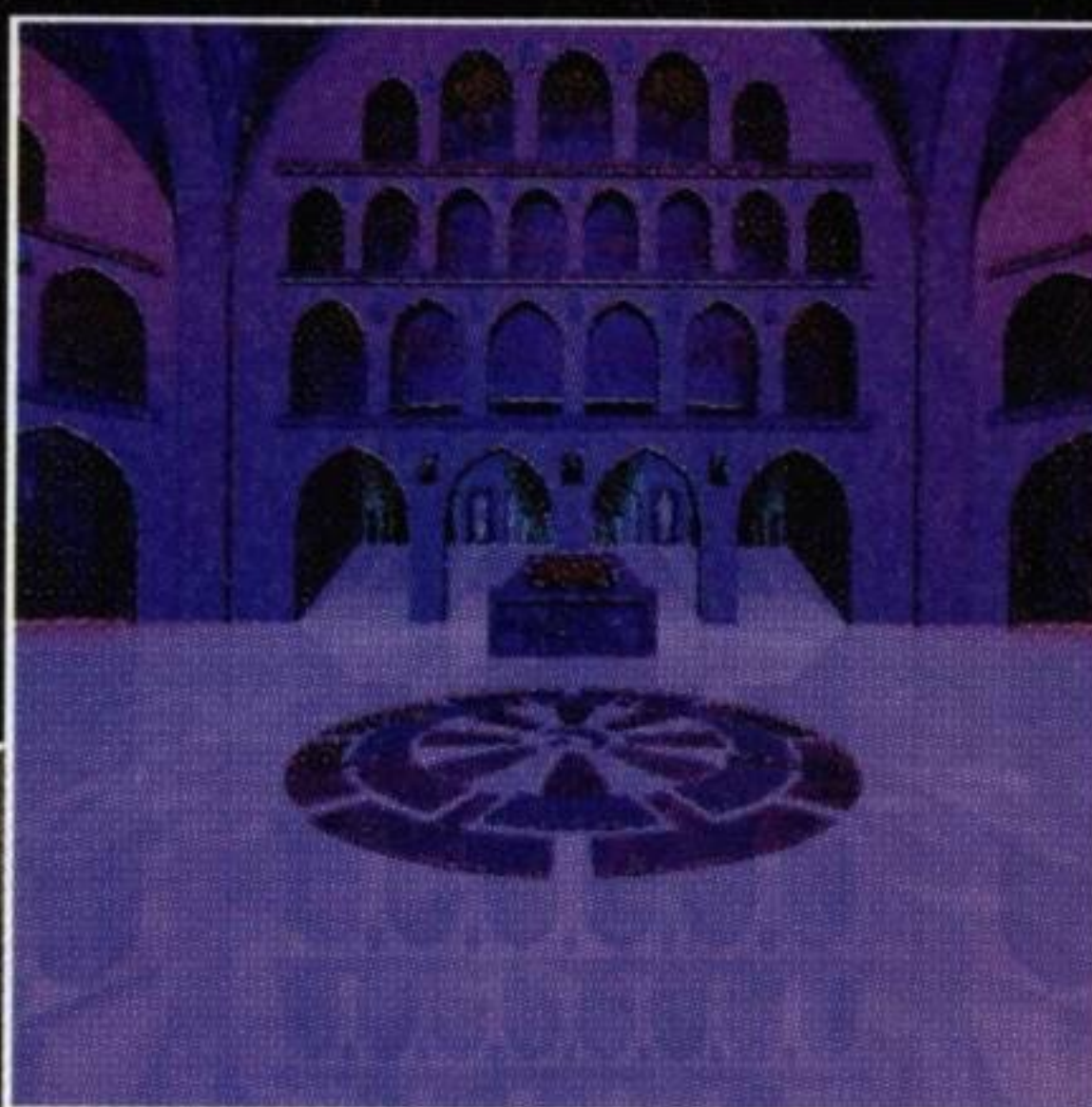
There are five levels, each different, I hated Level 3 — it's a maze and I'm hopeless with directions and it's complicated as hell! It sorta becomes like chewing gum for your eyes, so just do it, get through that and you're in for one hell of a treat. For \$50, it's a Grab, with a capital G. Thumbs up.

PlaNET

OVERALL: 91%



▲ Entombed's interface is very detailed



## THE FINAL VERDICT

PC  
\$49.95  
AVAILABLE NOW  
1 PLAYERS

GAMEPLAY

86

GRAPHICS

93

SOUND

88

ADDICTION

90

Entombed is a remarkable release — proof that there exists in Australia many small independent companies, who have talent and creativity to produce games that equal the very best from overseas.

89%

# GAME STAR

STORY & ART :- TOON FACTORY

IN AN UNDERGROUND METROPOLIS UNKNOWN BEINGS DISCUSS A PLAN THAT WILL CHANGE THE WORLD FOREVER.... OR AT LEAST FOR THE NEXT ELEVEN FRAMES....

GAMESTAR! YOU HAVE BEEN CHOSEN BY THE HIGH COUNCIL TO MAKE FIRST CONTACT WITH THE HUMANS ON THE WORLD ABOVE!



WHY ME? CAN'T ONE OF THE OTHERS GO! I'M IN THE MIDDLE OF A GAME!



SINCE LANDING ON THIS PLANET OUR RACE HAS BEEN WAITING FOR A TIME TO MAKE CONTACT WITH THE WORLD ABOVE. BECAUSE OF YOUR ELECTROCUTION AS A CHILD ON YOUR GAME UNIT, THE SPECIAL POWERS YOU ACQUIRED AS A RESULT OF THIS MAKE YOU THE ALMOST PERFECT CHOICE.



FLASHBACK SEQUENCE



TOP SCORE YEAH!!.....  
...UH SORRY WHAT WAS THE QUESTION?



NEVER MIND! REPORT TO THE TRANSPORTER ROOM NOW!!



LATER

NOW... ONE OF THESE BUTTONS MAKES IT WORK.... BUT WHICH ONE... UM... DU...



HANG ON! HAS THIS MACHINE BEEN TESTED?



DU..... NOW IT HAS!

PRESS



HEY! WAIT UUUUU.....

ON THE STREET ABOVE.....



F-SHOOMP!

....UUUP!!... OH MAN... I NEED TO CLEAN... MY SHORTS..... HEY WHERE THE HELL AM I?

GAMESTAR QUICKLY MAKES CONTACT WITH A HUMAN...

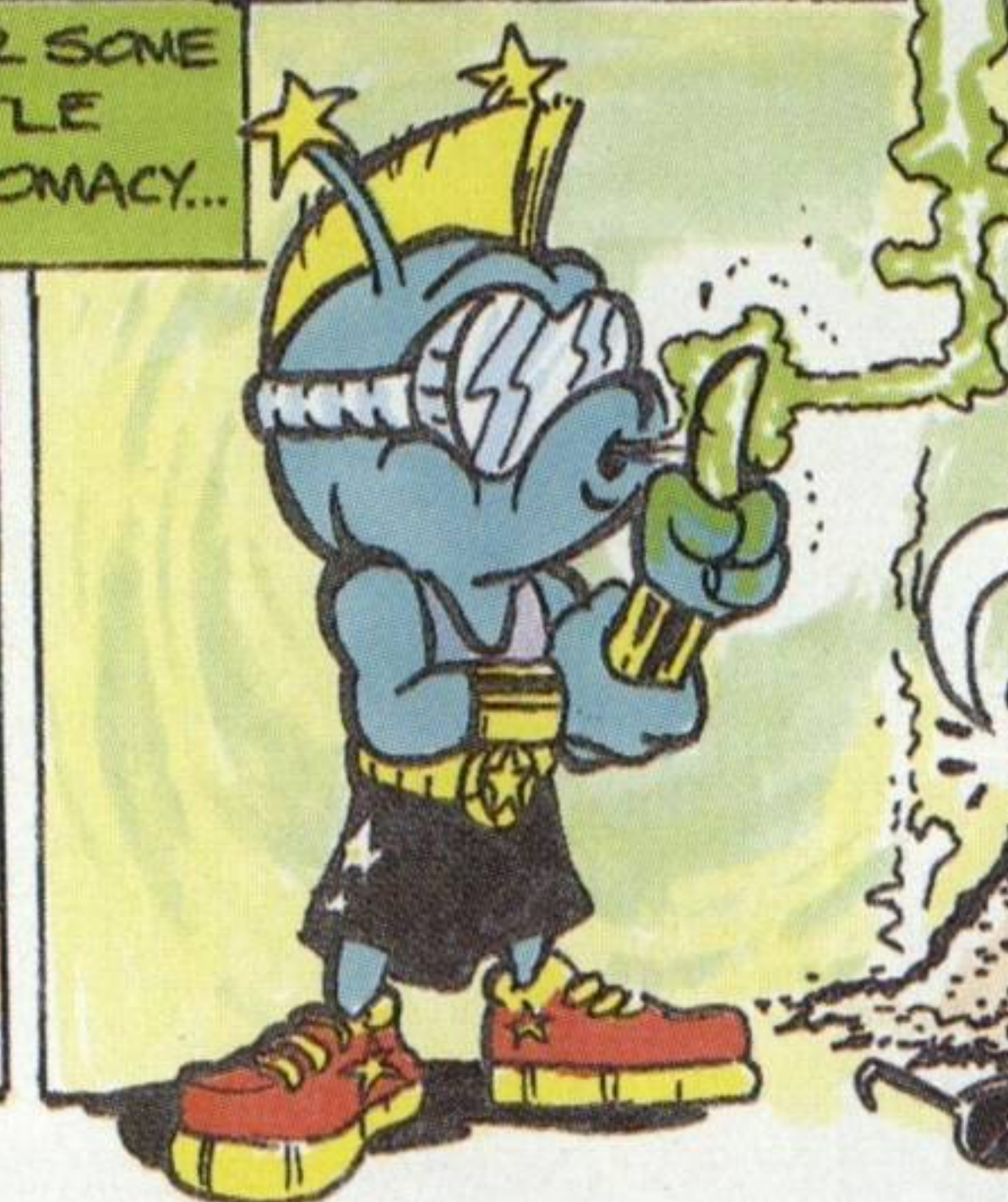


GREETINGS! I COME FROM...

I DON'T CARE WHERE YOU COME FROM.... JUST HAND OVER YOUR WALLET!



AFTER SOME GENTLE DIPLOMACY...



OKAY, WELL HEY I'M CONVINCED... YOU'RE AN ALIEN AND HAVE SPECIAL DISINTEGRATION POWERS, OH, AND BY THE WAY... NICE HAIRCUT.

SEE YOU NEXT ISH!

# Noise

by fiona tomarchio

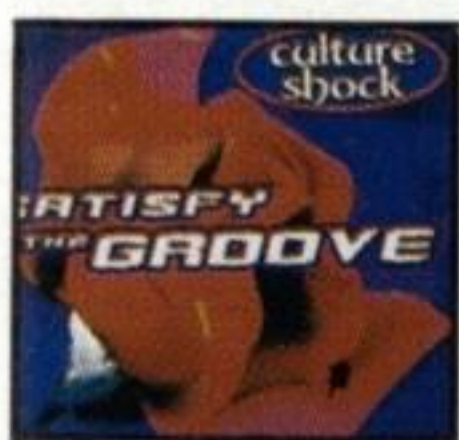
## SINGLES



### **You Gotta Be Des'ree**

(Sony Music)

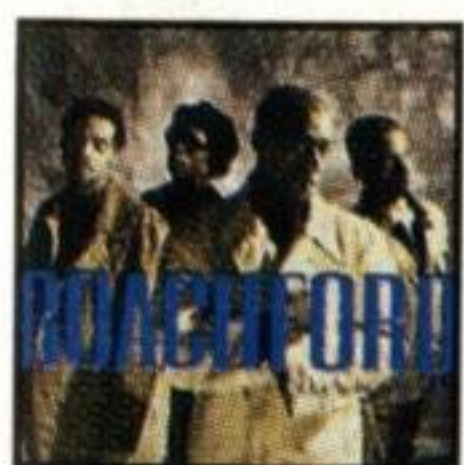
'You Gotta Be' is a very souly and spiritual song. The first single to be released from her long-awaited second album 'I Ain't Movin'', Des'ree is a very cool, calm and together artist and is a very intriguing singer and songwriter. Her music is that melowing type. You can sway to this one, but definitely not bop to it. You could possibly mini-bop to Frankie Foncett's remix of 'You Gotta Be', which has enough beat in it to have a groove.



### **Satisfy The Groove Culture Shock**

(Sony Music)

Culture Shock is a mad new three piece dance act from Melbourne. 'Satisfy The Groove' is the band's first single and it does absolutely satisfy the groove. It has a very European feel to it, and it will be a very addictive dance hit. I guarantee this one will get you on the bop floor and make your feet thump around. And it is not all just synthesizers and things that ding, it has a faint hint of rock in it as well. I've got a feeling this one will become a major dance hit on our shores.



### **Only To Be With You Roachford**

(Sony Music)

This South London laci is back with a new single 'Only To Be With You' from his new album 'Permanent Shade of Blue'. The album has been best described as a 90s blues album full of simple songs and great soul melodies.

All tracks on the album are produced by Roachford and mixed by Tim Paimer of Pearl Jam. 'Only To Be With You' has been going successfully on the UK charts, and shaping up to be a big hit. With a great voice, melodies, rhythm and soul, it is not hard to see why.



### **flava MMC**

(Sony Music)

This is real dance fever stuff. Already

very popular in dance joints (I know this as I outrageously boogied to it just recently), MMC is an enormous gang of hip and happening groovers. They produce unreal music, and I like it. This is another fantastic dance song that I know you crazy dance slaves will love. If I could only make bets with you wild people that 'flava' is going to be yet another huge success here in Oz . . . okay, okay, I won't say another word. Just get it!!! (It has a great CD design as well.)



### **animal Pearl Jam**

(Sony Music)

"Finally," all you hard rocking fans

are saying, "there's one decent song out of this lot." That's fair enough. Anyway, Pearl Jam have been a gigantic success here, and it is crystal clear why. Pearl Jam's 'animal' is a very mixed sort of song. It is a cross between hard rock and metal, but definitely tips more in the hard rock favour. These fellas really know how to perform, and well at that, and their latest single 'animal' is just more evidence of it. The Pearl Jammers really party hard.



### **Freedom Deep INXS**

(Warner Music)

I don't think INXS will ever die. This

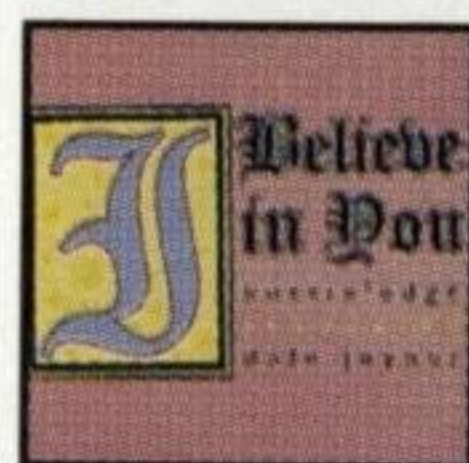
band has been around longer than most of us have, myself included! Their latest single 'Freedom Deep' is a deep and meaningful rock ballad that is quite graceful and harmonious. As always, the whole crew have put in 110%. Released late April, it will do well here - anything by INXS always does. Have a listen out for it if you haven't heard it already. It is yet another track (the fourth in fact), from their 'Full Moon, Dirty Hearts' album, and all you INXS fans will not be disappointed.



### **The Great Big No The Lemonheads**

(Warner Music)

'The Great Big No' is a typical Lemonheads song. This band produces a very 60s sound which is balanced and well structured. This song is no exception. It is one of those songs that will be well-played on the radio waves and receive its popularity from there.



### **I Believe in You kuttin' edge (featuring Dale Joyner)**

(Warner Music)

'I Believe in You' is another dance groover. This one originated from Italy, and is creating a storm in the UK clubland. It features "New York's Voice of Soul", Dale Joyner, whose voice kick starts the song into overdrive. Now, as you know, there are two types of dance songs (or any songs for that matter): those with lyrics ("what are they?" I hear you ask); and those with none, which means they just basically sing the title of the song over and over and over . . . Well, this is one of those songs, only consisting of "I believe in you, I believe in you," a few verses of "whoa, whoa, whoa, ooowhoa" and "1, 2, 3, hit it!" Nevertheless, it will get your limbs in jivin' mode, I promise.

## ALBUMS

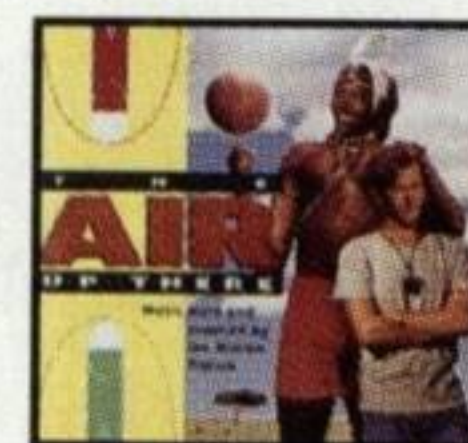


### **With Honours Motion Picture Soundtrack**

(Warner Music)

'With Honours' is a deft, savy coming-of-age comedy from Warner Bros that stars Oscar winner Joe Pesci as a homeless man that teaches a crew of Harvard students some important life lessons. The soundtrack contains some pretty big names, starting with, first and foremost, Madonna, with 'I'll Remember', her first new recording released after two long years!

The soundtrack also includes Duran Duran with 'Thank You', The Cult's 'She Sells Sanctuary', Candlebox's 'Cover Me', the Pretenders' 'Forever Young', and even Julia Roberts' hubby Lyle Lovett with 'Blue Skies'. The album is a great mix of artists and it sounds very much like a movie soundtrack. I don't know if that's good or bad.



### **The Air Up There Motion Picture Soundtrack**

(Warner Music)

'The Air Up There' stars Kevin Bacon, and is about an American basketball coach who goes to Africa to recruit a star player for his local team. But, he finds himself getting involved in more than just basketball. The music is gospel American-African oriented, with American vocals, and African instrumental sounds. Some of the songs are sung in catchy African languages which hold you there. There is a rendition of '(Your Love Keeps Liftin' Me) Higher & Higher' by Jimmy Cliff and Soulda Pop (this one's in English guys, I hope I'm not confusing you) and other tracks called '41 Seconds Left/The Winning Basket' and 'Watch Me Fly'. As you can tell, well all slam dunkers should, the songs are basketball related. This soundtrack, I must say, is different, but brilliant. ★

## CD GIVEAWAY

We have five Culture Beat CDs to giveaway, provided by the fabulous guys at Sony. Write on the back of an envelope one of Culture Beat's recent top 40 hits and send it to GAMESTAR Culture Beat Giveaway, GPO Box 7052, Sydney NSW 2001.

# Flicks

by fiona tomarchio



**Young intellectuals in love: Boyle, Charles and Baldwin in the grinsome Threesome**

## Threesome

(Tristar Pictures)

**Release Date:** November

**Rating:** MA (Mature Audience) 15+

**Running Time:** 93 mins

**Cast:** Lara Flynn Boyle, Stephen Baldwin, Josh Charles

Eddy (Josh Charles) decides that living in a dorm couldn't be that bad when he starts at university. He is doubled up with Stuart (Stephen Baldwin), a party-hard business major, who at first isn't hugely impressed with Eddy, who has a studious, serious exterior but isn't afraid to kick back. Gladly, they wittily overcome their differences and become best of buddies.

Not long after, Alex (Lara Flynn Boyle) a drama student, arrives on the scene, and as the university computer will not accept that she is female, she has no choice but to bunk up with Eddy and Stuart.

The guys do not quite know how to handle Alex at first, but it doesn't take Stuart long to realise that he is majorly infatuated with her. Alex, however, is not interested in Stuart – she desperately yearns for Eddy.

Eddy meanwhile, is confused big-time about his feelings on sex, and comes to thinking that

he is a 'fag' as he seems to drool over Stuart more than he does over Alex – or any girl for that matter.

During the film the threesome become intensely close and intertwined with one another. They go as far as they physically think they can and still be able to maintain their intellectual friendships.

But things are never quite as special between them again. Summer holidays come along – Alex moves into an apartment, Stuart goes home for the summer break, and Eddy moves into a single dorm and does some silent soul searching.

Threesome is very impressive, and one of those movies that leaves a permanent grin on your face throughout the whole movie.

## The Princess and the Cobbler

Majestic Films

**Release Date:** June 25

**Rating:** G

**Running Time:** 80 mins

**Characters:** Tack the Cobbler, ZigZag, Princess YumYum, King Nod, the Nanny, the Thief, and the Great Witch.

The Princess and the Cobbler is a

story about a golden land about to suffer invasion by a race of one-eyed men.

It begins with the Thief creeping up on Tack the Cobbler while he is asleep. The Thief has a major obsession with anything golden, and with Tack being fairly poor, he doesn't have much chance of escaping with anything of value. Tack wakes and finds he has company. They end up chasing one another through the village parade that is being led by the Grand Vizier, ZigZag.

Tack accidentally lets loose a tack during this scuffle, which ZigZag treads on. He is taken to the palace to be executed.

There is an immediate 'love at first sight' reaction between Tack and Princess YumYum (King Nod's daughter), as Tack is brought before the throne.

In the meantime, the King has had a vision that his gold-lined city is going to be invaded by the one-eyed colony of men.

ZigZag reassures the King that this cannot happen, as long as the three

Golden Balls (which are on top of the city's tallest minaret and protect the city from evil) are still safe in place.

The King's realisation comes true when a wounded messenger arrives to warn the King that the mighty one-eye and his one-eye army are coming.

The King, having no-one else to trust, sends his daughter and Tack to see the Great Witch, to seek advice on how to save their city.

The Witch declares that the Cobbler is the only one who can save the city, and astonishingly he does.

The city rejoices, Tack and Princess YumYum celebrate their wedding, and the Thief promises never to steal again. ★



**King Nod comforts Princess YumYum**

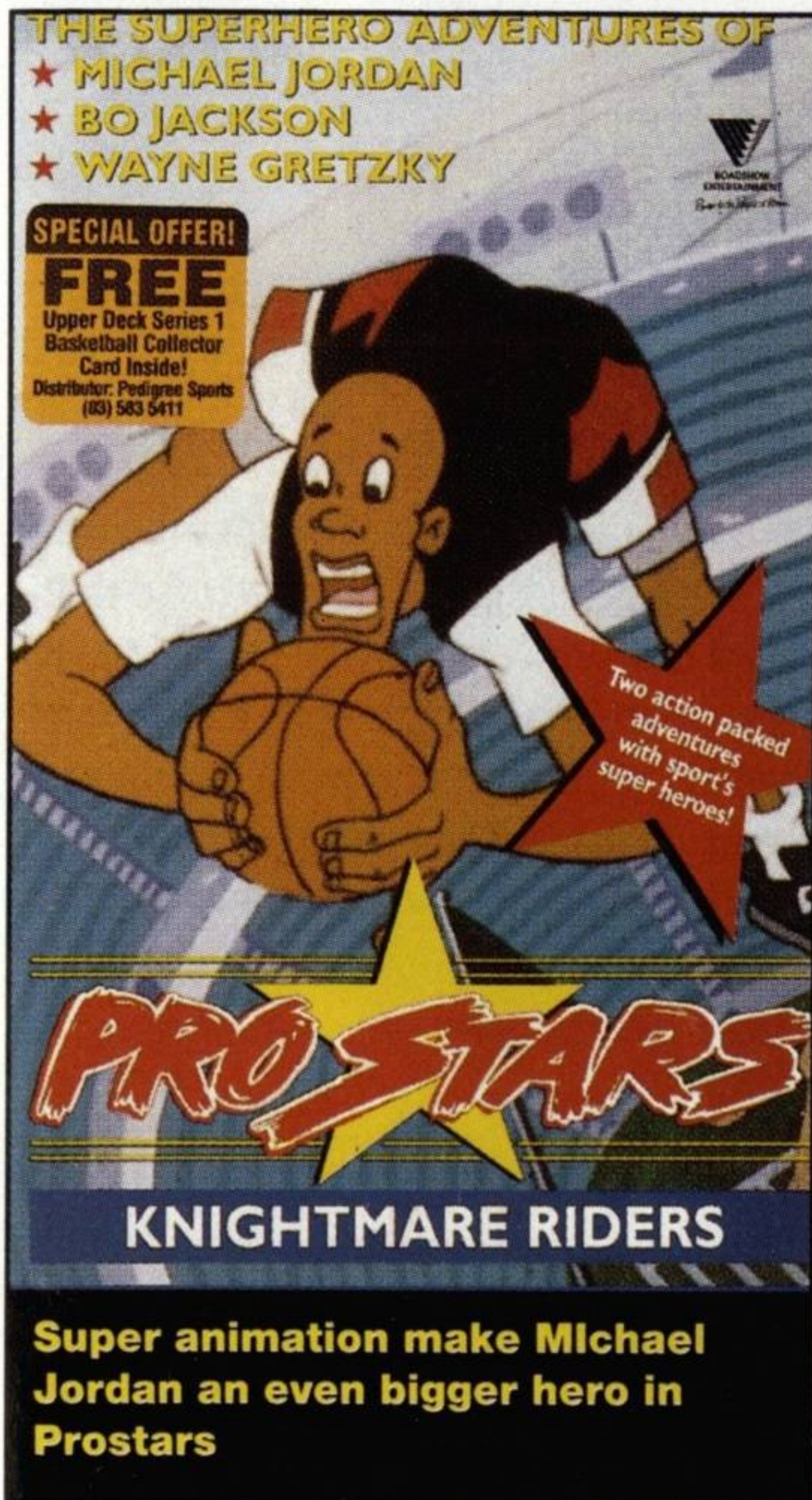


**The Princess and the Cobbler inside the Great Witch's cavern**



# Video

by fiona tomarchio



## Prostars - The Slugger's Return

Roadshow Video Entertainment

**Rating:** G

**Cast:** Michael Jordan, Bo Jackson, Wayne Gretzky

Prostars is an animated series starring the three sports superstars Michael Jordan (basketball), Bo Jackson (baseball) and Wayne Gretzky (ice hockey). They play role-models and help young fans with problems. The 'Pro Bros' never let you down . . . or so they say.

The stars themselves introduce each episode. The Prostars always have a message to vibe out to their fans and then at the end of each episode they have question time, where young fans in the street get to ask questions and the Prostars answer in return.

The animation is super. One of the episodes, 'Slugger Returns', is about a young boy who thinks his father has deserted him because he wants to drop out of little league

baseball (his father is in fact the great baseball star 'Slugger Hanks'). Jimmy presumes his father wants him to follow in his footsteps.

But Slugger hasn't left Jimmy, he has actually been kidnapped by the wicked mad Professor Clockwood who wants to bankrupt the baseball league and totally end it altogether, so the Prostars come to the rescue. With an ounce of effort they save Slugger. The famous Prostars then try to get revenge on Professor Clockwood, but he gets away (so he can be used in the next story).

In the end Jimmy realizes that his dad was not mad at him, and would always love him regardless of whether he left little league baseball or not.

There are a total of three videos, each containing two episodes. Priced at \$19.95 each, they are available from leading department stores and video retail outlets.

Or, there is another sneaky way you could get your own copy of the action-thrilled series.

Roadshow have given us four sets of the 'Prostars' videos to give away to you greedy gamesgoers. But, what you will have to do first is answer the tricky (not!) question below.

### Q. Which basketball team did Michael Jordan used to slam dunk for?

Scribble your answer on the back of an envelope with your name and address and send it to GAMESTAR Prostars Competition, GPO Box 7052, Sydney NSW 2001, fast!

### Rookie of the Year

CBS FoxVideo

**Rating:** G

**Cast:** Thomas Ian Nicholas, Gary

Busey, Dan Hedaya, Daniel Stern, Amy Morton, Bruce Altman

When a little league baseballer's ultimate fantasy comes true, the whole city is electrified with baseball fever.

Henry Rowengartner, played by Thomas Ian Nicholas (who has also appeared in 'Married with Children', 'Baywatch', and 'Who's the Boss' to name a few), is seriously shocked when he comes to the crazy realization that his arm has in fact become a 100 mile per-hour thunderbolt!

So, the Chicago Cubs, who are doing extremely well at continually appearing last place, latch onto this young lad mighty quick and sign him up as the new speedball pitcher. And with a few traditional tips from the rapidly fading star pitcher Gary Busey (who has starred in



The arm that unleashes 100mph thunderbolts gets a pre-game massage

'Under Siege', 'Point Break', 'Predator II' and 'Lethal Weapon'), he actually achieves the impossible . . . and brings the team to victory!

With a cameo appearance by John Candy (who sadly passed away recently), and special appearances by professional ball players Pedro Guerrero, Bobby Bonilla and Barry Bonds, this film really gets

you all psyched up and in cheer mode.

## Monkey Business

CBS Fox Video

**Rating:** G

**Cast:** Cary Grant, Ginger Rogers, Marilyn Monroe, Charles Coburn, Hugh Marlowe



Marilyn Monroe: the original queen of Monkey Business

Monkey Business is a wacky comedy about a bizarre unsuccessful scientist, Dr Barnaby Fulton, who is working on creating a youth-restoring drug. When the chimpanzee he uses to test his formulas on becomes loose in his lab, it accidentally concocts the potent drug that Dr Fulton has been slaving away at trying to create.

He and his wife start taking the drug with some extremely funny results. The more doses they take, the younger they become. Then Dr Fulton's insalubrious boss and his sensuous secretary take the concoction and the whole place turns into a zoo.

A totally wacky and fun film, Monkey Business is a happy whimsical romp that keeps the laughs wickedly fast coming, while making some major points about how important it is to make the most of our younger days. ★

# POWER



**Phew! Now that you're hair's gone fuzzy and the light's gone dim, we've finished the celebratory bottles (vats) of wine and beer, and our friends have decided we're dead heads because we haven't returned any of their phone calls, we come to the last page of GAMESTAR's first issue.**

**Thanks for plugging in and watch out for the second brilliant issue (What? We have to do another one? Aaaah!) on your newsagent's shelf on Thursday June 30. Our July issue will have yet another wicked 8-page poster, an exclusive interview with the developers from LucasArts, linked up with a Tie Fighter competition that will knock you over. Another big and beefy 20-page Short Cuts section, with the best tips and cheats ever seen (although I'm still not sure about those rudie nudie ones), and even more reviews, previews and competitions (for example, in July you can win a Mega Drive and sports games packs from Electronic Arts). Get your letters in right now so you might see your name in the next issue, and keep on gaming!**

**You can push the Off button now, and go have your dinner. Bzzzzzzzzzzzzzzzzzzzz.**

**JULY GAMESTAR ★ OUT THURSDAY JUNE 30**

## PEN PALS

All you letter-bugs out there are going to have the chance to write to some of the best games players in Oz with our Pen Pals section.

If you would like to be published in our mag, send a brief spiel about yourself and your hobbies and send it to GAMESTAR, Pen Pals, GPO Box 4088, Sydney NSW, 2001. You will then be added to our Pen Pals database and be allocated a code number.

Then next issue, the extremely complicated part of getting this pen pals thing happening will take place and hopefully you will have zillions of pals to choose from.

### Simple Instructions . . .

- 1.** Choose which person you would like to write to and write the letter, then
- 2.** Put it inside an envelope that's stamped, but leave the front and back blank
- 3.** Then put that envelope inside a stamped addressed envelope and list the code number on the back, then
- 4.** Send it to  
GAMESTAR, Pen Pals,  
GPO Box 4088, Sydney NSW 2001
- 5.** Then once we receive it at our offices, we will forward it for you.

Letters which are not clearly marked will be chucked into the muncher...

## SWAP & SELL

If you have gaming gear that you would like to get rid of, list it in our Swap & Sell section.

If you would like to do the swapping deal, explain what it is that you want to swap, and what you would like in return. Something along the lines of "I wanna swap my ..... for a copy of .....!", and don't forget to add your name and phone number (don't forget your area code).

If you want to sell your gear, write a brief description of whatever it is you want to sell, add a rough amount you would like to get for it, taking into consideration how old the equipment is and the condition it is in, and also add your name and phone number (and area code).

**IMPORTANT:** In some brilliant way (as all you freaks are brilliant . . .), run it by your parents first (before sending any ads in), and make sure that they are a-okay with the whole thing. Then you can . . .

**Send it to:** GAMESTAR, SWAP & SELL,  
GPO BOX 4088,  
SYDNEY NSW 2001

So start cleaning up the gear that you would like to dispose of so it looks brand spanking new . . . and make sure it works guys.

NO GODS

NO LAWS

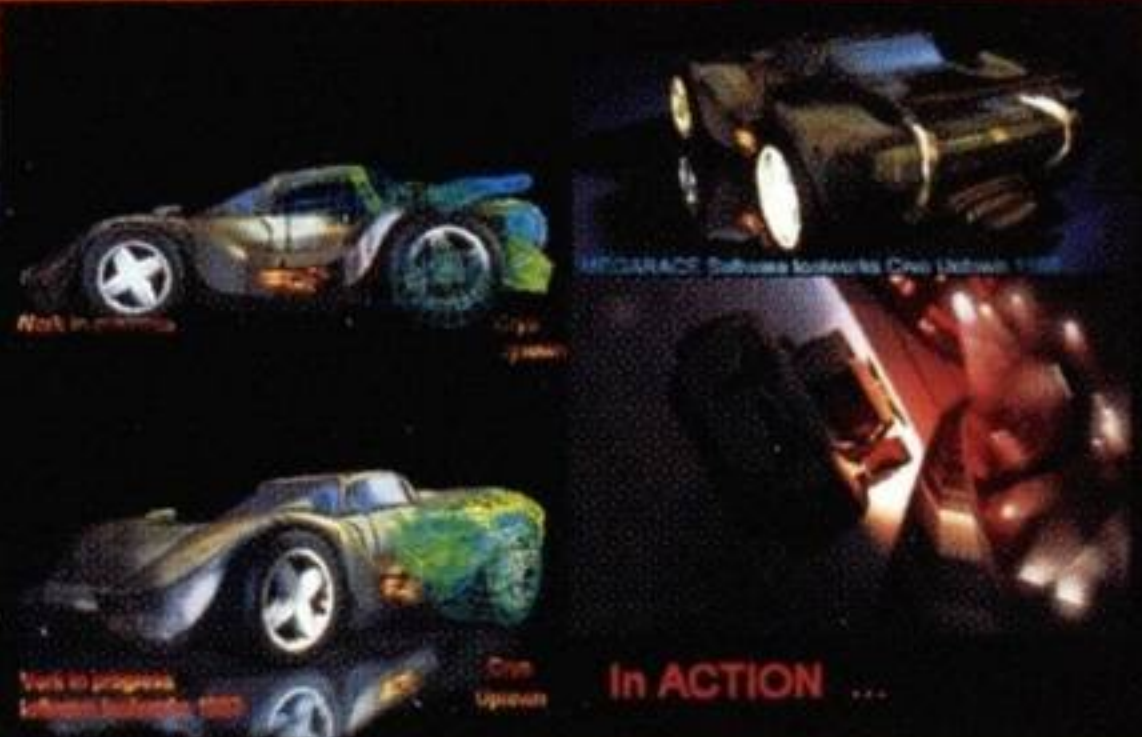
NO WHIPS

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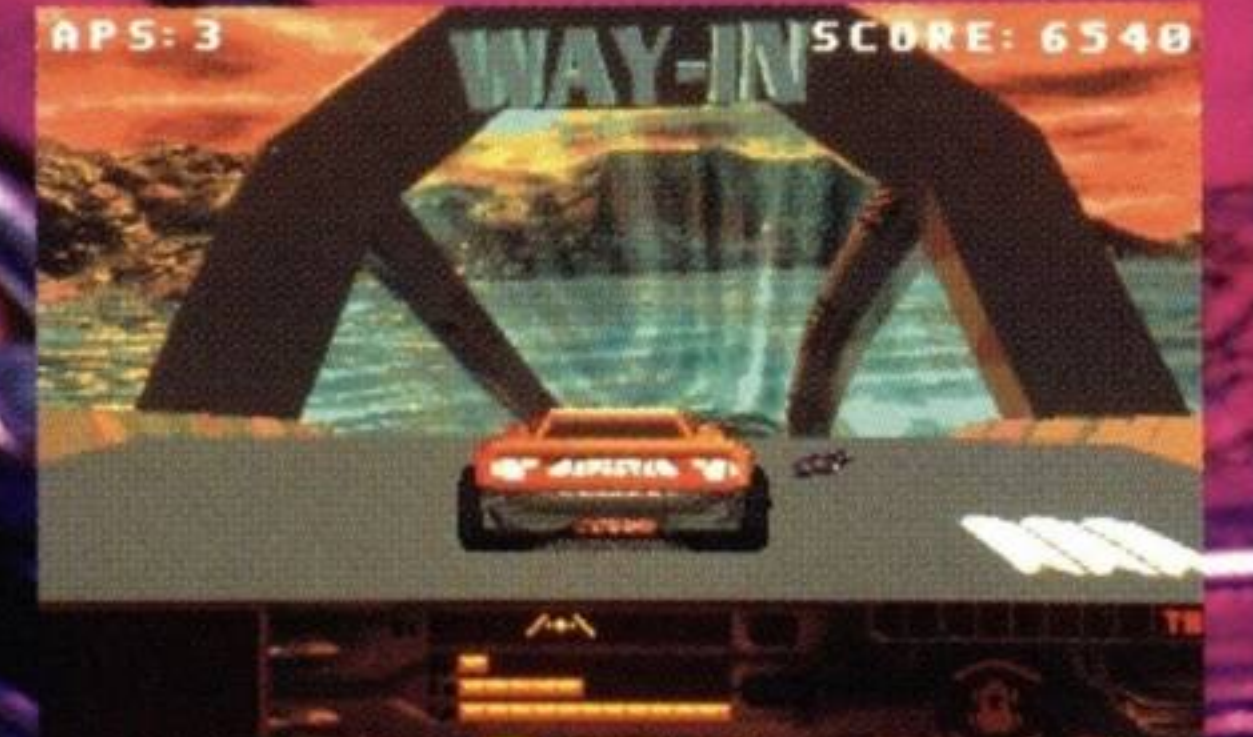
Choose your vehicle wisely. It may be the only thing that keeps you alive when you battle evil enemies like The Eviscerator and Rabies.

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# SKATIN' HITCHIN' BITCHIN'...

REMEMBER ROAD RASH?!

THE BAD BOYS WHO  
MADE RASH ARE  
BACK TO THRASH  
IN SKITCHIN'.

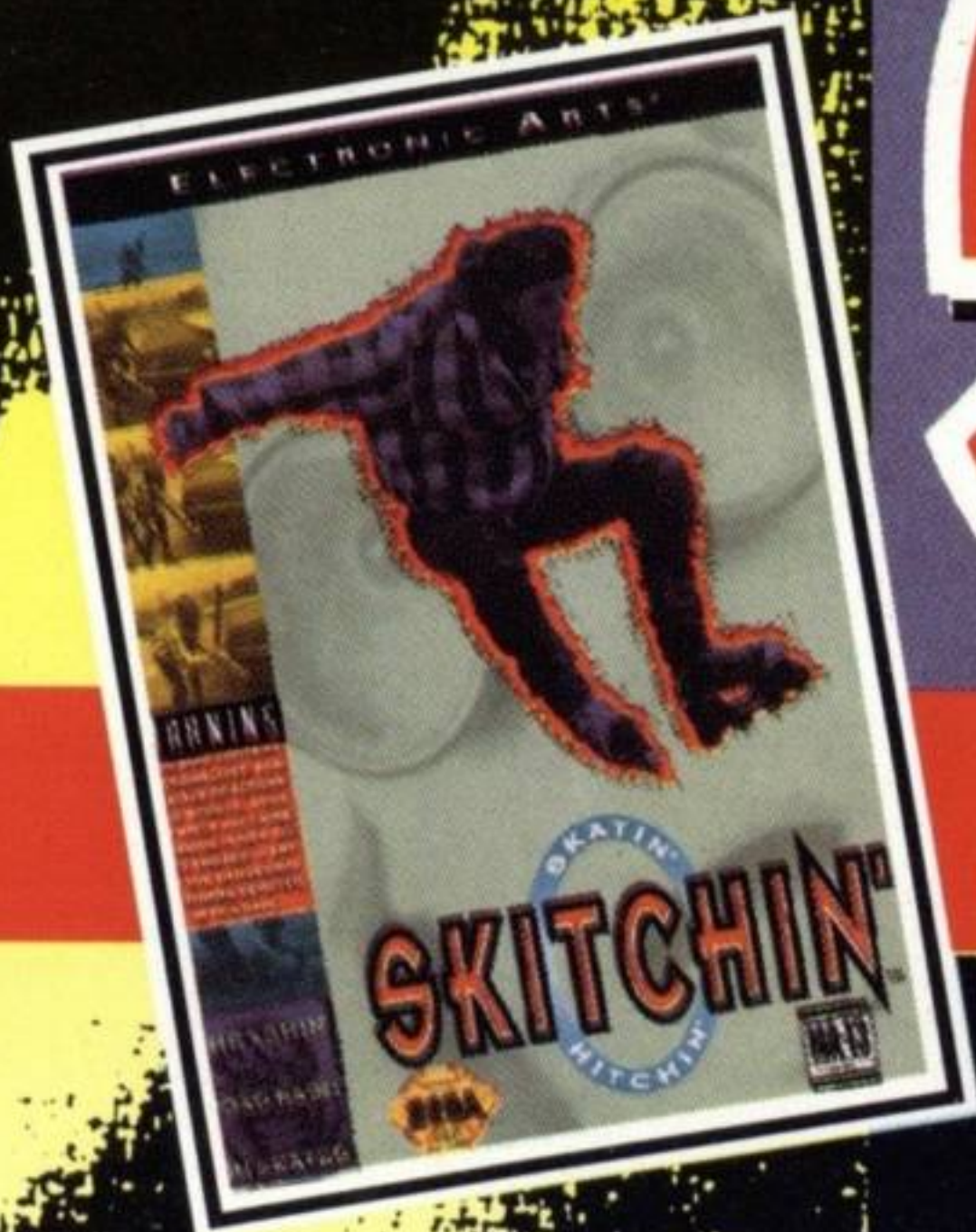


**WARNING:** DON'T EVEN THINK ABOUT SKITCHIN' FOR REAL. EVEN THE RADDEST BLADER DOESN'T WANT TO END UP AS ROAD KILL. ENJOY A LONG LIFE, DON'T RISK IT.

# SKITCHIN'™

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