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ISSUE 5 OCTOBER 1994

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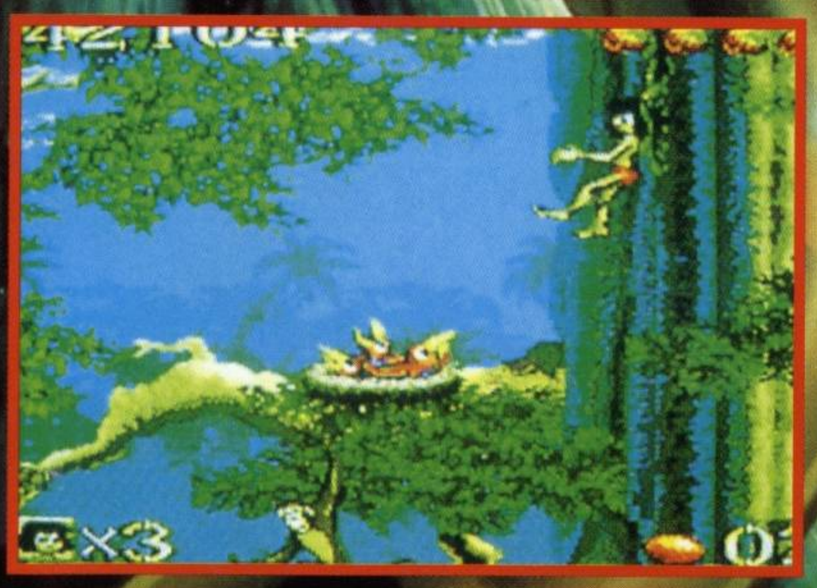
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GAMESTAR

ISSUE 5 ● OCTOBER 1994

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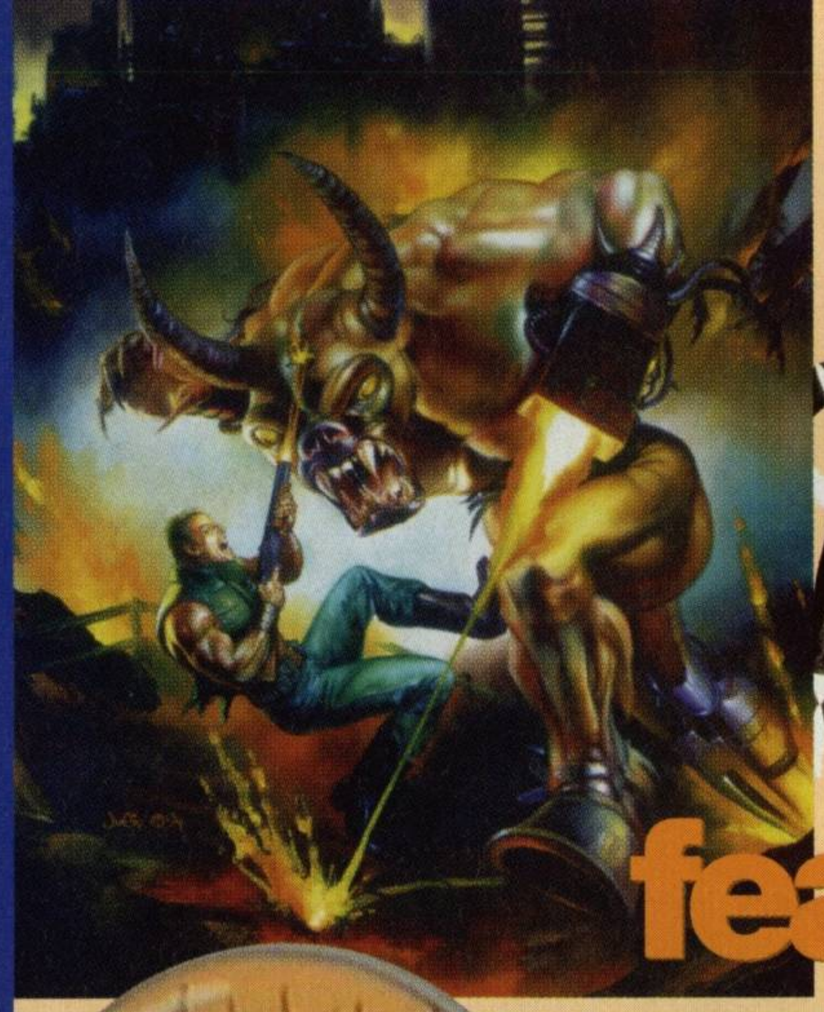
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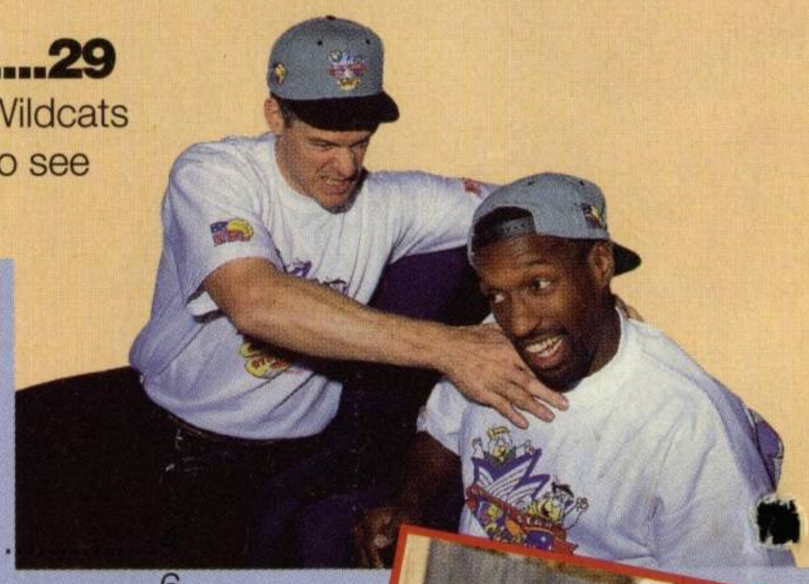
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If you want to know anything at all about Manga, now is the time to check out Janice Tong's big story about it.

The Freudian Software House 22
Dino Boni talks to the creators of the hugely successful Doom, iD Software, about lots of things including Doom II.

Mighty Morph'n Power Rangers.....26
Who are these teenagers in colour-co-ordinated lycra, that kick better than some fighters in Mortal Kombat II?

NBA Jam 29
We put two NBL players – Scott Fisher of the Perth Wildcats and Butch Hays of the Illawarra Hawks – to the test to see who really is the best at NBA Jam!





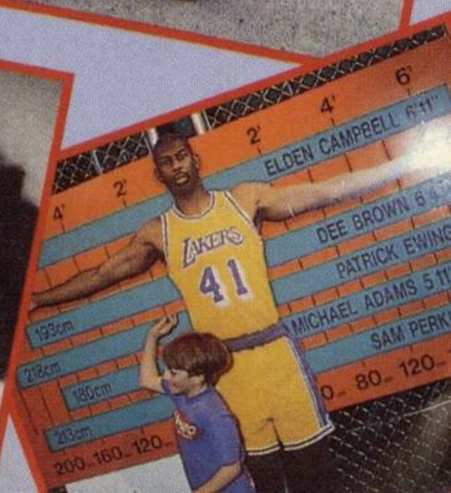
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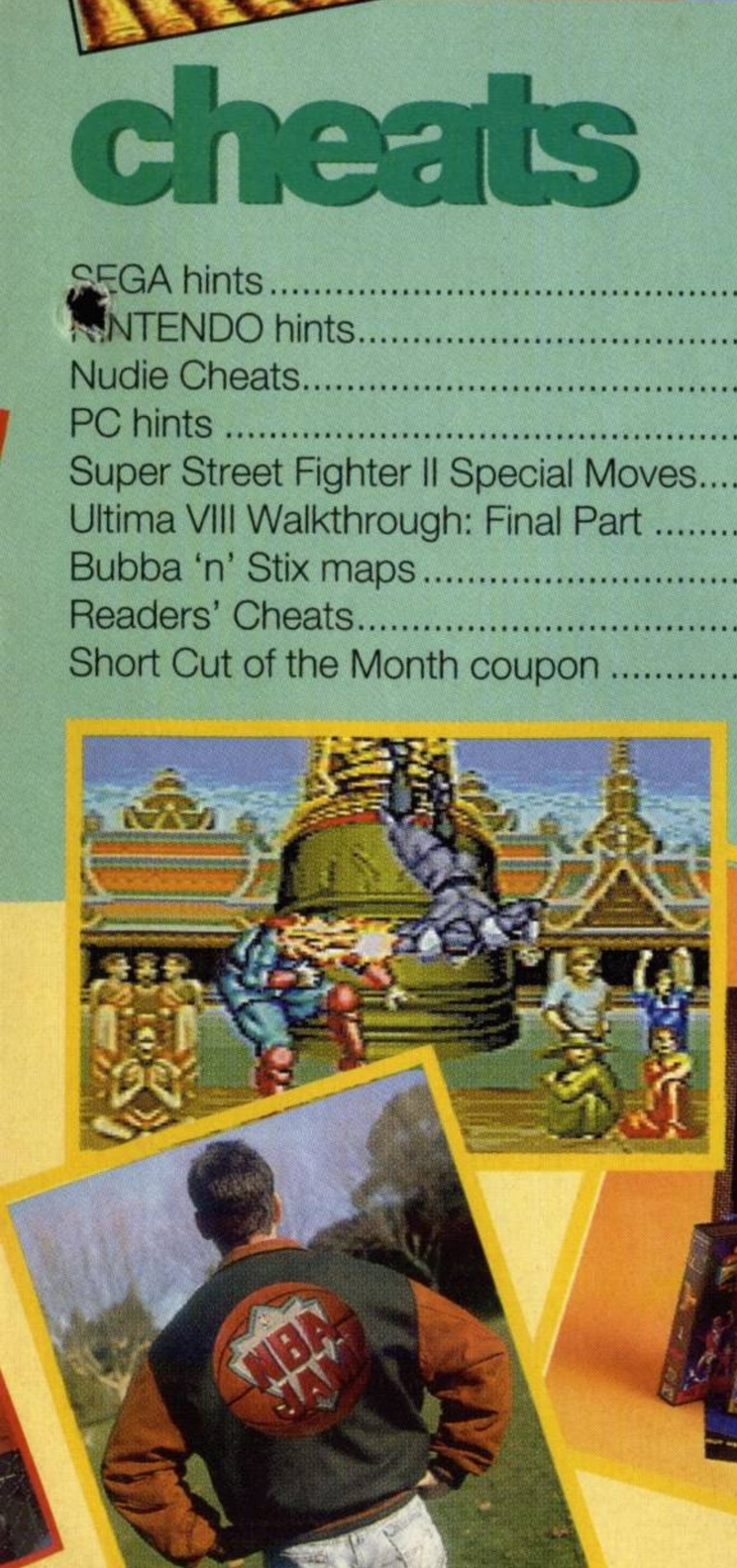
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win!



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competitions

- NBA Jam Jacket
- Mighty Morph'n Power Rangers packs
- Sonic Videos
- Movie Passes, copies of Mortal Kombat II, t-shirts and caps
- Manga packs
- Interactor Vest
- Acer MPC

Startup Menu

Options Help

Wow, what an issue! This month sees what we think is the best GAMESTAR to hit the streets so far. Funny, seeing that we've just finished doing it and you're just starting to read it. Sort of like the Twilight Zone . . . Maybe all this **Manga** *is getting to me.*

Our new team member, Peter, has joined the crew and the thing that makes him stand out is not the fact that he's got a Greek heritage (crikey, we've got Italian, Australian, British and Chinese already!), but that he's – wait for it – a guy! Yes, our filmy lace-filled (not!) offices have been infiltrated by a male! And what a game bloke he is, too (he must be to want to work here – Sam). He can down the Pizza Hut all-you-can-eat bar with the best of them, watches Manga till his hair stands out (and his eyes go funny) and comes up with lots of cool ideas. He also talks so much we have been known to gaffa his mouth shut! But, really, he's pretty darned cool, so we intend to keep him.

This month we're bringing you the run-down on the next **Doom** *(for all of you who are hanging out for more), we also introduce you to a competition that will knock everyone for six! Yes, GAMESTAR and Acer Computer Australia are offering some lucky penniless soul the chance to own a* **multimedia PC** *of their very own! (Just like the one this month's Power On is typed on). MarsHeaD is also giving away a prize on the* **Nudie Cheat** *page that really made Peter's eyes pop out. We also check out* **what's coming up for Christmas** *(get out bigger stockings guys, this Chrissy's gonna be huge!) and we introduce you to the Mighty Morph'n Power Rangers, weird dudes who hang out in lycra suits and stand with their hands on their hips. Mad, man!*

So plug in, grab a Coke, a Wizz Fizz and a Double Dip (the ones with the Swizzle Stick) and plug in to **Australia's Number One Games Magazine**, *GAMESTAR! Oh, and remember to wear your seatbelt and don't smoke and that winners don't do drugs (just Tim Tams, French Fries . . .)*

If your voice
hasn't broken yet,
maybe you should
be looking
at your jeans.

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rants & raves

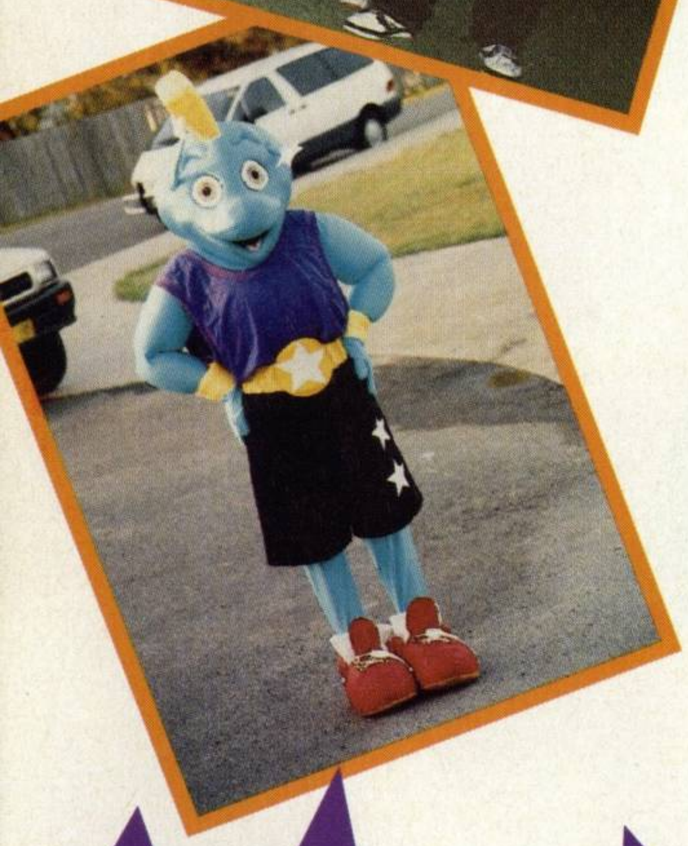
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JAG: DECLAW

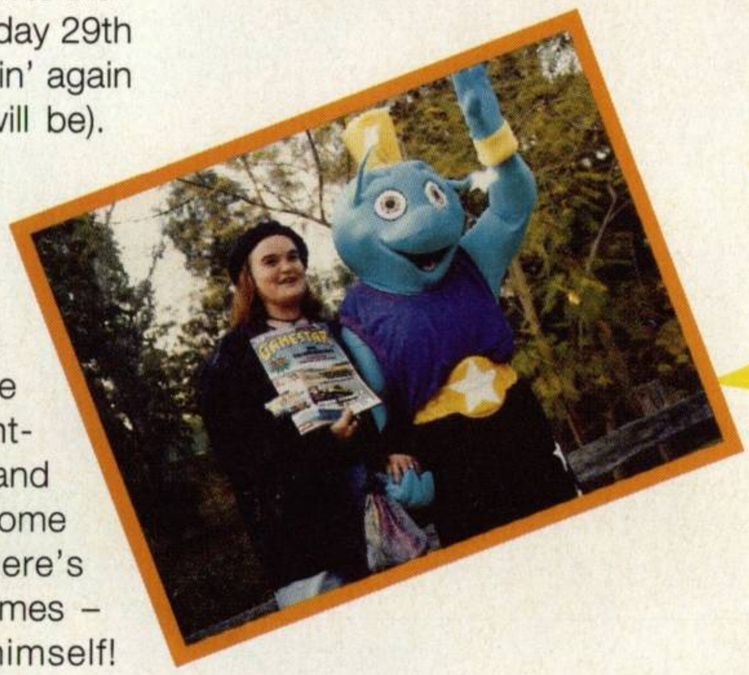
Things look rather dubious for Atari fans (what else is new? – Jo). The new CD-ROM unit which Atari has developed to augment the Jaguar console is off to a rather explosive beginning, in all the wrong ways. Apparently, Atari's Managing Director, Sam Tramiel, was demonstrating the new unit to a selection of journalists in Europe, and the CD (which looks rather suspiciously like a loo with its lid open) short circuited and blew up in front of everyone. Add this to the lagging release schedule for Atari games (as Aliens vs Predator, Chequered Fla[illegible]

Halloween





Last month was a biggy for the GAMESTAR team. We hopped on down to the very cool Australia's Wonderland in sunny down-town Eastern Creek, NSW, for a wild time on the park's white-knuckle ride, the Demon! Jo screamed all the way while Timbo gave the cameras the thumbs up. Fiona held the hot dogs (she says she ain't riding anything that's not in Hanna Barbera Land). We spoke to heaps of you groovy GAMESTAR-reading (and Zone-watching) guys, took photos, put GAMESTAR himself on the Bounty, and had an awesomely good time, all round. If you live in Sydney and want to join us (or want to pay to get here), then come on out to their Halloween Party on Saturday 29th October. We'll be screamin' again (at least Timbo and Jo will be). For $15.95 after 5pm, you'll get a fab concert starring Peter Andre, Kulcha, Nathan Harvey and Abi Tucker. You'll also get to see an exclusive movie preview (The Nightmare Before Christmas) and have your face painted. Come along in fancy dress (there's prizes for the best costumes – Muttlee can come as himself! Cack!), and the park will be decked out in spooky garb that will freak you right out as you join us on the Demon and get into our next Vox Pop. Write it down, and come scream with the GAMESTAR team!



COMPETITION CRAZY

This issue of GAMESTAR sees a slight change in the way you enter our competitions. From now on we won't be accepting photocopied entries to comps (other than in SA), because we've responded to your suggestions and put them all on one page which you can cut out and send in. This means you no longer have to cut up the best mag in the entire world to win big prizes. Which is just as well, because this month sees the biggest prize pool we've ever had! You want big comps? You got 'em!

ON YA, SONY!

I'll pay companies out when they deserve it, but those that deserve bouquets will get 'em, too. First to score big time is Sony Electronic Publishing. Newest player on the course, these guys have really got their act together when it comes to upcoming releases. Not only was the very smart and professional Clare able to tell us exactly what is coming for Chrissy, but she came over and played the games with us, too! All when the other companies are still umming and arring about what they think they might bring out, or not. As a result, my bet is that all the games mags will carry reviews of most, if not all, of Sony's games and the others will take second place. Thanks to Clare and Andres, Sony's got our December cover. For Australia's Number One games magazine, that's pretty darned cool! We'll do lunch any time with you guys, Sony. Congratulations and thanks!

SONY ELECTRONIC PUBLISHING™

ED?!

Doom, and Kasumi Ninja have all failed to materialise) and it doesn't auger well for Atari's future.

Still in the Jag's favour, Tempest 2000 and Wolfenstein 3D are now available. 3D is arguably better than any other version, but some might say it's a case of too little, too late. Only time (which is not on Atari's side) will tell. The company has pretty much staked its survival in the games industry on the Jag, so it may soon be consigned to the archives of tech companies which have become 'also rans'.

STEVE POLAK

NINTENDO HOTLINE

Just when the Sega-heads thought they had it all over Nintendo with their new 1-900 hotline number, along comes the big N with its new number. From now on, you can contact the Nintendo hotline seven days a week from 12.00pm to 9.00pm. The number to call is 1-902-24-1001. Be careful, though, you'll be paying through the nose (just like the Sega Hotline) as calls are charged at 75 cents per minute! So, I don't reckon you should be asking for any walk-throughs!

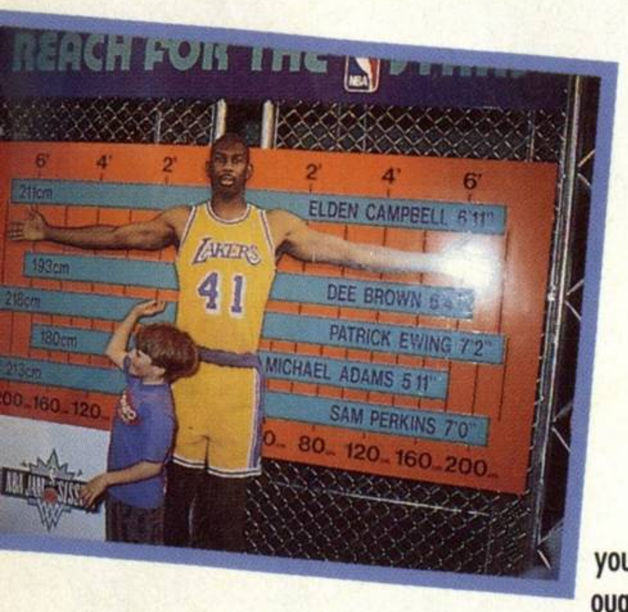
3DO ON PC

As I predicted in the July issue, we are going to see 3DO in the form of a PC card – well before we see a standalone product. A (reliable) source tells GAMESTAR that the card will be released before Christmas through the retail channel. Priced at under $700, (although exactly what figure we'll be looking at won't be known for a little while yet), the card will cost you less than buying the (vapourware) standalone version. To load the card, all you need is a PC able to run Windows, and equipped with a Multimedia pack (in other words, your basic multimedia PC sold anywhere). This means that you buy regular 3DO software (distributed in Oz by those fabbo guys at Electronic Arts), put it in your CD-ROM drive on your PC, and play all the 3DO titles right away! Fan-bloody-tastic! GAMESTAR will be bringing you the exclusive run-down on the card when it is confirmed for release, along with a competition to give one away to one of our loyal readers. I've seen it. I like it. It means PC owners get to play 3DO games via honest to goodness retail outlets before anyone else, and the quality is brilliant. Meanwhile, Panasonic is still looking for its bum instead of bringing out the REAL Interactive Player and The 3DO Company is already working on the upgrade to what has become the standard for the new range of systems. (Hey, here's another prediction! Maybe we'll see the 3DO card Mark II before the first version of the REAL Interactive Player from Panasonic?!) Sucks to be you, Panasonic!

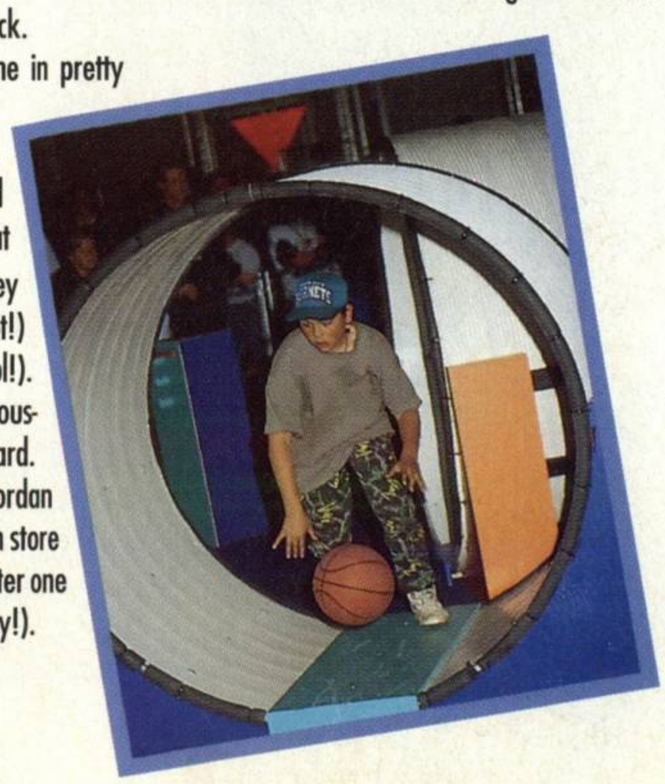
NBA Jam Session

A slammin' good time was had by all at the NBA Jam sessions held recently in Sydney and Melbourne. Featuring six NBA stars and three team mascots from the USA, the sessions featured Action with a capital A. In addition to the awesome display put on by the visiting hoopmen (BJ Armstrong of the Chicago Bulls, Terry Porter of the Portland Trailblazers, Spud Webb of the Sacramento Kings, Greg Anthony of the New York Knicks and Houston Rockets' Scott Brooks), there were plenty of other attractions.

For the games-minded folk there were NBA Jam games provided by Timezone as well as a NBA Showdown '94 challenge sponsored by Electronic Arts. The action in this corner was fast and furious as gameboys and gals tried to get the highest score on NBA Showdown and win themselves a Sega Mega Drive and their very own copy of the game. The more physically-minded fans went for dribble duels and one-on-one challenges which had queues stretching waaay back.



Those basketballers come in pretty big sizes and just to prove it there were life-size cut-outs of the players that you could stand against, shoe prints that you could compare yours with (they oughta call Shaquille O'Neal Big Foot!) and NBA players' palm prints (with paws like that no wonder they have great ball control!).



There were cameras flashing all over the place as people posed in a replica of the Houston Rockets Locker Room or stuck their head through a life-sized basketball trading card.

But the heaviest action wasn't at the food stand where they were selling Michael Jordan fish and chips and timeout pizza. The place to be at was definitely the NBA Jam Session store where you could stock up on trading cards, T-shirts, caps, banners, posters and balls. After one minute in the store I knew just how a sardine feels (and I don't mean cold and clammy!).

Kathy Campbell

PERIPHERALS

Lately, things have gone PC crazy for me. First, one of those IBM thingies landed on my doorstep, and wanted a new home, and now I am also giving shelter and refuge to a lonely, lost Mac PC. As a result of my charitable benevolence I have been getting into the Mac gaming side of life, and despite what some you IBM heads may be thinking, I have actually been pleasantly surprised. Anyway, until recently there was one problem with my Mac when playing flight sims, and cool FMV games like Rebel Assault (which is clearer, and plays better than the IBM version, ha ha IBMers), and this was that my digits were getting too much of a hammering on the humble keyboard.

Fortunately though, those times are now at an end as I have managed to track down an excellent joystick for the Mac (I bet you thought there wasn't one in existence). This godsend the Flight Stick Pro, is very similar to the IBM incarnation that bears the same name, and readers of my recent IBM joypad analysis will know that this means one thing. A device of true quality which will enable you to soar like an eagle, avoid incoming enemy fire and bake fresh and crispy croissants every time. It's truly amazing (well, except that bit about the croissants).

The Flight Stick Pro has just been introduced to a joystick starved Mac market, and I have to say that it handles like the equivalent of a Rolls Royce. Smooth, precise and solid. The stick has three fire buttons on top, plus a trigger for you to squeeze off a few rounds of cannon fire when the mood takes you. And there is also a four-way armament assignment button, just like those found in a real cockpit of an F-16 (F something anyway). The stick also has adjustable trims, and a throttle device so you can pull up for a bombing run, and all of the controls are programmable, which means that you can assign keyboard functions to them effortlessly.

The stick is looking like costing around the $190 mark which is a bit hefty, but when you think of the fact that your Mac is a machine worth thousands, it doesn't seem like much.

Steve Polak

rants & raves

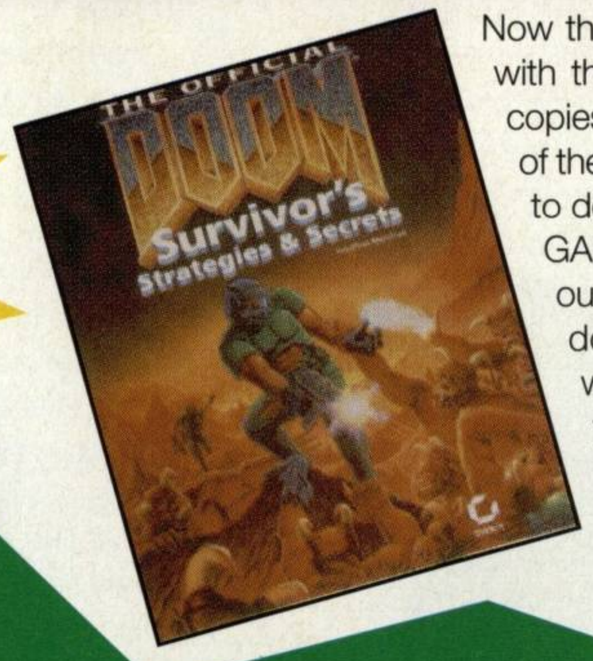
compiled by jo borkman

COMMAND 3D SOUND ENGINE

Multiwave Innovation has released a new product called the Command 3D Sound Engine. This new PC game sound processor delivers 3D sound (really?!) that responds to joystick movements. It does this by shifting a portion of a game's sound left or right according to the joystick's movements. In addition to a joystick, all that's required is a sound card with a line-out jack and two speakers. The new sound engine should be found soon through all good PC stuff stores, at around $79.

PC DOOM MANIA

win!



Now that Doom II is coming, we've decided to join forces with the most wonderful Manaccom and give away two copies of the brand spanking new Doom handbook to two of the many Doom fanatics out there. To win, all you have to do is write on the back of an envelope which issue of GAMESTAR will have the Doom II preview disk. (Check out our story that starts on page 22 for the full run-down), along with your name, age, address and whether you're a guy or girl (check your undies if you're not sure). Send your entries (fast) to the: I'm a Doom Dude Competition, GAMESTAR Magazine, GPO Box 7052, Sydney NSW 2001. If you haven't tried Doom out yet (where have you been?), then you should note that the official release of the new, improved v1.666 of Doom (both shareware and registered versions) are available, as is a Patch disk for owners of v1.2 to upgrade their copies to v1.666. Contact Manaccom for details on (07) 368 2366.

ULTRA 64 SAFARI

At a recent Silicon Graphics seminar in an classy hotel, where the free flowing coffee gave me a bad case of insomnia, I stumbled across Greg Estes, the production line manager for Silicon Graphics (SG). I knew he had quite a few secrets up his sleeve because he told me (almost). Silicon Graphics isn't being very talkative because of all the speculation and rumour about future projects, even after I put sharp bamboo sticks underneath Greg's nails and electrified his nipples – talk about dedication!

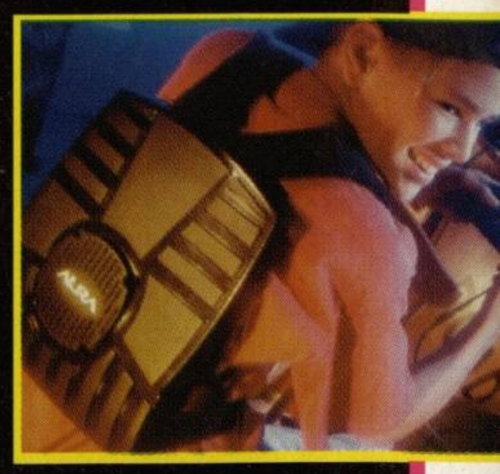
One thing I did find out though, was that the Nintendo/SG alliance IS STILL HAPPENING (!) with SG supplying the graphics hardware for the Ultra-64. When asked how SG would shrink tens of thousands of dollars worth of technology down to under a thousand, Greg replied that a lot of work was being done on SG's side to remove the big floor filling technology which is irrelevent for a games machine; but will maintain the SG flavour. Yum !!

Another tasty bite shown was a gorgeous VR Aladdin ride currently in production, where you ride the magic carpet through a virtual Persia. SG's involvement in upcoming theme parks was also discussed, and GAMESTAR will cover all of this in a future issue.

Peter Diliapis

win!

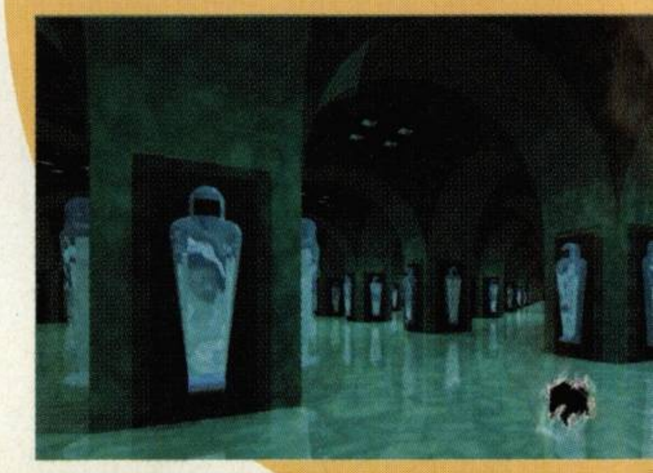
VR Vest Competition



Last issue we told you all about the VR Interactor Vest. A new release that's set to make playing games even more fun! The guys from Freedman Developments have given us one of these AURA Interactor VR Vests to give away to one of you dedicated games heads. To win, all you have to do is fill out the coupon on page 60 and send it in to us here at GAMESTAR. If you'd like to get your hands on a vest of your own (if you can't wait for the competition to be drawn), then check out the vests at your local games shop. They sell for about $250 each.

WHERE DO YA GET IT?

Lots of people have been calling the GAMESTAR office, asking where they can get their little mits on a copy of Entombed. It's available through Vision Shareware on 1-800-807-486. If you don't have a credit card on hand, they'll be able to tell you which shop near you stocks the game. Happy hunting!



ACER'S CREATIVE SOFTWARE COMPETITION

Acer is currently judging a competition which proved to be the first of its kind here in Oz. Developers of all ages and levels of experience were invited to submit their own multimedia game or educational software package (entries for this competition closed at the end of August). Prizes for the best entries will include a software publishing contract, Asian and Australian distribution of the product, royalties, and cash prizes of up to $5,000. Lori Dugdale from Acer said, "The contest is about encouraging people from students with a basic concept, to professional software authors, to use their talent in developing original quality products." Acer is continuing this idea by providing readers of GAMESTAR with the opportunity to win a multimedia PC of their own, just for an original games concept that shows creativity and promise. Check out page 9 for the full details.

Biggest GAMESTAR competition ever!

Win!



don't you just lurve all of those brill PC/CD-ROM games that have to have a 386 or better to even run, CD-ROM, 8M of RAM, sound card, graphics card, etc. Wouldn't it be just absolute bliss if only you had a 486DX/66 with a 210M hard disk drive, 4M SIMMs, an M1 Upgrade Kit consisting of a double-speed CD-ROM drive, a pair of speakers and a sound card?! Aren't you sick of not being able to afford a beefy PC system because all your dollars are being spent on cartridges for your Mega Drive and SNES? Sick of hearing the PC Heads in GAMESTAR going on about how wonderful PC's are compared to every other system, but really you'd like to find out for yourself?

YOU CAN!

Well, welcome to wherever you are in this ginormous universe! Because this could all be yours! YOU may be the lucky gamehead to win one! Yes! GAMESTAR and Acer Computer Australia have joined forces and are giving someone out there an AcerPAC multimedia beast of a machine, worth in total no less than $6000. Pretty darn huge, don't you think?

SO HOW DO I WIN (PANT, PANT)?

Well, to enter this big schabang, you are required to come up with an idea for a computer game. Tell us about it in 2000 words or less (think of the judges and submit your idea typed on A4 paper – it'll probably help your chances). If you think your idea needs it, you can add to this supporting models and/or diagrams of characters or levels – anything you don't think that the written word explains well enough. This competition is running over two issues (this one and November's) in order to give you time enough to get your idea together and plan it out well. The standard will be pretty high, so get your creative dude tool working. To enter, you will need to send in your entry with the coupon that will be in November's issue. If you don't have the coupon, your entry is not eligible so don't send them in yet. (The coupon will be on the Coupons Page of November 'sGAMESTAR). All entries must be received by December 8, 1994, and will be judged by a panel appointed by Acer Computer Australia and GAMESTAR magazine. Start thinking now, and remember that the judges will be looking for the most creative ideas, not necessarily the idea that you have already started programming. That means, you don't have to know how to even use a PC to enter! So you have heaps of time to get those brains into overdrive and get a few brainwaves happenin'. More details next month.

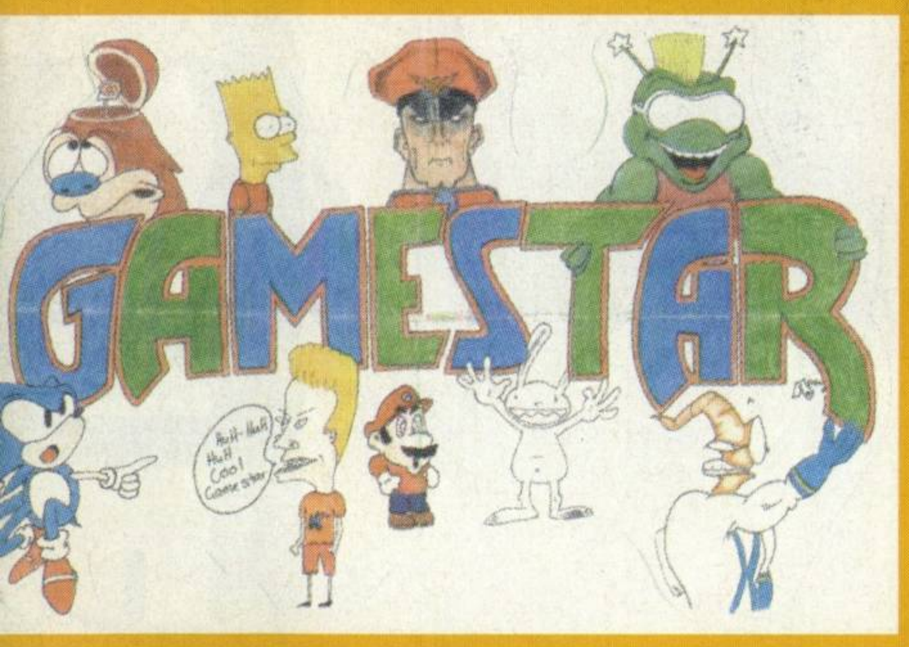
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letters

We love getting letters from you guys. God knows it's all we can do to keep Jo's prying digits away from the mail every morning. She likes them so much, in fact, that she's now decided to award a letter of the month prize – a completely rad GAME STAR baseball cap that will set you on cool avenue for life! Just let us know exactly what you think about life, the world and everything. We reserve the right to edit for the sake of everyone being able to read it properly (formerly called clarity and style). So get out your biros next maths lesson, and scrawl us a note. Send your thoughts to GAMESTAR Letters, GPO Box 4088, Sydney NSW 2001.

PICTURE PERFECT

Your fourth issue was great. The poster of Earthworm Jim was cool. I hope you do a preview on his upcoming game. Your competitions are the best but what happened to the System Shock entry? You couldn't write on it. Glad to see you decided on a good cover compared to issue two's crappy one. I have some questions:



1. Why do you have a how to read a review page? Everyone knows how to.

2. Why do you have the 'Noise', 'Flicks' and 'Video' pages? GAMESTAR is a gaming mag.

3. Could you please review either Battlecorps or BC Racer for the Mega-CD?

4. Why don't you review World Cup '94 Pinball? You'll kill two birds with one stone. A pinball and a soccer game.

5. Who cut out the picture for the Stunt Race FX review? Did they do it with their eyes closed? And the captions under the cars were wrong.

6. Where did you get the picture for the Battletoads/Double Dragon review. The one with 'grab your partner . . .' I've seen it in a British mag with exactly the same score?

I've included a picture which you may want to print.
Ashley Ringrose
Miami, Qld.

The System Shock entry was a printer error (well?), but most of you seemed to overcome the obstacle and enter the competition anyway.

1. The how to read a review page introduces new readers to the GAMESTAR brand of reviewing. Lots of mags give ratings, but with ours you can see where they've come from. Also, it gives you some idea of who the Review Crew are!

2. Most of GAMESTAR's readers like doing stuff as well as play games (I know that WE all do). This is why we include three pages a month on other hip stuff in flicks, noise and video releases. These are popular pages in GAMESTAR every issue (and they keep Fiona off the streets).

3. Yes.

4. The World Cup is over, matey.

5. Another printer error.

6. That particular screenshot was supplied to us by Sony Electronic Publishing.

WHICH IS BETTER?

Congrats on your first few issues of this brilliant mag which, in my opinion, leaves the opponent (no names mentioned!) choking in the dust. The huge posters and mad cheat section are awesome. It's great to see a crew of both males and females. It just goes to show that not just males can make good magazines. I could take up pages on how good GAMESTAR is, but I'll get to the point.

The Sega-Nintendo 'which is better?' question is often asked and people are arguing over which is better. Maybe you could bring out a Super Special with a section donated to a survey, and personal opinions and the such. Personally, I think they're both pretty cool and some games are better on the SNES and some are better on the Mega Drive. Also, Adam said in issue four that there was a Mortal Kombat III. I have heard rumours that it's out in Japan on arcade form somewhere. If there is, could you please confirm it and if it will ever come to Australia.
Thanks for your time,
James Taylor
Heathridge, WA

Hi James. The Mega Drive vs SNES debate is a war which must be judged on individual games rather than across the board. The big advantage in being a multi-platform magazine is that we can present it all to you. As a result, we've looked at the big release of the year, Mortal Kombat II, as a comparison between the two systems this issue. Next month we'll continue in this mode, with comparatives of the Chaos Engine and other games.

I'm sure that Mortal Kombat III won't be too far away, but can't you guys be happy with II? It's only just come out! This is starting to sound like the Rocky movies!

SUBSCRIPTION PILL

I have been subscibing to GAMESTAR since the second issue came out. I am writing to you so as to inform you that I have not yet received the September issue of GAMESTAR.

As this particular magazine was on sale at my local newsagent two weeks ago, I decided to write you a letter. I do not know if it is Australia Post or if you have not sent it, but I am upset that it is not here. It cost me nine weeks worth of pocket money to subscribe to your excellent magazine.

The first magazine that I recieved did not arrive until five days after my local newsagency. I would like to know just what the problem is: Is it Australia Post or did I just get missed out in the mail?
Yours faithfully,
Kim Davies
Charters Towers, Qld

Kim, you fantastic subscriber, you! As soon as your letter was received, I spoke to those responsible, and a suitable explanation (and little extra) is in the mail for you right now. Apparently, some subs issues were stuffed up, but now the fault has been rectified and we're back to normal transmission. My sincerest of thanks for your patience with this and be sure that those responsible are now eating dog food for dinner.

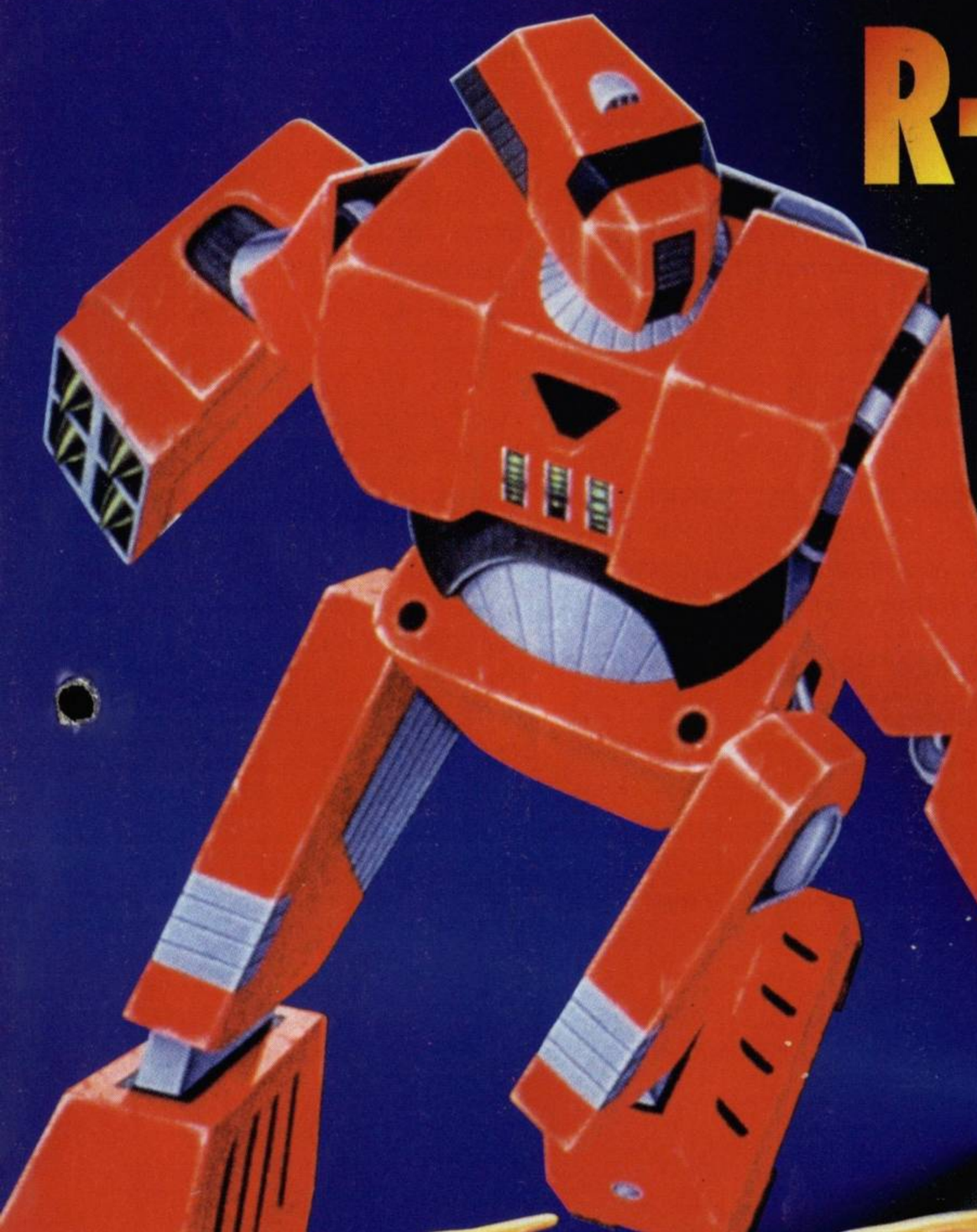
PC HEAD

I have been reading both your magazine and others since issue one, and at the moment you seem to be winning an interesting duel with them. Your competitions and cheats section especially kick shit. That's enough sucking, now to some suggestions and questions.

1. Your posters should be from more popular games such as Mortal Kombat or Street Fighter. They would be more valued that way.

2. Is it because you don't want to put in a lot of PC cheats in or is it because you don't get enough?

HEAVY ARTILLERY ACTION
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★ Mind blowing futuristic robotic shoot'em up

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★ Take control of the ultimate robotic combat machine - transform instantly into a powerful walker, a sleek Sonic Jet, a defensive hard shell, or a speedy Landburner

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VORTEX











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94%

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"Vortex is a great 3D adventure that you shouldn't miss."
"Seven huge levels to conquer and explore, tough as nails and gameplay that sucks you in for more!"

SONY ELECTRONIC PUBLISHING

THIS AWESOME SUPER-FX POWERED SNES GAME
EXPLODES INTO YOUR VIDEO GAMES RETAILER OR RENTAL STORE SOON

3. Who are the secret characters in the PC version of Mortal Kombat and how do you find them?

4. Is Mortal Kombat II on the production line, if not will it ever be?

5. Why don't you review more games for the Genesis?

Luke C
Levendale, Tas.

PS. Please print this letter because I feel that I will end up kicking the hell out of my computer in frustration if you don't.

PPS. Steve Polak seems to be an excellent reviewer. His writing style is brilliant, I hope you're proud of him.

1. As I've said before, posters are sold as advertising space, so tell the companies, not me!

2. We're currently running at least four pages of PC Cheats a month, but are expanding this due to the demand.

3. I don't know, ask Michael Condran. (Anyway, MK on the PC is crap.)

4. Where have you been? Get down to your local games shop immediately! The PC version will come out soon.

5. I know you're from Tasmania, but really! We in Australia call the Genesis the Mega Drive! It gets as much coverage as everything else! We try to please everyone, but GAMESTAR covers more formats than any other magazine (from Game Gear and Game Boy to Pinballs!), so sometimes it's hard. November's issue will see more reviews than ever!

And yes, Steve knows how much we love him.

CRUISIN' FOR A BRUISIN'

Your mag is unreal, etc. I love the paper quality, it really brings screen shots to life. I'll pay extra to see this standard maintained, as it puts your mag clearly ahead of the competition.

In your last mag (no. four) you wrongly state that Double Dragon was the "first fighting game ever." If you had added 'with two player co-operative play' I'd have no complaint. As it is though, the archaic (and crap) Karate Champ holds this title. You guys even left KC out of your beat 'em up article, even though Way of the Exploding Fist gets a mention. Poor old Steve, his memory must be failing. At least Samurai Showdown got a paragraph – in my opinion,the most playable game on earth. Your MKII review was way overboard – the original was nothing special anyway (jump kick, jump kick. WOW! I got through it!) With Street Fighter II 'Fairy Floss Edition' (or whatever) Ken's quadruple Dragon punch is the ultimate rush. MKII simply can't compare in terms of real enjoyment. Remember, they're supposed to be games, nothing more, and the imagery used in MKII is a distortion of reality in the extreme, which should not be promoted.

Your sincerely
Morgan Elliot
Hobart, Tas.

Hey cool! A Mortal Kombat vs Street Fighter debate! Any of you guys want to write a reply to this one? I'll print it next month.

COMICS AND DEMO'S

Your comic was way cool from issue four. I have some questions for you.

1. Could you put a demo disk of Doom, Blake Stone and Overkill?

2. Are you going to let me have a copy of SSF2 to review for you on my SNES?

3. Which do you personally like better SNES or MD? Remember, I have a SNES.

4) Could you put another 'try one free PC game' coupon in your next issue?

5) Are you going to have a competition to win a Super Game Boy, because I need one?

6) Can you put a poster of SSF2 in an issue please?

I've got to go now, but remember, I'll be back.

Nicholas Marcus
Capalaba, Qld.

1. We could. Probably. Oh what the heck, maybe we will! Life is just full of surprises. Watch out for January GAMESTAR for our exclusive DOOM 2 disk!

2. No. Sorry.

3. I dont' want to get into this. I have both. I recommend you all do the same.

4. I don't remember when the last one was?!

5. Not at the moment. Maybe later.

6. Well hot dang! Trading cards of SSF2 will be on the cover of the November issue. Make sure you get yours! Also, we'll be doing a comparative between the Mega Drive and SNES versions. ★

VOX POP

Q WHERE WOULD YOU TAKE GAMESTAR ON A DATE?



Ben, 16
"I'd go to Australia's Wonderland on a date with GAMESTAR."

Danielle, 12
"I would take GAMESTAR to America on a date".



Brett, 10
"I would take GAMESTAR to McDonald's on a date."

Shona, 13
"I'd take GAMESTAR to Wonderland!"



John, 17
"I would go to a video arcade on a date with GAMESTAR."

Alistair, 16
"I think I'd take GAMESTAR to the movies or to a video parlour on a date."



Kelly, 15
"GAMESTAR and I would go to the movies on a date."



Michelle, 13
"I would take GAMESTAR somewhere private?!"

Bede, 17
"I would take GAMESTAR up to my room ..."



Kate, 13
"I'd take GAMESTAR to Wonderland on a date."

Renee, 13
"I'd take GAMESTAR on a date back to his planet!"



Elizabeth, 23
"On a date I'd take GAMESTAR to Africa!"

Christie, 14
"We would go to outer space on a date."



Emma, 15
"GAMESTAR and I would go to the moon on a date!"



Brad, 12
"I would definitely take GAMESTAR to McDonald's!"

Mark, 18
"On a date? I would take GAMESTAR to Pork Chop Hell!"



Adam, 13
"I'd take GAMESTAR nowhere . . . !"

Angela, 13
"I'd definitely take GAMESTAR to Wonderland on a date."

Tim, 16
"I'd take GAMESTAR to Wonderland of course!"

This month's Vox Pop was compiled at Australia's Wonderland in NSW and will be returning there after flying to the moon with some of the GAMESTAR readers appearing on this page . . .

"... impressive

... a new angle on the classic role-playing adventure..."

– PC Gamer, September 1994

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- Print option for diary and character info
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– Strategy Plus, September 1994

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– Electronic Entertainment, September 1994



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ADAM'S

And now, for the shortest intro in the history of the Q&A columns . . . YO! Anyway, I s'pose I'd better get on with the questions then, huh?

Dear Adam,
I just want to tell you how much I dig The Zone. At last a program that deals with computers. I think you and The Muttster are cool dudes and deserve a medal. I think GAMESTAR is unbelieveable, and fully intend to buy every issue. My questions are . . .

1) How many megs is Virtua Racing?

2) Have you played the uncut version of Night Trap?

3) Is there any way I can get it?

4) Will The Zone go on forever?

That's it from me, but heed this warning. You'll be receiving a letter from me every month.
Your loyal fan, Wesley Nikitin.

Howdy Wez!
Hey, thanks times 10 to the power of 10 for all yo' compliments bruz. I kinda like The Zone too. (And my devotion to GAMESTAR and all involved with it is more than painfully obvious, isn't it?) As for your brainteasers . . .

1) It's 16 megs. But why is this question starting to develop into an increasingly important one all of a sudden? Everybody's so bent outta shape about the size of their carts. I hope we're not developing a case of 'cart envy'. The term 'mine is bigger 'n yours!' was definitely never on as a Zonespeak as far as I can remember. I mean if it's just a curiousity thing goin' on, then cool. But don't forget that in the 90's. Size ain't the be all and end all . . . of a game, that is.

2) Yup, and trust me, it's just another one of those instances where the hype about what you're gonna see and get is quite a bit more excitng than what you actually see and get.

3) Yes. The question is . . . do you really want to?

4) Alas, alak, probably not. In fact, things could be lookin' pretty grim, like sand through the hour glass, so are the Days Of Our Lives. Yes dear friend, 'tis to be true. Disney is waxing our butt in the battle of the ratings. And while Ren and Stimpy are no longer the threat they once were (it seems you all came to your senses) the only thing that could possibly save our hynies now is either a good swift kick in another time slot (which Channel 9 just ain't prepared to do) or everybody gettin' outta bed a little earlier on a Saturday morning. Slugs!

Dear Adam The Agony Aunt (woe is me. . . it seems I shall never live this fiendish persona down),

I'd like to know if you could give me any info on how to go about starting my own show. I read your bit in issue one on how you put an episode of The Zone together, and though I know you didn't actually start the show, I thought, since you're in the business, you might be able to give me an idea on who to call, and how or what to prepare before I do.
Thanks, and see ya!
The Game Wizard,
Patrick May Ulverstone, Tas.

Whoa Patrick! That there ain't an easy question to answer in a few lines. To get a show up and running is a lot more complicated than I can explain. Not only that but, like you said, the people that actually invent the shows aren't the little dudes like me. I'm just a muso grunt that happened to be in the most happening place at the grooviest time. But to be the kinda person with a concept for a television show, and be taken seriously by the people big enough and with the bucks enough to finance it and actually make it happen, you either have to have paid your dues big time, worked your way up the industry ladder, with a hip track record (and showreel and/or portfolio) to prove it. Or you have to be an integral part of the show (producer, director, talent, etc.). Either way, man, one thing's for sure – it's a long, hard trundle down Lucky Street. Of course, the quickest way there is always turning off at It's Not What Ya Know, It's Who Ya Know Avenue. And even quicker if you don't mind taking a detour down Kissin' Butt Lane . . . if you get my drift.

Yo Adam,
Glad to see you getting on with both the show and your new column. Nice one. I particularly liked the bit in your first column about how the most amazing things can happen to anyone. I think some of the people reading need that kind of encouragement. Anyway, the purpose behind this letter has to do with your





advice regarding the MKs 1 and 2. Not that there was anything wrong with it, of course. I just thought that if you had been more specific about the advantages of version 2 over version 1, (like the ability to access 100 codes at once, and the 'Dead Code' facility, which allows you to actually re-write sections of the game. Not just modify existing parameters. Also, the code-finding process has been simplified, and the new unit includes true slow motion. This would have given a much more definite buying decision. Anyhow, that's just me sounding orf. All the best for your future endeavours. Onward 'n' upward 'n' all that chaff.

Yours sincerely,
Peter Brodie
Cronulla, NSW

Well, Pete. You're absolutely right. It would have. But to tell you the honest to consoles truth, I couldn't have. Fact is, I haven't dealt with code cracking cheat machines that much because I personally don't dig 'em. That's not to say they don't have their place in the gaming world (or that everybody else out there has to agree with me), but in my experience, I've tended to find that the quickest way to kill the vibe and longevity of a game is to crack it. Y'know? You go everywhere and see and do everything just 'cause you can. And rightly so. I mean, hey . . . you're curious. But what then? You get bored, the game just ain't interesting enough for you any more, and before you know it . . . voila! (French for . . . Whooomph, there it is!) RIP your latest, and no longer favest game that you just forked out over a hundred smackers for. Aside from that, even if I had known the thing back to front, I still don't think all that information you've provided above would have been necessary. All my job entailed was to supply our reader with the correct purchase decision. And I'm even more convinced I did that correctly thanks to the exact specs you have given. Either way, thanks for caring. But keep in mind, nobody likes a smart . . .

Q&A

Hi Adam,
I've been watching The Zone since it first started and I think it's great. I've also bought every GAMESTAR mag so far and think they're great too. I'll get straight to the point. I have a Sega Master System and I'm peeved 'cause there's nowhere to buy good games in Wollongong, and you guys don't review MS2 games in GAMESTAR or on The Zone.

A fellow gamer,
Sean Money,
Kanahooka, NSW.

What can I say? You got me good there, Sean. It's slowly getting harder to get your hands on 8-bit games as they are inevitably getting phased out. And if they're getting rare in Sydney, where we've got more than enough big stores (and little consumers) to stock them, then they must be like gold out Kanahooka way. But isn't that all the more reason you should be thanking us for not reviewing them? I mean, how ticked off would you be if we kept filling you in on a whole slew of excessively tasty games that you couldn't get a hold of? Of course, that's not the reason we don't. C'mon man. Don't you think it's time you went with the flow? You're missing out on some better than great games out there, and you can pick up a Mega Drive or a SNES these days for 150 bucks. Peanuts for a guy with a last name like yours. We're already well and truly into the 32 and 64-bit revolution these days and you're still after 16 colour games? I know it's gonna hurt bruz, but make the move, take the plunge, and lay that little baby dinosaur to rest. Trust me . . . you'll feel better.

Dear Adam,
I love watching The Zone every Saturday and I love GAMESTAR. I only have a couple of questions to ask you, so here goes . . .

1) What is the best control stick to buy for the SNES; the Scoremaster or the Program Stick?

2) What is the blood code for Mortal Kombat on the SNES?

3) Are there any codes for Street Fighter II on the SNES?

4) Do you think I should buy Mortal Kombat II, Clayfighter, or give up on both and get a Pro Action Replay?

Thanks,
Scott Keenan,
Gympie, Qld.

Hey Scott, glad to oblige . . . 1) Well . . . it's hard to comment on joysicks. I mean, it's a personal thing. To each his own and all that. Personally, I like the Scoremaster over the Program Stick. But if you want to know my opinion on the best dedicated SNES joy around, it'd be neither. I dig the Top Fighter myself. It ain't as common, but it's a tough and sturdy steel cased mother. The controls are big and straight outta your local arcade. It's got six buttons, with an extra three for instant access to preset one-touch combos that you can program on its generously sized LCD screen. At under a hundred bucks, tell me I'm wrong.

2) Forget it. It just turns the sweat red, is exceedingly lame and not worth the trouble of putting the codes in.

3) Plenty . . . for each version. But surely you don't expect me to whack 'em all down here and now . . . do you?

4) This is a trick question, right? It's obvious beyond a fragment of an infintessimal shadow of any doubt that the only possible option out of the situation you have just suggested is Mortal Kombat II! Sure, Clayfighter is okay, but surely you jest. MKII is the game, and the SNES version is the version (just check out our comparative story and pictures in this issue). As for the Pro Action Replay, just reading my response to another letter above should be enough for you to understand my utter disgust and contempt at the mere suggestion of such a sacreligious act.

There you go! I fully intended to answer a whole lot more of your letters this month than I have, but I just can't control myself. It's always been a big problem of mine. Anyway, the lack of an intro is surely enough to satisfy you with the knowledge that my intentions were honourable. I'll just have to try harder next time. I promise I will. 'Til then, that's now. And remember . . . if you can't be nice, seek therapy. (Which, depending on who you ask, can mean playing lots of video games! Cool, heh?)

TOP TENS

THE GAMES WIZARDS
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Here are the 10 top-selling games from The Games Wizards for each format over the past month.

SEGA MASTER

1. Sonic II
2. Mortal Kombat
3. Jungle Book
4. Road Rash
5. Mickey Mouse
6. Winter Olympics
7. Aladdin
8. Ayrton Senna
9. Sensible Soccer
10. World Class Leader

SNES

1. FIFA Soccer
2. NBA Jam
3. Sim City 2000
4. Indy Car Racing
5. Indy Car 7 Track
6. The Settlers
7. Theme Park
8. Outpost
9. Lombard Rally II
10. Doom

IBM

1. FIFA Soccer
2. TIE Fighter
3. Sim City 2000
4. Indy Car Racing
5. Indy Car 7 Track
6. The Settlers
7. Theme Park
8. Outpost
9. Lombard Rally II
10. Doom

IBM CD ROM

1. Myst
2. Rebel Assault
3. Sam & Max
4. Strike Commander
5. Theme Park
6. Maddog McCree II
7. Falcon Gold
8. TFX
9. Privateer
10. Ravenloft

MEGA DRIVE

1. FIFA Soccer
2. Super Street Fighter II
3. NBA Jam
4. Virtua Racing
5. Andretti Racing
6. Lethal Enforcers
7. Jungle Book
8. Aladdin
9. NBA Showdown
10. Jungle Strike

AMIGA

1. The Settlers
2. Skid Marks
3. World Cup USA 94
4. Grand Prix
5. Mortal Kombat
6. Flashback
7. Premier Manager 2
8. F117A

GAMEBOY

1. Mario Land
2. Super Mario Land 2
3. Lemmings
4. Quarterback Club
5. Tetris 2
6. Crash Dummies
7. F15
8. Metroid
9. Golf
10. World Cup Soccer

MEGA CD

1. Tomcat Alley
2. FIFA Soccer
3. Double Switch
4. Ground Zero Texas
5. Dracula Unleashed
6. Sonic the Hedgehog
7. Lethal Enforcers
8. Mortal Kombat
9. Jurassic Park
10. WWF Rage in Cage

GAMEGEAR

1. Mortal Kombat
2. Jungle Book
3. Sonic II
4. Double Dragon
5. Ariel Mermaid
6. Streets of Rage
7. Cool Spot
8. F1
9. Devilish
10. Bart vs World

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 The Games Wizards and GAMESTAR.

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.

ToeJam and Earl 2
Mega Drive
by Tammy Foster

The first thing you should know about this game is that it is very weird! If you though that spiky blue hedgehog and two-tailed foxes were strange, you're in for some big surprises when you play this cool two player platform game.



The stars of the piece are ToeJam and Earl, two funky interplanetary aliens from the planet Funkatron.

As it happens, they've accidentally brought some pesky earthlings home with them after their recent trip to Earth. This doesn't sound so bad, but it seems that the humans are scaring the living funk out of the source-of-all-funk, the great Funkopotamus (I told you it was weird!). Without him around there'll be no more funk which, according to the manual, is bad news indeed. It's up to you, as either ToeJam or Earl (or both if you've got a pal with you) to rid the planet Funkatron of these vile creatures, firstly, by capturing them in jars (!) and then sending them back to Earth in a spaceship.

Along your journey through Funkatron you'll get to have some awesome fun in the wild special stages, you'll get to bounce on fungus trampolines, and you can even have rap sessions with the locals.

The other aliens of Funkatron sometimes help you out. If you ring their doorbell they'll pop out of their house and give you some friendly alien advice on how to catch the sneaky earthlings.

Ring the doorbell again, though, and they go all stroppy and tell you to go away!

This game is loads of fun, but it's also very tough as well, so if you're like me you'll want to play in the little kid's mode – that way you can't die!!! (But you can only play up to level five this way.)

ToeJam and Earl 2 is the most hilarious Mega Drive game you'll ever play. It's awesome. Check it out!

Gameplay: 92/100
Graphics: 95/100
Sound: 96/100
Addiction: 85/100
Overall: 90/100

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漫画









漫画

BY JANICE TONG

IMAN



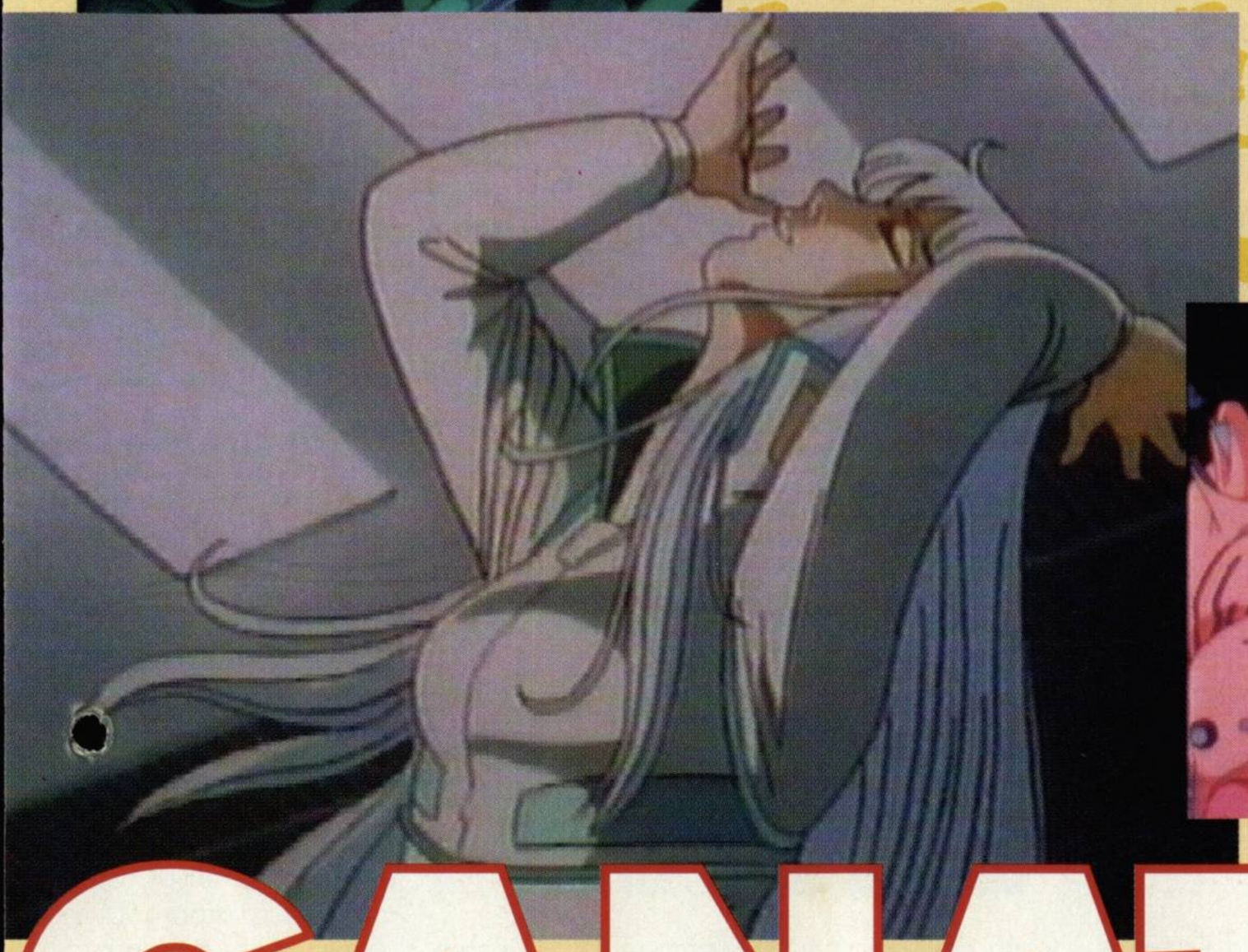
If you want to know anything at all about Manga or Anime, now is the time to be introduced to Janice Tong. After being a fan of the genre for as long as she can remember, she finally got the opportunity to write a (big) story about it for GAMESTAR. Only problem is, after thinking Manga for so long, she now has eyes as big as saucers! (The gear she's getting around in lately is a bit of a worry, as well.)



MANGA MEANS

Manga is represented by two Chinese symbols (Kanji). Put together, they mean a comic strip, when translated literally they mean 'irresponsible drawings'.

Anime is Japanese Manga-style animation. Just a warning – your head explodes with Manga videos. The special effects and the way they are presented adds a whole new dimension to animated films.





GANATION

Growing up with Manga

If you asked me as a little girl what I would like to be when I grew up, I would've given you the most defiant look and answered, "Battle Angel [redacted]ita" without the slightest hesitation (actually, I think I still do want to be her). This is the power of Manga.

For those of you who haven't experienced Manga, there's a whole new realm of escapism ahead of you. It's easy to become an addict of this incredible form of Japanese animation. We have been launched by slingshot full pelt into the 21st Century, to visually experience the forces of evil and good from its most grotesque to its most pure and exquisite form, without a hint of a compromise.

I grew up in Hong Kong. I was lucky to have the exposure early on, as you need to get used to the humour in Japanese anime, the face-pulling, the quirks and the corniness that abounds in a lot of Manga videos. We learn a lot about the Japanese culture and their way of thinking through these animated characters. In essence, it's not only the way the characters are drawn that is unique, but the whole perception of what cartoons should or should not be. When compared with, say, Disney classics, Disney animation is superior in its smooth animation and morality guidelines. Manga, like cathode-ray art, is left of mainstream, it's stylised, unusual and violent. It represents a new urban attitude that has seen it rise to cult status in Japan, the US and the UK.

Manga is good . . . and bad . . .

Although Manga has a recognised cult following, it really can cater for everyone. I remember watching so many cutesy Manga cartoons that were based on conventional English novels (for example, Candy Candy was based on Anne of Green Gables). In another line, there were Kimba the White Lion and Astro Boy that were widely accepted in the Western world. And boy, believe me, their sophistication was so far ahead of their time that I never wanted to watch shows like the Pink Panther, Road Runner or Scooby-Doo, because of their lack of style and aesthetics.

Those who have discovered the potency of the sci-fi kind of Manga will no doubt have a reaction, either in the form of shocked disagreement with what seems to be a lot of graphic violence, or they will be wrapped in sheer absorbence into its esoteric dimension. There are distinctly good and evil components in these animes. Heroes and heroines confront their fears to find inner strength and courage in their soul, uncovering supernatural powers that are beyond comprehension.



Take Urotsukidoji (Legend of the Overfiend) for example. Its arrival was so controversial in its uncompromising graphics and its horrific and sickening portrayal of violence that it has





3x3 EYES (PARTS 1 & 2)

Classification: M
Price: $24.95 each

3x3 eyes has effortlessly interwoven modern day humour with ancient tribal myth. Pai is the sole survivor of a powerful, ancient Tibetan race – the Triclops or the Sanjiyan Unkara – who held the key to immortality. In her bio years, Pai only appears to be a young girl, but within her lies 300 years of histroy, and a past that has far greater significance than she realises.

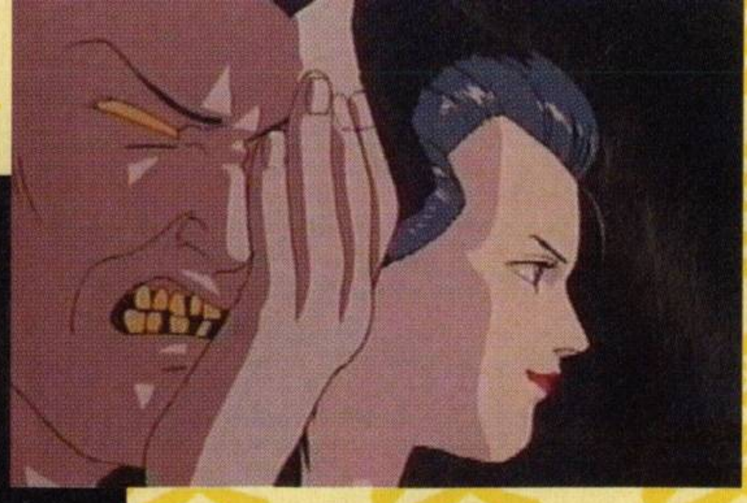
Pai is helped by Yakumo Fujii, a student who was chosen to join Pai's quest in becoming human. When Yakumo was killed by Pai's pet Takuhi – a monstrous bird-like creature, he was given the gift of the Void, and Pai and Yakumo are now joined by their souls.

In the first video, without giving too much away, we see the two venture into an unknown future, where they have to conquer evil forces in search of the Ningen Statue of Humanity to fulfil Pai's wish. The humour balances out the more grotesque elements and the dark side of Pai makes this a compelling anime, with excellent voice acting.

The second video left a lot of questions unanswered, this is because there is meant to be a third part to this series, yet unfinished in Japan. I don't know if this will be available here later on in the year. Let's keep our fingers crossed.

There is a Mega-CD RPG for this saga, check it out guys. Oh, and don't forget, do yourself a favour and have a look at the comic series by the brilliant Yuzo Takada.



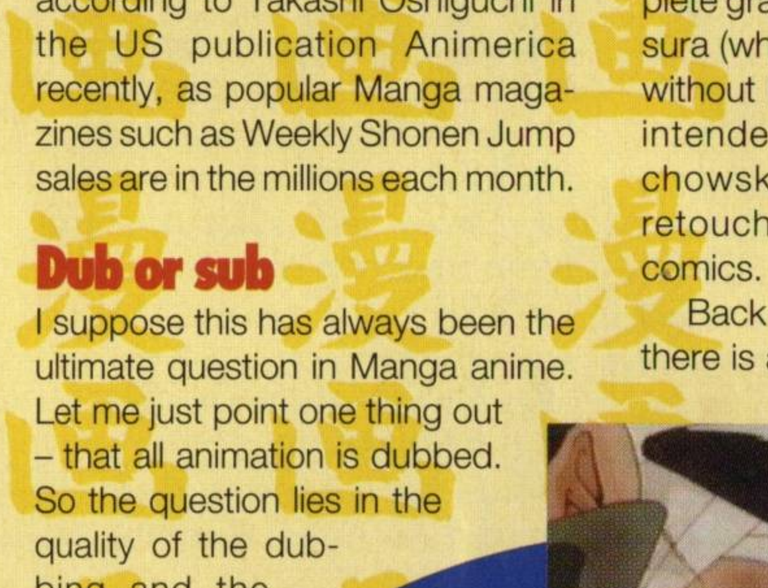


leaves you feeling chilled to the core. For an older audience, these should not be ignored, Urotsukidoji is especially ground breaking in its dense story line exploring the complexities of humanity, life and death.

Der Lerv Thang

The brilliance of Manga-style anime starts from the beautifully drawn characters. It is a strange admission, to be attracted to an animated character (like, I think Goku from Dragon Ball Z is a dish and I know for a fact that MarsHeaD thinks Alita is an absolute babe).

Take Lum Urusei Yatsura, for example. This bodacious alien in a leopard skin bikini is curvy, impish, very groovy and extremely funny. Animeigo – Anime Project's US parent company – is releasing the first ever 'limited edition cel' of Lum so you can grab a copy of your favourite honey. Animeigo's 'Sunday in the Park with Lum' cel, hand-painted in Japan, comes with original set up in its true colours.



on whether or not it carries the strip Nausicaä by Hayao Miyazaki. Animedia sells 180,000 copies; this magazine carries a Manga for little girls. Overall, these magazines sell an "acceptable number of copies" according to Takashi Oshiguchi in the US publication Animerica recently, as popular Manga magazines such as Weekly Shonen Jump sales are in the millions each month.

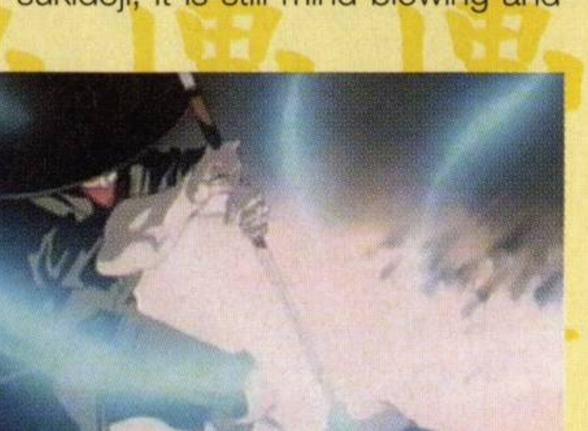
Dub or sub

I suppose this has always been the ultimate question in Manga anime. Let me just point one thing out – that all animation is dubbed. So the question lies in the quality of the dubbing and the compatibility of the characters' voices. The Japanese use very expressive and distinctive ways of saying certain things – like certain expressions through the noises that they make which adds to the humour of the art.

It has always been a difficult art, to translate Manga comic strips into English, as a lot of the time it will take a long English sentence to express what two ideographs can effectively communicate. Often the sound effects, when drawn in Japanese (which may be an integral part of the strip), are completely different in English. This means a re-drawing of a large part of a comic panel, yet the artist still has to remain true to the original creator's depiction. Take L Lois Buhalis for example. This artist relettered and retouched the complete graphic novel Lum Urusei Yatsura (which is brilliant, I might add), without losing a hint of the orignial intended humour. Tom Orzechowski devoted 15 years to retouching the beloved X-Men comics.

Back to the videos, I think that there is a huge market for subtitle





set new standards for this type of anime. Wicked City is another example of this style of Manga. Although it is a lot tamer than Urotsukidoji, it is still mind blowing and

Manga is massive

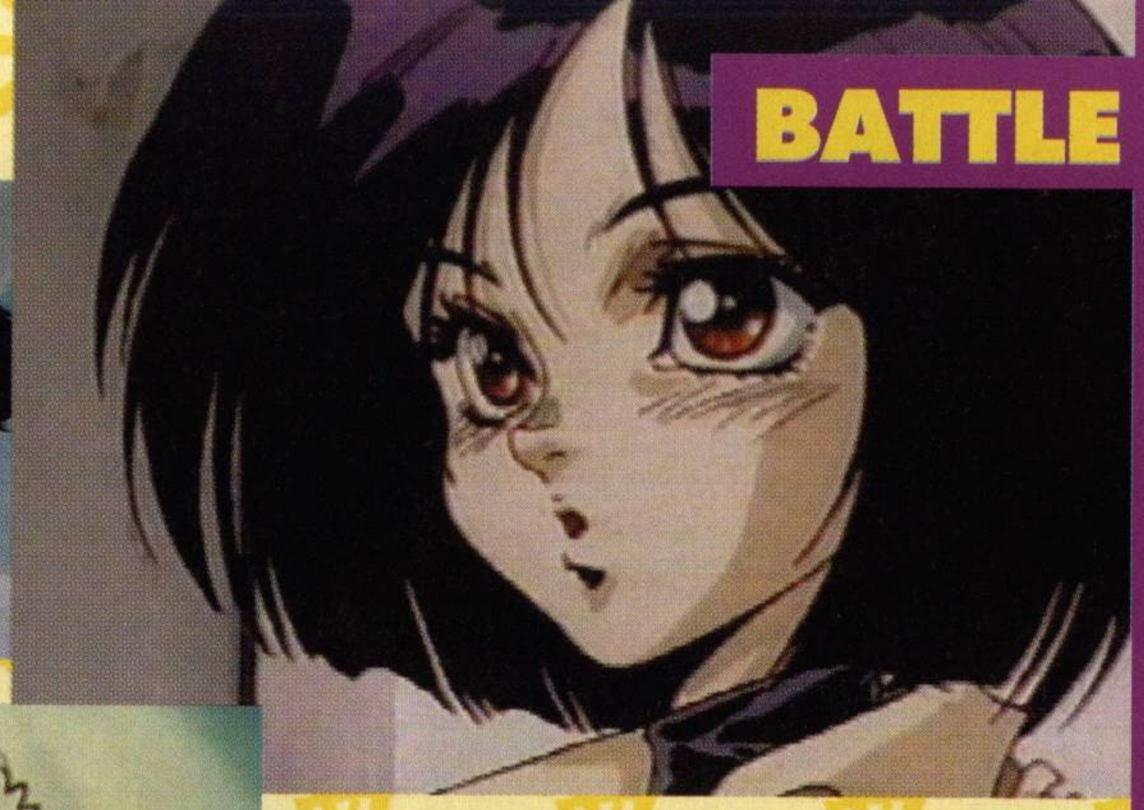
Manga is huge in Japan. On the 10th day of each month, Manga fans flock to their local bookstore as the three different Japanese animation information magazines are released. Newtype, the latest addition, is glossy and visually stimulating – and sells 300,000 copies each month. Animage, which is the original Manga publication and covers all you'd ever need to know, sells (at worst) 200,000 copies, depending

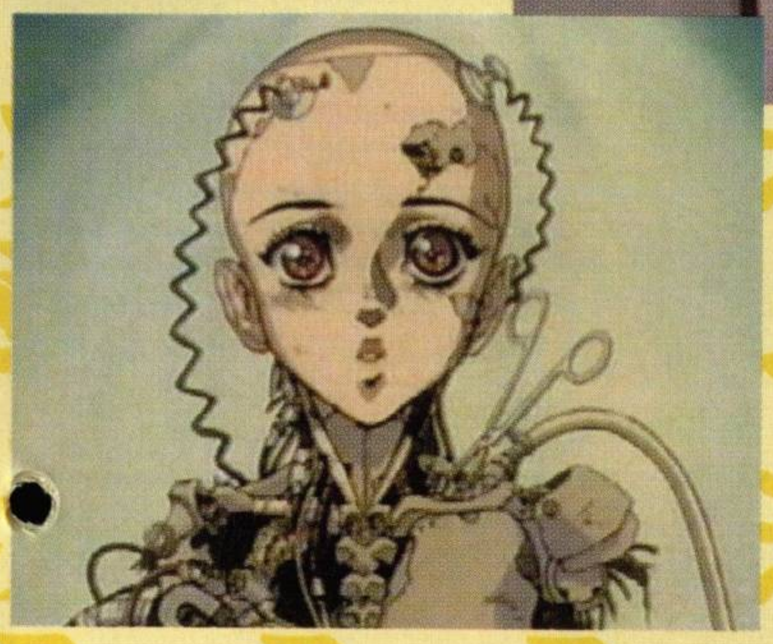
HOT TITLES

These are hot, hot, hot. So go out and grab yourself a copy of:

TITLE	FORMAT
Lunar The Silver Star	Mega-CD
Ranma 1/2	SNES
3x3 Eyes	Mega Drive
Super Parodius	SNES
Super Street Fighter II	Mega Drive, SNES
Dragon Ball Z	Mega Drive







characters that only the Japanese original will do. The choice is there, so it's really up to you to decide what you prefer.

Manga Manga Manga

The last Manga Anime festival was in March across all Australian capital cities. In Sydney the Valhalla cinema in Glebe packed in 13 films in a period of two weeks. The festival showcased classics like Akira, created by Katsuhiro Otomo, which marked the turning point for Manga's entry to the Western world in 1987 when this fantastic tale received an art-house release in the UK.

Manga is, without a doubt, a mind expanding experience. The world of Japanese anime is visually stunning and the power of imagination is limitless. In Manga there are no boundaries; anything that you can dream up is there, totally in your face. This realm of animation pushes the visual element over the edge and beyond all guidelines of story telling.

There are lots of titles to check out – comic books, graphic novels, videos or games that use Manga-style characters so experience it for yourself.

In February 1995, OZCON is on again, so all you Manga comic freaks out there, pile in to explore this mega comic convention. Next year the event will include trading cards, so keep plugged into GAMESTAR for details. ★

animes in Australia, and Animeigo provides us with subtitled originals. However, the trend these days is towards dubbing. Check out Ranma 1/2 and Mermaid's Scar. Both are high quality dubs, by the same production company and the same voice casting director. Not all dubs are bad, but there are certain voices that are so unique to the

BATTLE ANGEL ALITA

Classification: M
Price: $24.95

An amazing tale of human compassion juxtaposed with social decay and inevitable dominance of the elitist. Where Earth has become a churning cess pool of post-apocalyptic wasteland inhabited by cyberpunks, cyborgs and subhumanoids, living off the junk that gets dumped from the floating pure nirvana – Zarem.

In this grime filled planet, Alita, an ancient broken cyborg, was found in a dump heap and lovingly brought back to life by Dr Ido, a brilliant cybernetic scientist. Alita enters into the world of hunter warriors for whom crime is the driving force in spare parts to buy an entry ticket to Zarem.

Alita has no recollection of her past, only through the necessary combats in this place did she realise her full potential as Battle Angel Alita. She will now have to decide whether to use her power for good or evil. Her journey towards grasping reality and the wish to fulfil her desires makes this a haunting and passionate urban tale.

Battle Angel Alita is based on the graphic novel Gunnm, which is the original Japanese name for Alita. The third series of Battle Angel Alita is published through Viz Comics. Story and art by Yukito Kishiro and the English Adaptation by Fred Burke, Sterling Bell and Toshifumi Yoshida. It is widely available in Australian comic stores.

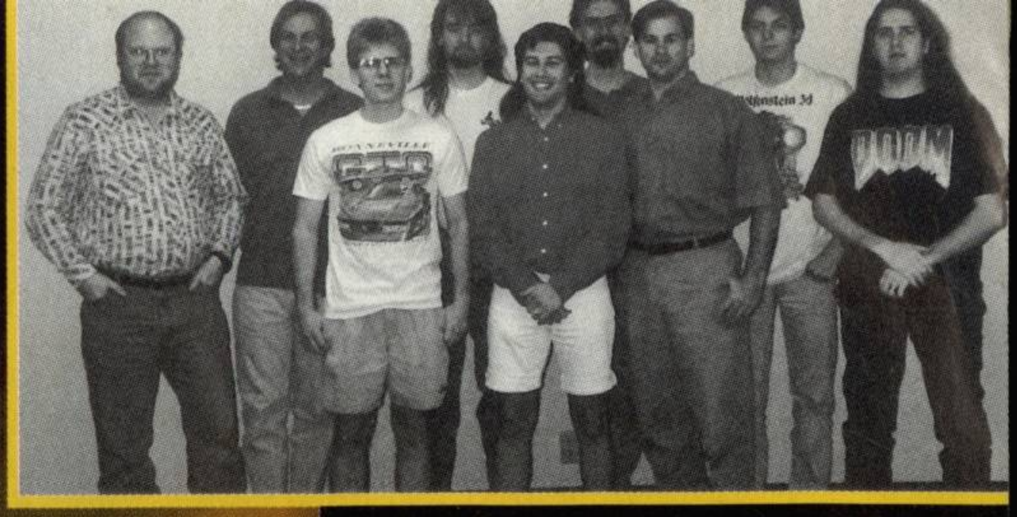
win!

MAJOR MANGA COMPETITION

For die-hard Mangaheads out there, here's your chance to **win some outrageous Manga/Anime packages** that will have you topped on Manga for the rest of your life (well, a long time anyway) from our friends at Siren Entertainment (hi Paul!). The best two entries will receive copies of: Crying Freeman (parts 1 & 2), 3x3 Eyes (parts 1 & 2), Cyber City (parts 1 & 2), a t-shirt and poster. The next eight entries will score a t-shirt and poster. The final 10 runners-up will get the poster. **That's 20 winners all up**. Phew! All you have to do to enter is **come up with an original concept for a Manga cartoon** or actually draw an original Manga character. **Attach the coupon you will find on page 60 and send it in**. GAMESTAR's very own Manga illustrator, Carlos, will choose the winners, which he will judge to be the most original and innovative. Carlos' work is right here on these pages. He's turned all the GAMESTAR team into Manga! Ain't he a clever little vegemite! So, what are you waiting for? Get out the pencils, fill in the coupon and even call Paul Wiegard at Siren on (03) 826 6911 for all your Manga queries and to get details on how to join the Manga Club.



SCOOP



iD Software is (from left to right): Sandy Petersen (Game Designer), Jay Wilbur (Biz guy), John Carmack (Technical Director), Adrian Carmack (Artist), John Romero (Game Developer), Dave Taylor (Programmer), Kevin Cloud (Artist), American McGee (Technical Support), and Shawn Green (Technical Support)

THE AMERICAN SHAREWARE MARKET is exploding due to the availability of bulletin boards and the low cost of calls. So far, three companies have produced games that have brought the PC world to its collective knees: Apogee, Epic Megagames and, of course, iD Software.

iD is a small, tightly-knit family of programmers, artists and techno-geeks. Its modest offices in the States disguise the size and prosperity this company is enjoying. They have a great sense of humour, they don't take life too seriously and, as their name suggests, they like to bring pleasure into people's lives. The dictionary definition of 'id' is:

id n. Psychoanal. The mind's instinctive energies. The drive for pleasure.

I don't know much about psychoanalysis, but as a definition of this company's state of mind, the dictionary has got it spot on.

iD started out in life a few years ago with just three members: John Carmack, Adrian Carmack and John Romero. These three work-horses started producing small shareware games for a largely commercial IBM community. All three men were previously working for Apogee and decided to go it alone. After a long, hard struggle and many late nights, they finally came up with an idea

After the success of Doom, iD Software is the big name in shareware games publishing. Dino Boni talks to the guys about life, the universe and, most importantly, Doom II.

The Freudian Sof

for a game that would push the boundaries of PC game programming to the limit. Wolfenstein 3D was that game.

Wolfenstein 3D was first released as a shareware game. You could only play one level, or Castle, and then the game would end. The idea behind this marketing strategy was twofold; 1. It gave players the chance to try the game for as little money as possible, and 2. iD saved money by cutting out the middlemen. The first release of Wolfenstein was uploaded onto a few American BBS systems and, within the month, it was all over the world.

Next came Spear of Destiny, which was essentially Wolfenstein 3D II with whistles and bells. This was iD's first foray into the retail market. The game speed was improved and new adversaries were added to make the game slightly harder. At the end of the day, the game was so hard that it was shipped with the official hints and tips book, offering solace to frustrated gameplayers all over the world. Not surprisingly, the game didn't do as well as its prequel – yet iD wasn't concerned. Back in the States, it was already working on something that would change the face of PC games forever.

In March of last year, iD launched the game that was to herald its ascent to the pinnacle of games production. Doom was based around Wolfenstein 3D, borrowing ideas from it but presenting them in a completely different way. No longer were you restricted to just moving across one level. You could go up stairs, lifts or fall down pits. The graphical interface was based around bitmapped graphics which were calculated in real-time. This resulted in the most convincing environment on a PC game that's ever been seen.

The monsters in Doom are as frightening as the storyline. In the game, you play the part of a rough Space Marine, trapped on a moon base when the forces of Hell decide to invade. After seeing your comrades destroyed in a blaze of magic, gunfire and fireballs, you are the last hope for Mankind. (Aren't you always!) Everything about the game is geared towards action. You can't stand still in Doom. If you do, then you'll be turned into a pile of luncheon meat quicker than you can emit even the shortest of expletives.

Doom was marketed in the same way as Wolfenstein 3D. A special, one episode preview game was released as shareware, allowing users to try the game before purchasing the real thing. The shareware game was distributed by uploading it onto some American bulletin boards and its virus-like spread rivalled even that of Wolfenstein 3D. The full, registered game comprised three 'episodes', with a varying number of levels in each. Each level incorporated puzzles, traps and secret rooms containing extra weapons and ammo. There are even a few secret levels in Doom that, until recently, remained undiscovered.

The game was unique in many, many ways, but specifically, it was the sheer speed and detail of the first-person perspective graphics that drew people in. Everything about the game oozed action, it kept you on your toes at all times. You never knew what was around the next corner, waiting to take a big chunk out of your chest with its massive claws. Another unusual, but very welcome feature in Doom was the ability to play with up to three other people over a network. Offices around the world rattled with the sound of multiple chain guns firing off their deadly cargo. Unfortunately, everything has a price, and the multi-player game of Doom was no exception.

The first release (V1.1) of Doom had some nasty bugs in it that weren't noticed at the testing stage. The worst one was not so much a bug as a testament to its sheer power. The multi-player games of Doom put so much data into a network that they routinely crashed, with some catastrophic results for work loads. The re-release of Doom (V1.2) fixed all this, and fixed a few other, more subtle bugs in the game itself. The newest version (V1.4) goes one step further and adds extra sound support and increased speed to the whole game.

This dedication to their products has paid off with interest for iD. Doom made iD Software a household name amongst PC gamers and further swelled their share of the PC games market. Just over a year later, iD are ready to release Doom II: Hell on Earth. I talked to Jay Wilbur at iD Software, the marketing and business guru who runs the boring side of the software company, about their 3D family and their latest baby.

Why do you think Doom was so successful?

"The immersion factor, I think is one reason. Doom is a very, very real game. It's also quite scary in places. Put it this way, you don't just play Doom, you become part of it. The game has what we call a 'High Body Language' factor. I've seen people try to peek around the monitor when they're playing, as if they could see around the corner of the wall.

"Shawn Green and John Romero are our two resident death machines at iD. They beat each other up regularly at deathmatch mode while the rest of the office watches the carnage. John has actually destroyed keyboards playing Doom, because you get so involved with the game, it's hard not to play hard."

The characters in Doom are visually stunning. How long did they take to draw?

"All of the characters you see in Doom were modelled first, using clay, latex and wire, so they could be moved into different positions. We then took a shot of them with a video camera hooked up to one of our computers in eight different angles, moved the model into the next frame of the animation, and started all over again. The guys responsible for producing the graphics in Doom & Doom II are Adrian Carmack and Kevin Cloud. They did a wonderful job on the first game and the second one is looking even better."

A few months after Doom was released, a whole bunch of utilities appeared from shareware authors allowing you to create your own levels and even change the sound



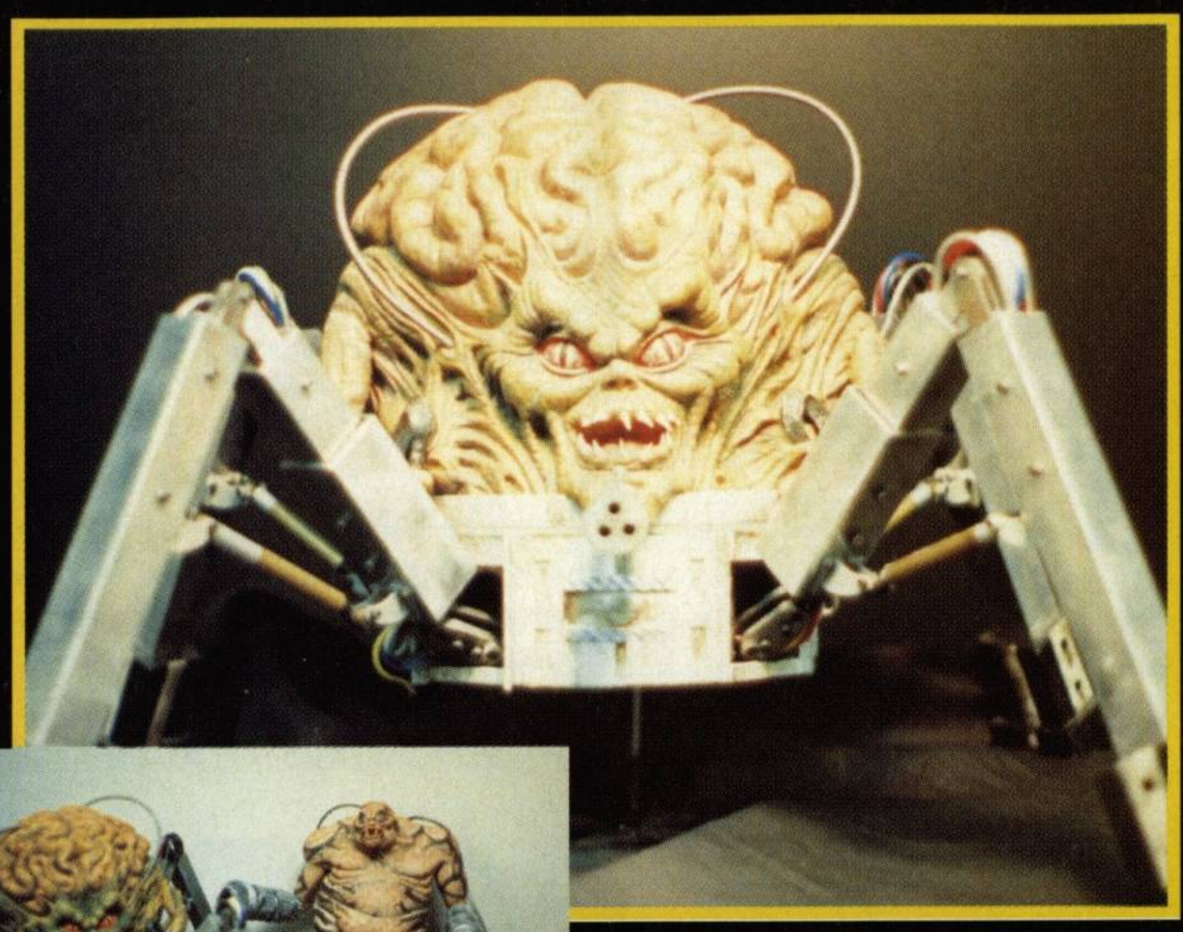






These are the games that made iD one of the biggest names in PC shareware entertainment. Both Doom and Wolfenstein 3D were ground-breaking games and owed their success not only to their great graphics, but also to iD's commitment to playability and action

tware House





These models are the actual ones used to create the stunning graphics that appear in Doom I & II. They are filmed with a video camera in different poses and then digitised into a computer to produce the final sprites and animation



Above top: These are just some of the new characters that will appear in Doom II.

effects in the game. How do you feel about these new utilities?

"We encouraged it, we helped to write them! iD released specs for the Doom WAD files and showed programmers how they could alter the files to produce their own levels. The only stipulations we made were that the modified levels could not be made to run with the shareware version of Doom; the program clearly states that this is not an iD Software-sanctioned program and lastly, that the programmers had to enter into an agreement with us stating that the procedures and some of the code are the property of iD Software.

"As long as a programmer sticks to these rules, they can write pretty much what they want. We helped a lot of programmers write editors, simply because we saw that this would prolong the life of the game. When you've completed the game for the 10th time, even the biggest fan of Doom will get bored and these utilities provide him or her with a source of new levels to explore and play."

What is the storyline for Doom II?

"It pretty much picks up where Doom left off. After defeating the spawn of Hell and killing the Spider Demon, a portal opens up, You step through it and find yourself back on Earth. Everything seems peaceful and serene, until you have a good look around. Somehow, some demons followed you through the portal and have begun to destroy Earth. It's up to you to stop them, just as it was in Doom."

Have you decided on how many new characters will be in Doom II?

"Not yet, because we all come up with new ideas for monsters every day. At the moment, there are five new creatures that are pencilled in for the new game. The first new monster has the working title around the office of 'The Chain-Gun Dude'. He's a new type of Sergeant (the men in Doom who carry shotguns) but he carries a chain-gun. This guy is just awesome. Adrian Carmack did all the work on this character, and he just looks intense. He made this guy so that, if he's in a dark room, he lights up things around him with the flash from the chain-gun.

"The next character's name is undecided as yet, but he's very tall, lanky, skeleton-esque disaster area who will go around the levels and resurrect dead demons. On the later levels, not only will you have to contend with the demons when they're alive, you also have to watch out for them when they're dead! He also has a new weapon to use called the 'Hell Fire Attack', but how that's going to work is still being discussed at the moment.

"'Fatso' is our next dude, and as his name suggests, he's big – fat in fact! This guy fires triple high-speed bruiser damage shots, but he's really slow. You could run rings around this guy very easily, but if he gets you into a dead end or you get careless, he'll kick your ass! We also have the 'Pain Elemental'. He's a greyish capper demon, you know, like this little one-eyed, floater dude, but he looks rougher and more evil. He doesn't fire the Magic Missiles, either. He fires the Flaming Skulls from the first game out of his mouth and when you destroy him, three Lost Souls rise from his remains and come for you. This is one monster you won't want to trifle with!

"The last of the provisional demons is the 'Hell Knight'. He's basically a weaker version of 'The Baron', but we may stick a few tricks up his sleeve to give people a bit of a shock when they first meet him."

Will there be any other new features in Doom II?

"The new weapons that will be included in the final product aren't finalised. Because the game is only around 35 percent complete, we can't even play it yet! All of the features incorporated in Doom, such as the Deathmatch, two-player and network game modes will still be there, as well as all the original characters from the first game.

"Hell on Earth will be bigger, better and badder than Doom. Everyone is really looking forward to it being released."

Will Doom II be released as a shareware demo first or will you adopt a new strategy?

"Doom II will be a retail product only. While we received a lot of registrations for Doom, we think that there are so many pirated copies of the game floating around that many people didn't need to register with us. The decision to go retail was a difficult one, but it will mean more sales for us and less piracy at the end of the day. Also, the general public can get hold of the game more quickly than with mail-order registrations."

What language is Doom and Doom II written in?

"John Carmack (who is our residential code wizard at iD), writes the prototypes in ASCII C on a NeXT machine. He then ports it over to the PC and assembles it. Only around two percent of the game code is written in machine-specific assembly code, the rest is done wholly in C."

What other projects is iD working on at the moment?

"The Doom engine has been licensed out to two groups at the moment. Origin is using it for a few games (with a little help from us) and Signus Studios, who wrote the Apogee game, Raptor, is using it on a few projects as well.

"As for us, we are working on the Jaguar version of Wolfenstein 3D and Doom and a few other projects that are top secret at the moment." ★

SCOOP

GAMESTAR has been given the exclusive Australian/Asia Pacific rights to present readers with a demonstration disk of Doom 2 by iD Software. Look out for it in your January GAMESTAR.



THE HOTTEST NEW CRAZE IN GAMING IS NO LONGER A GAME

漫画

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ZACK

UNIFORM COLOUR: Black
POWER SOURCE: Mastodon
WEAPON: Power Axe

THE CHARACTER: Zack is everybody's best friend. Clever, streetwise and a smooth talker, Zack is a master of the quick smile and smooth line. His big loves are music and dance and he is also a talented gymnast. He often combines his dancing and martial arts skills to form a style that he calls Hip-Hop-Kido.

THE ACTOR: When he's not working, you'll find Walter Jones scuba diving, bunjee jumping, sky diving and water skiing. His mum is his biggest fan. "She's trippin', man! She lives in Detroit and she traps people on the bus going to work. She sits down and says, 'You've heard of the Power Rangers? My son's the Black Ranger.' And then she starts pulling out pictures," he says.

BEST THING ABOUT BEING A POWER RANGER? "I think it's great to be this superhero character. Someday, when I have kids, they can tell their friends that their dad used to be a super hero."

TRINI

UNIFORM COLOUR: Yellow
POWER SOURCE: Sabre-tooth tiger
WEAPON: Power Dagger

THE CHARACTER: Trini spends most of her time alone, studying Eastern philosophy or working out in the gym. A talented martial artist, she is slow to anger, but when her buttons are pushed she can take out an opponent with little more than a well-aimed kick. She is the only Power Ranger who can understand Billy.

THE ACTOR: Born in Vietnam, Thuy Trang moved to the US in 1980. She was studying civil engineering at the University of California when a friend encouraged her to take an acting class. She soon got herself an agent and professional acting work followed. "Power Rangers is a fun show with lots of excitement, however, education is important. Therefore I would want to finish my degree in engineering," Thuy says.

BEST THING ABOUT BEING A POWER RANGER? "I love the fact that I'm one of the only female super heroes on TV. Young girls can watch the show and get the idea that, 'Hey, I can be strong and defend myself. I don't need to rely on guys'."

JASON

UNIFORM COLOUR: Red
POWER SOURCE: Tyrannosaurus Rex
WEAPON: Power Sword

THE CHARACTER: Jason is a 17-year-old black belt in karate and is the leader of the Power Rangers team. When he's not practising martial arts, he's busy perfecting his moves on babes at the mall. He's into the idea of saving the world and being a super hero, but underneath all that he's just your average kid next door. (Aw shucks!)

THE ACTOR: Austin St John began studying martial arts at the age of five. "It's a way of life, I don't do it for sport," he says. "There is a great deal of mystery and mystique in martial arts. Aside from the physical demands, it also allows me to develop inner strength which builds character."

BEST THING ABOUT BEING A POWER RANGER? "The fame. Kids follow me around wherever I go. I feel like Rocky."

KIMBERLY

UNIFORM COLOUR: Pink
POWER SOURCE: Pterodactyl
WEAPON: Power Bow

THE CHARACTER: A champion gymnast, Kimberly spends free time at the shopping mall and longing for adventure. The most popular girl in school, she is strong-willed and independent.

THE ACTOR: Amy Jo Johnson began gymnastic classes at the age of seven. She attended Cape Cod Gymnastics Club for 10 years and competed at international competitions throughout Europe. "At times I felt I'd wasted my gymnastic training since I never went to the Olympics, but since we do all our own stunts on Power Rangers, the training has really paid off."

BEST THING ABOUT BEING A POWER RANGER? "It's helped me to conquer my fears about acting. I used to get so nervous before going on-stage that I would cry. I even threw up."

BILLY

UNIFORM COLOUR: Blue
POWER SOURCE: Triceratops
WEAPON: Power Lance

THE CHARACTER: Billy is a bit of a brain. He's a member of the school's debating team, science club, maths club and chess club. Some people would call him a nerd. Billy is fascinated by everything. He has a tendency to speak technically, and only Trini seems to be able to understand him.

THE ACTOR: David Yost won the role after impressing the show's producers with his acting and gymnastic skills. In his free time, David enjoys swimming and reading plays. He is currently writing a play of his own.

BEST THING ABOUT BEING A POWER RANGER? "The fans that look up to me are the ones who feel left out. One time, this short, chunky kid came up and hugged me and said, 'I love you Billy. You've done so much for me.' It just hit my heart to know that I play a character who tells kids that somebody's there for them."







BY KATHY CAMPBELL

mighty morph'n power rangers

THEY KICK BETTER than some of the fighters in Mortal Kombat; they wear fashionable, colour-co-ordinated lycra (stylish!); they're teenagers with attitude. Who are they? The Mighty Morph'n Power Rangers.

Unless you've spent most of this year under a rock or holed up in your room playing Tetris on your Game Boy, you'd have heard about these guys. They are the stars of their own television show and you'll find their images on everything from dolls to games to trading cards. And now episodes of the show are being released on video, and we hear there are plans to make a film, too – right here in Australia! Morphinomenal, isn't it?

So what's the story? Well, basically it goes something like this. There is an evil threat to the Earth – and it's not country music! It's the Empress of Evil, Rita Repulssa. That's Repulssa by name, repulsive by nature. Her goal in life is to take over the world, and her motto is 'It's Good To Be Bad!'

Rita's sworn enemy is a wise old dude named Zordon. He knew that the only way to beat Rita was by finding the most powerful and destructive forces the Earth had to offer. He did some research and, believe it or not, these awesome forces were found to be dinosaurs and teenagers with attitude.

So he searched the world and found five teenagers at a Californian shopping mall who he decided would be perfect to turn into Power Rangers. It took a little convincing, but Jason, Kimberly, Zach, Trini and Billy agreed to save the world. So Zordon kitted them out with some bright lycra suits, special weapons and fighting vehicles called Dinozords. And the battle began. Okay, so now you know the story, but who are the players in this Ninja Turtles meets 90210 karate-fest? Check out page 26. ★



win!

In true GAMESTAR style, we have some great Mighty Morph'n Power Rangers gear to be won by some lucky Rangers fans. GAMESTAR is proud to be able to offer no less than five winners a complete Rangers prize pack. Each pack consists of Volumes 1, 2 and 3 of the Mighty Morph'n's videos, along with a snazzy poster and a Mighty Morph'n hand-held game that you can tuck in your pocket as you fight the forces of Rita on your own turf. GAMESTAR would like to thank Polygram Video (for the vids and posters) and Croner-Tyco Toys (for the hand-held games) for their support with this competition. All you have to do to win is complete the coupon on page 60, send it in to us and pull on your lycra pants until we announce the winners in the



GAMESTAR'S MOVIE PUZZLE PAGE

Metro GAMES

UNITED INTERNATIONAL PICTURES PTY.
A Paramount • Metro Goldwyn Mayer • UNIVERSAL COMPANY

Have you ever gone to the movies with your girlfriend and found that she actually wants to watch the movie? Yes? Well, get in line my desperate friends as UIP, Metro Playcorp (with whom the hits keep coming) and GAMESTAR bring you a brand new monthly competition in the form of a puzzle page.

To kick off it's a five question quiz, where all you have to do is read about the hot new flick adapted from Tom Clancey's novel Clear and Present Danger along with the new release for the SNES from Metro Playcorp, Mortal Kombat II .

CLEAR AND PRESENT DANGER



Starring Harrison Ford as Jack Ryan (from Patriot Games), Clear and Present Danger is directed by Australia's Phillip Noyce, whose previous films include Sliver (Scher-wing!), Dead Calm and Newsfront.

Anne Archer is back as Jack Ryan's wife, Cathy, and Willem Dafoe plays the CIA field operative known only as Mr Clark. James Earl Jones plays Admiral James Greer, the CIA's Deputy of Inteligence.

In Clear and Present Danger, Jack Ryan finds himself once again being drawn into big and bad global intrigue.

A coastguard discovers a drug smuggling yacht carrying victims of a Colombian drug cartel. The President of the United States then decides to launch a secret operation against the cartel on Colombian soil and the cartel kicks back by taking action against FBI Director Jacobs (played by Tom Tammi) which prompts the President to escalate his efforts. But his actions lead to disaster and eventually a cover-up (if there wasn't, you wouldn't have a story as good as this). Jack Ryan must rescue the American team left behind in Colombia and get to the bottom of the cover-up. (This is almost worth *not* going to the back row for!)



As you all know (if you don't, you need therapy, as this is probably the most bitchin' game to hit the SNES this year) Mortal Kombat II kicked ass in the arcades. Beautiful, gory, and absolutely delicious fatalities would be the perfect thing to wake up to in the morning (I think I may need therapy after this). MKII follows on from MK where you select a character to bash the crap out of the rest. The magic of MKII is that the graphics are all digitised along with lots of moody sound. But what sets MKII aside from all the other beat-em-ups is that you can actually kill your opponent. You could also turn them into babies or be their friend. (Peter wants to get friendly with Mileena!?)



QUIZ

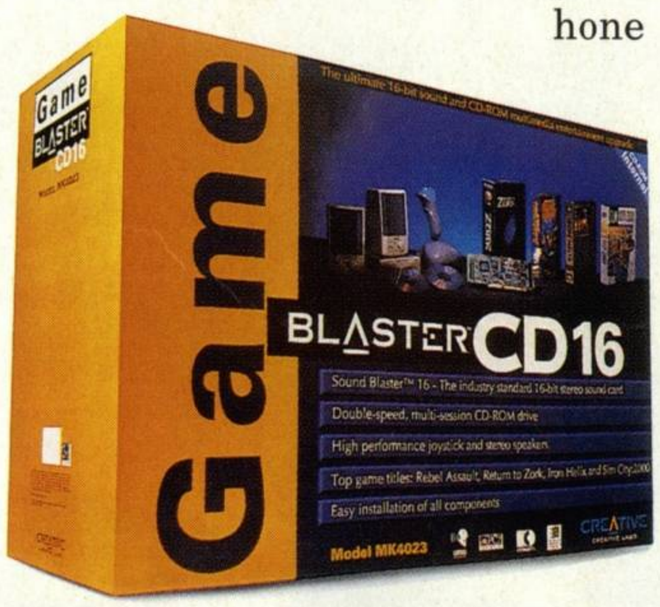
All you have to do is answer the five eeZee questions printed below on a seperate piece of paper, and send it along with the coupon on page 60 to win one of 20 double passes to the movie. There's also five copies of the literally rippin' game Mortal Kombat II on the SNES for the first five neatest correct entries. The next five will recieve a wicked MKII t-shirt, and the final five will score a mad MKII baseball cap! Absolutely freezing, hey?

1) What sci-fi movie starred Harrison Ford as a bounty hunter? (Hint: It's not Star Wars)
2) Who played James Earl Jones' son in Coming to America?
3) Name two movies directed by Phillip Noyce.
4) Who does Peter want to get friendly with?
5) Why is Shang Tsung younger in MKII?



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NBA JAM

BY KATHY CAMPBELL

IT WAS A SUNNY WINTER'S MORNING and the GAMESTAR gang were ready and waiting at Janice's house for the arrival of our contenders. Fiona was dispatched to the front door – "Keep a lookout for some tall dudes wearing shorts, Fi!" Soon there was a shadow cast in the doorway and our two NBL players, Scott Fisher from the Perth Wildcats and Butch Hays from the Illawarra Hawks, stepped in. While Janice and MarsHeaD fired up the SNES in preparation for a slam dunk fest, we tossed a few questions at Scott and Butch.

GS: Have you ever played video games against one another before?

Scott: Not against one another! I live in Perth and he lives in Wollongong so it's a little bit difficult.

Butch: We have great phone sex, though.

GS: Ah ha. So, do you play NBA Jam much at home?

Scott: I usually play against my other team mates. I only really play NBA Jam in the arcades; I'm still playing Mario Brothers Lost World on my console.

Butch: I can't get through the third level on that! I play Mario Brothers, too. I'm an old Pac Man guy from way back. That and Donkey Kong, that's about it. I don't play any of those blood and guts karate games.

GS: Do you go to arcades as well, Butch?

Butch: On the road, yeah, you've gotta do something. And there are a few guys on the team who take their Nintendo on the road.

GS: How long would you play arcade games on average?

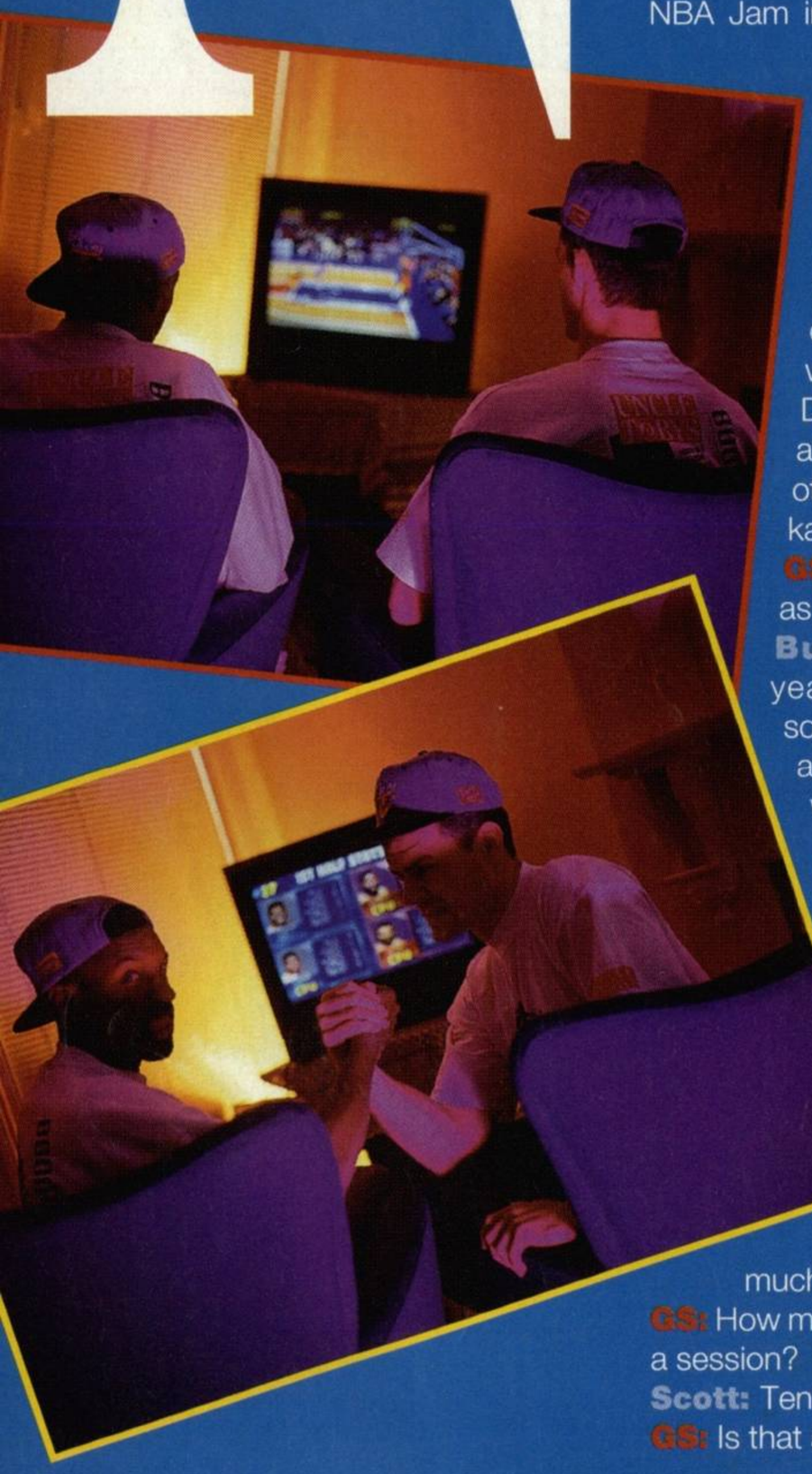
Butch: Once a week for about 30 minutes. As long as the money keeps going.

Scott: Yeah, it depends on how much money I have.

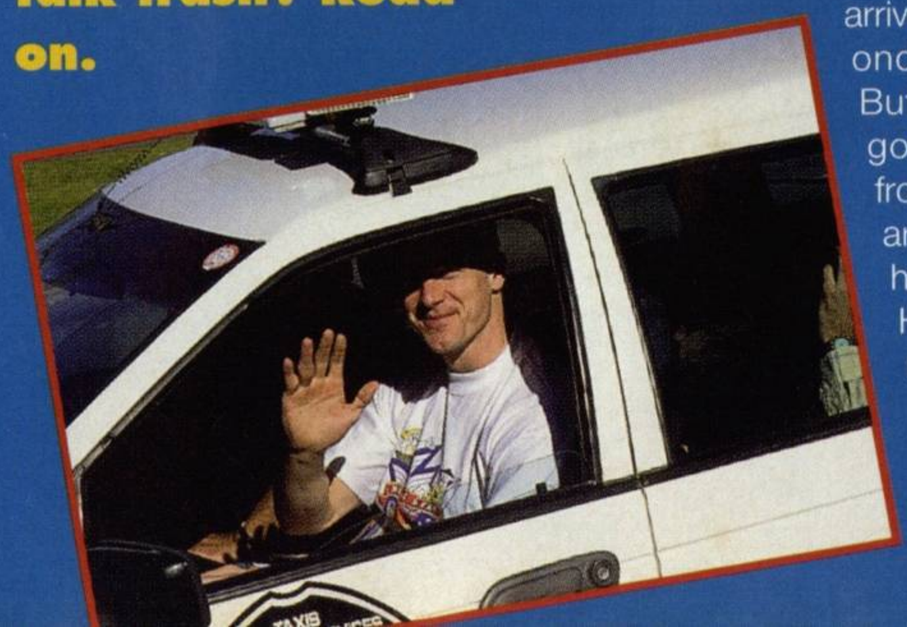
GS: How much would you spend in a session?

Scott: Ten bucks.

GS: Is that all?



The last few issues of GAMESTAR have featured a number of basketball players claiming that they are the best at NBA Jam and will beat all comers. We decided to get a couple of tall types together and see what happened. Did they dish one another? Did they talk trash? Read on.



Scott: Well, maybe I'm better than you think I am!

GS: Which one of you thinks you'll be better today?

Scott: I don't know.

Butch: I'm going to give Scott the edge. I've got kids, you see, and I don't get much time to play the game.

GS: Cause they're always hogging it . . .

Butch: That's right.

GS: How old are your kids?

Butch: They're two and five.

GS: Do they beat you?

Butch: Oh no, get out of here! They haven't paid enough dues yet.

GS: Well, it was now time to get the game started. First came the difficult part, team selection. Who do you normally choose, guys?

Scott: I've had the most success with the outside shooting ability of Mark Price and Golden State.

Butch: I'm not too particular. It depends. If I feel like being Charles Barkley, I'll be Phoenix. I used to like the Lakers . . .

A decision was made – Today's Match was between Golden State (Scott) and Minnesota (Butch). Since they hadn't played NBA Jam on the SNES before we let the guys warm up first.

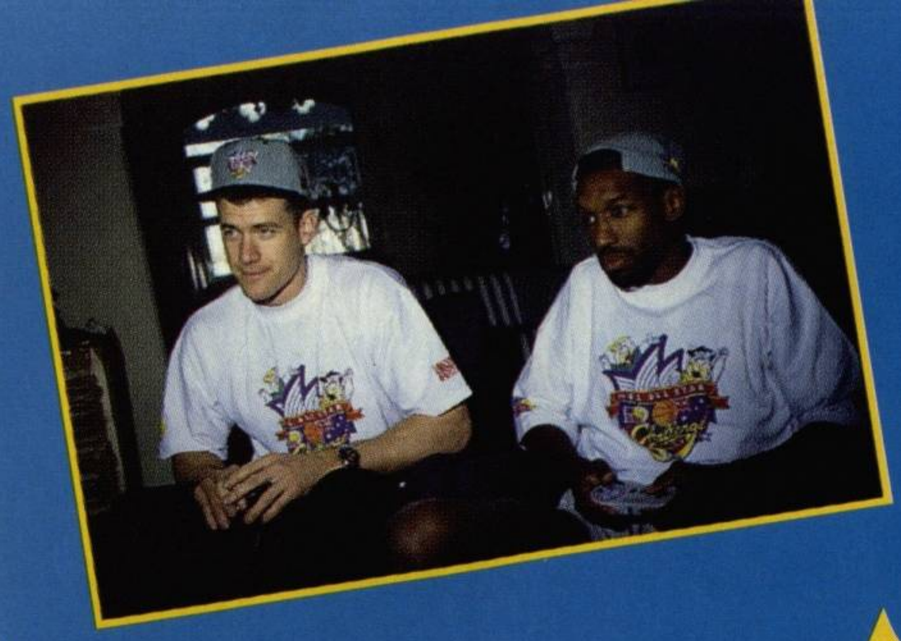
GS: So how does it compare to the arcade version?

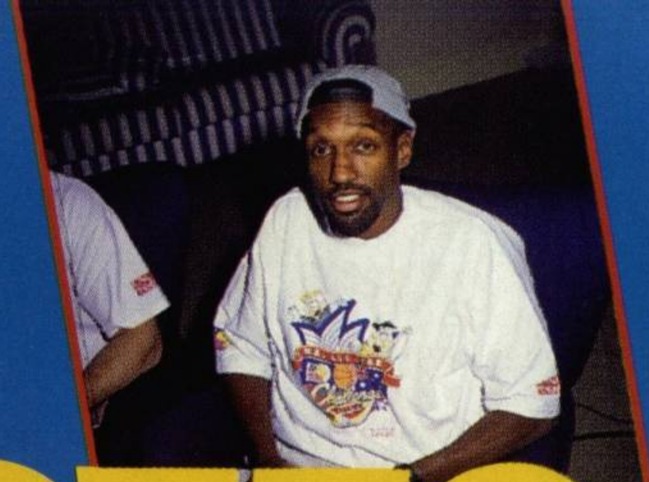
Scott: I'm quite surprised, it's pretty good.

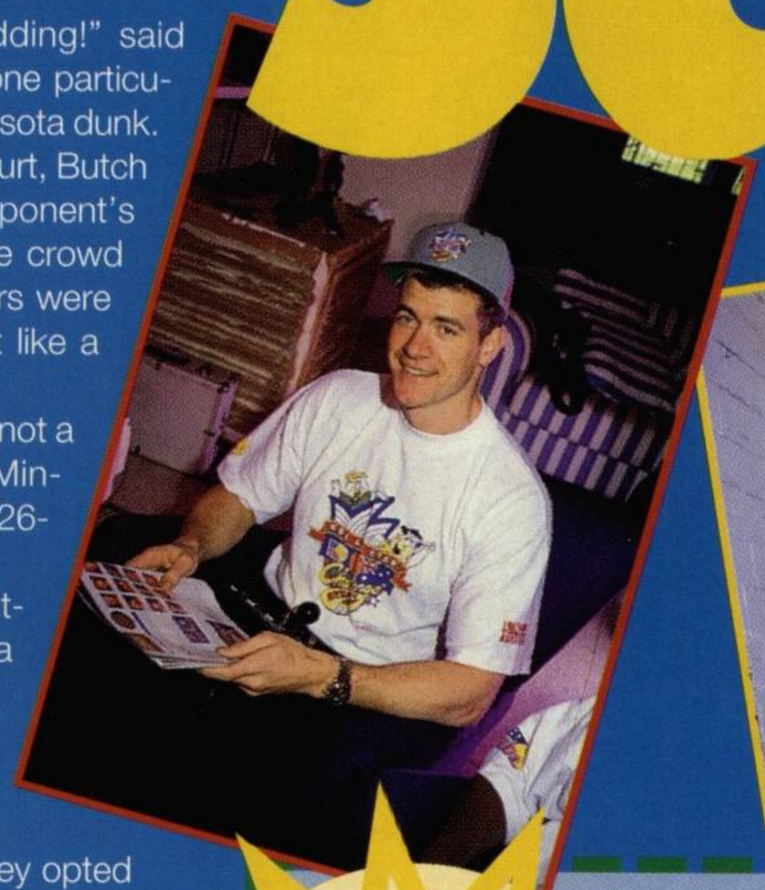
We pulled out the first issue of GAMESTAR which featured all the cheats for NBA Jam in case someone felt like they needed a little assistance. Scott was hooked and quietly studied the bit about power-ups.

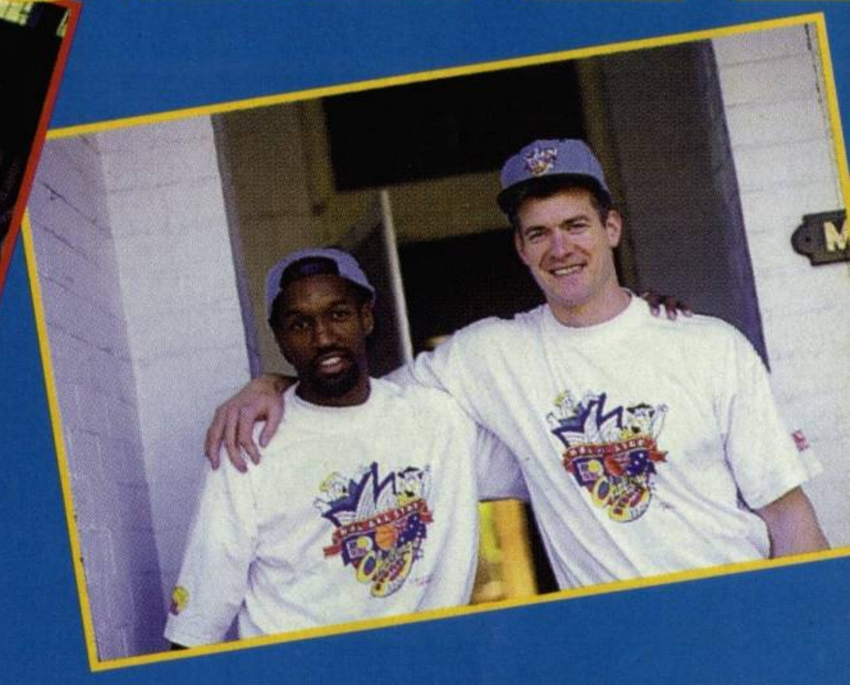
All warmed up and raring to go, MarsHeaD blew the starting whistle. The scoring started straight away, and the action was fast and furious. Scott, feeling a little confident, took a shot from half court, and Golden State went to an early lead, 9-6. Minnesota soon caught up and the score was 9-9. The end of the first quarter arrived. Into the second quarter and Butch must have gotten a boost from the two sugars in the coffee he was drinking. He was slammin' and jammin' all over the

A Jam







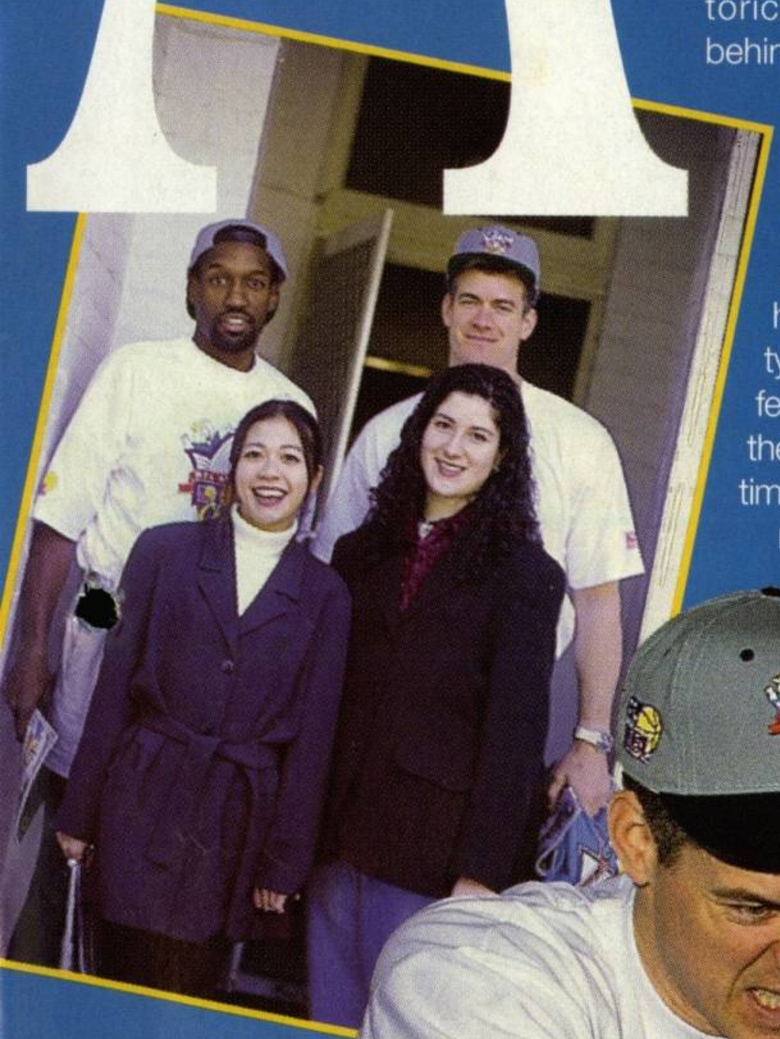


place! "Oh you're kidding!" said Scott in response to one particularly spectacular Minnesota dunk. Pounding down the court, Butch acknowledged his opponent's move – nice pass! The crowd was roaring, the players were vocal, heck it was just like a real game!

Half time came and not a second too soon – Minnesota was in the lead 26-19.

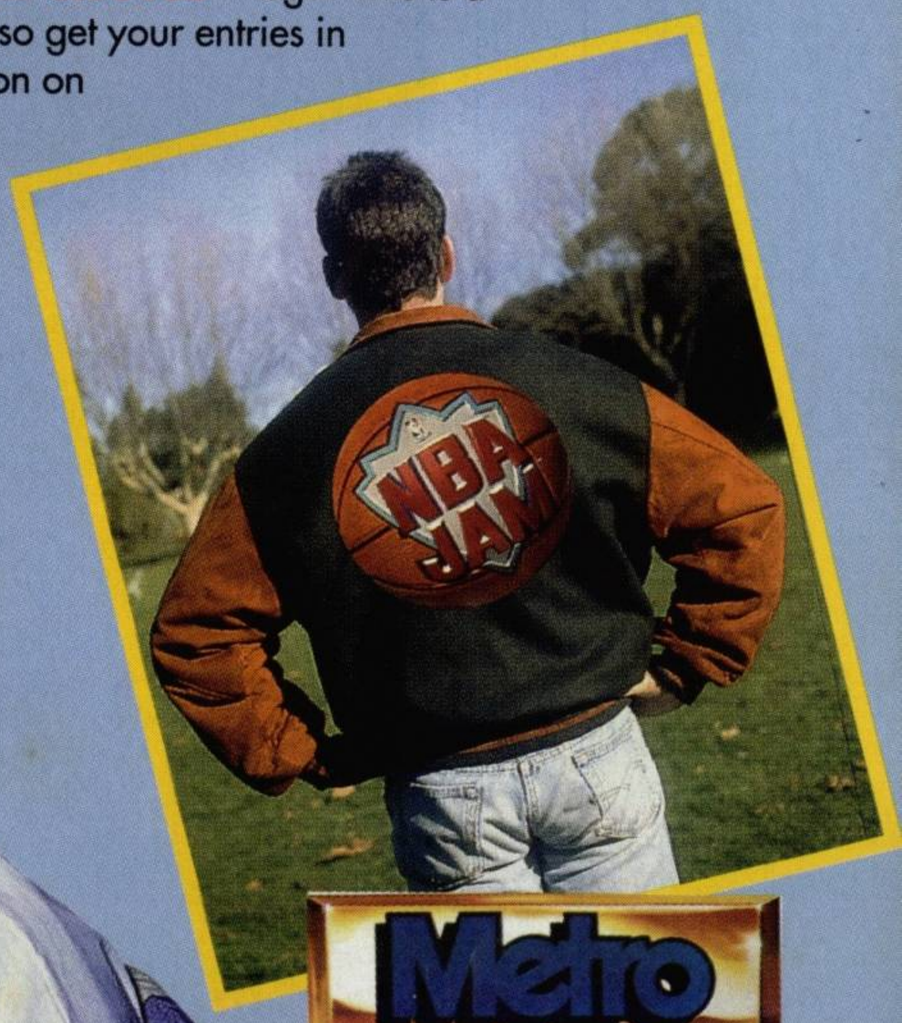
We offered them cut-up oranges, but being a couple of Americans, the guys probably didn't appreciate the historical significance behind the offering. They opted for a glass of water instead.

Back into it, the competition was hot and the hoop action was happening. Points a plenty were scored in the last few minutes of the game and the countdown began . . . Full time! Golden State was the winner, 55-51. Scott Fisher is the winner of the Inaugural GAMESTAR NBA Jam Challenge. Thanks Scott and Butch, it's been real! ★



win!

Now you know how some real stars of the court did, it's time for you to play NBA Jam suited out with the best of them. GAMESTAR and Metro Playcorp have gotten together to bring **A LUCKY WINNER AN NBA JAM JACKET** – one that's sure to impress all your friends. Also, five lucky runners up will **SCORE A BASKETBALL, SIGNED BY THE NBL TEAM OF THEIR CHOICE**. Mega! This is a really classy comp, so get your entries in on the official coupon on page 60. And remember, with Metro Playcorp (and GAMESTAR) The Hits Keep Coming!



Metro GAMES

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Kids Korner GIVEAWAY

Okay you gum chewin' cowboys and bar room gals, listen up. This month Slammin' Jammin' Rod from Kids Korner has come up with **a new batch of whacking, lip smacking, tooth cracking goodies.** First of all there's the **Rock Candy giveaway** which is still happening.

All you have to do is send a self addressed envelope, along with your name, age and whether you're a guy or gal to Slammin' Jammin' Rod, Kids Korner/GAMESTAR giveaway, 27/401 Pacific Highway, Atarmon NSW 2064. Rod (the pilgrim) will send you your very own Rock Candy.

On to more of the **essential stuff,** (that's sugar to you and me) **Kids Korner have the Mando Bar** (nougat with chocolate covered peanuts) **and the Sando Bar** (its long lost cousin which has hazelnuts). Another recipe with sugar is the Glo Bar, **fluffy marshmallow with crazy creamy chocolate** and a glow in the dark sticker which will send the sheriff packing.

There's also **Mouth Muck, a powder which turns into bubblegum** (I've just discovered why it's called muck and trust me, you don't want to know). There's **Creepy, a neon coloured marshmallow, and Shees Apples, apple flavoured** (Durr Fred). That's about it for this month's rebellion (against the dentist that is). Yee Haw...

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The Raptor—a bird of prey—is an awesome warship. And you've been chosen to pilot it into enemy territory to kill or be killed.

Incredibly smooth VGA graphics and animation are only half the story. The mood-setting, heart-pounding music in Raptor will leave you breathless, especially if you have a higher end sound card like the Roland or Wave Blaster. (That's right, Raptor supports the General Midi music format, which provides very high quality music for PC games.) All other major sound cards are also supported!

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GAMESTAR SHORT CUTS

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SOS! SOS! SOS! Bugger! I wish I'd learnt to use this e-mail thing. Help me! I'm being held hostage in the GAMESTAR office after a bloody coup attempt by PlaNeT and Fiona. They have Jo and Sam tied up behind the 3DO and are dancing naked around the games lounge spewing a yellow substance that looks and smells like regurgitated Twisties. Their evil over-lord Dr Grantley is standing on Jo's desk wearing nothing but a CD-ROM version of Entombed and Fletch and MarsHeaD have shackled themselves to the fashion editor of Dolly magazine and refuse to talk to anyone until Paradise Beach has been returned to its 5:30 timeslot. SEND HELP! SEND THE TRG! SEND MORE TWISTIES!

Insert Email address: sydcitypigs%2454674@mcimail.com

NINTENDO

SNES

STUNT RACE FX

There aren't many superlatives left that haven't been used to describe this game so I'll just have to do my best. #@%$ I LOVED THIS GAME! There, how's that?

Race Against the Computer

I've heard of 'Rage Against the Machine' but . . .

Start a race in two player mode and leave pad two alone. After a few seconds the computer will take over as player two and probably whip your butt. Harsh but fair.

Cute little Tricky Bits

Not really cheats, but a small amount of idiocy never hurt anybody.

When you pause the game, you get an animation of the car in action. Pressing the Y button will speed the car up, the Left and Right buttons slow the car down, and the Select button crunches it into reverse. To reset the game at any stage, press the L, R, Select and Start buttons together. (Saves your back!)





BATTLETOADS VS. DOUBLE DRAGON

Whoa! Was this game a dud or what?! If you can't be bothered to beat it, cheat it.



Level Select and 10 Lives

On the character select screen, enter: Up, Down, Down, Up, X, B, Y and A. The screen should flash to confirm the cheat has worked; now select your player and push Start. You should see the Mega Warp screen and have 10 extra lives to endure. Masochist!

MECHWARRIOR

There's nothing I enjoy more than pulling on a pair of diesel powered trousers and killing things.

Invincibility

Start a game, make sure your pants have a full tank of diesel and go into battle. When you arrive at the job, pause the game and enter A, Left, Left, Y, A, Left, Left, Y, A, Left, Left, Y and the word 'Invincible' will appear on the screen. Unpause and Crush! Kill! Destroy!

AERO THE ACROBAT

I don't remember this guy winning gold for Australia but we'll try out his cheat anyway.

Level Skip

On the title screen enter: Down, A, Down, Y, Down, A, Down and Y. A confirmation chime will sound and enables the cheat.

When the game starts and Aero is hurtling towards Earth, pause the game before he hits the ground and enter Up, X, Down, B, Left, Y, Right A, Left, Right, and Select. This should now warp you to the next level. Hot Dang!

GAMESTAR SHORT CUTS

SEGA

MEGA DRIVE

BATTLETOADS VS. DOUBLE DRAGON

I reckon this game sucks but here's a cheat anyway.



Level Select and 10 Lives
To endure every excruciating level of this joke, on the character select screen, enter with pad one: Down, Up, Up, Down, C, A and B. A confirmation chime will sound and the Mega Warp screen will appear. Big, fat, hairy deal.

JUNGLE BOOK

We loved this game at SHORT CUTS mainly because of Mowgli's loin cloth. When the game first came in I had to set the sprinklers off a few times to cool the office cyberbabes down. Anyway, here are some cheats to take your mind off the semi-nude psuedo-simian's loin cloth.

Level Skip
To skip to the next level, pause the game and punch in BAAB BAAB ABBA ABBA. This will take you to the beginning of the next level and play the extended mix of 'Dancing Queen'.



Re-stock
I've seen it all before. Blitzing through the jungle spanking everything silly enough to move when Mowgli ends up carrying less food than an inmate at a refugee camp on the Rawandan/Zaire border. To replenish his supply of bananas (and all his other weapons) pause the game and tonk in Up, Up, Down, Down, Left, Right, Left, Right, B and A. Unpause the game and you can start throwing fruit around like your little brother does when he's had too much red cordial.

Boss Plossage
To practise belting the living snot out of this game's bosses, again, pause the game and . . .
To snot Kaa: CAA B CAA
To snot the Witch Doctor (the three monkies): Right, A, Down, B, A, Down. (RAD BAD, hmmm . . . sounds like PlaNeT)
To snot Baloo: B, A, Left, Up, Up.
To snot King Louie: Left, Up, A, Left, Up, A.



Unfortunately, these boss stages are for practise only, so after you've whipped their pussy butts, the game goes back to the title screen. But hell, there's no holding a liar and cheat down so lets BAABBAABABBAABBA our way to scumbag Utopia!

SONIC 3

Who'd have thought there could be more cheats for this, the third instalment of The Adventures of Bloo Loo Toilet Brush Head? That's the kind of tireless liars and cheats we are at SHORT CUTS and bugger me if we haven't squeezed another drop of sculldug-gery out of old blue and stinky.

Special Bonus Stage
To access the special bonus stage alleged to exist in this rancid cess-pool of cyber-space,

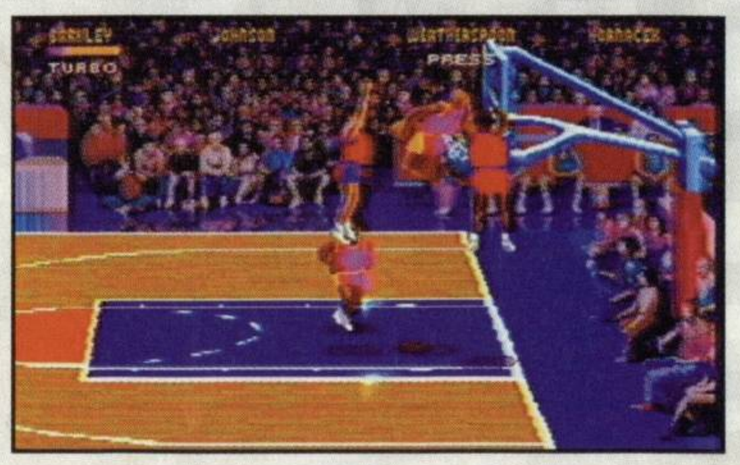




do the level select (you may need to drink two cans of Coke and eat a packet of Tim Tams for the sugar rush required to get it in fast enough) and then move the cursor to the Special Stage icon. Hold down A and then press start and you should be in a special bonus stage not accessable during 'normal' gameplay. (Is there such a thing?)

NBA JAM

Gawd, all the old war-horses have come out with new cheats this month (even if they are a bit lame) and NBA Jam is no exception. To



accesss a Sound Test (be still my beating heart) select 'yes' to enter your initials and then enter the first two letters of the following and put the cursor over the third without selecting it. Hold down start and the button given to have your mind blown by these COOFC samples.

Sample	Initials	Button
HELLO	GAP	C
IT'S A BLOW OUT	SNK	C
OH MY	CHR	C
IS IT A TWO	JAZ	B
BOOMSHAKALAKA!	ZOB	B

And as if that wasn't enough . . . These initials also let you access some of the records on the 'Greatest Player Scoreboard'. Quickly, nurse! IV Valium and hurry!

STREET FIGHTER 2 SPECIAL CHAMPION EDITION

Two words – 'More Violence!'

Special Moves Only

Bone up on your special moves and snot the living daylights out of your game buddies with this scullduggery:

Wait until the Capcom logo appears and then punch in: Down, C, Up, A, A, B, B and C on pad one and Hyper-Fist and Cannon Drill what's left of your pathetic little life away.

Five Star Speed in Champion Edition Mode.

(You will need a six-button joypad to do this so if you don't have one, suck!)

During the opening sequence, when the screen tilts up the side of the building, wait until the image starts to fade and quickly (Coke and Tim Tams, hurry!) punch in: Down, Z, Up, X, A, Y, B and C on pad one. You will hear a highly articulate 'Huh!' to confirm the cheat has worked . . . Either that or one of your friends has just puked on your doona.

ROCKET KNIGHT ADVENTURES

A wierd little fellow in a helmet . . . Reminds me of a bloke I see in the shower in the mornings.

Level Skip

By pressing Up and Left 10 times on the title screen you should be rewarded with a little chime (Scher-wing!) Start the game and pause it.

Remove all your clothing and with a doughnut held firmly between your butt-cheeks, press C, B, B, A, C and B and level skip your way to cyber-ecstacy. (Sicko!)

Crazy Hard Level

Ever woken up crazy, hard and level? Try this.

When the Konami logo appears, press Left four times, Right four times, Left seven times, Right once and Left once. High-noon or what?

Very Hard Level

These guys really crack me up. To play the secret hard level: on the Konami logo screen, press down six times, up twice and down twice. It should now be selectable from the options screen. If not, try the doughnut.

ROBOCOP VS TERMINATOR

More nastiness for this violent splutch fest . . .

Extra Violence

If there's one thing I love, it's a cheat that makes an already unneccessarily violent game even more violent. Dig this . . . Pause the game and press C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C and A. Oh baby!

Go Balistic

This cheat gets old titanium togs jumpin' around the game like a Central Park squirrel that's been chewing on discarded crack viles. Pause the game and enter: A, B, C, C,



B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, and B. You should hear a riccochet sound to confirm, now unpause and . . .

54 Lives

That's a lot of lives for a man in metal pants. Go carefully or chaffing may become a problem.

Pause the game and enter C, C, A, A, B, B, C, C, A, A, B, and B. A screen will come up with a very ordinary picture of the games programmer, John Botti. He will award you 54 lives and the weapons select cheat. Not bad from a guy who looks like he has had a tragic life. Thanks John. BOTTI, BOTTI!

Immortality

I bet Murphy wished he had this little trick when that baldy guy stuck the metal spike through his chest in the movie. Do the 'Go Balistic' cheat and go to the extreme left in the first level (Trainer Level). Hold Up and Jump and you will get a really lame graphic of six unfortunate looking souls proclaiming: "You are now granted immortality . . . from the M.I.T. Network." Thanks guys, as if the game wasn't easy enough. (I guess we should be grateful that people like this get jobs that they can do while locked away from the rest of us.)

PETE SAMPRAS TENNIS

A tennis game, huh? Okay . . .

Hidden Options

If your life is sad enough for you to dig games like this, I guess the least we can do is to be humane and print some cheats in the hope that you might one day snap out of it. To access two hidden games, select world tour and enter the password ZEPPELIN. Go back to the main screen and the two extra options – 'Crazy Tennis' and 'Huge Tour' will be displayed. Man, these guys just don't know when enough is enough.

World Tour Passwords

START: Stuttgart
CAR: Tokyo
VEGAN: Washington
STAR: Dusseldorf
LCD: Paris
WALL: Montreal
SINKORSWIM: Barcelona
SHELF: San Francisco
WINDOW: Bombay
POOL: London
LUCKY: Zurich
HOUSE: Memphis
CUE: Milan
DURHAM: Barcelona (revisited) ★

GAMESTAR SHORT CUTS

BODACIOUS BARE BOLD RRR NUDIE CHEATS

Ah spring! The time of year when boys' minds turn to girls, girls' minds turn to boys, parents' minds turn to gardening and the coolest of gamers . . . well, what's left of their minds turns to . . . you guessed it! NUDITY! Yeeehaaaaaa! Nude, nude, nude we love it nude! Jo . . . now there's a girl who likes it nude. Sam . . . been nude since the day she was born. PlaNeT and Fi . . . well . . . let's just say, if they were any nuder . . . Yup, today is Nude Day in the GAMESTAR office (and boy, have we been getting strange looks in the lift!) .

What can you do to make your school/workplace more nude? Write in and tell us. The person who sends us the most detailed and workable Nude Workplace Agreement will win an official GAMESTAR's Guide to Gearless Gaming pack. This package includes: 10 packets of Wizz Fizz, a picture of Drew Barrymore's bosoms, a dog-eared and coffee stained copy of last month's magazine, Jo's home phone number (now hang on a minute, let's not get carried away – Ed.) and a tube of 15+ sunscreen (for those sunny days with the Game Boy). Send your entries to: Gamestar's I Want It Nude Competition, GPO Box 4088, Sydney, NSW, 2001. Now, Duds off and dive into this!

MEGA DRIVE

Micro Machines

Infinite Lives

Pause the game and press: B, Down, C, Down, Up, Down, Left, Down. Unpause the game and you'll have more lives than Bert Newton.

More Speed (Settle!)

Pause the game and press: Up, Down, A, B, Left, Right, C and Start.

Harder Game

We love it hard, so . . . Pause, Left, Right, Left, Right, Up, Down, Start and Down.

More Grip

Mmm. Pause, A, Up, B, Down, C, Left, Start and Right.

Faster Car

Pause, Up, Down, A, B, Left, Right, C and Start.

Tougher Opponents

Cripes, that's all I need. Pause, Left, Right, Left, Right, Up, Down, Start, Down.

Better Car Traction

Pause, A, Up, B, Down, C, Left, Start and Right. Alright!

More Damage on Impact

Now you're talking! Pause, C, Up, Left, Right, A, B, A, C and Start.

Super Monaco Grand Prix II

Super Hang-On Bike

Crazy but true, ride the 'Super Hang-On' bike around the SMGP circuit.

Reset the World Championship and enter HANG-ON on the name entry screen. Save it and then press Reset. Go to Free Practise Image Training and after setting the laps and the grid press Down and A until the transmission screen appears. After selecting the transmission you want, pull on the leathers and make Michael Doohan look like the big girls' blouse that he is.

MEGA-CD

After Burner III

Extra Speed

Yeeeehaaaaa! On the options screen, put the View Mode to 'Cockpit' and the Rolling Mode to 'Free'. When you take off, turn to a 45 degree altitude and plant it! Bitchen'.

GAME GEAR

Ecco the Dolphin

Bugger the Passwords, I demand to know if this Ecco character is Tuna friendly!

Passwords

Undercaves: KRJQC
Ridge Water: EKDNN
Open Ocean: QQEJJ
Cold Water: EMFFU
Open Ocean II: QKGFG
Deep Water: EYHVO
City of Forever: UGIJS
Origin Beach: CNOQJ
Dark Water: KFOQK
Deep Water II: GJKOL
City of Forever II: KSKCM
The Tube: MWOWW
The Machine: WCSIP
The Vortex: YUQGW

Terminator

Level Select

Go to the main TERMINATOR screen, hold down button 2 and press button 1. The screen will go black for a few seconds and while it is black, enter the following on the joypad: Left, Left, Up, Up, Right, Right, Down, Down. Two Zeros (no, not Daryl Sommers and John Blackman) will appear on the screen which can be changed to represent any level by pressing Left or Right. 'You're Terminated!'

SNES

Super Bomberman

Shrink Sprites

To shrink the pesky little buggers before you blow them into their component molecules, enter 5656 as the password at the beginning of the game. It's only common sense to pick on someone that's smaller than you.

Hunt for Red October

Level Select

Enter the game, pause it, press the Y button eight times and bugger me if you don't get a level select to tool around with. Dive! Dive! Dive!

GAME BOY

Jurassic Park

It's always good to see consistancy when games come out on different formats. This one sucked on them all.

Level Select

On the High Score screen press Up, Down, Right, Up, Down, Left, Select, Select. Now press all four together and BLAMMO!

Marioland II

No wonder you can never get a plumber when you need one . . . the bastards are in the Space Zone!

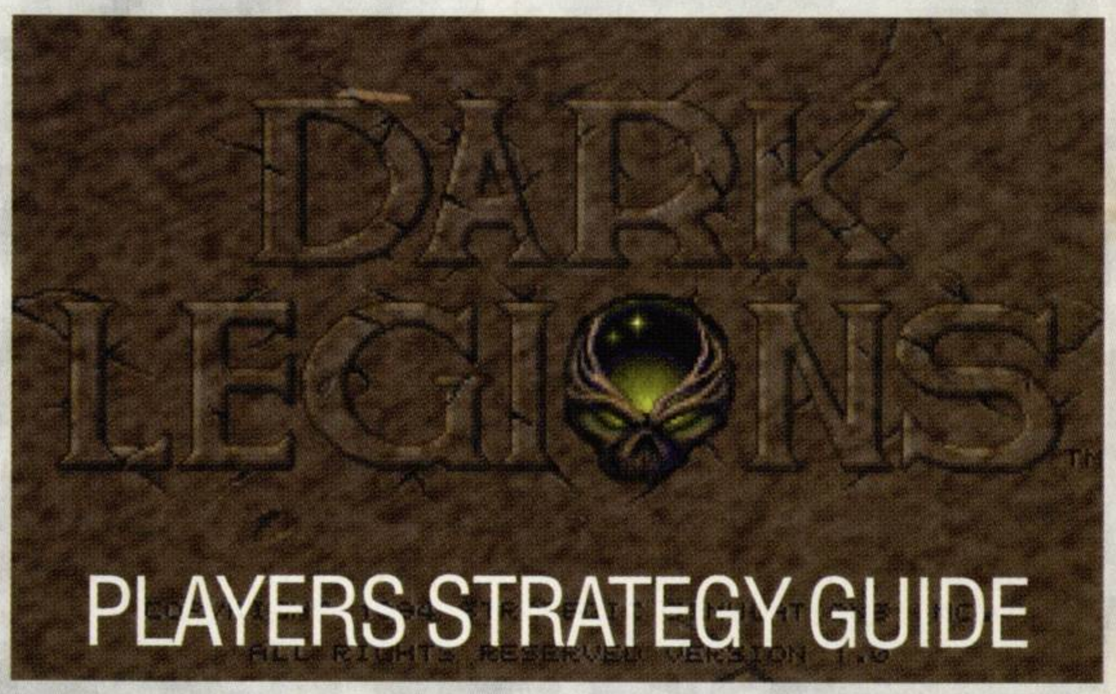
Space Zone

Follow this tip and you may find the secret Space Zone Level . . . gullibility is cureable too . . . honest!

Go to the Hippo Level and climb inside old big and stinky's mouth (the hippo, not your grandmother!). Once inside, go to the end of the level but don't go through the exit. Search the top right hand corner of the zone and you will find another exit which will take you to the hidden Space Zone! Spooky, huh? ★

PC HINTS

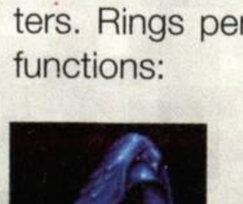
GAMESTAR SHORT CUTS



Dark Legions would easily have to be one of the most excellent games that I have played to date this year. It's full of strategy, action, and heaps of excellent graphics. It's very hard to supply a specific cheat to a game like Dark Legions, because from the beginning you select how much money you require in the game. Because of this I have decided to supply a strategy guide, looking specifically at each character, their strengths and weaknesses, and how best to implement them to win. Although this is not the best way to play Dark Legions or the best way to use characters in the game, I have discovered it should allow you to win even with the level set on Merciless.

Rings vs Traps

It's far better within the game to augment your characters with rings than to protect your starting area with traps. The computer constantly buys traps and heaps of characters, but very rarely provides its characters with rings, which is excellent. If you charge your characters in the right way then you will have a great advantage over the opponent's characters. Rings perform the following functions:



Ring of Speed
Cost = 30
The Ring of Speed enables your character to move one extra position on the map according to their current movement rate. Remember that the maximum movement allowed by any character is six squares at once.



Ring of Power
Cost = 20
Rings of Power increase your character's damage by one point. The maximum power allowed by any character is 10 points. Demons cannot wear Rings of Power as their power starts at 10.



Ring of Stamina
Cost = 20
Rings of Stamina increase your character's ability to regenerate stamina during combat by five percent. Characters can attack more frequently with Rings of Stamina. The maximum stamina allowed by any character is 100 percent.



Ring of Defence
Cost = 20
The Ring of Defence is one of the most useless rings, and I never use them. They decrease the damage done by the opponent by one point. It's far better to make your characters more powerful than to protect them from your opponents. Quick combats are successful combats.



Ring of Regeneration
Cost = 25
Rings of Regeneration are invaluable to your spell casters. They allow characters to regenerate one extra life point per turn, per ring.



Ring of Life
Cost = 30
Each character is allowed only one Ring of Life. These rings are truly beneficial as they increase the character's life force by an extra 50 percent of the character's initial life force. Hence, a standard demon has a life force of 100, but with a Ring of Life they will have 150 life points. Almost every character should have a Ring of Life.

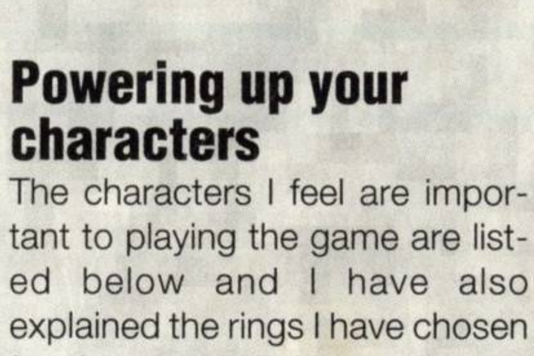
Powering up your characters

The characters I feel are important to playing the game are listed below and I have also explained the rings I have chosen for them and their overall cost. Characters that are worthless I have left out, with a brief description why.

BERSERKER

Forget the Berserkers, they have absolutely no use and are easily picked of by any of your enemy characters. Far better to invest your money into another character or ring.

Conjurer



Rings: Regeneration – 4
Life – 1
Total Cost: 230
Position your Conjurers next to water (if you have chosen a map with water). Each second round have them create Water Elementals on the water. Use the Water Elementals special power and transport them behind enemy lines. Once they are there, use them to create as much havoc as possible. Position a group of Conjurers together and place a Templar behind them, combined with the four Rings of Regeneration they will be invaluable, and regenerate life quickly.

Demon

Rings: Speed – 2
Stamina – 1
Regeneration – 1
Life – 1
Total Cost: 215



Make sure Demons are in the front line, while you watch out for enemy Trolls and Fire Elementals. They are the Demon's only real enemies. Use their special Scream of Terror sparingly.

Fire Elemental

Rings: Speed – 1
Power – 1
Stamina – 2
Life – 1
Total Cost: 185



Fire Elementals are one of the best ways to remove enemy Demons

as they are immune to the Demon's fire blast. The extra Rings of Stamina are very useful as they can then recharge their energy quickly in combat and keep using their fireball attack. The mini nova move is best used against enemy phantoms, as they will hit the phantom even when you cannot see them.

ILLUSIONIST

Illusionists are a big waste of money. Illusions are useless, the computer will always make sure it has ample Seers to destroy your illusions and even then they die when hit. Basically, forget Illusionists.

Orc

Rings: Speed – 2
Power – 3
Total Cost: 150



Orcs make good guards for your Orb holder. When in combat, use the charge move the most as it inflicts a great deal of damage. Although they may not win the battles they enter, they will certainly weaken an enemy opponent. Three Orcs should destroy any enemy character.

Phantom

Rings: Speed – 3
Power – 1
Stamina – 1
Total Cost: 180



When playing the computer, forget Phantoms as they are not invisible to the computer, but when playing friends, Phantoms are invaluable. Use the created Water Elementals to go behind enemy lines and remove enemy Seers, then hit your opponent with a wave of Phantoms. Their invisibility is invaluable and three Rings of Speed ensure they move fast.

Seer

Rings: Speed – 2
Total Cost: 125



Seers are by far the most important characters. Not only do they remove enemy illusions, but they also reveal enemy traps – to the best of their ability. Keep a Seer in any attacking group, and keep them well guarded, because if they enter battle they are as good as lost. I would even go to the point of having two Seers in every attacking group. This ensures that if you lose one you have a backup.

Shape Shifter

Rings: Speed – 2
Stamina – 2
Life – 1
Total Cost: 195 (65)



Shape Shifter's best ability is to be your Orb holder. With this ability they can protect it very, very well. Shifting into a Fire Elemental to escape enemies, or a Demon to fight, or a Water Elemental so they can retreat into the water away from enemies. This versatility is best used as the orb holder. The extra two strength points and stamina increase from the Orb also helps them defend it. Don't forget that the Orb holder cannot use any extra rings.

Templar

Rings: Regeneration – 4
Life – 1
Total Cost: 170



Templars are also invaluable to your party. Keep them constantly near your spell casters, Vampires and Wraiths, as their ability to constantly regenerate characters' life points is very useful. Don't attempt to heal Vampires, Wraiths, Phantoms or any undead character with the Templar's special healing ability as it will remove points from these characters, but the Templar's ability to constantly regenerate adjacent characters will add to these characters' life force. Also, don't forget that the special rejuvenation only doubles the characters' normal rejuvenation rate for one round; extra Rings of Regeneration make no difference to the character being healed.

Theif

Rings: Speed – 2
Power – 3
Total Cost: 175



Keep your Thieves next to your Seers so that they can disarm any traps that a Seer may find. Use this sparingly as it is very difficult on the harder levels to disarm traps. It's better to move around them, which the characters automatically do when a Seer detects them.

Troll

Rings: Speed – 4
Life – 1
Total Cost: 190



Trolls are also excellent to pit against enemy Demons. Their incredible defence and life force should protect them long enough to defeat an enemy Demon. After the fight have a Templar heal them and their rejuvenation score of 10 will ensure they heal very quickly. The Rings of Speed make them fast and they can quickly enter combat.

Vampire

Rings: Regeneration – 5
Total Cost: 195



Vampires, in my opinion, are the most enjoyable characters. They make a terrific slurping sound as they suck the lifeforce from enemy characters (sounds a little like working on this magazine!). The best tactic to use with Vampires is to keep them in your back ranks, until enemy humans come into focus, and attack. The five Rings of Regeneration will remove their negative regeneration. Turn every

enemy human you can into a zombie, and order them to surround your Orb holder, or tell them to go to a safe place on the map. The fact that each zombie gives the Vampire an extra regeneration point should be exploited. I have had a vampire with a regeneration of +21.

Water Elemental

Rings: Strength – 2
Power – 1
Stamina – 1
Life – 1
Total Cost: 190



Water Elementals are average characters. Their special ability to teleport from one body of water to another on the strategy map is by far their greatest asset. Allowing them to teleport from friendly territory to behind enemy lines in one move is really cool. The Rings of Strength will make them strong enough to take on enemy Fire Elementals, Demons and Water Elementals. Don't forget that if a Water Elemental gets damaged, they can retreat to the centre of a body of water and heal themselves.

Wizard

Rings: Strength – 3
Regeneration – 1
Life – 1
Total Cost: 205



Although you may think it is best to keep the Wizards in the background, they are far better to use to attack (their ability to freeze enemy opponents being, of course, their best advantage). Use the Wizard to freeze any enemy that may approach when you are not ready to attack, and keep a Templar near them to constantly give them that extra bit of regeneration. Keep count of the rounds though, so you can be ready when a freeze effect wears off.

Wraith

Rings: Strength – 2
Regeneration – 2
Life – 1
Total Cost: 190



As the manual states, Wraiths make good assassins. Keep them back for as many rounds it takes to recharge their life force, by placing them next to a Templar. Once they are fully charged, a Wraith can teleport to any position on the map, even the huge maps. Don't expect to get much life force from their attacks in combat. Use them on enemy Wizards and other enemy human characters that are problems on the strategy board.

COMBAT

Combat can be really tricky depending on what level the computer is playing at, or how good you are at actually using the keyboard or joystick. One tip I can give you however, is to use the land you are fighting on to the best of your ability. Rocks, trees, etc, are excellent for running around, especially if you are a weaker character that has a ranged weapon. Combat, unfortunately, is something you just have to learn.



PARTY PLACEMENT

Character placement is very important in order to create an effective battalion. A strategy you may choose could look in effect something like the image above. Place the most powerful characters, such as Demons, Fire Elementals, Water Elementals and Trolls, in the front of your line-up. Place behind them characters which are important to your strategy battle, but are weak in combat, such as Wizards and Seers. When creating a battalion of characters to attack the enemy, one of the best strategies is to form a diverse group. Always include a Seer to detect traps, a Wizard to slow down powerful enemies, a Templar to heal the wounded, and one of each of the best fighting characters to head up the front line.

Well, that's about it. Most importantly, have fun with Dark Legions. The methods I have shown you make up just one of the many strategies that you can choose to win at the game; explore for yourself. If you come across any really good ideas, write to me at the address at the bottom of the PC Cheats section, I would love to hear how you defeated the computer. Good luck in your glorious battles! ★



Send your PC Hits letters to:
Dr PC
GAMESTAR
GPO Box 4088
Sydney NSW 2001

GAMESTAR

SHORT CUTS

Last month we brought you the review, this month we bring you tips. Yep, tips in the shape of all those special moves. It's a handy couple of pages for you to use as a quick reference guide for fighting.



FEI LONG





REKKA KEN
Down, Down-Right, Right and Punch.

RISING DRAGON KICK
Away, Down, Down-Away and Kick.

USEFUL COMBO
The kick-boxer Fei Long can pull off a great combo. If your oponent does not retreat at the start of a bout, attack with a low kick, but be ready to block if this fails. Follow up the low kick with a standing jab, then execute a Rising Dragon Kick. The flaming end to this combo is a great way to finish off.

CAMMY



FRONT KICK
Towards, Down, Down-Towards and Kick.

CANNON DRILL
Down, Down-Towards, Towards and Kick.

SPINNING KNUCKLE
Away, Down-Away, Towards and Punch.





USEFUL COMBO
Cammy joins Chun Li as the only other female fighter. She may look weak against the likes of Ryu and Zangief, but her acrobatic movements are quick and rewarding. For an effective combo, attack with a high kick, then immediately execute the cannon drill. As you land and your opponent recovers, follow up with a Front Kick – a very lethal blow.

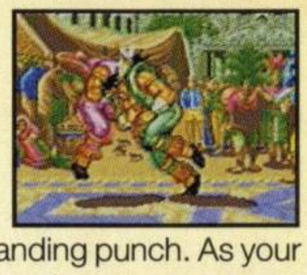
T. HAWK



THE HAWK
Press all three Punch buttons together in midair.

THUNDERSTRIKE
Towards, Down, Down-Towards and Punch.

THE STORM HAMMER
Move the D-Pad in a 360-degree rotation and press any Punch button.



USEFUL COMBO
Hawk is the biggest fighter, and clumsy in many respects. He can pull off an effective combo though. First attack with a low hard kick, then follow up with a standing punch. As your opponent retreats, quickly engage in a Thunderstrike, ensuring your opponent is not out of reach!

DEE JAY



HYPER FIST
Down for two seconds, then Up and simultaneously press any Punch button repeatedly.



MAX OUT
Away for two seconds, then Towards and Punch.

DOUBLE DREAD KICK
Away for two seconds, then Towards and Kick button.



USEFUL COMBO
Like T. Hawk's combo, attack with a low hard kick, then follow up with a soft standing punch. As the punch is made, quickly charge up a Hyper Fist, and complete this rather effective combo by sweeping a hard kick under the feet of your opponent.

RYU



FIREBALL
Down, Down-Towards, Towards and Punch.



RED (STUN) FIREBALL
Away, Down-Away, Down, Down-Towards, Towards and Punch.

DRAGON PUNCH
Towards, Down, Down-Towards and Punch.



HURRICANE KICK
Down, Down-Away, Away and Kick.

USEFUL COMBO
Ryu, one of the most popular fighters, can perform an easy, but effective four-hit combo. Jump into your opponent with a medium punch, then combine the Dragon Punch. Bang, bang, bang, bang – it's a devastating blow!

EDMOND HONDA



HUNDRED-HAND SLAP
Press any Punch button repeatedly.

SUMO HEAD BUTT
Away for two seconds, then Towards and Punch buttons.





SUMO SMASH
Down for two seconds, then Up and Kick.

USEFUL COMBO
Try this! First perform a Sumo Head Butt, then go into a Hundred-Hand Slap. As your opponent is stunned, do the rapid knee jab, then finish the job off with a Sumo Smash.

BLANKA



ELECTRICITY
Press any Punch button repeatedly.

ROLLING ATTACK
Away for two seconds, then Towards and Punch.

VERTICAL ROLLING ATTACK
Down for two seconds, then Up and Kick.





BEAST LEAP
Away for two seconds,then Towards and Kick.

USEFUL COMBO
First alternate between a series of strong flying kicks and uppercuts. Then, as your opponent is stunned, go for the Face Bite. Finish the disk off with a charged-up rolling attack as your opponent moves backward!



GUILE





SONIC BOOM

Away for two seconds, then Towards and Punch.

FLASH KICK

Down for two seconds, then Up and Kick.

USEFUL COMBO

This war hero only has two special moves, but the ones he has give him the tough-nut image he carries. Attack your opponent with a mid-air punch, then as you land, duck down and follow up with two low soft kicks whilst charging up for the Flash Kick. Push up with a hard kick to finally flash your opponent out!

KEN



FIREBALL

Down, Down-Towards, Towards and Punch.

DRAGON PUNCH

Towards, Down, Down-Towards and Punch.



HURRICANE KICK

Down, Down-Away, Away and Kick.

USEFUL COMBO

Now Ken has a Flaming Dragon Punch, this combo is even more devastating to watch! Jump towards your opponent and perform a flying kick, then as you land, go into a Hurricane Kick. Your opponent shoud now be dazed. Move in close, execute a hard straight jab, and follow up with a Flaming Dragon Punch. Remember to use a hard punch at the end of it to see the flames!

CHUN LI



LIGHTNING KICK

Press any Kick button repeatedly.

WHIRLWIND KICK

Down for one second, then Up and Kick.



KIOKEN (FIREBALL)

Away for two seconds, then Towards and Punch.

USEFUL COMBO

Start the birds tweeting around your opponent's head with the initial Whirlwind Kick, then continue to attack by pulling off a shoulder throw move. When your victim hits the deck, move away a little and throw a Fireball, making sure you follow this up with the Lightning Kick to ensure the combo is effective.

ZANGIEF



SPINNING CLOTHESLINE

Press any two Punch buttons simultaneously.



DOUBLE SPINNING LARIAT

Press any two Kick buttons simultaneously.

SPINNING PILEDRIVER

Move the D-pad in a 360-degree rotation and Punch.

SIBERIAN SUPLEX

Move the D-pad in a 360-degree rotation and Kick.

SIBERIAN BEAR CRUSHER

Move the D-pad in a 360-degree rotation and Punch. Zangief must be far away from his opponent here.

USEFUL COMBO

A slow yet powerful fighter with a combo that'll really shake the room. First perform a high-speed Double Spinning Lariat, then drop down and execute a low strong kick. Be quick to receive a 4-hit combo bonus.

DHALSIM



YOGA FIRE

Down, Down-Towards, Towards and Punch.

YOGA FLAME

Away, Down-Away, Down, Down-Towards.

YOGA TELEPORT

Away, Down, Down-Away and all three Punch buttons or Kick buttons.

USEFUL COMBO

The mystic fighter from India has tricks all up his sleeve. Not a rabbit out of the hat, but a series of stretching and teleporting tactics to put opponents in a twist. Stand half a screen away from your opponent, send down a barrage of Yoga Fires, and if they jump over these, simply execute a stretching kick. They'll drop, you move in, breathe a Yoga Flame, then finish off with a Yoga Nugie (knuckles in the head!).

BALROG





TURN PUNCH

Press and hold all three Kick buttons for two seconds, then release.

FINAL PUNCH

Press and hold all three Punch buttons or Kick buttons, then release. Power is determined by the length of time buttons are held.

SHOULDER BUTT

Down for two seconds, then Up and Punch.

DASH PUNCH

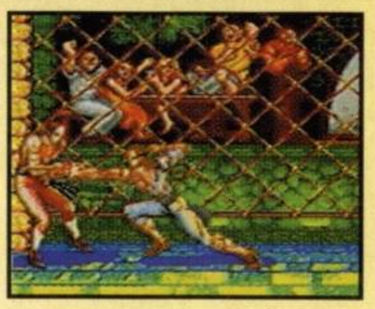
Away for two seconds, then Towards and Punch or Kick. Punch buttons cause a straight punch, Kick buttons produce an uppercut.

USEFUL COMBO

Balrog is not the best of fighters, but as a boxer his fists can certainly do some damage if used effectively. Start off by performing a Dash Punch and follow up with a flying hook. As your opponent is stunned, head-butt them, then bang all three Punch buttons down for that Final Punch.

VEGA





CLAW DIVE

Down for two seconds, then Up and Kick. While in mid-air push the D-pad Towards your opponent and press Punch.

WALL LEAP

Down for two seconds, then Up and Kick. While in mid-air push the D-pad Up and press Punch.

CLAW ROLL

Away for two seconds, then Towards and Punch.

CLAW THRUST

Down for two seconds, then Up and Punch.

USEFUL COMBO

The Spanish warrior has some superb moves, combining acrobatics with horrific claw attacks. For a good combo, execute the Claw Roll for a safe approach towards your opponent, then follow up with a quick series of Claw Thrusts and a hard low kick.

SAGAT



TIGER UPPERCUT

Towards, Down, Down-Towards and Punch.

TIGER KNEE

Down, Down-Towards, Up-Towards and Kick.

TIGER SHOT

Down, Down-Towards, Towards and Punch or Kick. Punch buttons throw a high tiger shot, Kick buttons throw a low tiger shot.

USEFUL COMBO

Sagat is one of the biggest fighters, and very stubborn in his tactics. For a straightforward combo, fire off a quick barrage of high and low tiger shots, and as your opponent jumps, perform the mighty Tiger Uppercut.

M BISON





PSYCHO CRUSHER

Away for two seconds, then Towards and Punch.

SCISSORS KICK

Away for two seconds, then Towards and Kick.

HEAD STOMP

Down for two seconds, then Up and Kick. After executing the stomp, press the D-pad towards your opponent and press any Punch button.

FLYING PSYCHO FIST

Down for two seconds, then Up and Punch.

USEFUL COMBO

Start off with the Scissor Kick first, then follow up with two low jabs. Now hit your oppponent with a standing jab before going into the Scissor Kick once again. Finish the combo off with a low strong punch and a sliding kick. ★



ULTIMA VIII WALK-THROUGH PART 3

This month see us complete our journey.



Use Arcadions Pad to make as many spells that you can carry

THE OBSIDIAN FORTRESS

Before you continue to the Obsidian Fortress, it is wise to stop off at the library and make as many spells that you will require (as all the reagents in the library are yours for the taking, and it stops you having to carry a bunch of reagents with you). There are also two rooms in the Obsidian Fortress that offer the same opportunity. The spells that you MUST have to complete the fire plot are Extinguish, Ignite, Flash, Flame Bolt, Endure Heat, Armor of Flames, Explosion, Summon Daemon and Banish Daemon. Go to the Obsidian Fortress, which is at the end of the bridge over the lava to the north-west of the library. It will only open once you have completed the previous test. When you enter, Malchir appears and summons two Daemons and then disappears. You can banish these daemons, but it's a waste of spells – it's easier to run past them, and they will not be there when you return.



Enter these double doors to the mysterious Obsidian Fortress

ARCADION'S PAD

Go down the steps to Arcadion's pad. Don't attack or banish Arcadion, just talk, as he is a smart Daemon sorcerer. Tell Arcadion that you want to see Malchir. Before you enter the trails, you have access to all of the focus and reagents found on Arcadion's pad. Use these to create any other spells you may require to complete the trials.

THE FOUR QUESTS

Each 'quest' will require a specific spell to complete. These are: Extinguish, Flash, Endure Heat and Armor of Flames, and there will be a sign at the entrance to each of the specific trails telling you which spell you will need. Each trial requires you to find a special pentagram symbol. These symbols are very helpful; if you charge them to use as spell foci, they can contain an unlimited charge, which is very helpful.

In the extinguish trial, you will need to find the pentagram with five fires burning around it and a magic helm in the middle. Cast the Extinguish spell on yourself, not the candles, and this will cause the fires to go out. Take the magic helm and the symbol underneath.

In the flash trial you can cast Flash to get past the spiked balls and fire mushrooms to obtain the symbol, or you can cast Intervention or drink purple potions (all will work successfully).

In the Endure Heat trial, you will be required to cast Endure Heat to walk over the lava to get to the symbol. Remember that you can only walk on orange lava, not the yellow.



Use this teleporter to take you to the four quests

The Armor of Flames trial is the hardest. You can use either the Armor of Flame spell, Rock Flesh spell, Intervention spell or purple magic potions to resist the fire balls, but remember to keep topping the spell up. If it runs out you will die, as there is no time to cast another spell. When you find the magic shield, there is no need to cast any more spells as it will protect you from the fireballs.

Once you get the four magic symbols, return to Arcadion, who will send you to see Malchir via the teleporter you use to get to the trials.

PYROS, LORD OF THE FLAME

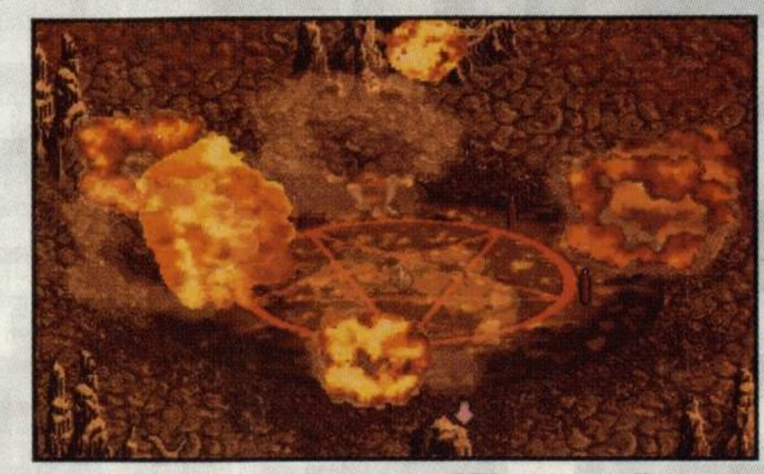
Talk to Malchir and cast Flame Bolt, Explosion and Summon Daemon at Malchir in that order, then banish the Daemon that Malchir summons. Malchir then teleports you to the Great Pentacle. MAKE SURE you carry a red candle and have an Ignite spell ready before you finish Malchir's tests. At the ritual of the flame you will meet Pyros. Follow Malchir's instructions; Pyros will try to escape the binding spell and Malchir will send him back. If all has gone well, Malchir should thank you for helping contain Pyros.



Meet Pyros, Lord of the Flame and Titan of Fire

THE FIRESTORMS

Talk to either Beren or Gorgond and learn that the fragment of fire is Pyros' Blackrock nemesis, and that all the Titans are adversely affected by Blackrock. Go back to Malchir in the Obsidian Fortress; he will attack you. The best course of action is to cast a 'Summon Daemon' spell at Malchir as he won't banish it. From Malchir's possessions get the Destruc-



After taking the Tongue of Flame, walk across the great Pentagram to release Pyros

tion of the Temple and the Tongue of Flame. The book describes the original location and destruction process of the Blackrock gate. Once you have the Blackrock piece, the Tongue of Flame, walk over the Great Pentacle and you will trigger the firestorms that will counter Hydros' weather storms. Go back to the Catacombs and teleport back to Mythran, (don't worry, the Recall item hasn't run out of charges, it just doesn't work while you are at Daemons Crag). Before leaving though, make sure you have ample charges of Endure Heat, Flash and Banish Daemon, which will be required in the Ethereal Realm.

THE HEART OF EARTH

Talk to Mythran, he will tell you about the Blackrock fragments and also about the dimensional gate. Return to the entrance to the Hall of the Mountain King (do not go in), and go east along the northern wall. You



Open Morens grave to get the Heart of Earth

should find another door in a wooden wall with spikes on top of it. The Key of Scion opens this door. Go in and head immediately to the west. Follow the corridor until you find large ruined walls to the north, with tall dark doors in the middle. Find a patch of brown earth, cast Create Golem and use the earth Golem to open the doors. Go to the centre of this building and find a tombstone. This is the Tomb of Moriens. Stand in front of the tombstone and cast Open Earth; the ground will break away and reveal The Heart of Earth, Lithos' Blackrock nemesis.

THE TEAR OF SEAS

Teleport back to Central Tenebrae and ask Devon for help. He will tell you that he discovered a strange piece of material one day when he was fishing, and he will give you a key to his study and to the chest in there. The study is



Ask Devon to help you get the Tear of Seas

located in the south-west corner of the Great Palace, and inside the chest is the Tear of Seas, Hydros' Blackrock nemesis.

THE BREATH OF WIND

Teleport back to Argentrock Isle. Use 'Air Walk', go back and see Stratos. Tell Stratos that you need the Blackrock fragment. When



Use the Reveal and Ariel Servant spell to get the Breath of Wind

you have finished talking to her, cast the Reveal spell to find the Breath of Wind on a pedestal to the North. Use the Aerial Servant spell to retrieve it. Now teleport back to Mythran.

THE ETHEREAL REALM

Learn the gateway spell from Mythran (it will cost you 200 Obsidian coins). Placing the fragments in pentagram around you in the order of Air, Fire, Water, Earth and then the Obelisk Tip, with the Obelisk tip being the lowest tip of the pentagram, read the Gateway spell to charge



Buy the final spell of Ethereal Travel

the book. Now pick up the pieces, read the book again and you will be teleported to the Ethereal Realm. Make sure that you pick the pieces up or you will be teleported without them, and there is no way back. In the Ethereal Realm you will appear in a platform floating in space. To the north is the water plane, to the south is the air plane, to the west is the fire plane and to the east is the earth plane.

THE WATER PLANE

The water plane is the easiest to complete. Jump from pedestal to pedestal heading west. Once you find Hydros, double click on the Tear of Seas fragment and then single click on Hydros. If you have done this correctly, you will be teleported back to the ethereal plane.

THE FIRE PLANE

The fire plane is made with paths through the



Trap Pyros in the Tongue of Flame

lava. To the north-east there is a path with broken bridges that you must walk up on, and jump to the other side. In the far north corner of the map is a small shrine with a chest in it. In the chest are spheres that are necessary to get to Pyros. The central path from this initial entrance point ends in a puzzle that looks like a star with glowing squares surrounding it. Just throw the spheres from the shrine onto the glowing squares and each square will disappear as you do so. Keep doing this until all the circles disappear. For each circle that disappears, a platform will raise in the lava to the north. Jump from platform to platform until you reach the other side. Be very careful as the platforms disappear once you jump off them. Find Pyros to the north, watching for the many lava blowholes. Double click on the Tongue of Flame and single click on Pyros; he will sink into the pit and you will be teleported back to the ethereal plane.

THE AIR PLANE

Stratos is located in the north-east. To reach her you must jump from platform to platform. Be very careful and save often as many platforms are traps and fall out from under the Avatar when he lands on them. Find Stratos, double click on the Breath of Wind, single click on Stratos, and you will be teleported back to the ethereal plane.

THE EARTH PLANE

This map is a cavern of traps and monsters. Head initially in a north-western direction to find many monsters and gates leading to the lava. To keep the monsters busy, cast a Create Daemon spell and all the monsters will attack it instead of you. There is an invisible walkway over the lava, but it is easier to cast Endure Heat, jump down, and walk around the outer edge of the lava. Head north and west and do the same again. Head south-westerly to find Lithos. Double click on the Heart of Earth and single click on Lithos. Lithos will crumble and the Avatar will be teleported back to the ethereal plane.

THE ENDGAME

Lay the energised Blackrock fragments on the large grey pentagram, according to its symbols. Finally, pick up the Obelisk tip, double click on it and then click on the Avatar. Walk off the pentagram and replace it. The Obelisk of Blackrock should appear, walk into it and YES! Watch the end game sequence. ★

BUBBA N STIX



Vacuum On

Press this button once to switch the vacuum tube on so you can be sucked up to a higher level. As you attempt to reach and press the button, prepare to be heavily attacked by a swarm of blood-thirsty bats. Do not linger too long and always use Stix in defence.

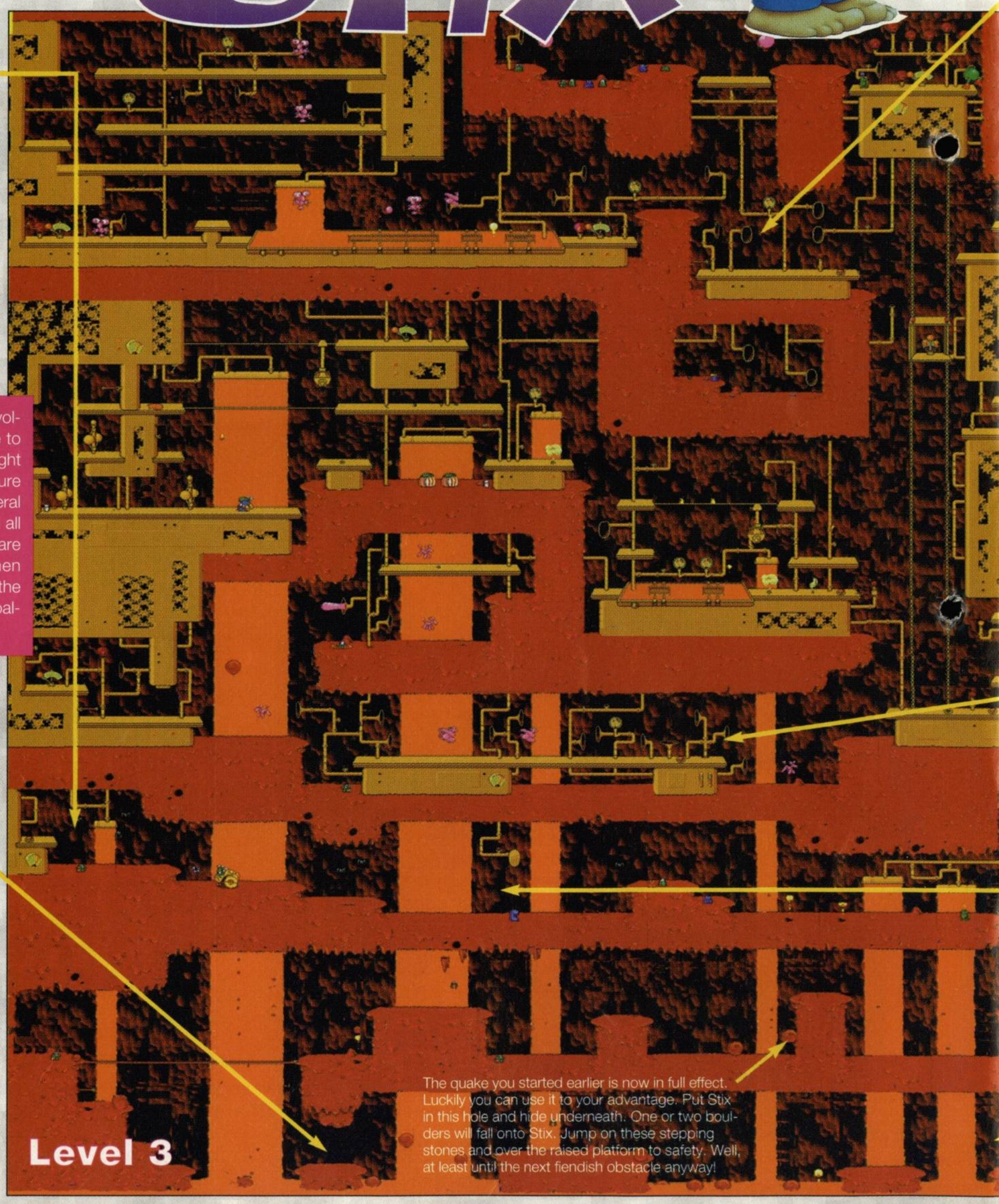


The mechanised innards of this violent volcano are definitely not the safest place to be! It's a labyrinth of deadly traps and tight corners. The most complex and obscure of all the levels, it takes plenty of lateral thinkiing to tackle. The aim is to switch all the levers to an on position. The levers are scattered around the level and, when switched on, light up a purple bulb on the display to the top right. There is much balloon mayhem to face, so be prepared.

Quake

Striking the loose rock on the volcano ceiling sends it crashing down, causing the volcano to quake as if it's about to erupt. This means vital rocks will fall from the ceiling later to act as stepping stones for you to traverse any difficult stages.



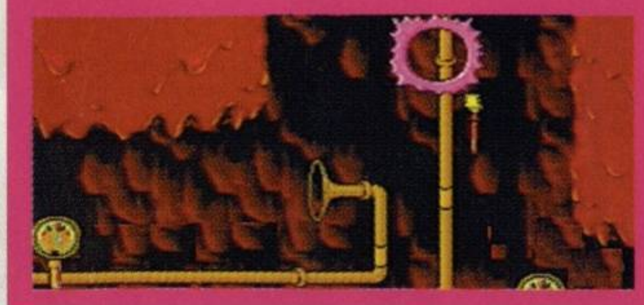


Level 3

The quake you started earlier is now in full effect. Luckily you can use it to your advantage. Put Stix in this hole and hide underneath. One or two boulders will fall onto Stix. Jump on these stepping stones and over the raised platform to safety. Well, at least until the next fiendish obstacle anyway!

VOLCANO

Up Up and Away!



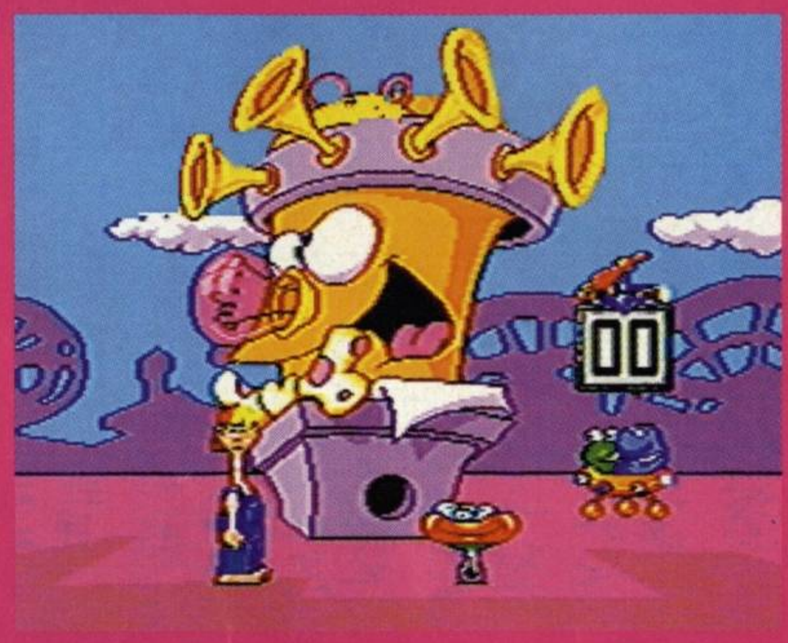
Put Stix in the hole in the wall to the left. Jump into the lower tube, which inserts you into a rising balloon. When above the ledge to the left, retrieve Stix. He bursts the balloon, so make sure you fall to the left. When you land on the ledge be ready for an ariel attack.

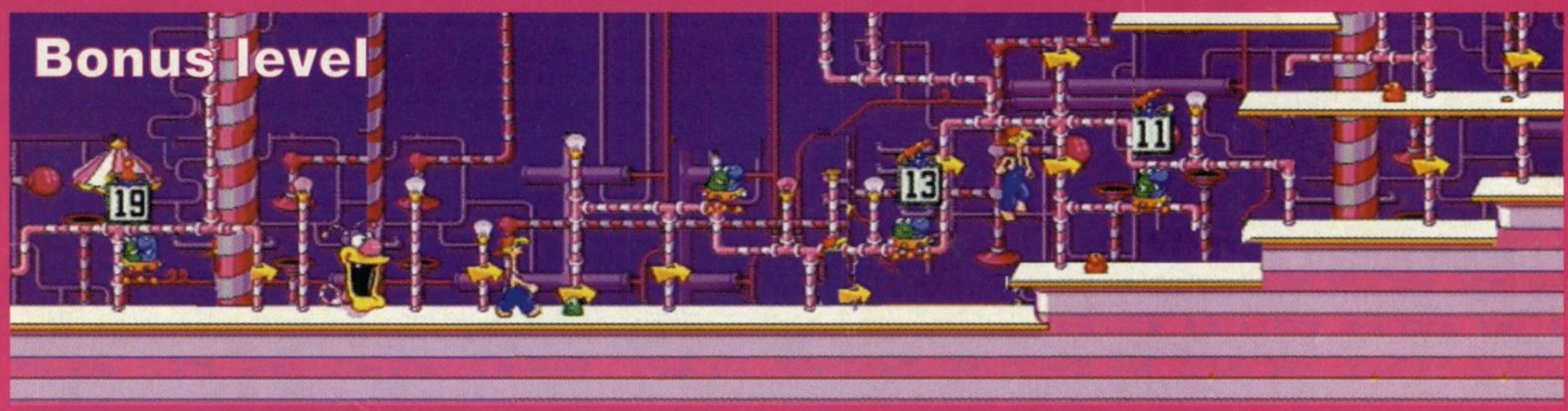
Bulb Display

Light all of the bulbs by pressing the scattered levers and return here at the end. When the bulb display is completed you drift to the next level in a hot-air balloon.



Collect plenty of goodies in this bonus round. However, the amount of time you have to do this is dependent on your talents so far in the game. Collect extra continues, points, power ups and lives. Very useful as long as you don't waste time. The stopwatch counts down from a hovering craft, containing a duo of green and blue blobs sitting at the controls. You won't lose life or energy here, instead it's all about grabbing goodies for Bubba!





Password Q27XC7RW84

Free Stuck Stix

To activate the lever at the far bottom left of the level, you need to send Stix off on a temporary journey, encased in a balloon. To free Stix make a death-defying run back across the hostile balloon making machine. This is tough going as you're under constant attack. Stop and press the button near the end. The balloon with Stix in follows you and you must make sure he is positioned over the suction tube.



Steamroller

First press the button to the far right so the vacuum is operational. Then knock the cover off the tube using Stix. Go to the Steamroller and hit it from behind, making it trundle off on it's mission. Go back to the tube. The steamroller continually flattens the blue blob creature. Wait until the roller finishes and stand on the blue blob when it's flat. Once it swells up again it suddenly springs you up into the tube entrance.



Boulder Ride

This is the first obstacle to overcome. A boulder appears from the lava fall behind you. Jump on it as it bounces towards you and ride it until it comes to a standstill in a pool of lava. It will sink under your weight so jump onto the series of boulders in front. When you reach the boulder on the ledge, throw Stix over it. By doing this you loosen its grip as Stix bashes it from behind, causing it to fall into the lava.





The Marine Temple is really water logged. Luckily Stix can be used as a snorkel, allowing Bubba to swim to safety. However, without Stix, Bubba flaps his arms and legs like a demented Kipper and loses all control. The water level rises and drops via a series of levers and devices. Bubba must change the water level constantly to progress further. Confrontation comes in the form of green fish and armed turtles with little legs.

Water Jump

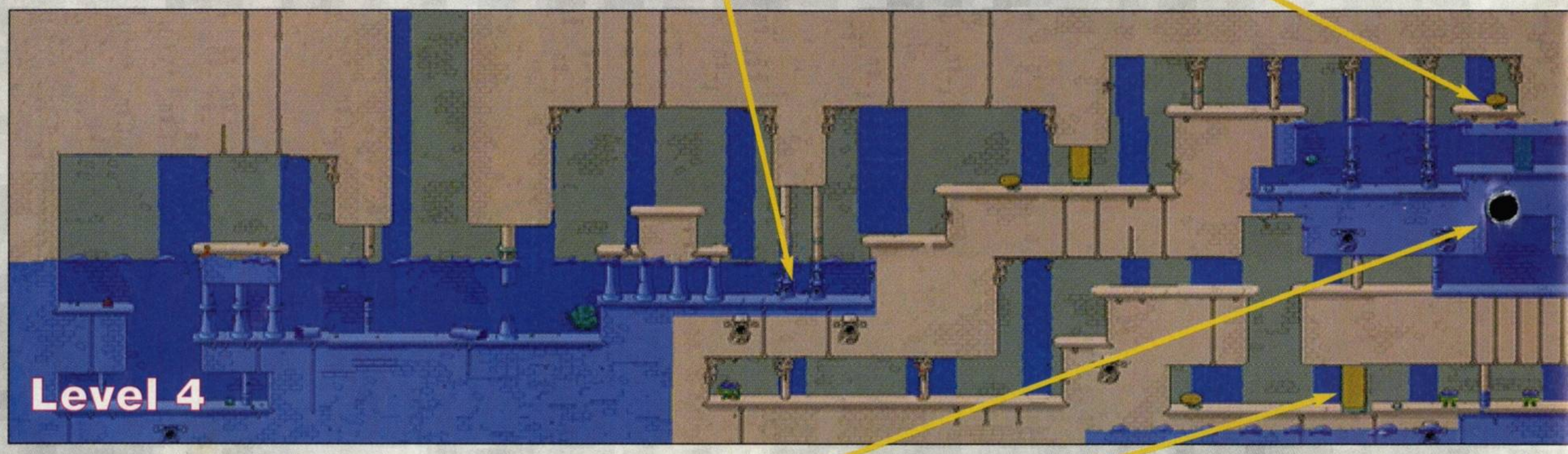
Put Stix in the hole to the left and run through the water. Before it rises and traps Bubba, retrieve Stix and place him in the hole to the right. Then simply jump on Stix and speed away. The water rises very swiftly so make haste or death and frustration will then result.



Hell Fish

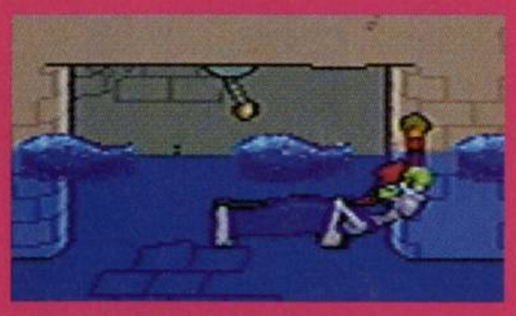
First insert Stix in the door opening device and open it slightly. Dive into the pool and touch the switch to the left. When the water drops swipe all of the floundering fish. The really evil fish behind the door should be just reachable with Stix. Touch the button and raise the water. Now open the door fully and leave.

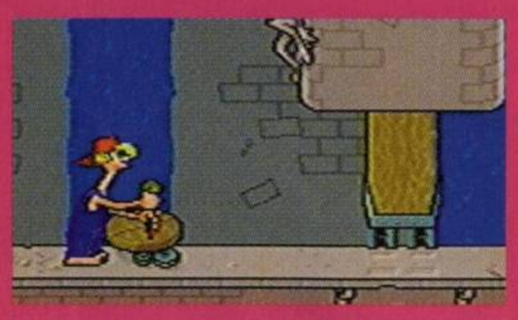




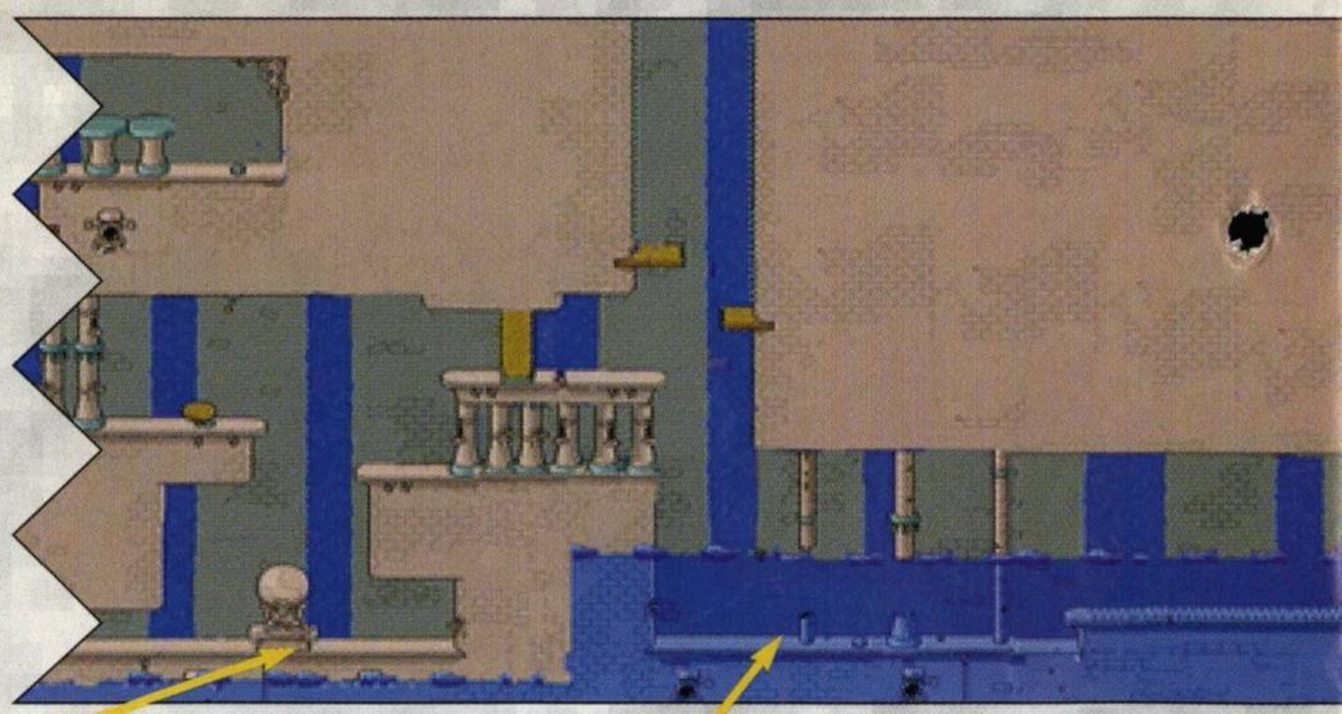
MARINE TEMPLE

Switch Way





Knock the switch to lower the water. You would have been without air for a long time before you reach here so hurry. On the second of these switches, the water completely drains. Stay on the right or left platform before it fully drains. Watch out for the fish dogging your every move. Open the door below to face fish and alien turtles with arrows. The water rises and falls every other second. Very awkward!



A Stone Floater



Put Stix in the hole to the right and clamber onto the ball. Jump off to the left and retrieve Stix. Put him in the nearest hole and the water rises again leaving you balanced on the stone . . .

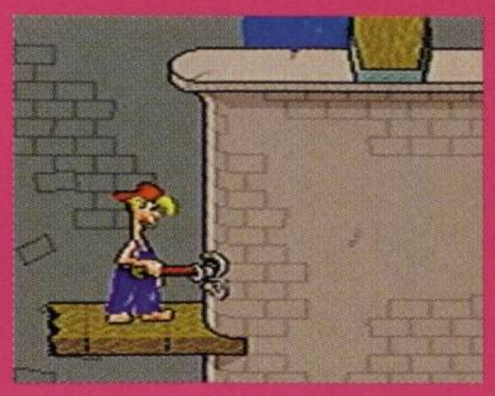
Pillar Thriller



Press the button to drain the water. Throw Stix at the pillar and watch it shatter. Raise the water level by putting Stix in the hole to the left and swim through the gap. Swim carefully through the shallows as there are spikes on the floor.

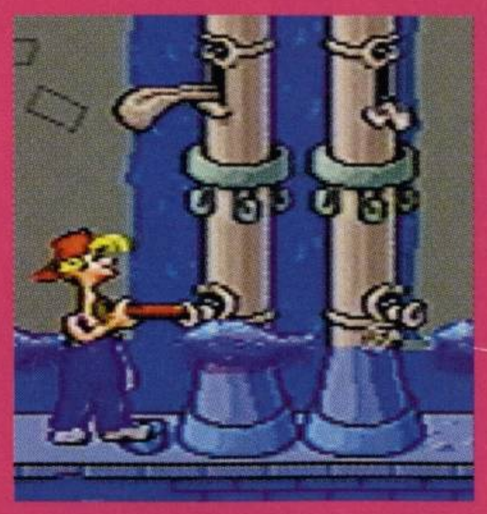
Water Log Puzzle





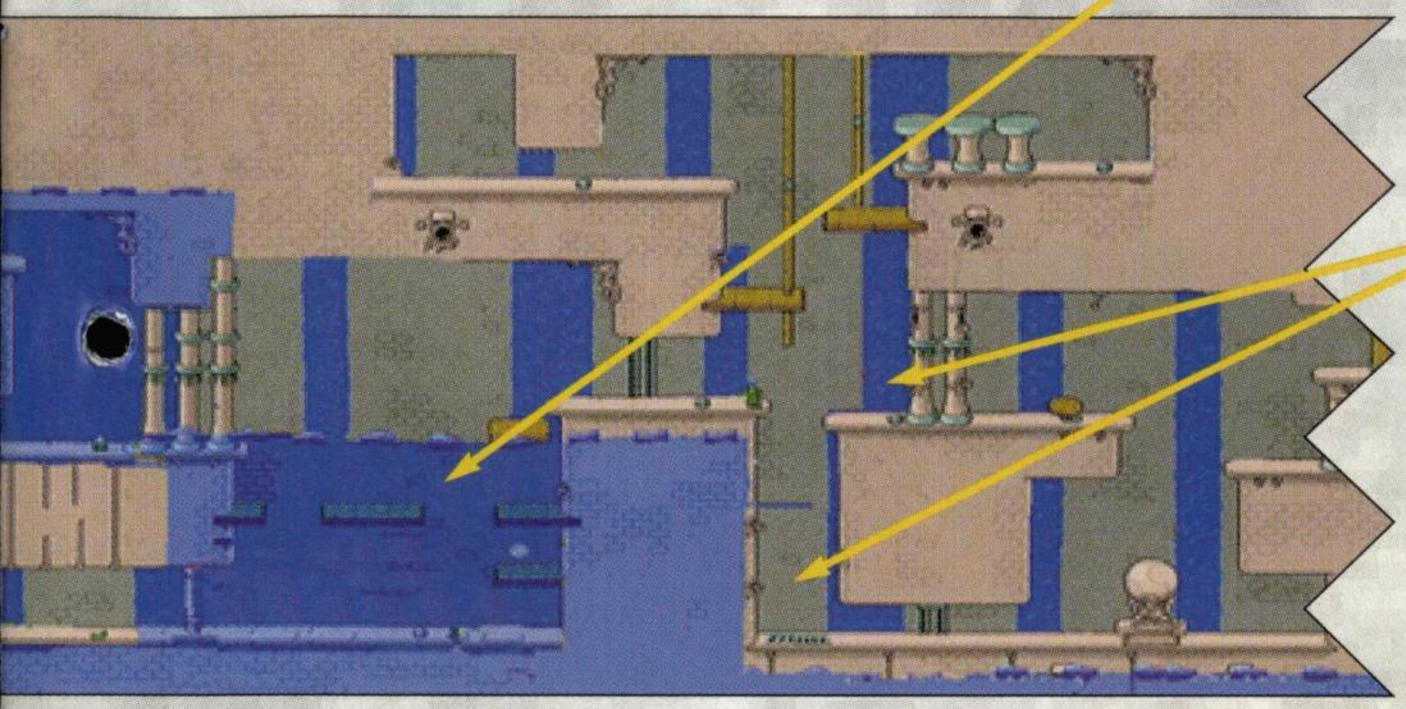
Use the button on the floor to raise and lower the water level. Walk onto the post to the left and a section drops out. Go to the post on the right and put Stix in the hole. Press the button on the floor to make the water rise. Jump onto the section of post as it comes away. By now it's floated to the top and you can use it as a raft. By standing on the left of the log you can make it travel to the right. When it reaches the platform jump off and proceed to grab the position marker, so you don't have to start from the very beginning, should you die again.

2 Trix!



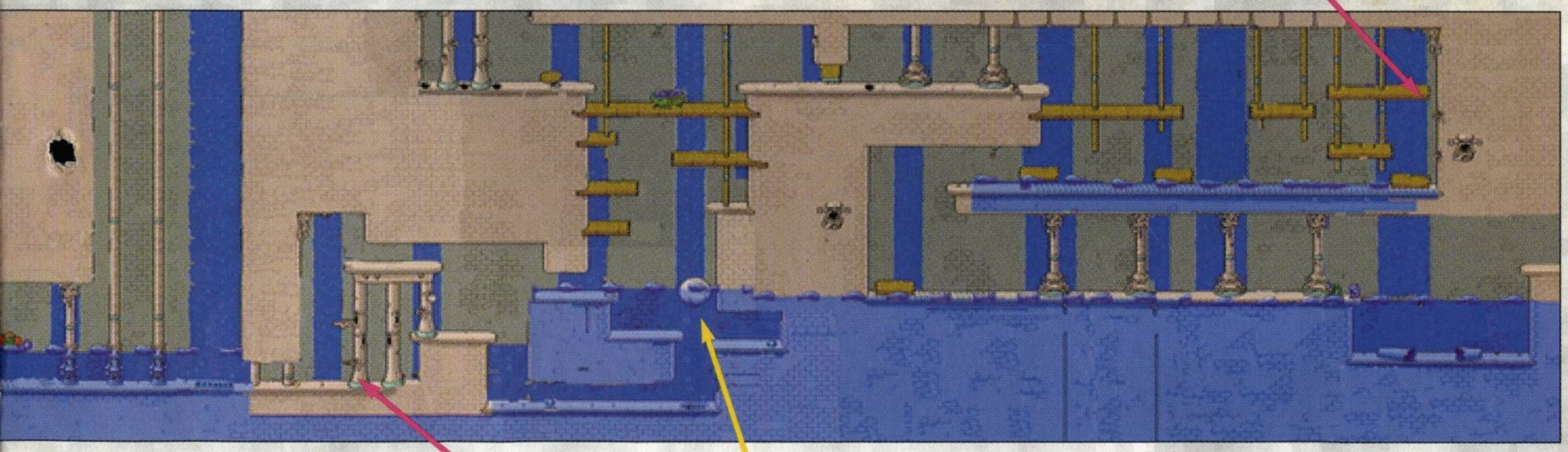
The first problem (top right) requires Bubba to put Stix in the hole, thus making a tongue platform extend above them. Jump up the ladder you created to get to the top section. Press the button to the right so the water rises and you can reach the button on the left. The water completely drains. You can now jump down the shaft (second picture) and kneel to avoid all the spikes shot at you. If the water level is up, you cannot do this little trick.





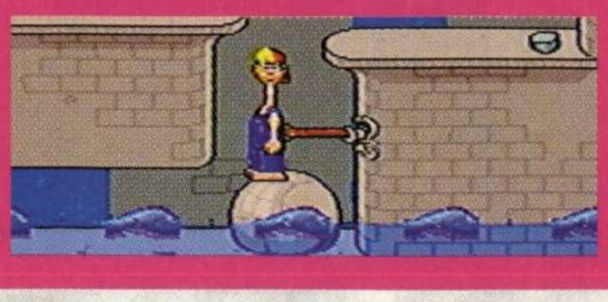
Password FQPK2LM4ZX

First of all, walk over this section of the wooden beam, making it drop out to create another raft. Plug the hole to the bottom right, before travelling left and down (going right each time you drop). The raft protects Bubba from any spikes you meet. Next, hit the two blobs into the pool to act as stepping stones. Go through the exit to the last level.



Insert Stix into the hole three times so the correct tongue is outstretched as a platform. In the section preceding this, you should stand on Waldo and switch the lever. Waldo's raft descends with the water onto the spikes and deflates in a genuinely comic effect.

Balls Up!



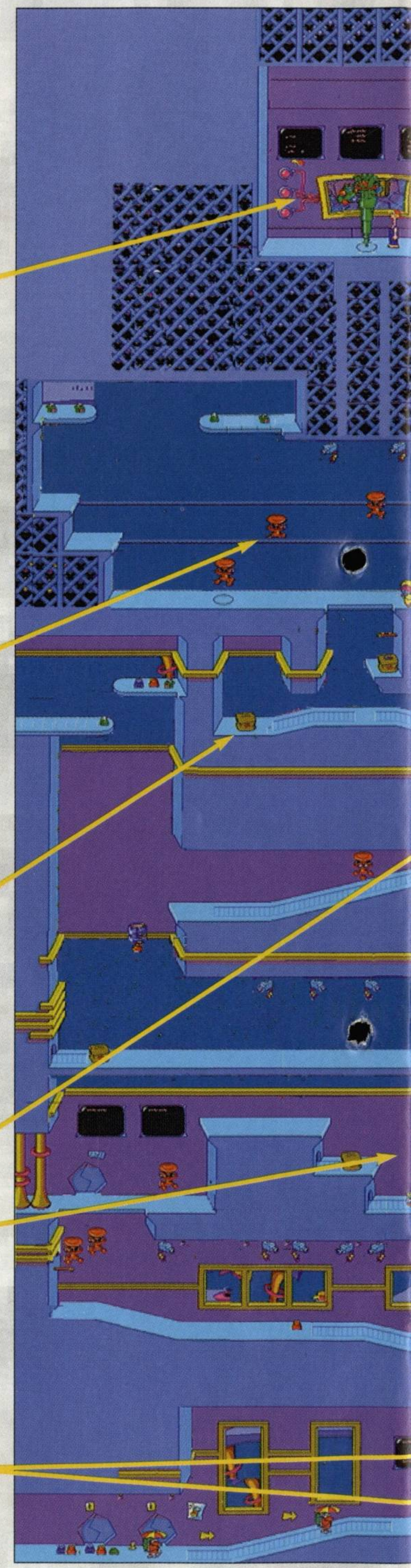
Press the button to the right to drain the water. Stand on the ball before inserting Stix in the hole. Let the water rise. When it stops, release Stix and leave the water. Jump onto the nearest beam. It's difficult – hence the heading!



THE SPACEPORT

At last, we've reached the last level! You've come a long way to get here, so don't mess up. The aim is simple – head up to the right of the map and face the evil mechanical Stix, under the remote control of Waldo. The aliens are on your tail in this one, lasers blasting at your heels and robot guards zipping around shooting wildly and making everything just a bit hectic.





Meka Stix



Hit this green robot brute with Stix and avoid his attacks by running away and darting from behind the drill. This is not easy and takes ages! A real test of skill!



This is the complete landscape you must traverse, shown to you in snippets before each level. More problems than you can shake a big stick at hide in this seemingly innocent looking panorama. Beware my friends, beware!

Tightrop It!



Watch the behaviour of these red robots before walking the tightrope. Timing is everything. Walk the rope using Stix for balance. Keep taking rhythmic, long strides.

Slow Crawl

Put Stix in the hole to stop the conveyor belts. Jump onto the right platform and from there to the left one. Crawl along the halted conveyor to the box. Lever it onto the moving conveyor and use.





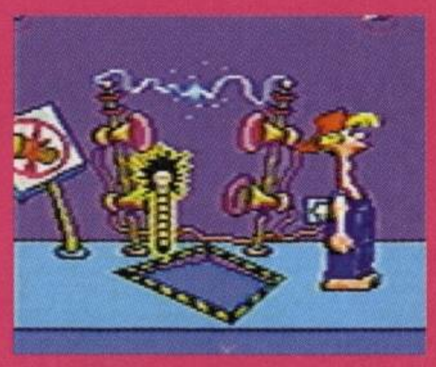
Stack 'Em High



Stack the brown box on top of the dangerous one. Notice the spacing of the dangerous boxes and before you think one is going to appear, lever the brown box on top and jump on it. When you reach the next platform, there are two boxes above you. Hit them, but don't stand directly below them when they fall.

Step It Up

Firstly, throw Stix away and run through the transporter to avoid getting electrified. Recall Stix later. Secondly, when you reach the two red robots, watch out for their laser blasts and don't touch them with Bubba. Hit them with Stix to form a crude set of steps leading up to the right platform. They are only disabled for a few seconds so act quickly!

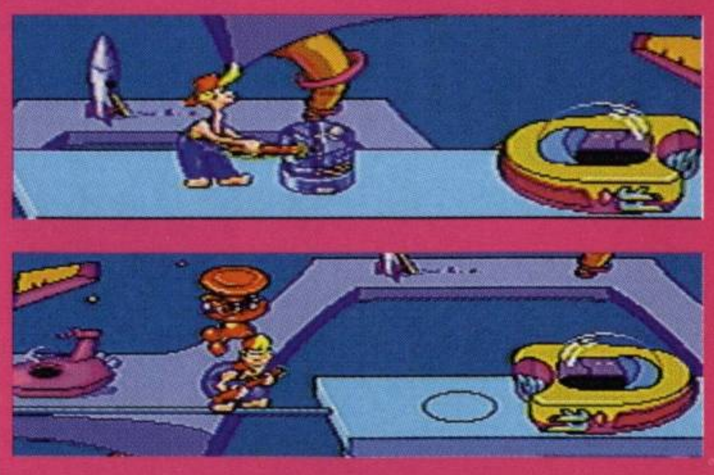




Level 5

Hit and Miss

(Lower picture) Bubba must duck to avoid either being shot, run over or knocked off the tightrope by the red robot. (Top picture) The next step is to hit the faulty baggage handling machine to start it up. Once it's going, hop on and jump onto the platform when you reach it.



Take A Trip



Put Stix in the hole to stop the conveyor belt. Avoid the first two cases going by, before following the one good one. Make sure the good (brown) one is near the next platform.

Force It Up



Lever the bag onto the next conveyor belt before it's picked up by a bag handling machine. The baggage should go through the hole and end up at the other side of the level. Use it to jump from.

Knock It Off

Press the right button, jump onto the machine and press the button on the left. On the opposite side, activate the laser to knock the top box off, onto the button below. Now run for it!







Password 5XKP!B38BR

GAMESTAR SHORT CUTS

Readers' Cheats

SHORT CUT OF THE MONTH WINNER!

Michael Roennfeldt is our September Short Cut of the Month winner. He hails from Eaglemont in Victoria. Michael sent in a guide to Sam & Max Hit the Road so you gamers out there who haven't been able to complete the game, guess what! You now can! Seeing as we didn't have enough room this month, look out for it in our November issue. Congratulations Michael! You've scored a six month subscription to GAMESTAR for your tremendous effort.

THRILLSEEKERS ONLY

These cheats are from the plethora we receive from you guys every month. As we don't get the chance to check them out, GAMESTAR accepts no responsibility for these cheats. Try them at your own risk, and don't whinge to us about your smoking console.

SEGA

MASTER SYSTEM

ASTERIX

On Level 2 choose Asterix and swim under water. Keep going until you land at the end of the wall and swim down and push right. You will find a passage and collect the goods.
David MacKinnon, Goulburn, NSW

RASTAN

Press Reset, then buttons 1 and 2, Down, Left together. The Rastan logo should turn blue – now you've got infinite continues.
David MacKinnon, Goulburn, NSW

MORTAL KOMBAT

One bbd code is when the writing comes up, hold button 1 and 2 and keep pushing Up and Down. To continue on Alex Kidd in Miracle World. When the game is over, hold button 2 and keep pressing Up. For Action fighter in password type in 'special' with a full stop and then you will turn into a car and bullets will be able to go straight through you.
Phillip Kearsley, Hackem West, WA

MEGA DRIVE

GREATEST HEAVYWEIGHT

Pro Action Reply Codes:
FF1A0000D: Infinite power
FFF1A20000D: Infinite speed
FFF0000000: Always win
Andrew Thompson Tamtar Springs, NSW

WOLFCHILD

Level Select
On the Options Screen press A, B, A, C, then A and B together. If you've done this correctly you should hear an explosion. Then select a level by inputting:
1. Start
2. B and Start
3. C and Start
4. B, C and Start
5. A and Start
6. A and Start
7. A, B and Start
8. A, C and Start
9. A, B, C and Start
Peter Brodie, Cronulla, NSW

HARD DRIVIN

Practice mode
On the title screen press B, C and Start. You'll now be able to pit yourself against the other cars in the race.
Peter Brodie, Cronulla, NSW

F15 STRIKE EAGLE

Hidden Re-supply Option
Go to Options Screen and select 'see credits'. On Credits Screen press Up, Left, Down, Right, Up, Right, Down, Left, Up. You'll hear a fanfare. Begin play and during play pause the game and go to the Inflight Menu and select the Resupply option. This will boost your weapons, fuel and decoys to the maximum allowed for the selected difficulty level.
Peter Brodie, Cronulla, NSW

COOL SPOT

Level skip the game, pause the game, then press buttons A, B, C, B, A, C, A, B, C, B, A, C. Unpause the game to jump to the end of the level.
Darren Nilsen, Redwood Park, SA

MORTAL KOMBAT

Try to find Nimbus Terrafoux when Reptile says "look to La Luna". Enter the following code: Right, Down, Right, A, C, B, B, A, Right, Down, Right, C, B, Start. If done correctly, the game resets, and you can play as Nimbus.
Darren Nilsen, Redwood Park, SA

JUNGLE STRIKE

Last Level Megacode
For anyone really, like, irritated with the difficulty of this game and who basically wants to finish it off and be shut of it, simply enter this code at the Password Screen: **N Z Y 9 S D B R 9 Y 6**. This will take you to Level 9 (the last) with 19 lives to play with. If you can't finish with such an advantage, perhaps you should take up geisha-throwing or chopstick weaving.
Peter Brodie, Cronulla, NSW

DRAGON'S REVENGE

Extra Balls
10 balls: L T 9 L A K D
15 balls: X M H 5 A Q G
20 balls: D 9 9 4 A N B
Bonus Levels Completed
2: X 3 2 K W N E
3: D K A S W A Z
5: F K S B 8 W 2
Peter Brodie, Cronulla, NSW

NINTENDO

SNES

TIME TRIAL & RACE

When Lakitu the starter comes floating down wait until the first red light has flashed and beeped once, at this moment press B and keep it pressed down. If you've timed this right you'll shoot off in a blazing start, leaving the field in your wake. A few attempts will get you the correct timing.
Peter Brodie, Cronulla, NSW

BATTLE TOADS

Begin with Five Toads:
During the title screen, press A and B simultaneously then hit start.
Warp Zones:
Level 1 to Level 3
When you are confronted by the Psyko Pigs, head-butt the one on the left first, followed by the pig on the right. Run to the right, and if you're quick enough you'll see a flash of white light appear on the ledge above you. Jump into it before it disappears.
Level 3 to Level 5
In the fifth speeder bike course, there is a white light in front of the tenth wall. Simply drive into it.
Level 4 to Level 6
Near the end of level four there are several falling platforms. Jump up and down on the first platform and it will eventually rise to the top of the screen, from where the warp light is only a short hop away.

Level 6 to Level 8
Climb the first snake (with red and orange stripes) in the second snake section. Run to the right of the snake and you'll land on a platform where a warp light will appear.
Benz Beale, Narrabri, NSW

MICROART

To get a boost at the start of a race wait till the first light has been signaled then hold down B. To get the ghost to race you in Time Trial do this: Race around a track then when you've finished hold L and R and press B to retry. Then race against the ghost of your last race.
Ben Heaven, Cremorne, Tas

CHOPLIFTER III

Passwords
Level 2: CDGGBVN
Level 3: WHTDFFN
Level 4: SHNLNTS
Jade Courtner, Gladstone, Qld

WWF ROYAL RUMBLE

On the Acclaim warning screen (the one which displays the copyright information), wait until the screen starts to fade and then press Y and B buttons simultaneously. If it works you will hear a noise and the result is a super punch which should knock out your opponent in just two hits.
John Oliver, Kioloa, NSW

ALIEN 3

Whilst playing hold down A, B, Y, X on controller 2, then press A for invincibility, B to disable sprite collisions and X for unlimited weapons.
John Oliver, Kioloa, NSW

WAYNES'S WORLD

Stage select
Wait until Wayne and Garth appear and begin to sing, then simultaneously press and hold Buttons X, L and R, then release them. Next simultaneously press Up and Buttons Y and B. Use Select to cycle through and press start when ready
Jade Courtner, Gladstone, Qld

JURRASIC PARK

Infinite lives: 7E02A304
Frank Sara, Campsie, NSW

STARWING

Infinite lives: 7E16EC03
Infinite smart bombs: 7E15AD03
Frank Sara, Campsie, NSW

CONTRA III

Infinite lives P1: 7E1F8A63
Infinite lives P2: 7E1FCA63
Infinite bombs P1: 7E1F8C02
Infinite bombs P2: 7E1FCCD2
Frank Sara, Campsie, NSW

THE LOST VIKINGS

Level select: Hold down X, Y, B and A on the title screen.
Jade Courtner, Gladstone, Qld

SUPER TURRICAN

Level Skip
Play the game, press Start and then press Right, Left, Down Right, A, then Start again.
Jade Courtner, Gladstone, Qld

NES

MEGAMAN II

Passwords
Metailman killed: A1, B5, C3, C4, D2, D5, E2, E4, E5.
Bubbleman killed: A1, B5, C4, D1, D2, D5, E2, E4, E5.
Woodman killed: A1, B0, C4, D1, D2, D3, D5, E2, E4, E5.
Crashman killed: A2, D2, D3, D5, E2, E4, E5.
Crashman killed: A2, B1, C2, C5, D1, D2, D4, E1, E4.
Quickman killed: A1, B2, B4, C1, C5, D1, D3, E3, E5.
Flashman killed: A2, B1, C2, C5, D2, D4, E1, E3, E4.
Airman killed: A1, B0, C4, D1, D3, D5, E2, E3, E4, E5.
Heatman killed: A1, B2, B4, C1, C5, D1, D3, E3, E5.
Kartene Blacker, Braidwood, NSW

SUPER MARIO BROS.

Warpzone Drive
The first Warpzone is accessed through World 1-2. When you come to the last lift in the underground section, stay on it as it rises. Then jump off when you make it onto the roof. Run along the roof and you'll find a room with three pipes. You can choose to be taken to World 2, 3 or 4. **Warpzone Two in Level 4-2.** Find the invincible blocks just after the first lift by jumping up and down. Use these invincible blocks to punch the otherwise unreachable block. The punched block will reveal a most useful vine which takes you to a bonus level and the warps to World 6, 1 or 8.

Warpzone Three – This warp is also found in 4-2 and it can be found in the same manner as Warpzone One. It only takes you to World 5.
Ray Zhang, Brunswick, Vic

MISSION IMPOSSIBLE

Passwords
Area 1: LRHN
Area 2: HMPR
Area 3: KMVW
Area 4: XDGJ
Area 5: TVJL
Area 6: QBY2
Jade Courtner, Gladstone, Qld

GAMEBOY

R-TYPE

Hidden Drawing Program
When you push Start, wait for a few seconds then press Down, Left, A and B simultaneously. Now a drawing program is accessable.
Matthew Parker, Tasmania

PC

WOLFENSTEIN 3D

Once you've started the game press MLI at the same time to get two keys, all the guns and 99 bullets. Never do this again or you'll lose all your points. Then press Control, Shift and Backspace simultaneously.
Tab G: For God mode. You never lose health.
Tab W: Level warp.
Tab I: For 50 bullets and the two keys.
Tab N: To walk through walls (it only works on some computers).
David Wedgwood, Toowoomba, Qld

Go to the Command prompt and type Wolf3D GOOBERS. When you get into Wolf3D and you're in the actual game, push Alt, Left Shift, Right Shift, and Backspace simultaneously. It should come up as "Debugging keys are now

Next issue we will be continuing to feature the Short Cuts that you've been sending in. They can't be old ones that have been published before, they have to be totally original (so please don't send in the Sonic 3 Level Select) 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. Fill out the coupon on this page (you can finish writing your cheat on the back) and send it to GAMESTAR, Short Cut of the Month, GPO BOX 4088, Sydney NSW 2001.

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Address:.....

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.....

Age:.....

Daytime phone number:.....

Game system:.....

Cheat (there's more space to finish on the next page):

.....

.....

GAMESTAR SHORT CUTS

available." Push Tab and any lettered key. Also push keys MLI simultaneously to get both keys and the best gun.
Tony Beale, Narrabri, NSW

PRINCE OF PERSIA 1

When you get into DOS to load the game, type: Price Megahit, make sure there is a space and then press Enter. Once you're in the dungeon press Shift T to get all your life bars. Press it again to get your bars back.
Shift W: To float.
Shift T: To get as much time as you want.
K: To kill the guard.
Shift I: To turn the screen upside down.
Shift B: To make the scren go completely black except where you're standing.
Shift L: To skip the level.
D.Wedgwood, Toowoomba,Qld

COMMANDER KEEN

To get everything to except the four part of your ship hold down C, T, and space. To activate the God mode hold G, O and D together. When you have the pogo stick you can fly with the God mode. Press F8 and you can go into a bonus level but you have to fly around because there is no floor!
Ashley Place, Camperdown, Vic

JAMES BUSTER DOUGLAS

If you're out of continues, press Up and Start on the 'Game Over' Screen for another try.
Tony Beale, Narrabri, NSW

KEEN 4, 5 OR 6

Firstly, go into the game as usual. When the Start screen comes up, press the following keys:

A, 1 Enter simultaneously (this could take a while, depending how fast your PC is). When you read 'Debug Keys Active' on your screen press F10, G for God mode, F10, J for jump, F10, N for no clipping (walk through walls etc). Try experimenting with the F10 Key and any other letters on the keyboard.
Steven Hall,
Warrnambool, Vic

KEEN 1, 2 OR 3

Firstly, go into the game as usual and press the following keys (until 'God Mode Active' comes up on the screen): G, O, D simultaneously. C, T Space is another cool cheat.
Steven Hall,
Warrnambool, Vic

WOLFENSTEIN 3D

For Version 1.0

At the DOS prompt, type in WOLF3D – next. When you have started the game hold down the keys Tab, Control and Enter. The words 'DEBUG KEYS ARE NOT AVAILABLE!' should appear on your screen. Once this has been done, you should have access to the following cheats by holding down Tab whilst pressing one of the keys listed below.

For Version 1.1 and 1.2

At the DOS prompt, type in WOLF3D GOOBERS. When you have started the game press the keys Left Alt, Left Shift and Backspace simultaneously and the words 'DEBUG KEYS ARE NOW AVAILABLE!' should appear on your screen. Once this has been done, you should have access to the following cheats by holding down Tab whilst pressing one of the keys listed below.

B: Changes border colour.
C: Gives information about current level.
E: Ends current level and goes to the next level.
F: Shows co-ordinates of your current location.
G: Turns God mode on/off.
H: Decreases health.
I: Increases health by 50%, adds 1000 onto your points and gives you free items.
M: Display memory usage.
N: Allows you to go through walls (this cheat only works in version 1.0).
P: Displays page and address information.
Q: Quits to DOS.
S: Turns slow motion on/off.
V: Adds extra VBL's.
W: Warp to any level from one to 10.
X: Extra goodies.

If this does not work try pressing LIM simultaneously to gain 99 ammo, 100% health and all the keys but this will wipe your score.
Grant Pedersen,
Bundaberg, QLD

ARCADE

MORTAL KOMBAT II

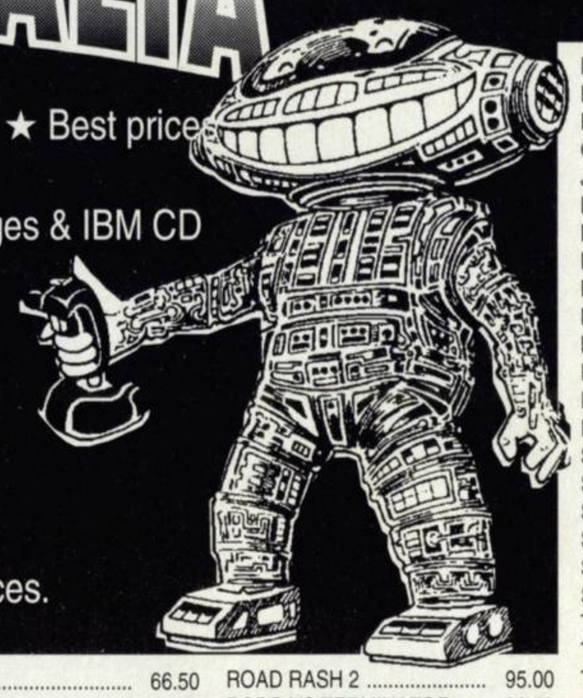
Pong
Play 250 two-player battles. On the 250th battle you will be in the portal stage but it's not called the portal, it's 'Back in time'. You will play two-player tennis.
Smoke
On the portal, after an uppercut and you hear toasty, pull down and press Start, you will fight a grey Ninja named Smoke.
Jade
On the match before the question mark win a round only using low kick to fight Jade.
Noobsy Scibot
Win 50 wins in a row must fight computer at 49 wins.
Johnny Cage
Fatality 2 – Two Forward, Down, Up. Then pull (Down, low punch, block and low kick) and Johnny will punch off three heads in a row off the one person.
Sub Zero
Fatility 1 – Two Forward, Down, High kick. Forward, Down, two Forward = High punch. He will smash them to pieces.
Jax
Gotcha Grab. Arrow Right twice LP. After keep tapping low punch for repeated bashing.
Scorpion
Two Down, two Up = high punch (hold block).

Same as Fatility 1, but can be done anywhere on the screen and Scorpion will say "toasty".
Chris Evans,
Highfields, Qld

Cheat (continued):

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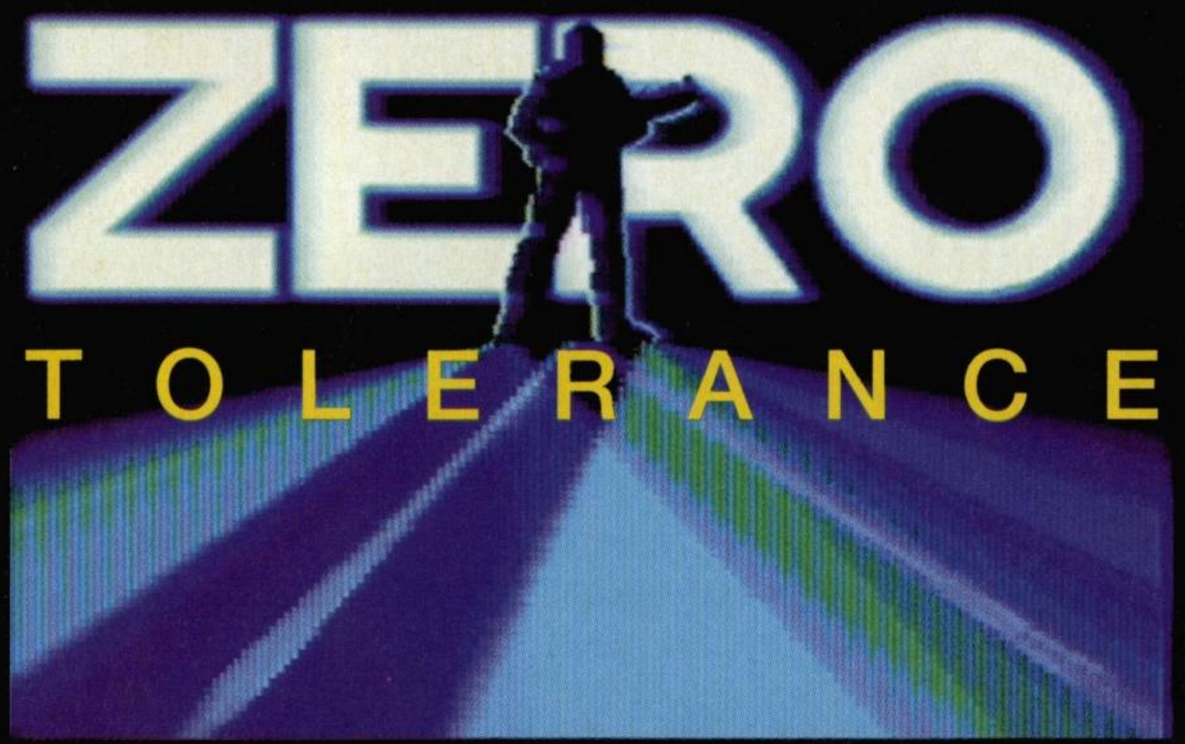
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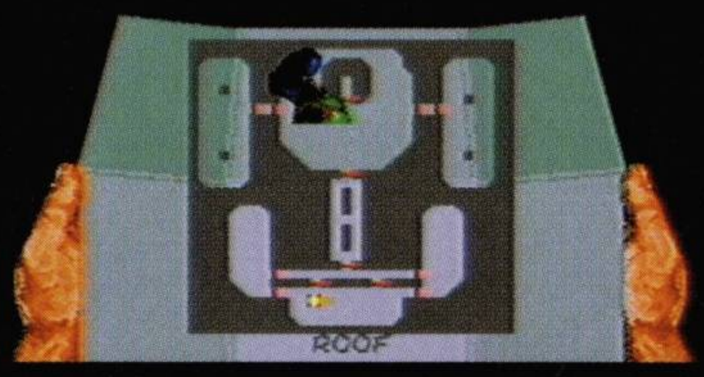


Format: Mega Drive
Available: October
Price: $129.95
No. of Players: 2

While Wolfenstein 3D and Doom revolutionised 3D gaming on the PC, we Mega Drivers sat back and waited for our own revolution to arrive. It came, eventually, in the form of Sega's DSP (Hallelujah! Now I can sleep).

As good as it was (and still is), the asking price for the new technology was far beyond thy purse doth reach.





Now I thank the gods that we don't have to dish out our hard grovelled pocket money for a decent 3D game, as Technopop and Accolade have come up with Zero Tolerance. This game makes your Mega Drive do things it's not supposed to do – like scaling and rotating backgrounds and sprites.

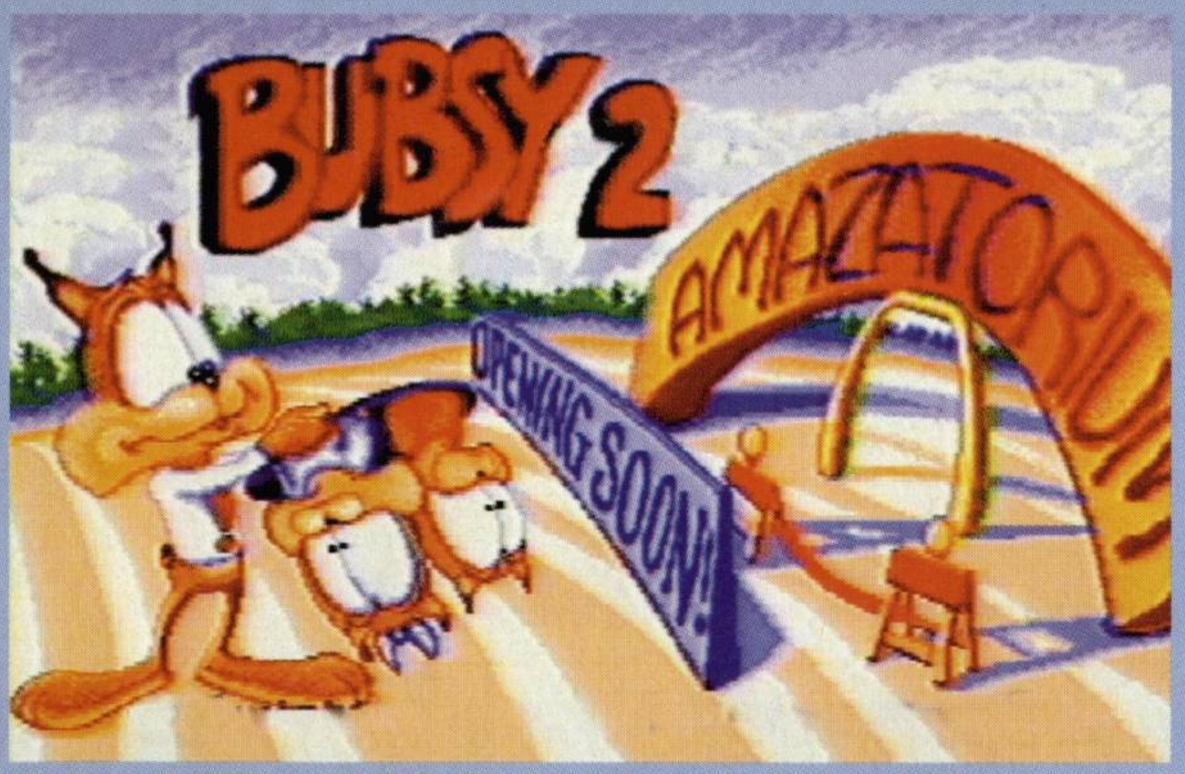
Zero Tolerance uses a 3D engine much like Wolfenstein's, but has a plot straight out of Doom (well, almost). You (and a friend, if you have one) play a group of five badly nicknamed Commandoes (groan . . .) in the US Army (oh, dear) who go around a maze-like structure blowing things away. There are three HUGE levels – The Highrise, Space Station and the Basement – which are filled with androids, zombies and anything else which sprays guts and inedible stuff when shot. The good thing about this game is that once you've sprayed the walls with tasty innards, you can pick at the carcass for weapons – like shotguns, pulse rifles, rocket launchers and handguns, etc.



Tune in next month for a full review.

Now, where's that chainsaw? ★
Peter

BUBSY 2



Format: Mega Drive
Available: October
Price: TBA
No. of Players: 1

To tell you the truth, I didn't like the first Bubsy. The copy cat (geddit?) gameplay didn't suit my liking and as Sonic II was already out, I was one of millions to convert to Sonicism.

Bubsy II is a little different in level layout, but the basic gameplay remains the same. You play Bubsy, a deranged cat (much like my Max) (no relation to Jo, mind you) who goes around collecting balls of yarn. WOW! (Let me explain something here. You see I've been snorting my Wizz Fizz and it's just kicked in, so I'm easily excited.) Actually the demo I played wasn't so bad. It only had two playable levels from a total of five (the two weren't fully complete). What was complete though, was the hilarious bonus screen where Bubsy works a slingshot-type winch thingy which hurls frogs (see what I mean about deranged?) onto objects which are floating in a pool. There's a total of 10 frogs to flip during a set time limit and let me tell you, these frogs are having a better week than I am.



This promises to be a fairly decent platformer as Accolade is still hammering away at it. Come to think of it, Sonic & Knuckles and Capt'n Havoc are to be released very soon, so let's just hope that the release timing isn't screwed up. ★
Peter







THE LION KING

Format: Mega Drive
Available: November
Price: TBA
No. of players: 1

Following in the footsteps of Aladdin and The Jungle Book, Virgin has snapped up the licence to produce the video game of Disney's next big animated movie. The Lion King follows the life of Simba the lion as he grows up in the African jungle. He develops from a care-free cub into a strong adult and learns many skills that will help him confront his wicked uncle Scar and claim his rightful



place as ruler of the animal kingdom.

If you thought Aladdin was a great game then you haven't seen anything yet. The Mega Drive and Super Nintendo versions have been developed with the full support of the Disney animators, who have drawn over 2000 extra frames of animation and artwork to bring the characters to life.

The game is split into two parts,



the early years with Simba growing up and his adventures as an adult lion prince. Four characters can be controlled; Simba as a cub, Simba as an adult, Timon the bug eater and Pumbaa, giving lots of gameplay variety and appeal to all ages. The levels have been structured to recreate the emotional excitement of the movie, as Simba develops the player also develops new skills and playing styles essential to controlling a four-legged animal.

The amount of depth in The Lion King will astound you. The programmers claim the game has 50 per cent more animations and 50 per cent more backgrounds than Aladdin, all this is split into 10 levels and two bonus rounds ranging from light hearted rambles in the jungle to serious action sequences. So much animation and music has been crammed into the game, it comes on a 24Mbit cartridge!

Music and sound effects are another area where The Lion King excels. There are nine pieces of music from the movie and three extra soundtracks influenced by the story. These include 'The Circle of Life', 'Just Can't Wait to be King' and 'Can You Feel the Love Tonight', written by superstar Elton John with lyrics by award-winning wordsmith Tim Rice. There are some great sequences in the game that mimic the movie perfectly. You'll be running for your life when a herd of wildebeest stampede towards poor Simba in a first person perspective view and characters change their reactions towards



Simba during the game. Visit a huge gorilla once and he'll tolerate you but after the third and fourth time he'll become really irritated and lash out. Luckily Simba can run, jump, swipe and flip his enemies in a true cat-like way. The movement looks really great.



The Lion King is looking like a superb game for later on in the year. You'll be able to go and see the movie, then buy the game and recreate the stories for yourself. Another Disney and Virgin classic combo in the making. ★

PARTY ON!

To celebrate the release of their latest epic video game at the summer CES in Chicago, Virgin and Disney really pushed the boat out. They have $8 million to spend on worldwide marketing for the game and over $1 million of this went on an African breakfast party complete with tribal drumming, costumed dancers and a gospel choir. Jeffrey Katzenberg, chairman of Disney studios then walked on with a lion cub in his arms! How's that for a pretty impressive video game launch!



Well, it's getting pretty darned close to the time of year where your mum force feeds everyone lots of things you don't normally eat (dark sticky puddings) and you get lots of stuff under the tree that you don't want (clothes). Only a few of the lucky ones actually get what they want. GAMESTAR has come to the rescue (as usual) and put together this little (not!) list of what will be released in November and December. We added some boxes next to all the games, so you can tick away to your heart's desire. Hand the completed list (and lots of photocopies) to family and friends. Then all you have to do is sit back, fingers crossed, and listen for those jingling bells!

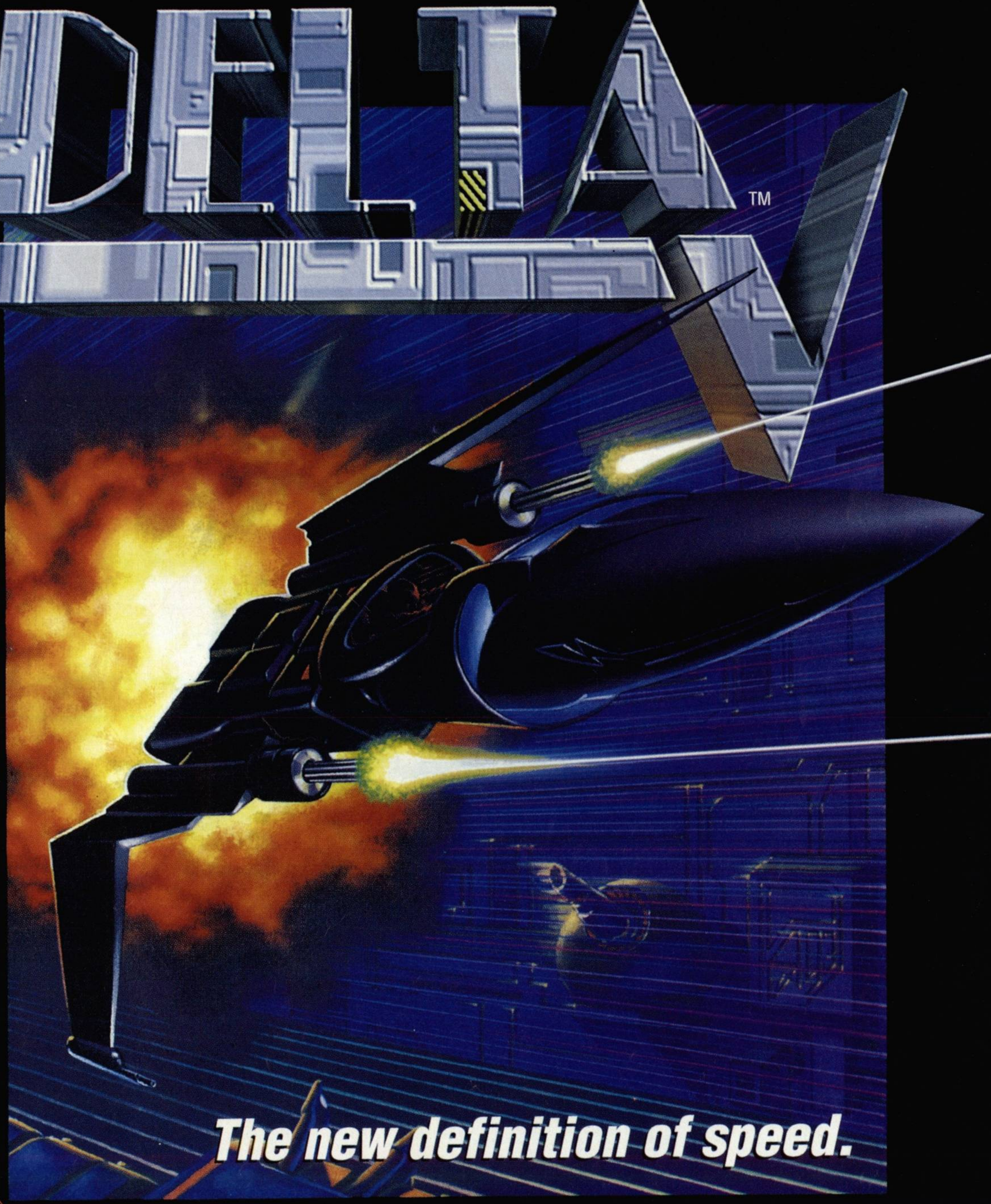
What I want for Christmas

✔	TITLE	PUBLISHER	FORMAT	AVAILABLE
	METRO PLAYCORP			
☐	Star Wars: Dark Forces	LucasArts	PC CD-ROM	Dec
☐	Red Ghost	Empire	PC CD-ROM/PC	Nov
☐	USS Tinconderoga	STW	PC CD-ROM	Nov
☐	Winter Games	STW	PC CD-ROM	Nov
☐	X-Wing	LucasArts	PC CD-ROM	Nov
☐	1st Encounter	Gametek	PC CD-ROM/PC	Nov
☐	Car and Driver	Ocean/EA	PC CD-ROM	Nov
☐	Dune II: Lure of the Temptress	Ocean/Virgin	PC CD-ROM	Nov
☐	Quarantine	Gametek	PC	Nov
☐	NBA Jam	Acclaim	GB	Nov
☐	The Lion King	Virgin	GB/SNES	Nov
☐	True Lies	Acclaim	GB/SNES	Nov
☐	Sea Quest DSV	THQ	GB/SNES	Nov
☐	Itchy and Scratchy	Acclaim	SNES	Nov
☐	Star Trek: Deep Space Nine	Playmates	SNES	Nov
☐	Star Trek: TNG	Microprose	SNES	Nov
☐	Akira	THQ	SNES	Nov
☐	Brutal: Paws of Fury	Gametek	SNES	Nov
☐	Indiana Jones	JVC	SNES	Nov
☐	Michael Jordan Adventure	Ocean	SNES	Nov
☐	Shaq Fu	Ocean	SNES	Nov
☐	Earthworm Jim	Playmates	SNES/MD	Nov
☐	Nigel Mansell's Indycar	Acclaim	SNES	Nov
☐	Return of the Jedi	LucasArts	SNES	Nov
☐	Stargate	Acclaim	SNES	Nov
☐	Exo Squad	Playmates	MD	Nov
	NINTENDO			
☐	Donkey Kong Country	Nintendo	SNES	Dec
☐	Super Street Fighter II	Capcom	SNES	Nov
☐	Secret of Mana	Nintendo	SNES	Nov
☐	Ducktales II	Nintendo	GB	Dec
☐	Soccer	Nintendo	GB	Dec
	ELECTRONIC ARTS			
☐	Star Trek: TNG	Spectrum Holobyte	PC CD-ROM	Nov
☐	PGA Tour Golf 486	EA	PC CD-ROM	Nov
☐	Bio Forge	Origin	PC CD-ROM	Nov
☐	Noctropolis	EA	PC CD-ROM	Nov
☐	Wings of Glory	Origin	PC CD-ROM	Nov
	SONY ELECTRONIC PUBLISHING			
☐	Battletech	Sony E.P.	SNES/MD	Nov
☐	Mickey Mania	Disney Software/ Sony Imagesoft	Mega-CD/SNES	Nov (MD Dec)
☐	Mighty Max	Ocean	MD/SNES	Nov
☐	Super Morph	Millenium	MD	Nov
☐	Pinkie	Millenium	MD	Nov
☐	Super Off Road	Sony E.P.	MD	Nov
☐	Micro Machines	Codemasters	GB	Nov
☐	The Flintstones	Ocean	GB/SNES/MD	Dec
☐	Jurassic Park II	Ocean	GB/SNES	Dec
☐	X-Kalibur	Activision	SNES	Nov
☐	Frankenstein	Sony E.P.	Mega-CD	Dec
☐	Lemmings II	Psygnosis	Mega-CD/GB	Dec
☐	Vortex	Electrobrain	SNES	Nov

✔	TITLE	PUBLISHER	FORMAT	AVAILABLE
	DIRECTSOFT DISTRIBUTION			
☐	Harvester	Merit Software	PC CD-ROM	Dec
☐	1830: Railroads & Rail Barons	Avalon Hill	PC	Dec
☐	Advanced Civilisation	Avalon Hill	PC	Nov
☐	Blackbeard	Avalon Hill	PC	Nov
☐	Breach III	Impressions	PC	Nov
☐	Conquered Kingdoms II	QQP	PC	Nov
☐	Conquest	QQP	PC	Dec
☐	Empire Builder	QQP	PC	Dec
☐	High Seas Trader	Impressions	PC/PC CDROM	Nov
☐	NCAA Basketball	Bethesda Softworks	PC	Nov
☐	Space Miner	QQP	PC	Nov
☐	Stalingrad	Avalon Hill	PC	Nov
☐	Tank	QQP	PC	Nov
☐	Tunnel Rat	Merit Software	PC	Nov
☐	The Blue, The Grey	Impressions	PC CD-ROM	Nov
☐	Heroes of Might and Magic	New World Computing	PC CD-ROM	Nov
☐	Project USA	Impressions	PC CD-ROM	Nov
☐	Realms of Arkania:Startrail	Sir Tech Software	PC CD-ROM	Dec
	ACTIVISION			
☐	Radical Rex	Activision	SNES	Nov
☐	Mickey's Ultimate Challenge	Activision	SNES	Nov
	SEGA OZISOFT			
☐	Red Zone	Time Warner	MD	Nov
☐	Dragon	Virgin	MS/MD/GG	Nov
☐	Fire Team	Rogue Virgin	MD	Nov
☐	Kawasaki Superbikes	Time Warner	MD	Nov
☐	Lawnmower Man	Time Warner	MD	Nov
☐	The Lion King	Virgin	MS/MD/GG	Nov
☐	NBA Jam	Acclaim	Mega-CD	Nov
☐	Skeleton Krew	Core	MD	Nov
☐	Unnecessary Roughness	Accolade	MD	Nov
☐	Beavis and Butthead	Viacom	MD	Dec
☐	Dino Dini's Soccer	Virgin	MD	Nov
☐	Mortal Kombat II	Acclaim	MS	Nov
☐	Nigel Mansell's Indy	Acclaim	MD	Nov
☐	Psycho Pinball	Code Masters	MD	Nov
☐	Sink or Swim	Code Masters	MD	Nov
☐	Snooker	Virgin	MD	Nov
☐	Cannon Fodder	Virgin	Mega-CD/MD	Dec
☐	Heimdall	Core	Mega-CD	Dec
☐	Lethal Enforcers	Konami	MD/Mega-CD	Dec
☐	Micro Machines II	Code Masters	MD	Dec
☐	Power Rangers	Paramount	MD	Dec
☐	Snatcher	Konami	Mega-CD	Dec
☐	True Lies	Acclaim	MD	Dec
☐	WWF Raw	Acclaim	MD	Dec
☐	Probotector	Konami	MD	Nov
☐	Sparkster	Konami	MD	Nov
☐	Tiny Toons Sports	Konami	MD	Nov
☐	Another World II	Virgin	Mega-CD	Nov
☐	Booger Man	Interplay	MD	Nov
☐	Brett Hull '95 Hockey	Accolade	MD	Nov
☐	Clayfighters	Interplay	MD	Nov

differential velocity: *n.* (L. *delta-v*),: **1** a change in the quickness or rapidity of motion or action over time; acceleration **2** a flight sim where thought and reaction are one; *see* DELTA-V **3** a difference in the rate of movement or motion; **—speed**

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NBA JAM JACKET COMPETITION

win!

Name: .....

Address: .....

Age: ..... **Male/Female (Please circle one)**

In 25 words or less answer the following question:

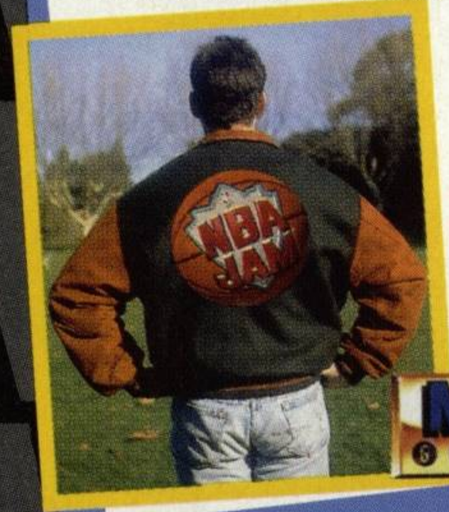
Q: Name your favourite style of game and why? (eg. RPG, flight sims, sport, fighting games etc.) .....

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MIGHTY MORPH'N POWER RANGERS COMPETITION

win!

Name: .....

Address: .....

Age: ..... **Male/Female (Please circle one)**

In 25 words or less answer the following question:

Q: If you were a Mighty Morph'n Power Ranger which animal or part of mother nature would you choose for your power source?

.....

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SONIC VIDEO COMPETITION

win!

Name: .....

Address: .....

Age: ..... **Male/Female (Please circle one)**

In 25 words or less answer the following question:

Q: What do you hate most about Robotnik? .....

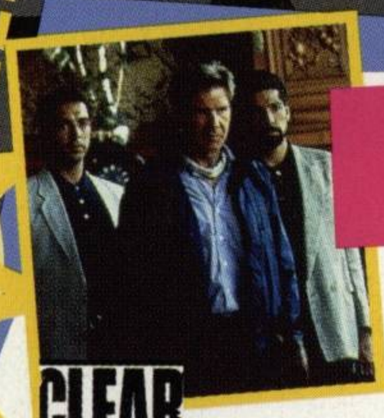
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MOVIE PUZZLE PAGE

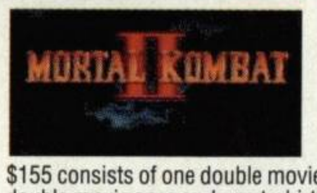
Name: .....

Address: .....

Age:.... **Male/Female (Please circle one)**

Attach your quiz question answers to this official coupon, answer the question below and send it in.

Q: How many people (including you) read your copy of GAMESTAR? .....



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Name: .....

Address: .....

Age: ..... **Male/Female (Please circle one)**

Get your Crayolas out and attach your original Manga creation to this coupon, fill out the question and send it in.

Q: I will remain loyal to GAMESTAR because .....

.....

.....

.....



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MAJOR MANGA COMPETITION

win!

Name: .....

Address: .....

Age: ..... **Male/Female (Please circle one)**

In 25 words or less answer the following question:

Q: What game would you try out first if you won the vest? .....

.....

.....

.....

.....



INTERACTOR VEST COMPETITION

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 Freedman Developments ACN 065 353 228 their families and associated agencies. 2. First prize, valued on September 5 at approximately $250 consists of one Aura Interactor Vest. Prize is not transferable or redeemable for cash. Any change in value of the prize occurring between publishing date and date the prize is claimed is not the responsibility of the promoter.

SEND YOUR ENTRIES TO: GAMESTAR Competitions, GPO Box 7052, Sydney NSW 2001. For further conditions of entry, see page 88.

AUSTRALIAN

GAMESTAR MAGAZINE

the reviews

Donkey Kong Country	SNES	62
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This is where another member of the Review Crew totally trashes the first reviewer of the game.

Our screen shots are bigger than Roseanne!

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



Complimentary mug shots of our extremely fortunate writers.

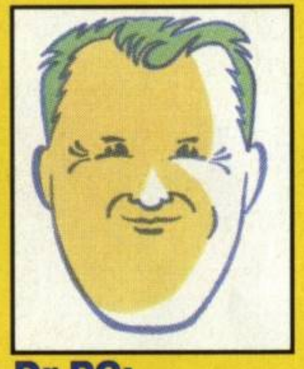
A bit of a spiel about the game. You are more than likely to find something out that you didn't already know.

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

the review crew



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



Dr PC:
Resident FRPG expert



Chimera:
A mythological fire-breathing monster



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



Natski:
Natski says nuke 'em



Stuart:
He may be young but he's the smartest



Timbo:
No game is safe from cheats with him around



Fletch:
He only eats Wizz Fizz with these sunnies on

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?

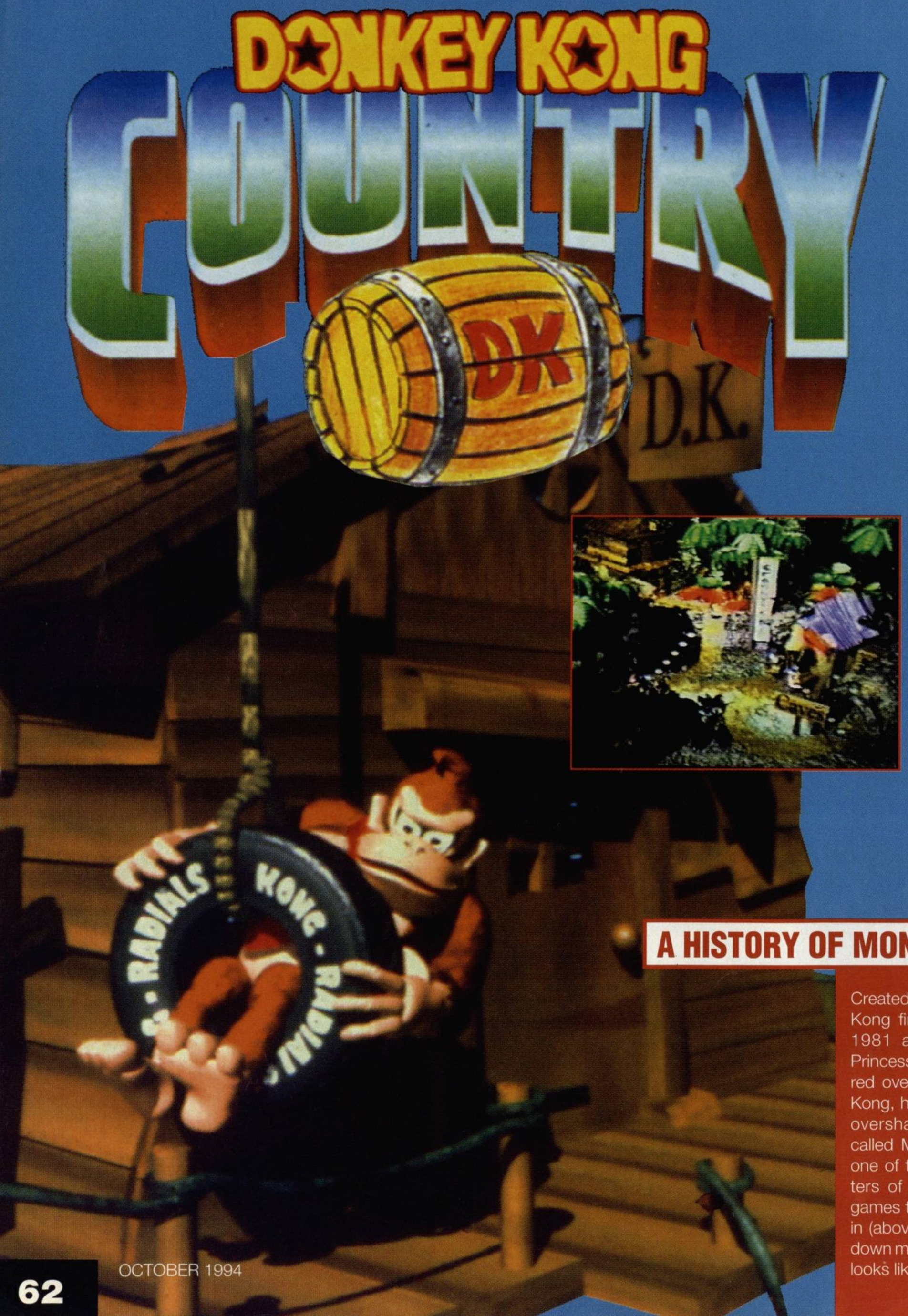
SOUNDS
Are the looney tunes groovy and individual and make the game eerie? Do they serve their purpose and do justice to the game?

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
0-40% – Sucks big time.
41-60% – Still sucks but better than spending the afternoon stuck in the office with Jo.
61-90% – Steal it or borrow it but have a darn good think before you go spending all your money.
91-100% – Whoop, whoop, whoop, hippety, god-damned yee-haa! Put this one on the top of your shopping list.

THE GAMES

Donkey Kong	Arcade	1981			
Donkey Kong Jnr	Arcade	1982	Donkey Kong 3	NES	1986
Donkey Kong 3	Arcade	1983	Donkey Kong Classics	NES	1988
Donkey Kong Jnr Math	NES	1985	Donkey Kong	Game Boy	1994
Donkey Kong	NES	1985	Donkey Kong Land	Game Boy	1994
Donkey Kong Jnr	NES	1986	Donkey Kong Country	SNES	1994



AT THIS YEAR'S CES, everyone was going bananas over Nintendo's newly proclaimed 'King of the Jungle', Donkey Kong Country. Seemingly out of nowhere, it looks like Donkey Kong is set to lead Nintendo into the frenzied summer games free-for-all, as he's appearing in a grand total of three games. Is this hairy hero making a monkey out of poor old Mario?

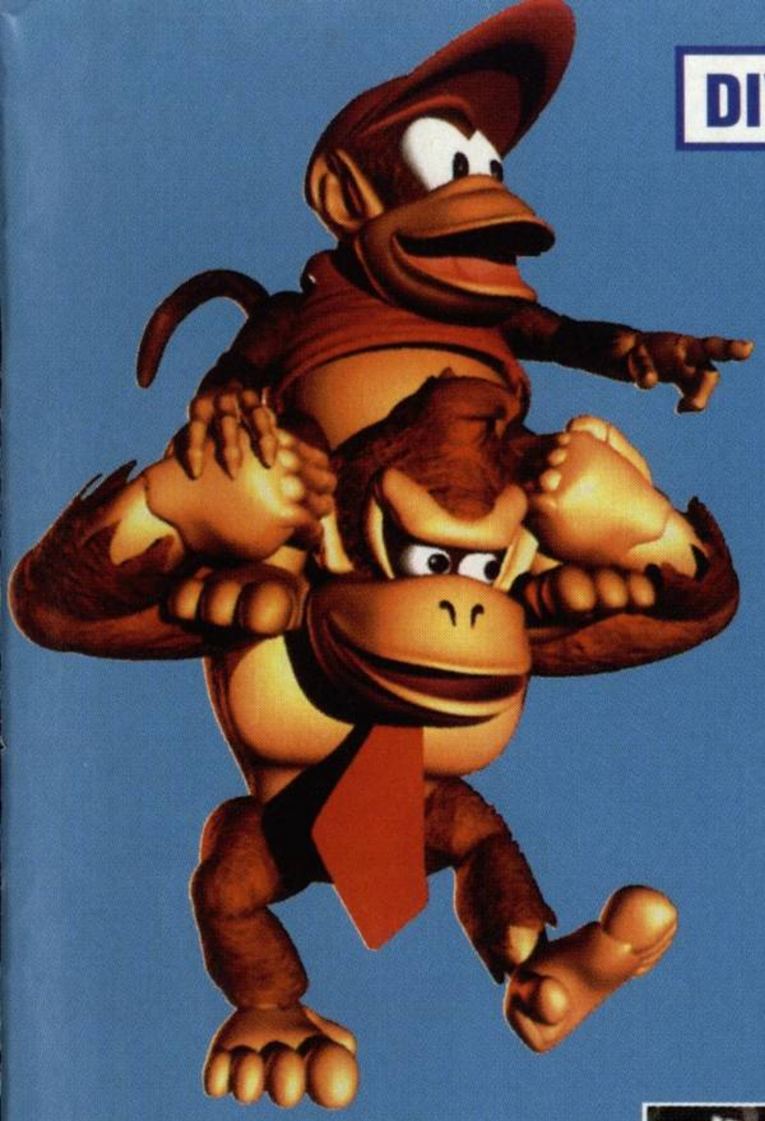
It was chest-beating all round for Nintendo in Chicago as the company showcased it's surprise new release in a jungle-like environment, complete with volcanoes and circling vultures. Donkey Kong is back and boy is he mad! Bigger than ever, it seems that this popular primate has been working out with top developer, Rare. Donkey Kong Country is able to boast a massive 32meg fighting weight that will have a certain blue hedgehog running for cover.

There can be no doubt that Donkey Kong Country is Nintendo's flagship project for the second half of this year and with three games bearing his name, after a six year rest, Donkey Kong looks set to enjoy even more limelight than our very own 'Games Animal'.

A one-player action adventure, the gamer must guide Donkey Kong and his little pal (Diddy Kong) through a number of fantastically rendered levels in order to ultimately defeat their arch-enemies, the diabolical Evil Kremlings – a pack of nasty alligator-like baddies, who take it upon themselves to thwart your attempts to see Kong safely through the game. Don't worry though, there are all manner of jungle chums to give you assistance

A HISTORY OF MONKEY BUSINESS

Created by Shigeru Miyamoto, Donkey Kong first appeared in the arcades in 1981 and introduced the world to Princess Pauline and a heroic sprite in red overalls called Jumpman. Poor old Kong, his long career gradually became overshadowed by a dumpy plumber called Mario, who went on to become one of the most popular game characters of all time. Check out the many games that the great Ape has appeared in (above). The list gives a nostalgic trip down memory lane as we approach what looks like a great renaissance.



DIVE, DIVE, DIVE!

Hey, who says monkeys can't swim? Kong and his pal Diddy are just as at home below the sea level as they are above it. There even seems to be an ample supply of aquatic bananas waiting for them.



■ Dodging the various obstacles in the underwater sections can be tricky. And what about sharks!

■ Where's Diddy gone?



It seems poor old Donkey Kong (left) has lost his little pal and must face the dangers of the deep alone. He'd better hope he doesn't bump into Godzilla... Oh, that was a different Kong, wasn't it.



LET IT POUR



■ In Donkey Kong Country you can never rely on the weather. I guess that's why it's called a rainforest.



■ The rainfall effect in the game is brilliant, it emphasises the real depth of graphic techniques used. There's no slow-down in the action.

THE MINES

■ Negotiating the underground mine sections is not going to be easy for Kong fans, even with our hero resplendent in his protective hat.







■ The lost mines are one of the best sections for showing off the impressive light sourcing capabilities of the game.

when you need it. Our primate pals' adventures take them through jungles, and snowy mountain regions, riding carts into treacherous mine shafts and even swimming (monkey-paddle, of course) through cold, danger-filled underwater sections. All of these levels are riddled with the obligatory hidden bonuses and secret rooms that only time and dedicated game playing will reveal.

The real magic in this game, however, lies not really in the gameplay, but in the stunning graphics and animations. All of Donkey Kong Country's characters are fully computer rendered and possess an incredibly life-like look and range of movements. Created in a 3-D graphics programme, it uses previously unseen design technology – Nintendo's ACM (Advanced Computer Modelling) and Alias Power animator. The precisely calculated rendering means that light sources, shading and shadows can be reproduced accurately on the sprites and backgrounds. We can tell you that the effect is quite incredible. When you first set eyes upon the game, it is easy to believe that it must be running on a new piece of Nintendo hardware.

Nothing has ever looked this good on a Super Nintendo Entertainment System before.

A spokesperson commented: "We believe Donkey Kong Country will be the best 16-bit game on the market, based on the game's vivid colours, animation, level of gameplay, and overall entertainment value.

In addition to the astounding graphics, players will be amazed by the sound. The game's superior audio track is of soundtrack quality and has a new-age music beat – which also sets the game quite apart from what's currently available."

Supported by a $10 million launch budget and pushing 16-bit gaming to the max, it is hard to get excited about the new wave of machines when the 'old guard' have products like this on the horizon. Nintendo is playing this one very close to it's chest, but as soon as we are able to get our eager mitts on the game we're certain to bring you much more information. Long live the Kong! ★

THE MACHINE

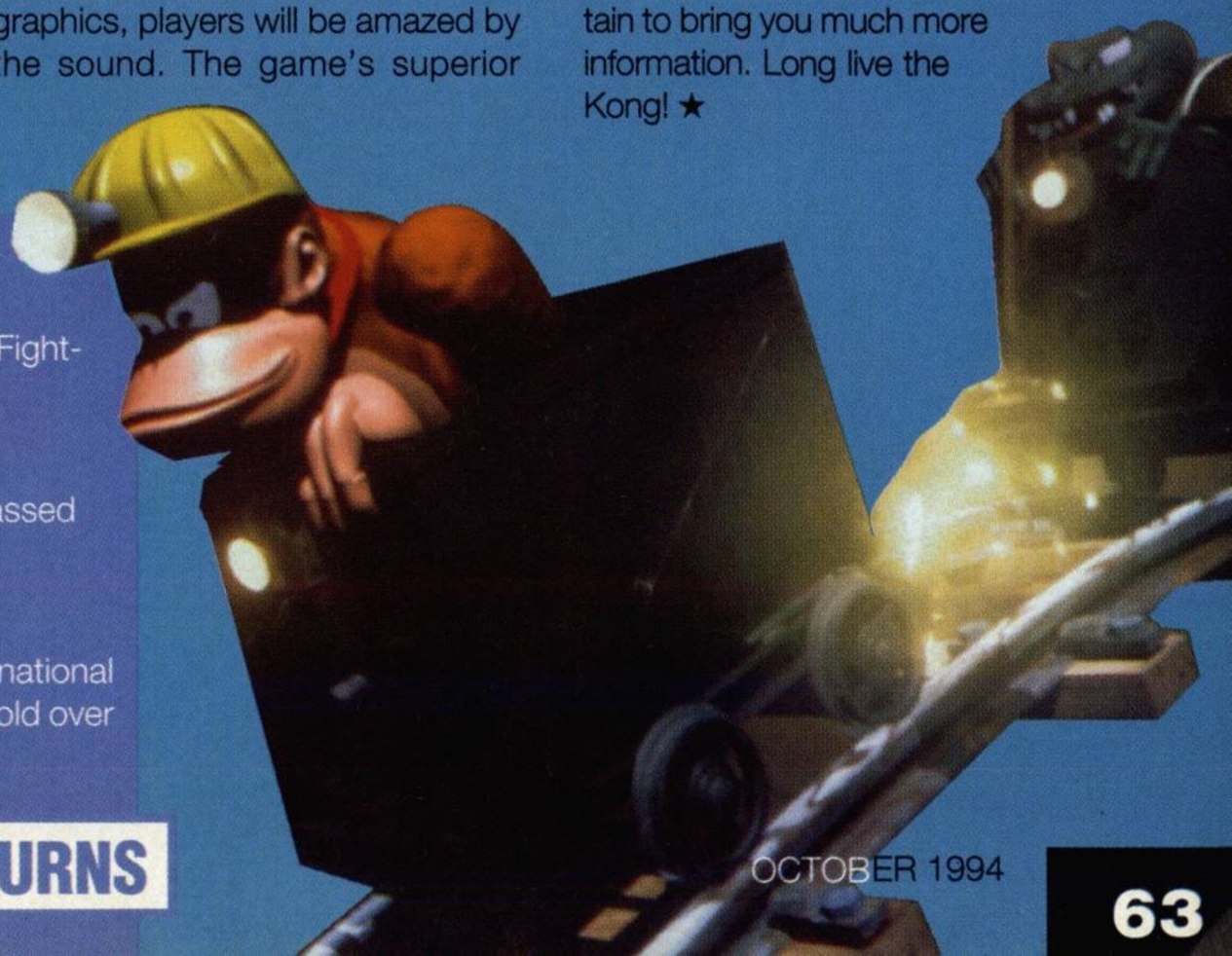
Donkey Kong arcade machines sold more than 65,000 units, and made Nintendo a $200 million company. Compare this to the biggest modern hit, Street Fighter II, that to date has only sold just under 50,000 units.

THE CART

Licensed to Coleco, Donkey Kong on the NES sold $6 million cartridges and massed approximately $4.6 million.

THE PLUMBER

After first appearing in Donkey Kong, Mario has gone on to become an international superstar, seen at all the best parties with all the top models. His games have sold over $100 million cartridges to date.



KING OF THE SWINGERS: MANY HAPPY RETURNS







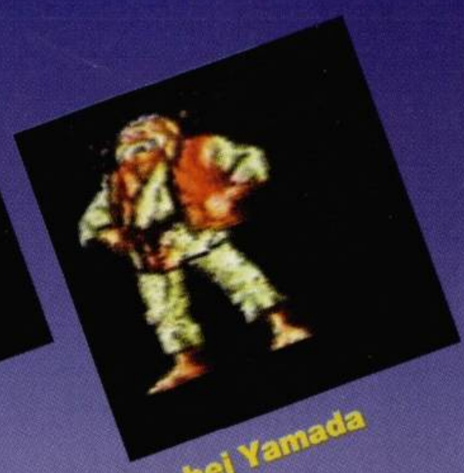
Mai Shiranui



Big Bear



Joe Higashi



Jubei Yamada

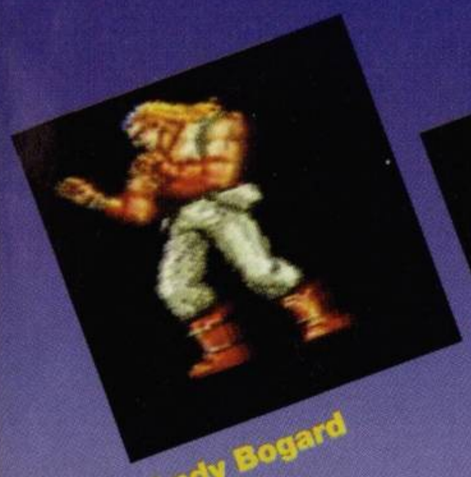


OH, GOODY . . . I can hardly restrain this wild burst of enthusiasm. Wow. Yet another glove-trading street combat game. How nice. Please forgive my apparent delight, for I am strangely moved by the obviously thrilling prospect of travelling to foreign soil, meeting interesting people, then racking nine different kinds of snot out of them. Whoopee. Yowza.

Eight martial artists; possibly more, are pitted against each other in a best






Andy Bogard


Terry Bogard


Kim Kap Hwan


Cheng Sin Zan


Mai My . . .

of three bouts per match. Using nothing but their pugilistic prowess, an assortment of illegal blows, some presumably mystical energy missiles and a few concealed weapons, these warriors are expected to slug it out for total world supremacy . . . Or something along those sort of lines. Golly, what an original idea!


CHIMERA

The initial selection of eight fighters contains few real surprises for anyone who cares to remember Fatal Fury. Terry and Andy Bogard make a return visit, bringing their highly effective Yankee fighting-style with them. Known as Yo-mama, this mystical combat technique combines forms used by the ancient masters: The Three Stooges, Kwai Chang Kane and Hong Kong Fooey. More conventional schools of combat are favoured by exponents from Asian countries. Even so, one should not discount the strong possibility that they will use some attacks that draw on Chi or Ki energy. In Western-style combat, many fighters consider this as being very bloody cheeky indeed.

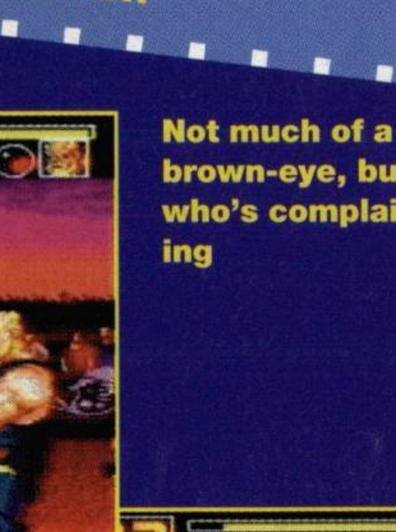
The first eight fighters include: A Thai kick boxer named Joe Higashi. His special attacks are flaming strikes. Kim Kap Hwan is a Tae Kwan Do nut who basically beats the kimchi out of his opponent, apparently without resorting to using any hocus-pocus. Fat boy Chen Sin Zan is a strange one. It seems as though he uses his whuffies as a 'weak' attack, since he can often be seen fanning them at his opponent. Wrinkled little Jubei Yamada might be using Okinawa-Te, or is just heavily into kicking ankles. Ignore him at your peril. Big Bear is a huge Aussie (Hooray! We made it!) bare knuckleman. Apart from doing a convincing impersonation of a Mack truck, he is essentially useless as a fighter. Sweet, petite Mai Shiranui can be very handy with her combat fan, but her role in FF2 seems to be restricted solely to being cannon-fodder for the others. I could be wrong. When all is said and done, you will either like FF2 or not. On the whole, I feel that this genre is just about tapped out for original ideas, and wish it would sink screaming into the tarpits very, very soon. Calmly considered, an impartial appraisal of its gameplay is still unforgiving: Although I found that the combinations and special moves CAN be used by human players, they are either hard to trigger, or just refuse to go off. In fact, standard Sega joypads are not really suitable controllers for this game, and I dare anyone to play it for longer than an hour with one . . . Maybe it's a simple case of using the wrong joypad technique, but I can live quite happily without ever playing this game again. Ouch! ★


Feel the wraith of Kim Kap Hwan's tinea




Not much of a brown-eye, but who's complaining





SECOND OPINION

Well, here's another nail in wusst games' fragile old coffin . . . Fatal Fury II.

Like most fist-and-foot frenzies there's nothing particularly outrageous in each fighter's killer blow. This game doesn't delve into any freaked out fantasy combat; no scintillating moves conjured up from the supernatural here. The crew is all human, all conventional, all dressed up and have no place to go.

The pick of the crop for all round fighting ability would have to be Kim Kap Hwan (blonde hair, tan, superb bathrobe) and Mai Shiranui (feisty vixen who really smacks you with a hand-held fan). Fighters to avoid include Big Bear (Big Loss) . . . Cheng Sin Zan (squeals like a scalded cat when he goes down) . . . and Jubei Yamada (he's a wino, a poor, defenceless wino).

The graphics are smooth, fast and up to scratch. The sound is packed with anguish, like a hundred penguins trying to unfold a deckchair.

Fatal Fury II is a no frills, size 'em up and cut 'em down affair. Seeking strategy? You could appreciate this game. Seeking blood sport? Headbutt a cheese grater.

FLETCH

OVERALL: 70%

THE FINAL VERDICT

MEGA DRIVE
$139.95
AVAILABLE NOW
1 OR 2 PLAYERS

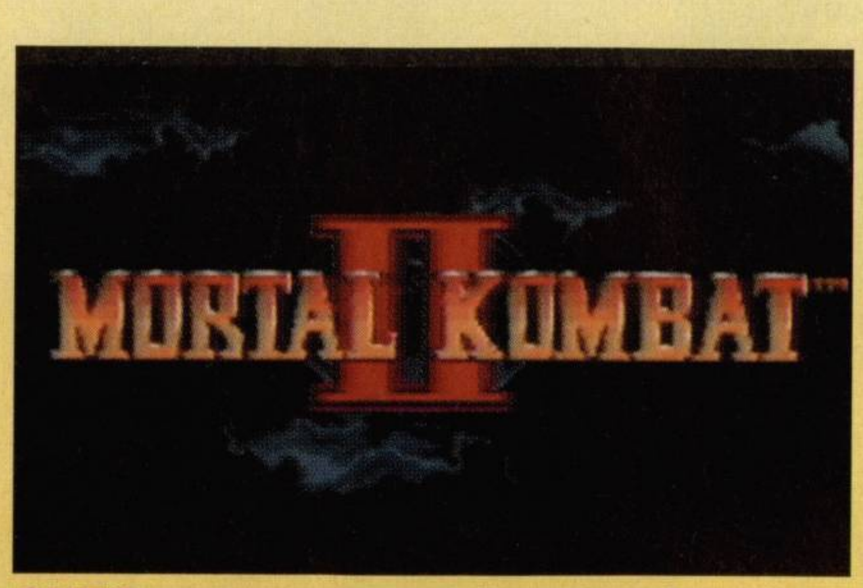
GAMEPLAY 55
GRAPHICS 70
SOUND 60
ADDICTION 32

Seen one brawl, seen 'em all.

54%



Mega Drive – larger doesn't always mean better



SNES – more atmosphere and damned harder!

WHEN AN ARCADE GAME LIKE MORTAL KOMBAT II HITS OUR HOME SCREENS, people from all around the world start going berserk screaming words like "Finish Him" and "Johnny Cage wins." Why?

Because once you start, you're drawn into one of the most addictive games around and nobody can deny it.

So with philosophical reference in mind, the question has been asked, "Which version is better? Mega Drive or SNES?" Well, have no fear, 'cause Timbo is here! And I'll set you all straight.

Backgrounds

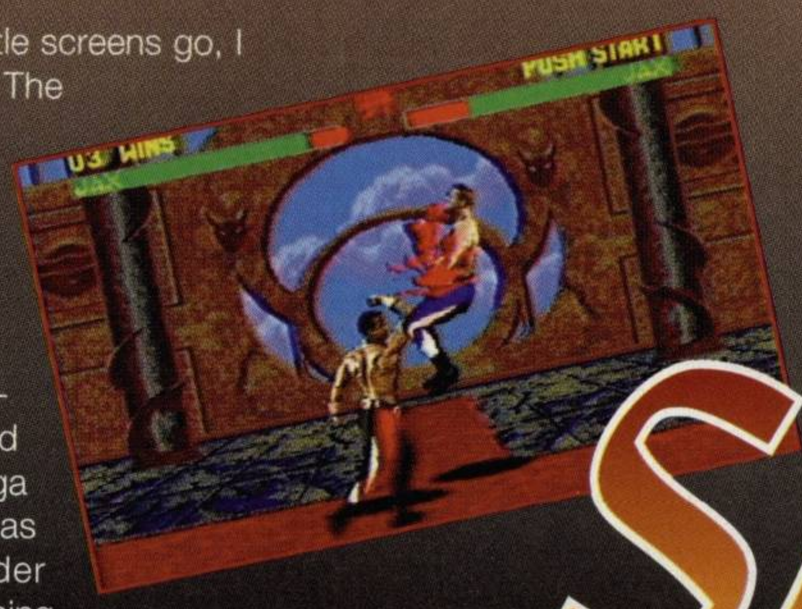


On this Mega Drive screen you don't get all the little graphical touches . . .

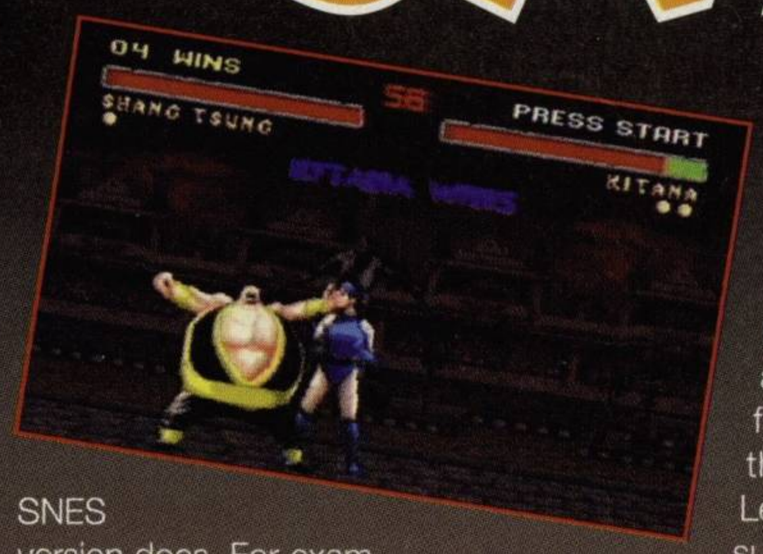


. . . like the chains and hooks which hang down in the SNES version

Now as far as title screens go, I prefer the SNES. The quality of the picture is just so much clearer than that of the Mega Drive. Although the SNES version does not have the haunting background music that the Mega Drive has, it still has pretty cool thunder sounds as the lightning strikes.



Then you have the good old selection page, where you must choose which warrior you want to take on your rampage. As far as graphics are concerned, the Mega Drive version takes the cake. They are clearer and seem to be a tiny bit bigger than that of the SNES version, yet the SNES version has more options overall. You see, when you're selecting people on the SNES you're able to use a system called random select. This is where the computer selects for you, so you can play your mates fairly in a fight and not let them have that good old 'if it works, stick to it' mentality. Another aspect of the selection screen is that when you select your character, they acknowledge by doing their finishing pose. The Mega Drive version of this is both slow and incomplete which really does not give justice to the arcade version like the



SNES version does. For example, Johnny Cage on the arcade and the SNES kisses his hands, puts them high in the air, then brings them down and crosses his arms. The Mega Drive version has Johnny kiss his hands and put them up in the air but that's all he does.

The sound is also a problem here. In fact, the sound is a big problem on the Mega Drive full stop when compared to the SNES version. The only digitised speech that I've found on the Mega Drive is "Finish Him" or "Her" where on the SNES version, it has every piece of digitised speech known to man (well, almost) from "Finish Him" to "Baraka Wins" and even Raiden's famous quote as he flys through the air, "I Drink Lemonade" (listen hard, I'm sure that's what he says!).

Now it's time to check out the game and there's a big surprise. The Mega Drive, which is a faster machine, runs four times slower than the SNES. How this happened, I would like to know!



Fatalities



Kintaro doesn't look very menacing on the Mega Drive

vs Mega Drive

BY TIM BOYLE

Friendships



Mega Drive – "Something, something, something Cage"

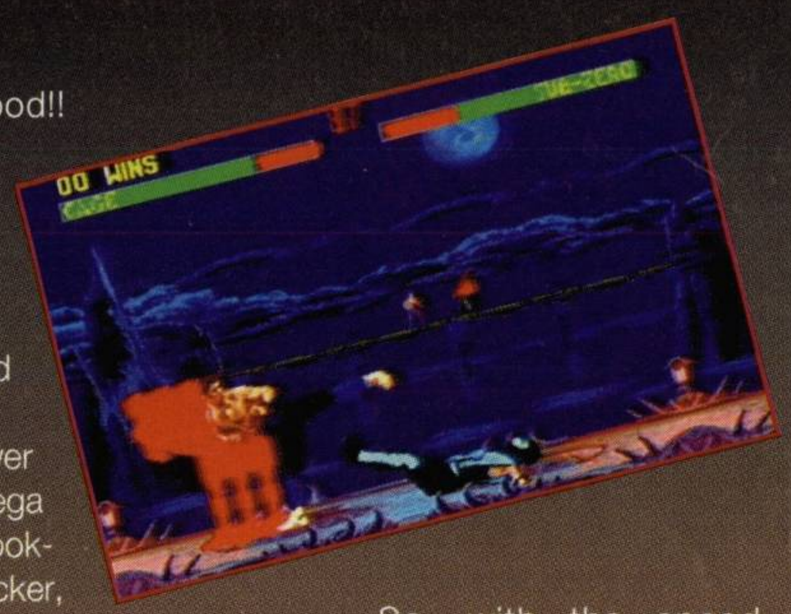


SNES – "To my biggest fan, Cage"

The background graphics on both look good. Some stages, like the sewer and the arena, look a lot better on the SNES (just check out the pics), yet the stage with all of the clouds flying in the background looks better on the Mega Drive. Again, as far as likeness to the arcade version goes, the SNES gets the top dollar and the Mega Drive gets another second place.

Now the big question that has to be asked is blood!! Which version has the best and which has the better looking fatalities, babalities and friendships?

Well, the answer is simple. The Mega Drive has better looking blood. It's thicker, redder and it's just totally bloodier. But the SNES version has better looking fatalities, babalities, and of course, better friendships. All you have to do is check out the difference in the same friendships and you'll see what I mean. You can actually make out what Cage writes on the poster rather than the blur you get from the Mega Drive version.



So, with the speed, sound, background graphics, fatalities, babalities, friendships and overall playability in favour of the SNES version, it would be impossible for me to say that the Mega Drive version is of the same standard. What I can say is that both versions are really good, it's just that the SNES has a better one. ★



But on the SNES, you can even see his sweat!



Backgrounds

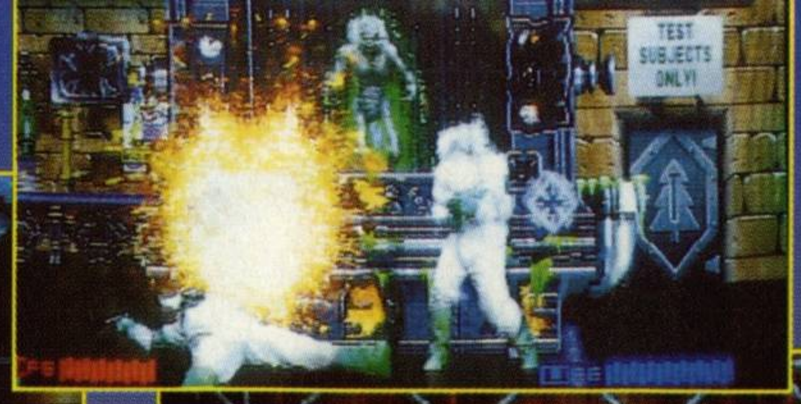


As you can see, this background on the Mega Drive looks a bit flat



Stacks of colour and depth for the SNES version







REVOLUTION-X

HOW WOULD YOU BE?

All revved up for the Aerosmith concert at Club X and bugger me if the band doesn't get kidnapped by alien storm troopers, under the orders of a bad bitch named Helga in leather togs. (Okay, that last bit would be cool.) But this isn't the worst night out since your ugly cousin's 21st, it's the set-up for Midway's new fire and flesh fest, Revolution X.

With three meaty pieces and DCS sound, Revolution X goes off like PlaNeT after she's had too much green food. Your mission is to rescue the band members, free the babes and, well, blast the living snot out of everything along the way. Rescuing the babes was the bit I liked best. At different stages throughout the game, you have to blast your way through a section literally littered with identical blonde babery, pink bikinied and tied up in a highly unsound, yet strangely alluring, fashion. In one scene, they are members of a chain gang, turning the post-apocalyptic soil with picks and shovels. Blast the guitars at their feet and they are freed to reward you with a sexy, "thank you!" In another scene, they are tied to a creepy stone wall by nasty vines – ha! No match for a smoking automatic weapon! Later in the lab, they are bound in groups to giant lava lamps, squirming and wriggling in a hypnotic, rhythmic fashion . . . Relax pal, it's only a game. Blast the lava lamps and the sisters are free . . . (Excuse me, I think I need to have a little lie down.)

On to the rest of the game. After the band has been kidnapped, Steve Tyler tells you that to proceed, you need to find the band's car. To do this, you have to chase a heavily armed and armoured helicopter through a city of high-rise buildings. Trash the buildings to collect CDs that can be fired via a button on the front of the gun. These mothers pack a mighty punch so CD collecting becomes a worthy past-time. Put the chopper down and Steve throws you the keys to the band's car, a sparkly Lambourghini Countach. Not a terribly sensible choice, really. I mean, how are you going to fit all five band members in a Lambo? What about groupies and the road crew?



MarsHeaD

Blaring inconsistencies dealt with, it's time to choose a mission. You have a choice of three, each with a short live action intro from one of the captured band members. Joe Perry takes you into the Amazon Jungle, Joey Kramer is your man in the Middle East and the Pacific Rim is the domain of Brad Whitford. Select a mission and from here the game becomes a fairly standard shoot 'em up, with power-ups to collect and a nasty boss to nail at the end. One of the cooler ones is a giant mechanical ant which chases you back through the entire zone. Shoot him all you like but it won't do you a lick of good. Wait until he takes you onto the suspension bridge back at the beginning of the zone and take out the bridge supports so he plummets to a messy death, mashed and ready to be recycled into the protective layer of Sphagnum.



Revolution X is not a particularly large or challenging game but it's heaps of fun to take your aggression out on. At two bucks a game it's expensive and in three player, it would have cost Gordy (our Time Zone mate), PlaNeT and I about 100 bucks to complete. The game is overly violent, unacceptably sexist and totally unsound . . . we loved it! ★



SECOND OPINION

If Dennis Leary plays video games, (and I'm sure he does) then this is the sorta game he would invent (if he could)! Something that sucks in all your money, gives you the shakes, blows up everything in sight and has your heart explode while you're at it. Sounds fun? Well it's actually a bit overrated. I mean first up, who'd like to rescue members of Aerosmith (should be Aeropapadopoulos – Peter) anyway? Mr Leary would make a game where we could blow them away instead. There are b-b-b-babes to be rescued, so I suppose that's one good thing. Some bosses are pretty mean, like the green slime-like skeleton that spurts eyes at you, but most of them are heavily armed tanks or helicopters and they basically bomb you as much as they can. Sheer persistence is what'll get you through, 'cause after a while, all you wanna do is just to chill for a bit. There's just too much of the same thing over and over again. But if you're having a hell of a day, then put a couple of coins into this sucker and go gun crazy. This game is a must for someone in dire need of stress release.

PlaNeT

OVERALL: 70%

THE FINAL VERDICT

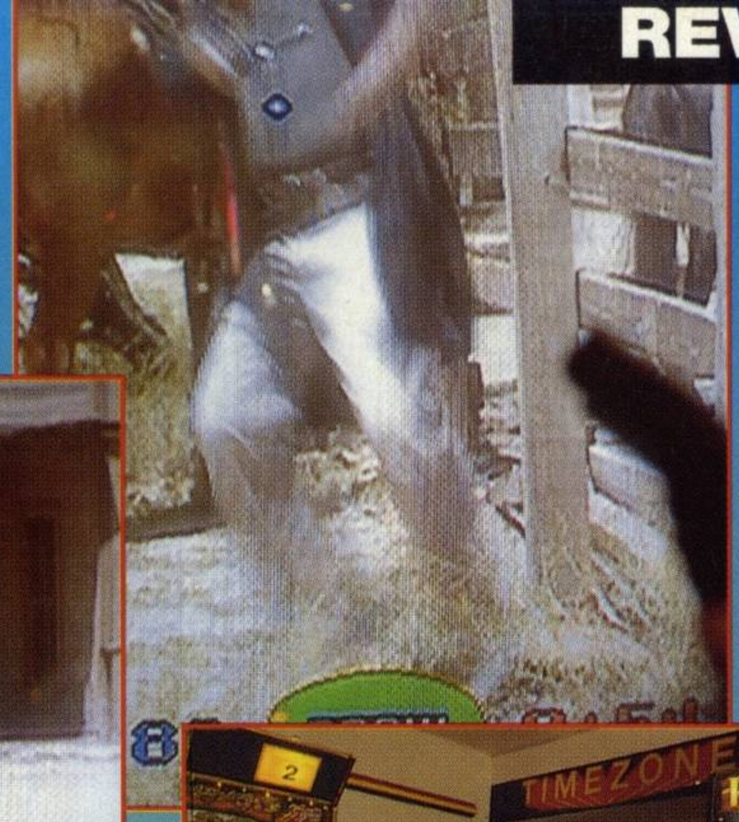
ARCADE
$2 - 1 CREDIT
AVAILABLE NOW
1 TO 3 PLAYERS

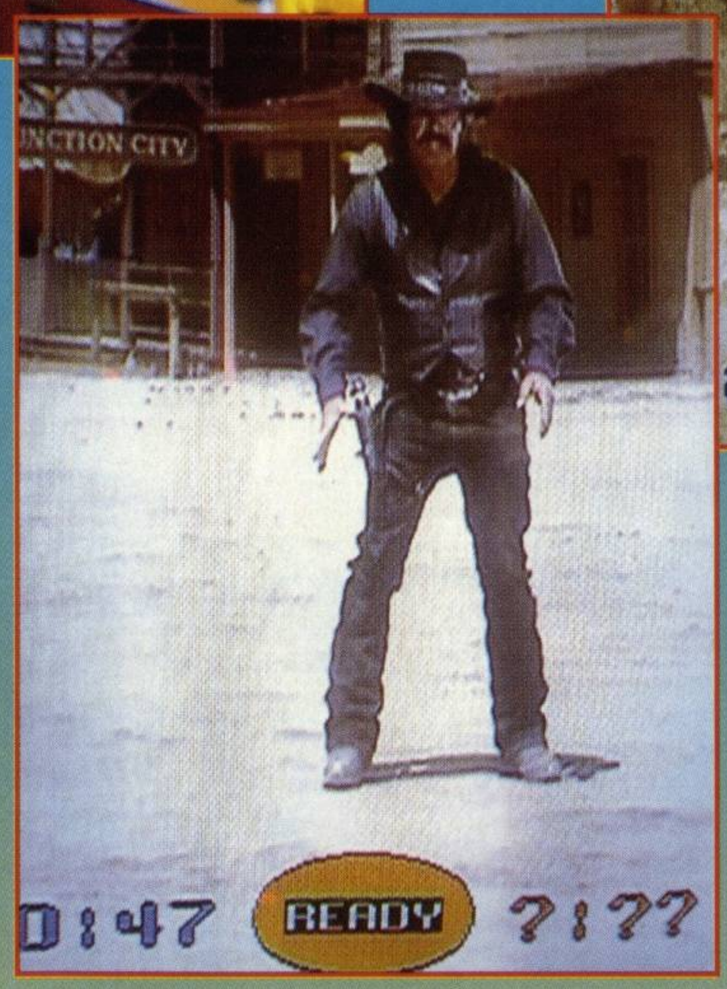
GAMEPLAY 60
GRAPHICS 85
SOUND 85
ADDICTION 70

"Vile, degrading, sexist rubbish. Games like this are dangerous and should not be available to our children."
Eileen Throgmorton
Principal

80%











PlaNeT

HOT DANG! I say rip rip rah rah rah! Remember American Laser Games – they're the guys that brought us The Last Bounty Hunter and introduced us to these badly acted cockle-of-a-joke Western shoot 'em dead games. So, you're not at Cannes, but what the hey, these games are hot and totally addictive! I swear that if you go down to Timezone now, you'd find Gordie, the Timezone liege, become .24 second ultra-fast reflex man in action on this machine, because guess what, he's addicted too, just like all of us. And boy, does this machine pull a crowd! Yeah, before. Check out the bottom left hand corner for their quickdraw time; if it's over the one second mark, you know that it'd be a two shot dude, so take your aim, 'cause they'll be taking their time.

After clearing the sixth round, (like all bad babes would) I got to meet the Duke himself – and you're right Mr Leary, the Duke's not dead, just frozen. And he's just been defrosted and is he mad? Bloody oath boy, he's as mad as hell!! This bonus draw is the same in all levels, at either .45 or .47 of a second, randomly selected by the computer. Also, you get ranking in all three levels, so there's no mistake in turf hogging here. If your name is up on the Deputy list, try again, at least get promoted to Sheriff!

I heard on the grapevine that that's right, so if you're a real dud like MarsHeaD was, steer clear. On the day we did the photo shoot, the ever so hot, heat-packing Mars couldn't get under .6 of a second. Mmmm, too little Wizz Fizz or too many bean sprouts? I, on the other hand, drew .43 on the Marshall level. (Snigger, snigger, snigger. Oh and thanks for the Wizz Fizz Sam!)

This game is pretty straight forward. You get six bullets each draw and six quickdraws per set, at three different skill levels – Deputy, Sheriff and Marshall. There are also combination rounds, where there are two of them and only one of you, so wake up and at least point your heat in the right direction. You don't wanna be smoked, especially by two girls calling themselves Thelma and Louise. Also, in some of the rounds, you have to shoot them twice. So remember, you've only got six bullets, so don't waste them. Smoke 'em the second time when they raise their steel, and not Timezone is looking at putting an interactive fast draw on, so that you can smoke your buddies' butts. So dudes, keep working on your quickdraw hand, in whatever way you can. 'Cause you never know who you're gonna be up against next. ★

FAST DRAW *Showdown*



SECOND OPINION

"Fill your hands you sonofabitch!" John Wayne had it right daggnabbit, and if 'The Duke' was alive today you could bet your lilly-livered ass he'd be down at Timezone a smokin' and a cussin' and keeping the good towns folk safe from villainous varments with nefarious intent.

Saddle up hombre and mosie on down to try your luck against some of the meanest, ugliest and fastest Hollywood quick-draws in the west. They can't act for quids but man, some of these S.O.B's can have their pieces out of the holster and drilling you full of virtual holes faster than a pole-cat with a firecracker up its butt.

Play the Marshall level to show your true grit and if you can get your shooter off your hip and smoking in under .3 of a second, you'll go down in the Hombre's Hall of Fame and stroll away with a fair 'Fist Full of Dollars' (or at least a fist full of those red tickets you can trade for hairy gonks and Scorched Peanut bars).

PlaNeT was fast, Gordy was faster and I would have sent them both to Boot Hill if they didn't smell so bad . . . It's hard to shoot when you've got one hand on your gun and the other holding your nose.

Form a posse pardner and play Fast Draw Showdown . . . if you're not yella that is. Otherwise . . . get out of town before sundown and don't you go showin' your ugly face around these here parts again!

MarsHeaD

OVERALL: 80%

THE FINAL VERDICT

ARCADE
$1 - 1 CREDIT
AVAILABLE NOW
1 PLAYER

GAMEPLAY	71
GRAPHICS	43
SOUND	50
ADDICTION	96

Totally addictive. It's fast, effective and you get to smoke heaps of baddies! What more could you want?

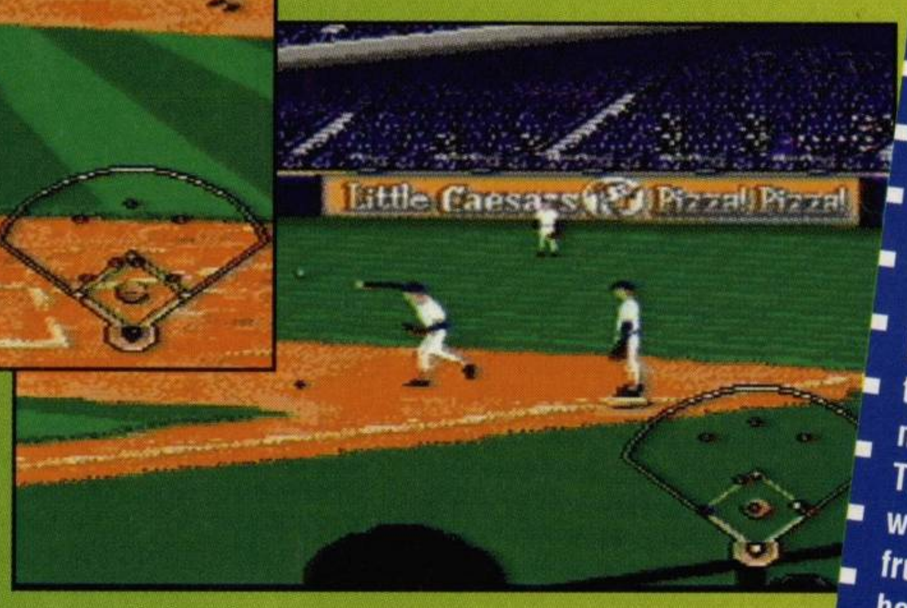
83%

BASEBALL TONIGHT











SECOND OPINION

Take me out to the ball game! Just when I'd almost had enough of all the platformers and beat fests that are around at the moment, along comes a sim that caught my attention and kept it for longer than the usual five minutes. Now, I really quite like all these sports games. Over winter they're the best exercise I've had! But now that we're coming back into the warmer weather, most of them will find their way to the back of the games pile (at least until next year) – ESPN Baseball will be one of the exceptions.

With some groovy action, you can really get into the game – and stupid moves are just as common on the screen as they are when you're watching Wide World of Sports' plays of the week. Pit your wits as some of the best teams in the league (I picked the Dodgers 'cause I just liked their outfits) and find out by how much you can beat the lamest dudes that have ever swung a bat. The graphics are great and the sound is pretty darned cool as well. Gameplay is impressive, and you can feel the anguish and frustration as a great pinch hitter gets around that diamond before your guys can get the ball to home.

Overall, this game will give you hours of fun without those cold winter nights sitting in the Sydney Football Stadium. Oh, and the only other minus is that the game doesn't come complete with hot dogs. Oh well.

JO

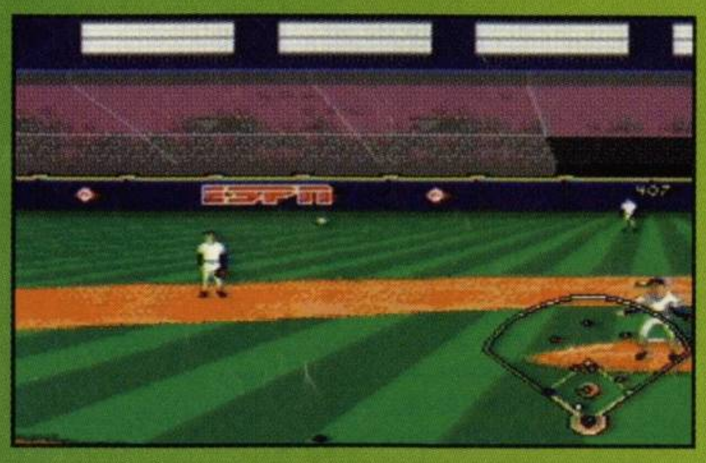
OVERALL: 82%

HOW MANY BASEBALL GAMES can you make for one system? Apparently not enough to keep all those die hard baseball fans from going absolutely crazy and throwing their bats all over the place! So in the interest of the mental stability of those surrounded by baseball fanatics, ESPN Baseball has arrived and is set to be the biggest thing in baseball games ever!



TIMBO

What makes this game so different to the other baseball sims is the fact that there is no split screen from infield to the outfield, meaning that you won't lose sight of the ball when it gets smacked 'out of there' and heads towards the ozone layer. The perspective that you're offered is that of a camera-type view from behind the catcher, which gives you basically total sight to every inch of the field that you're playing in. Yet, the things that stand out the most in this game are the really cool digitised speech along with some of the smoothest animation ever seen in a baseball game. You can actually watch the pitcher shake off the deliveries that he doesn't want to pitch, and when he winds up to let one rip, the animation's so good that it just has to be seen to be believed.



You can choose from teams like the Chicago White Sox or LA Dodgers, or any of the other major league teams across America that you might wish to play.

The beauty of this is that each team has its strengths and weaknesses. So one team might out-class the other in fielding, while the second team might be a stronger batting side and have more of a chance to hit one out of the stadium.

There were a few little downers to this game, though, and one of these slight setbacks was the fact that if the ball is hit to the outfield, it will take the man down the very back of the field a good eight to 10 seconds to throw the ball back to your bases. Now this doesn't sound too long but when they're running to the third base and you're still throwing to first, it can get a bit annoying.

Still, even with this in mind, ESPN Baseball is well worth a look for any gamer and a definite must for the baseball fuss! (Hey, that rhymed!) ★

THE FINAL VERDICT

SNES
$109.95
AVAILABLE NOW
1 PLAYER

GAMEPLAY	80
GRAPHICS	80
SOUND	87
ADDICTION	83

ESPN Baseball is different to other baseball games. It's set to be the biggest thing in baseball sims ever!

86%



Desert Fighter™



STEVE

ONE MIGHT BE TEMPTED to feel a little jaded about Desert Fighter, as it is another action war simulation which dumps you right in the midst of the Middle East, pumping a supposedly fictitious Saddam inspired despot and his allies with tons of explosive ordinance. Yet fortunately for all of us, Desert Fighter has quite a powerful payload, and delivers it with pin-point accuracy.

Firstly there is the sound, which really gives you the impression you are stuck in the middle of the theatre of war surrounded by guys with gung-ho names like Bud, Mac and Joe. You can constantly hear the chatter of these guys (or someone decidedly 'hard', anyway) over the intercom, keeping you up to date regarding your progress. These messages are nicely interspersed with static, and quite a lot in the way of thunderous explosions.

Now Desert Fighter is also a game for the fans of digitised graphic bits, as you are given reasonably well digitised news reports back at base from the crew at GNN. These reports reflect your progress as a serious dismantler of enemy installations, and provide you with most helpful tips such as how to not shoot your own troops. Thanks guys!

Additionally, the airbase section allows you to monitor your success using a number of useful (although at first somewhat confounding) tactical map sections, and you can also do the debriefing thing with your CO, who looks like he has just finished off a four course meal of rusty nails dipped in hydrochloric acid.

Then after loafing around the base for a while it is back to the action, as most of your missions will require you to land and refuel a number of times before you complete them. The in-flight battle sequences (which are, after all, the whole point of the game) are quite engrossing, although fans of the 'egg beater' (as used in the EA war sims Desert Strike, etc) will have to have a bit of a rethink regarding tactics here. You see, jets can't stop in mid air. Funny, that! So what you have to do is become proficient at criss-crossing the target zone, weaving masterfully in and out of incoming fire, so that you keep passing over the objective, and unloading your apocalyptic payload. Despite the seeming simplicity of this, those of you with a love of cathartic violence will find this is actually good fun. ★







SECOND OPINION

With Jungle Strike being so dominant in the Mega Drive marketplace, the guys down at Playcorp have decided to let a Jungle Strike clone hit the shelves under the stealth name of Desert Fighter. Now, the game itself is moderately okay, but the fact is there's too much stuffing around before you can actually do anything (as well as the fact that when you are doing something, nothing really happens). I'm afraid this leads me to say that this game was made and designed by someone who either has a sick sense of humour or by a person who just doesn't like game players in general.

The sounds are okay with a little bit of digitised speech, but Desert Fighter is just one of those games that I'll never want to play again. It has very limited playability, and variety – which everyone knows is the spice of life – is just not present in the game at all. It's no wonder this game is stuck in a desert. With some luck, it might stay there.

TIMBO

OVERALL: 40%

THE FINAL VERDICT

SNES
$109.95
AVAILABLE NOW
1 PLAYER

GAMEPLAY	81
GRAPHICS	83
SOUND	86
ADDICTION	79

It may take a bit of time for you to get sucked in, but once it happens you will be in a ballistic bliss!

84%



Once you've succeeded in the mammoth task of creating a succcessful colony, you still cannot rest. There are plans for developing more Outpost mission disks, sending you to colonise yet more of the Galaxy, to keep you stressed for many more days to come



OUTPOST

BY KIRSTEN FOSTER

THE PHOTO-QUALITY images and animations of Outpost's intro tell a 10-minute story of death, destruction and the latest in interstellar-travel technology. Earth has been destroyed by a massive cock-up. You see, a meteor was about to hit Earth, so the 'powers that be' decided to blow it into several bits with a nuclear missile. Unfortunately, there was a slight mishap. Instead of shattering the meteor away from the earth's orbit, the explosion split the meteor into two parts, both of which smashed into the Earth causing massive explosions and destroying all life.

Fortunately, all this happened after you had blasted off in your interstellar starship with a cargo of supplies and equipment and at least 100 potential colonists on board. You are the sole commander of this futuristic ark, and will be the sole leader of the future colony. Can you live up to the responsibility? What's left of the human race hopes so.

The nail-biting and sweaty palms scenario starts from the very first screen of Sierra's first strategy sim. Your AI (artificial intelligence) pal cheerily reminds you that every decision you make could send you and your fellow colonists to certain and untimely death. She then sincerely wishes you a nice day. This is not likely, as death and destruction really do lurk around every beautifully rendered corner.

You first decide what to take with you into the dark unknown. You can take between 100 and 200 fellow colonists with you. They will man factories and facilities on arrival, but also have needs you will have to meet. Half of your colonists will abscond with supplies on arrival and set up a rival colony. You have a range of supplies to take with you from the absolutely vital (food, landers, seed factory) to the vital but not absolutely, utterly necessary (various probes and satellites). Each item has a cost in money and weight. The right choices are vital here.

Once you've bitten your nails to the elbow over these weighty matters, you can sit back and relax a bit and watch the sheer, balletic beauty of the animated launch sequences. You can't relax completely, though, as you have to remember to launch everything in the right sequence. Mind you, if you can't manage that, you've got no business being in control of the future of the human race now, have you?

Your decision on where to set up shop is based on information provided by the various probes and satellites you've (hopefully) brought with you. A picture of your chosen planet shows various landing sites which you can view on the Site Map. You use the main screen for building and manipulating your colony, placing one factory, facility or robot on each tile. Mines are vital for the success of your colony, so you'll need to find an area with plenty of them.

As well as good guessing sk you also need some patience to enjoy this game. The first thing that lands on your new home planet is a Seed Factory. This starts the colonial ball rolling for you, setting robots to work in building the first vital structures of your new city. This means you have to wait a few turns before you can land your cargo and people. 'Turns' are the units of time in the game. Tim stands still while you build factories etc. When you have done all you can, you move time on by one unit or 'turn' by clicking on an icon. Features take anything from one to nine turns to build, so it's no good building an Agri Dome when your people are already starving – they'll have to wait another five turns before it's complete. Somehow, I don't think they'll be hanging around for it.

There are enormous amounts of facilities you can add to your new colony. Everything from monorails to waste recycling plants, red light districts to medical facilities. Of course, these aren't all available, all the time. You just have to keep rolling your turns along until what you want comes up. Of course, it all depends on providing an infrastructure – building roads, mines and materials processing facilities, but



This is the kind of slick, clock-work controlled efficiency you should aim for



(Below) The main screen. Your new home planet is featured in the top left. Landing sites and other interesting features are shown in the right-hand window. You select your features from the window in between. Below is the title map which shows your settlement in more detail



it's frustrating when, turn after turn, these aren't offered to you. It seems that there are so many ways to get it wrong, and very few ways to get it right. Your first few attempts at colonisation are bound to end with such heartening messages as 'Your people hate you, Commander' and 'Your colony is now a ghost town, there is no-one left alive except for you.'

The question is, does the game offer enough for you to swallow your pride and start again?

Well, if you can put up with the humiliation of utter defeat, Outpost has much to offer the experienced sim/strategy games player. Outpost is basically Sim City 2000 and then some, set on a funny planet.

Like Sim City, you have to provide your people with food, shelter, water, sewage, power, employment and entertainment. Of course, this is much harder on a distant planet with scorching days and freezing nights, harsh terrain and an unbreathable atmosphere than in some archetypal mid-western metropolis.

As with other sims, it's important to keep the morale of your colonialists high. Again it's an uphill struggle. Most of the colonists you've brought with you are highly-skilled scientists who don't take kindly to working in waste disposal.



However, once you've got the hang of the basics, you'll be able to keep your colony alive long enough to experience the joys of playing to thrive rather than to survive. It's not enough simply to build factories. You have to keep them supplied with raw materials, decide what and how much to produce, and then store or distribute the products.

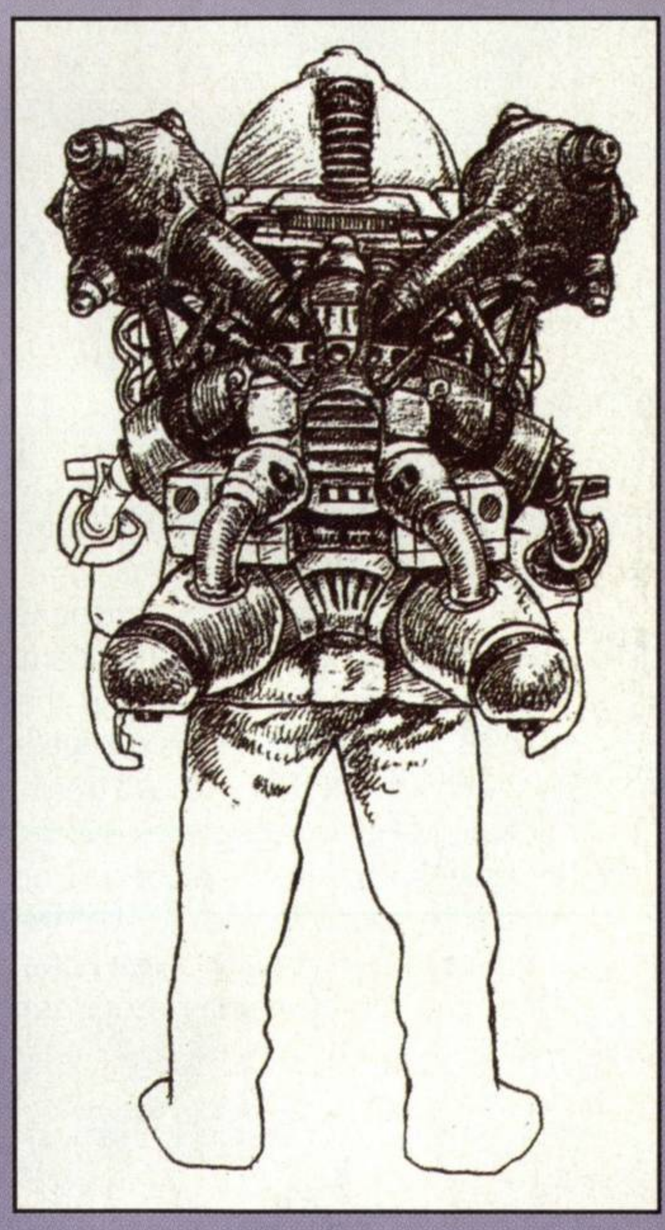
You can also improve your chances of becoming the most popular leader since Nelson Mandela by investing in research. This leads to the development of Utopia-producing facilities such as terra forming (recreating an earth-type environment). Or, you can gain success by developing your own space program, with the launch of a ship marking the end of the game.

In case life is getting too easy for you, Sierra has included a fine range of disasters in the game. Meteor strikes, solar flares, dust storms and plagues can stretch your leadership abilities and your colonists' morale to the limit. Once you've gotten too big for insignificant admin, you can use multiple AI managers to look after the little thing for you. However, if you haven't done enough research, AI could stand for Artificial Idiot rather than Intelligence, and you might end up with 400 Communication Towers with nothing to communicate with. Like I said, you have to think of EVERYTHING.

You have an AI helper with you throughout your mission, who basically provides on-line help. However, it only gives general details about what things do and where things go. I frequently wished that there was some sort of more detailed help available which analysed your situation and gave some hints, as there is in Sim City 2000 and Theme Park.

In case this game all sounds a little too heavy for all you lightweight games players out there, fret not. Outpost has a healthy dose of extra dry humour and contains some stunningly beautiful animations and stills. Your AI companion has a sycophantic, sexy voice which wonderfully complements its sweetly innocent sarcastic messages.

Detail junkies will get a kick out of the content based on current NASA research (mind you, who would know?). Having said that, you don't need to be a statistics freak to play. In fact, Outpost is incredibly user-friendly. The manual is suitably thick for the genre, but you can happily play the game without opening it once. The real selling point of this game is its size. There are so many variables to control, but they all gel to create a realistic life-model. ★



THE FINAL VERDICT

PC CD-ROM
$99.95
AVAILABLE NOW
1 PLAYER

GAMEPLAY
Superb photo-realistic animations and images.

GRAPHICS
Perfect AI voice and atmospheric classical soundtrack.

SOUND
Really user-friendly and vast gameplay

Outpost is a true test of strategic thinking wrapped up in gorgeous sound and graphics. It is lightened by humour and given depth by NASA research.

86%







Havoc

HOLY MOTHER OF DEEP FRIED SNAPPIN' DUCK-STUFF! This game is gonna be huge. Somebody bring me a brandy, 'cause I've just been inside my Mega Drive with Havoc.

Right, straight to the balls of the beast . . .

The Hero: Havoc, a feisty pint-sized purple creation in high-seas pirate garb. Imagine Touche Turtle with a rocket up his clacker.

The Arch Enemy: Bernardo, a huge snorting lizard with a personality disorder and fangs to match.

The story-so-far: In a nutshell, Bernardo lusts after a magic gem called Emeralda. Havoc has the secret map, so Bernardo kidnaps two of his buddies . . . Bridget and Tide. And now the puny powerball of peace goes forth to free them from wickedness. Come on down Havoc, our spanking new Sega hero.

So off we go, with buttocks clenched in anticipation. Then bam! From the very first title screen this game looks, smells, tastes and generally shakes its booty just like Sonic. The graphics are dynamite . . . but smack generously of the spiked blue one. The sound is wild . . . but the music score is very Sky Chase Zone. The overall gameplay bounces between tense and frantic, with entire levels sending your senses reeling in a race to embrace and compare. And babe ooo-mama, that screen continues to ooze hedgehog.



FLETCH

Dazed but aroused, onward we go. The game soon shrugs off its nautical motif and the platform extravaganza which follows is reasonably inventive. There's a clock timing out every stage and arrows light up the way (though it pays to wander). Sonic's rings are replaced by Havoc's diamonds . . . collect a hundred and you score a bonus life. Crack open treasure chests for extra gifts and keep an eye out at the top right hand corner for a 'strength-remaining bar'. This'll give you an idea of Havoc's life expectancy. Kick ass all the way to the end of a level and splat! A Robotnik-style rumble awaits with an assortment of enormous bastards.

Havoc himself has one main mode of attack, a mid-air swipe with his pointy boots. Defensively he can duck and roll, but you'll spend more time thwacking a freakish procession of nasties into oblivion . . . and there's bucket loads to thwack.

In fact, it's here that Havoc finally takes on its own flavour, and simmers in its own juices. You'll face feral cats carving up the sky in mechanical bats, cannons, barrels, boulders, mice with great thumping paws and boxing gloves. There's little pink hovering mongrels with snouts, angry gropers, hidden spears, sharks with attitude, bouncing mines, a huge fireball with pointy teeth and . . . no apologies to Madonna . . . a rapacious army of carnivorous clams!

Havoc, despite it's borrowings, has all the qualities of a winner. It's big, bold, colourful and easy to play. I'd sell my smallgoods to own this game. ★



SECOND OPINION

How would you feel if you were a blue little creature in a pirate suit who has his women and treasure map stolen by a big walrus? Not good? Well neither does our little Sonic of the sea. So in an effort to save the girl and find the treasure, he sets off to battle the enemy in a platform game that gets you in and keeps you there for the full duration of the game.

The first thing that strikes you when you turn on the game is how cool all the graphics are. Each character is so well drawn and the backgrounds are so bright and clear, you would swear that there were more than 16 colours being displayed on your tele.

With all this good news in a game, there has to be a bad side, and Havoc is no exception. The speed of the game is so slow that it becomes ridiculous and the controls of the game are shonky if you're trying to attack an enemy.

In the end, if you like a big platformer and don't care about the speed that the game's set at, then check this one out very soon.

TIMBO

OVERALL: 78%

THE FINAL VERDICT

MEGA DRIVE
$99.95
AVAILABLE NOW
1 PLAYER

GAMEPLAY	90
GRAPHICS	93
SOUND	92
ADDICTION	90

Put your grandmother in a nice box and sell her. You must own this game.

92%

The Settlers







WHIZZO! The first glimpse we had of this game (code named Serf City, in Previews of Issue 3) was more than simply exciting – it promised a game to rival favourites such as Lemmings and Sim City. Now the finished product is here, renamed The Settlers, and it fulfills our expectations.

This isn't a jump-in-and-start-playing game. It requires several thorough readings of the manual before beginning, but there are no less than five tutorial levels. The first thing to do was find myself a suitable spot for my castle. This is the only building that is given 'free' (it doesn't require any materials to build). Maneouvering the cursor around the terrain, I finally found an area with the desired prerequisites: it was reasonably flat, quite near to water, with granite formations and a forest nearby. One click of the mouse and up went my castle!



NATSKI

And the challenges kept coming! There was mining to be done, guard huts, watch towers and castles for the five different knights to occupy, and farms and windmills to be built. And, of course, I wasn't alone on this planet. Just over the mountain was my rival, building just as frantically as I was, and intent on my destruction!

Where The Settlers scores over most other strategy games is in the graphics and gameplay. Whereas many games of this genre present a gamespace full of boring bar graphs and pie charts, The Settlers is based around an overhead, isometric view of the very colourful world where the action takes place. Blue Byte has thankfully realised that playability and animated graphics don't have to be strangers to the

Next, I had to start constructing buildings. First, I had to make sure I had a supply of building equipment. The stone was taken care of by creating a quarry, but the wood was a more complex affair, having to create a lumberjack's hut (to chop down the trees), a saw mill (to turn it into planks), and a forest house (so the Ranger who lives within can plant more trees!). There are many of these little cycles required to make a working ecosystem.

When a building is initiated, its foundations are laid. If it's a large building, a settler with an orange helmet arrives to level the ground. If a small building, a yellow-helmeted settler comes straight away and begins construction: First the wooden frame, then the stone walls and roof.

There are three ways to get food: Fishing, which needs a lake and some fishermen; making bread, which requires a farmer, transporter, miller and baker; and producing meat, which needs a farmer, a pig farmer and a butcher. Each have their own pros and cons.



SECOND OPINION

I am sorry. As soon as I realised that The Settlers came on only two disks (yes, that's two, spelt t-w-o) I thought, this game must be tacky; how can a game in today's market of high paced, action graphics, possibly attempt to fit on two disks? Most games come on a CD-ROM! Although the attitude of 'Don't judge a book by its cover' or 'Don't judge a game by the number of disks' should be mentioned, The Settlers really lacks fantastic graphics and has no eye-catching animations.

The concept is good. You develop your kingdom and watch little men actually go to work and build whatever you select. The game thinks the little men are so incredibly cute, and the manual is constantly trying to tell you that they are, but they are really nothing special.

The game's best feature can only be accessed if you own a powerful high colour video card that supports VESA Local Bus. With this you can change the screen resolution to 640x480 (which looks good) instead of 320x200 (which looks very crappy).

Look, don't get me wrong. If you like games that incorporate the Sim City style, then The Settlers could be your cup of tea, but unless it was priced at $19.95, I would give it a miss.

DR PC **OVERALL: 43%**

THE FINAL VERDICT

PC
$79.95
AVAILABLE NOW
1 OR 2 PLAYERS

GAMEPLAY	89
GRAPHICS	90
SOUND	85
ADDICTION	86

One of the new breed of strategy games that offers attractive sound and graphics as well as challenging gameplay.

88%

INTERACTIVE

FANS OF THE PURPLE ONE with the ever changing handle (the easiest way to describe him in print now is by calling him 0+>, which is what we will do), will be salivating aplenty when they get their hands on this title. The CD-ROM 'experience', simply titled Interactive, features the man in his various guises as Prince, Victor, 0+> and Al Bundy. You are tantalised in the introduction with the opening claim that you have entered 'The New Power Generation', and that over 500 interactive experiences await you . . . Okay, fine, but let's get down to bare bones. I mean, what are you actually supposed to do within this weird little digital domain?

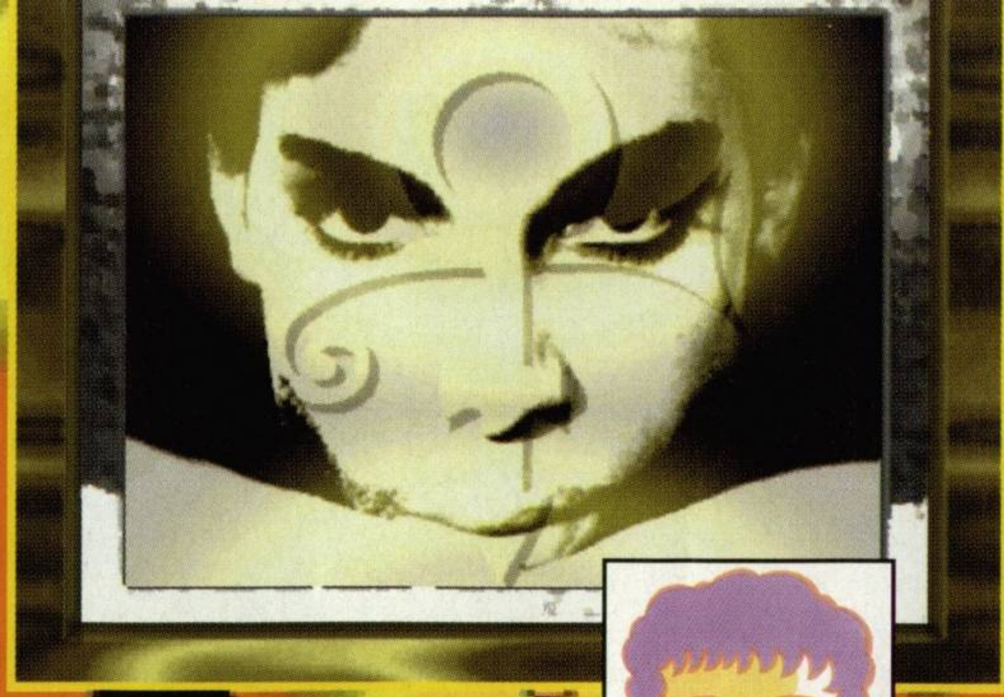
The answer is simple. Explore! Just wander around, take in the sights and sounds, solve a few puzzles and attempt to qualify for entry to the coveted Dome Room. So accepting that Prince Interactive demands to be judged, not as a game, but as something altogether different (the cheeky sod) is it any good as a multimedia whatchamacallit?

Well, the visuals aren't too bad considering the usual 'life through a sandstorm' quality of Quick Time FMV, and there is quite a labyrinth to get lost in, with the help of a simple point and click user interface to determine movement. Interactive also has a rather stylised feel to it. You definitely know you are visiting the realms of the Purple one, as all sorts of obvious, and more subliminal features augment the architecture of the thing. Lots of grandiose and erotic imagery on the walls, plus the odd scream as 0+> suffers a self induced hernia from some unseen location. So even though you don't actually see a lot of the dude, the squeaks, squawks and other sonic snippets definitely wake you up to the fact that you are on his patch.

It's also worth noting that the sound quality of most of these bits is quite high. And the samples seem to span 0+>'s career from his very early 'yes I still wear my afro and flares' days though various incarnations as he reinvents himself, right up to the present. Thus this is really a great buy for fans of the syncopated seducer.

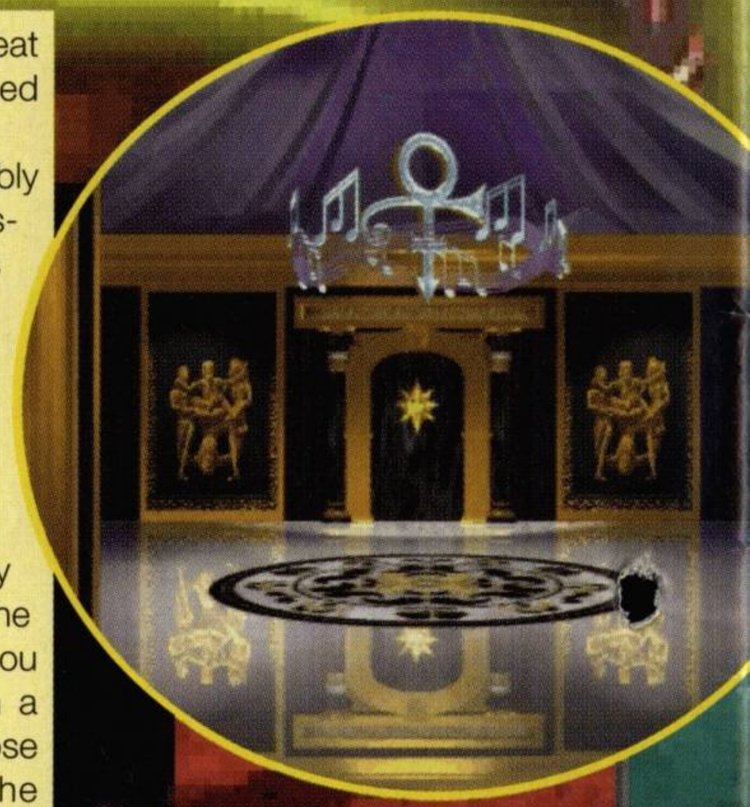
The interface works reasonably well, although at times it is frustrating that your exploration is fairly strictly channelled, as you are tied down to the same stills of the Library, Boudoir, Hallways, etc. The switches between scenes are also sometimes less smooth than they should be, occasionally occurring with a loud click as the audio changes, so be careful if you run your sound card through a decent stereo at volume. Those clicks aren't too great on the speakers, or the ears.

But these issues are minor quibbles, as the 'Interactive Experience' is on the whole a bit of bizarre fun, you remix a few 0+> 'choons', open a few doors, and generally lose yourself in the whole affair. Fun for 0+> fans who don't mind a bit of aimless ambling about. ★





STEVE



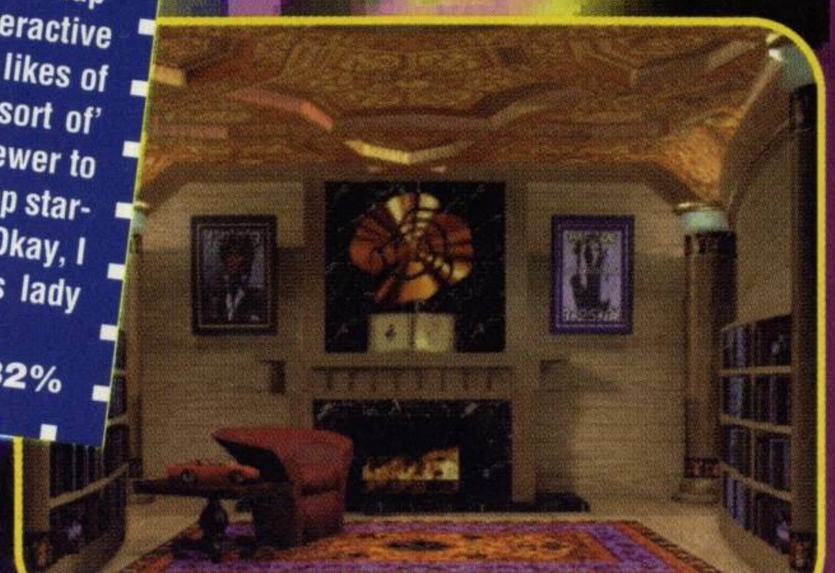


SECOND OPINION

Hoo boy! You won't believe the trouble I had getting this one to run. Actually, my poor old 386 SX-33 PC can get it together to display a few skanky-looking frames, but other than that, forget it! In spite of the fact that it requires a Level 2 multimedia system and a fairly zippy 486 PC, I persisted in trying it out on my box of junk. Surprise! It worked . . . sort of. When I finally got it happening on something a little more compliant, I fully expected to be disappointed with the QuickTime full-motion video clips. Like everything else connected intimately to Windows, QuickTime FMV is a disaster just waiting to happen. Happily, this peephole into a horny purple chihuahua's overactive libido has main graphics that are well up there with the likes of Broderbund's Myst. As a game style, the Prince I-CD 'sort of' makes it, but the main objective seems to require the viewer to make some kind of mystical/musical pilgrimage, ending up staring in rapture at the Chosen One forever . . . Heavy sigh. Okay, I admire his musical talent and drool constantly over his lady friends, but let's not get carried away here!

CHIMERA

OVERALL: 82%



THE FINAL VERDICT

CD-ROM
$84.95
AVAILABLE NOW
1 PLAYER

GAMEPLAY N/A
GRAPHICS 86
SOUND 91
ADDICTION 90

Let's face it, it is better than a Barry Manilow 'Interactive', but what wouldn't be?!

85%



MEGA MAN X



STEVE

THOSE JAPANESE LOVE THEIR CYBERNETICS! And if you ever wanted proof, you could take a gander at the Mega Man series. Starting out on the NES, as a superb scrolling shooter/-platform romp, Mega Man wowed 8-bit gamers with its i[illegible]itively well honed playability and decent robotic boss sprites. This tradition continued with numerous 8-bit sequels which were amongst the best selling NES games. The result being that Mega Man was one of the home console games which enabled Capcom to build an impressive reputation as one of the real creative forces in the home console industry.



Now things have changed and with a greater reliance on sound and graphics that the power of 16-bit technology offers, Mega Man has come out of retirement to zine, zoom and zap you into amazement yet again. If it wasn't for Super Metroid, this game would probably be the best platform shooter released by the big N. Now, basically I am not a fan of the fairly standard and repetitive platform fodder that seem to have plagued the 16-bit systems, and so it comes as a refreshing change to play Mega Man X. This game is quite stunning graphically. It features some of the best parallax scrolling sections I have ever seen (check the subterranean level, oddly named Armour Armitage). The characters also have that weird and increasingly popular Super Deformed Manga look about them which means not only are they tough opponents, but they have oversized facial features and thus are lovable too. Cuddle or kill – the choice is yours!





The plot behind this one is fairly simple: You are the last of the good robots, and it is your job to wipe the floor with the power hungry reploids, who are robots that have decided they have the divine right to exterminate anything or anyone they come across. So it's your job to employ as many Clint Eastwood, Van Damme and Arnie cliches as possible to off the offending automated aggressors. Mega Man X features one of the most unusual cutesy Japanese password systems I have ever seen (just as well as there are quite a few levels to get through). Oh, and better still, Mega Man X includes that great new concept in modern console gaming, 'non-linearity' which means you can tackle the quests in the order that most suits your fancy.

The controls, variety of weapons and ability to power them up are all very nice, and make Mega Man X playable in the X-treme. I would have to say there is just one gripe I have to get off my chest. In this world of astounding robotic technology, isn't it amazing that poor Mega Man is incapable of using his laser from a squatting position? This inability doesn't make sense, and reflects the only major flaw in Mega Man's design.



But otherwise there are some great tours through various robotic theme worlds. So if you have and love the astounding Super Metroid, and you are still hungry for more robotic high jinx, then Mega Man X is probably next in line for your attention. ★



SECOND OPINION

Mega Man X is fairly impressive graphics-wise, and its lunatic menagerie of enemy sprites are a bit of a hoot. I like the way that a player can skip to any level, without having to rumble the cyborg boss-critters first. Out of the game's eight zoodroid honchos, I found that Sting Chameleon and Launch Octopus (giggle!) were unusually nasty. SC is probably the worst of the two, as he rattles off a deadly hail of darts, then turns semi-invisible and invulnerable. Who said anything about a fair fight? On the down side, I found that Megaman X himself is a bit wimpy for an ultimate robot. Sure, he can always supercharge his blaster for one decent shot, but this takes around five seconds. Damn. His worst flaw is an inability to shoot at airborne or ground-hugging targets; and even worse, MMX cannot duck or kneel. His jumps are laughable. To sum MMX up: Graphics are zippy, gameplay is so-so, and sound FX/tunes . . . bland, yet curiously appealling. It's good fun for about the first couple of hours, but you'd better have the Astro Boy tapes handy, just in case!

CHIMERA

OVERALL: 77%

THE FINAL VERDICT

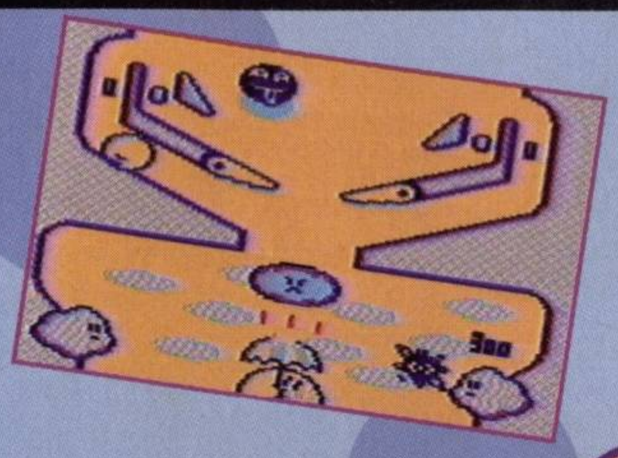
SNES
$99
AVAILABLE NOW
1 PLAYER

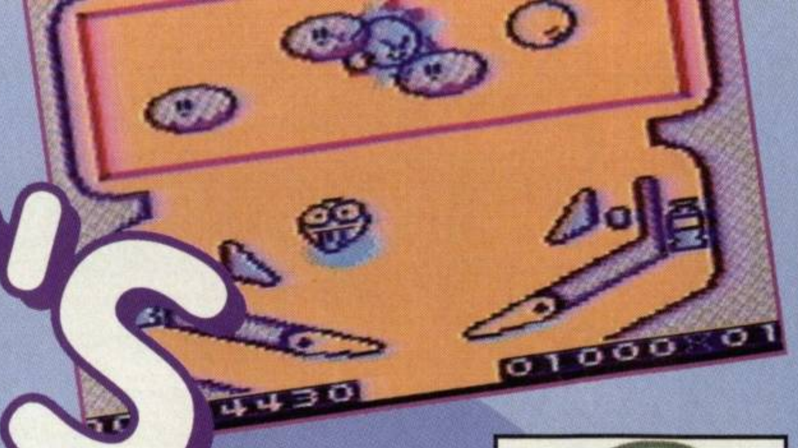
GAMEPLAY 86
GRAPHICS 86
SOUND 79
ADDICTION 84

He's lovable, he's deadly, and he is incapable of kneeling by himself. It's Astro Boy on steroids! What a guy!

85%

KIRBY'S PINBALL

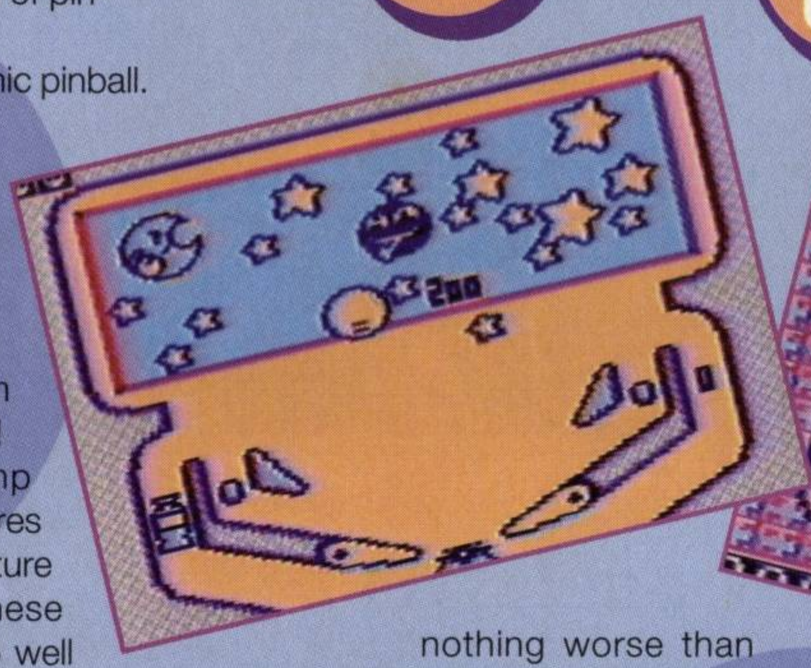


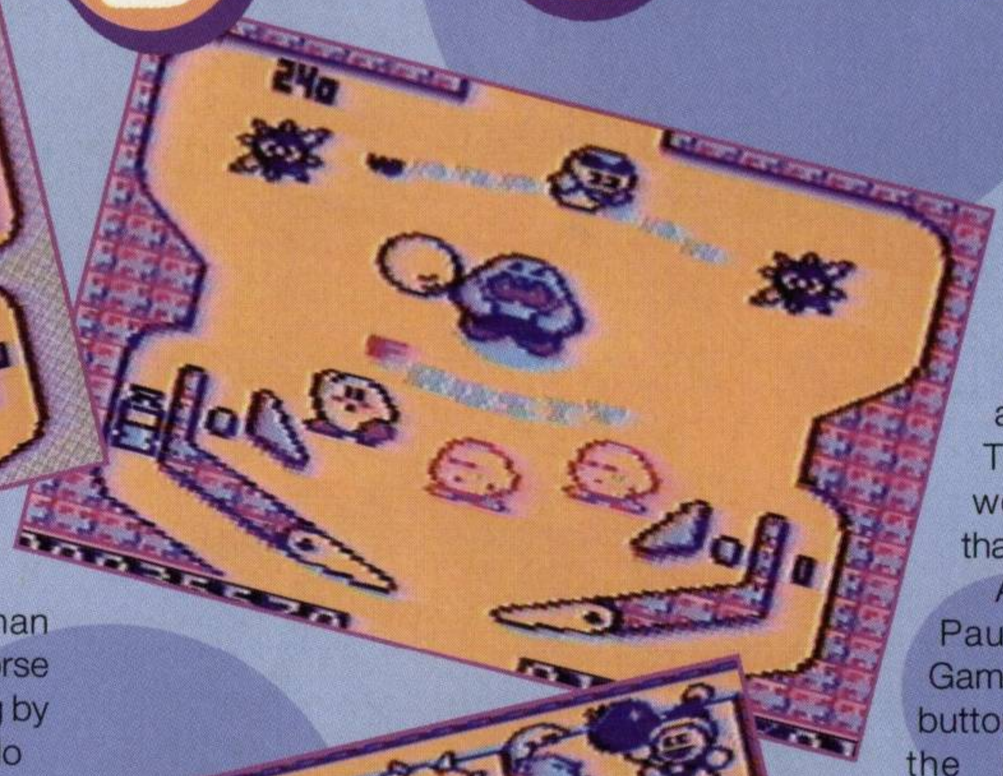


WELL, BUGGER ME with a blow-hole and call me Flipper! Kirby, Nintendo's little bald ball of fat, has resurfaced in a different land . . . the land of pinball.

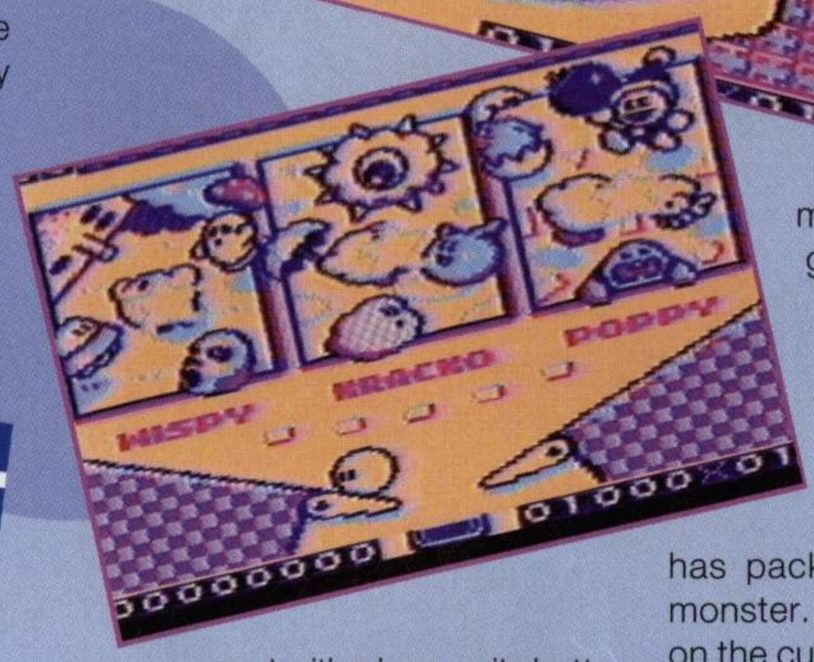
Weird, ain't it? Electronic pinball. Winnie-Blue smokin', side-burned, panel van drivin' purists would tell you it's like sex with a crash test dummy. Like artificial turf. Like vegetarian stew. I say screw 'em all, play it on a Game boy!

Kirby's latest romp retains many of the features from his previous adventure in Dreamland. While these don't always translate so well to pinball, it gives the game an immediate identity . . . like picking up an old friend instead of a cactus. And the game is fast, too. Ain't nothing worse than slow pinball. Ain't nothing worse than grabbing a big fat slimy slug by the ears and trying to thrash it. No such gripe with this package.





How so? Kirby is multi-levelled pinball. Eighteen different screens keep you twitching like a bandicoot with a burr up its butt.

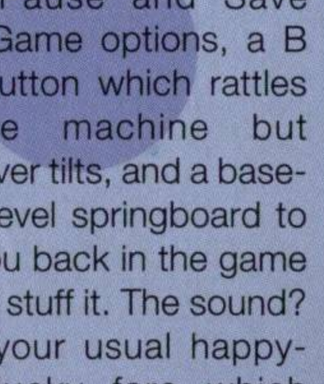


Straight up, there's a choice of three pinball lands each lorded over by a boss. You can party in Wispy Woods Land, Kracko Land or Poppy Brothers Land. Each land has three stages, followed by an encounter with the resident boss. This is where Kirby gets kinky. All these stages and the boss stage are stacked on top of each other, so just when you think you're a dynamite flipper-friggin' freak from hell, disaster bites. Like Alan Jones (or Gareth Powell), you can go from top to bottom in no time. But beat all three pinball lands and you're set to tango with the evil King Dedede, seething and frothing like King Willie Weetie on speed.

Even more screens come your way with the inclusion of bonus games. Trigger a sequence in each middle stage and you can ride the Warp Star to some extra frivolity, including a wild soccer shoot-out with a squid in goals! Too much loco weed in the lab that night.

Add to this Pause and Save Game options, a B button which rattles the machine but never tilts, and a basement level springboard to get you back in the game if you stuff it. The sound? It's your usual happy-go-lucky fare which occasionally goes apeshit.

All up, Nintendo has packed a lot into this little monster. If anything, it again errs on the cute side, but the pace and sheer volume of the game make up for this. Kirby can scratch the pinball itch. ★



FLETCH



SECOND OPINION

Anybody who read last month's GAMESTAR will know how much I love pinball. Pinball, pinball, pinball, pinball, pinball. (*Mars! – Ed.*) (Sorry, Jo!)

Kirby's Pinball Land is one of the most addictive and frustrating games I have ever played. When you're blitzin' you're bitchin' but when you get a fair whack of the dud stick, it can drive you to language that will even make your Game Boy blush. (Not to mention the old ladies on the bus.)

Tap dancing through the lands of Kracko, Poppy Bros. and Whispy Woods can be as rewarding as finally scoring a date with the cute blonde that works at McDonald's or as demoralising as finding out that she's a Mormon, a manic depressive, and she gets her kicks by going into the cold room with the special sauce gun and . . . well . . . I think you get the picture.

What I do like about this game is that like a good real pinball machine, there is lots to do as well as keeping your Kirby out of the drains. Bopping things to make them spit out Drain Shields, Warp Stars, Bombs and short squiggley things, can keep you as challenged as Sophie Lee trying to program her VCR.

Overall, I think Kirby's Pinball Land is a worthwhile time waster but it certainly won't make you want to change your underwear more often than the usual once a week. The bonus games are way cool (If 'Grand Striker' had had a squid in goals, I probably wouldn't have given it such a crap review) and with the bonus games cheat in, it smokes . . . But you'll have to wait for next month's Short Cuts for that. Suck!

MarsHeaD

OVERALL: 80%

THE FINAL VERDICT

GAME BOY
$59.95
AVAILABLE NOW
1 PLAYER

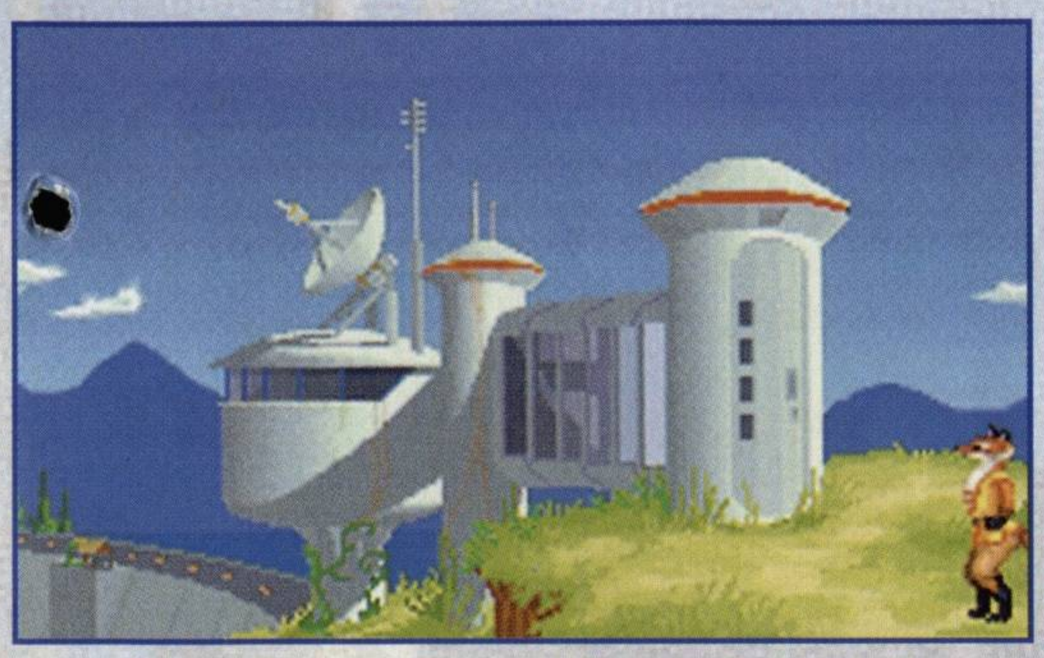
GAMEPLAY	80
GRAPHICS	76
SOUND	79
ADDICTION	89

Multi-level, fast, loopy. Should keep your eyeballs swimming in their spongy bloodshot mush.

79%



Inherit the Earth





CD-ROM GAMES seem to be getting better and better, with most new releases realistically portraying innovative new worlds with unbelievable characters to boot. Besides, how else could you enter a world dominated by talking animals if it weren't for Inherit the Earth on the PC CD-ROM?

In a plot that has 'unbelievable' written all over it, it seems we humans have disappeared from the face of the Earth. What is even scarier though, is that our mother planet is now in the hands of a society populated by animals of every kind. The animals are even characterised into different tribes, wear clothes and occupy houses and castles. (Just in case they catch a cold.)

You control the heroic character of a fox named Rif, a prominent citizen that enjoys solving puzzles. While the district fair is taking place, the magical Orb of Storms is stolen and the fair grinds to a sudden halt as officials try to find the thief. Accusations about who stole the Orb are let loose by members of each tribe, and Rif (that's you in case you forgot) is the prime suspect. You are then given the chance to prove your innocence by recovering the Orb and returning it safely before the next new moon. (What's that in 24 hour time?)

If you do not complete this task, your lover Rhine, another fox, will meet her death in no uncertain terms. If that isn't enough motivation, two companions are elected from the fair's audience to make sure you do return.

With its general audience rating and point-and-click mouse interface, this adventure game will definitely appeal to the majority of gamers, including those of the younger generation.

With a cartoon style feel, the plot is easily understandable as you track the Orb; you visit different locations with a third person 3-D angle moving as you walk. The other two companions follow you closely, so there's no way in the world you can shake them.

Visuals are stunning, painting a clear picture of your cinematic surroundings and all characters are well animated. Apart from the graphical qualities though, the game's other high selling point is its massive four hours of fully digitised speech, all of which is clear and blends into the gameplay so the game is quite large. The music is also quite good and changes for each new location. Despite these great qualities though, it falls short in gameplay, as there just isn't enough challenge. Apart from finding your way around, there's not much else to do other than talk to people who tell you exactly what to do. ★



STEWART



SECOND OPINION

A simply spiffing little game here chaps. Set in a future Earth populated by walking, talking animals collectively called Morph, it centres on the exploits of young fox Rif, best puzzle-solver of his tribe, who is travelling to the Puzzle Fair to compete with the best puzzlers in the land. What happens after that is a splendid adventure with oodles of chums and wizardry japes! Hurrah!

The main screen is divided into five sections. They are; the Action screen, which is a colourful, tastily drawn view of your current surroundings; the Character screen, showing a mug shot of the character currently selected; the Command screen, where the eight verbs (Talk, Look, Give, Use, Open, Close, Walk and Pickup) are listed; the Inventory screen, where kept items are listed and the Status line, where pertinent information appears. Conversation screens popped up when I talked to another character, giving me a choice of questions or statements.

As I made my way through the game, I met members of other tribes; the proud and noble Elk tribe, including wise King Tallek; the studious Rat tribe, including head librarian Thane; the belligerent Boar tribe and their Keeper of the Royal Mud, Krohag; and Callis Bluebridge, latest winner of the Best Salesman Award from the cheerful and pragmatic Mouse tribe. Thanks to the CD format, all these characters come to life through the wonders of sound!

While Inherit the Earth is perhaps too simplistic for hardened adventurers, it will make a humorous and delightful challenge for younger players.

NATSKI

OVERALL: 86%

THE FINAL VERDICT

CD-ROM
$79.95
AVAILABLE NOW
1 PLAYER

GAMEPLAY	65
GRAPHICS	85
SOUND	82
ADDICTION	70

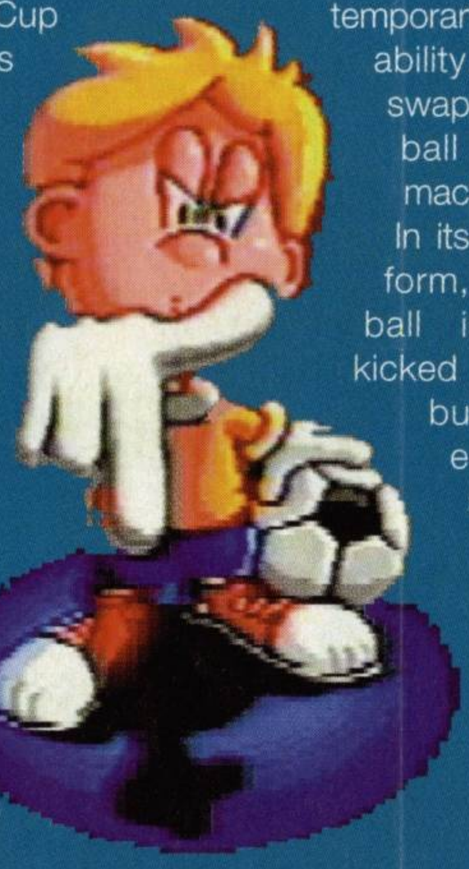
With its great graphics, speech, music and innovative plot, this game is let down by its slow gameplay and inability to offer long term appeal. One for the younger players.

80%



MARKO'S MAGIC FOOTBALL

IF HE KEEPS THIS UP, young Marko will never make it into the World Cup Squad. He's ducked out on his usual practice session to jump across spiked pits, dodge flying globs of toxic ooze and flame-thrower blasts, fight sludge monsters, rats, ghosts, spiders and dinosaurs . . . Not a very pleasant sitch for anyone to be in. Especially a small chap with a (slightly) magical soccer ball hell bent on taking down a totally insane, toxic waste dumping, renegade toymaker. Wish him luck!



Marko's Magic Football is surprisingly good for a platform game. I was pretty much lost to the world while checking this one out which is even more surprising.

Marko's only weapon is an ordinary soccer ball, now coated in a vile mutagenic sludge. However, with a small assist from power-up items, this humble bladder is the perfect tool for the job. Here are the main goodies that Marko can collect: Hearts add one unit to Marko's five-space life bar. Stars are found all over the place. Collecting 100 of them grants an extra life. One large star equals eight of the smaller ones. Plasma Balls are rare, but each one is also worth an extra life. The cans that dangle from balloons provide bonus points at the end of each round. Look around for other hidden bonuses.



Red, green or blue boots grant Marko a random special power whenever they are picked up. Sometimes they turn the ball or Marko into a 'smart bomb', which obliterates every enemy and pick-up object on the screen.

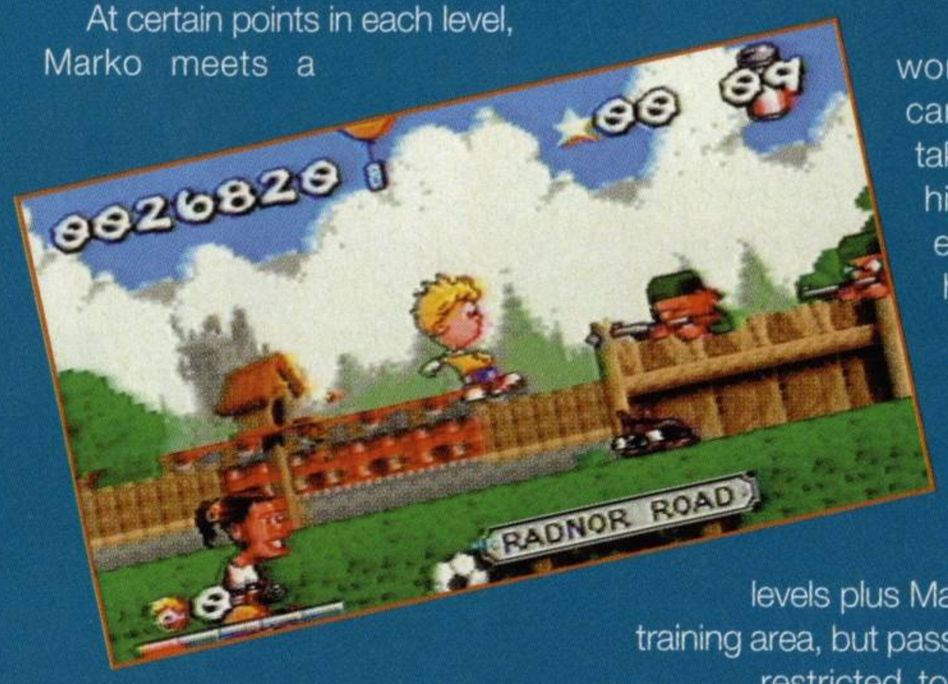


CHIMERA

Other magical powers granted by the boots may include temporary invulnerability, or even swapping the ball for a machine gun. In its standard form, Marko's ball is either kicked or headbutted at enemies, sludge barrels or certain other targets. As well as being a weapon, the ball can be used as a trampoline on ground, in sludge or water, but only if there is enough space for it to materialise.



At certain points in each level, Marko meets a woman with a camera. She will take a picture of him, and whenever a life is lost, he reappears in the same area he was last photographed. The game has a total of 8 levels plus Marko's backyard training area, but password access is restricted to every second level. I have managed to dig out HAUNTING for Level 2, and GUNGETNK for Level 4.★







SECOND OPINION

Here we go here we go here we goooo! Yep, it's kick off time for one of the most bizarre and entertainingly refreshing platformers to pass the posts for quite a while. Marko is a soccer maniac with a difference, as he isn't into all of that drinking lager, farting on trains and shouting at innocent bystanders behaviour, which soccer fans have become all too infamous for. No, not Marko. Instead, he is off to save the world, or at least North Sterlington, where he lives.

The plot for this one is pleasantly ridiculous, as it revolves around the brave Marko's attempts to thwart the evil Colonel Brown, who has created a 'deadly genetic sludge' which changes normal happy soccer loving people into mutants (probably rugby fans). Anyway you get to kick (or step in) some serious sh*t as you overcome a variety of platform opponents and other tricks and traps whilst utilising Marko's considerable ball skills (minds out of the gutter please!). The visuals for this game really leapt out of the screen, and the variety of moves up nimble Marko's sleeve came as a refreshing change. All sorts of ranged kicks, plus ball juggles and use of the ball as a trampoline were quite 'bootiful'. Marko certainly surpasses the jaded 'jump and shoot em' crap of a lot of other games in this genre.

STEVE

OVERALL: 83%

THE FINAL VERDICT

MEGA DRIVE
$129.95
AVAILABLE NOW
1 PLAYER

GAMEPLAY	78
GRAPHICS	84
SOUND	80
ADDICTION	85

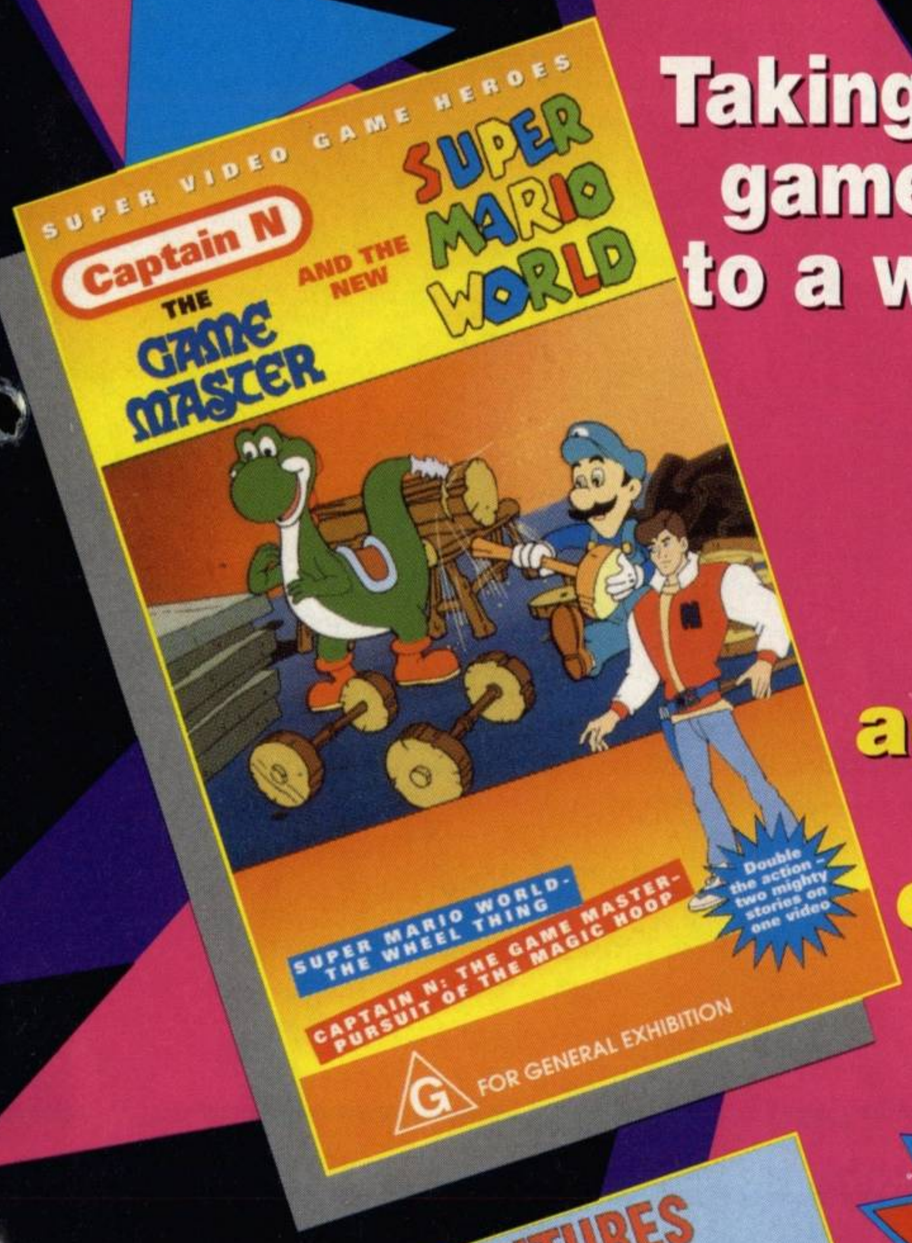
Takes some licking, but just keep on kicking!

82%

Yesssss! Once you've played 'em... get down and watch them!

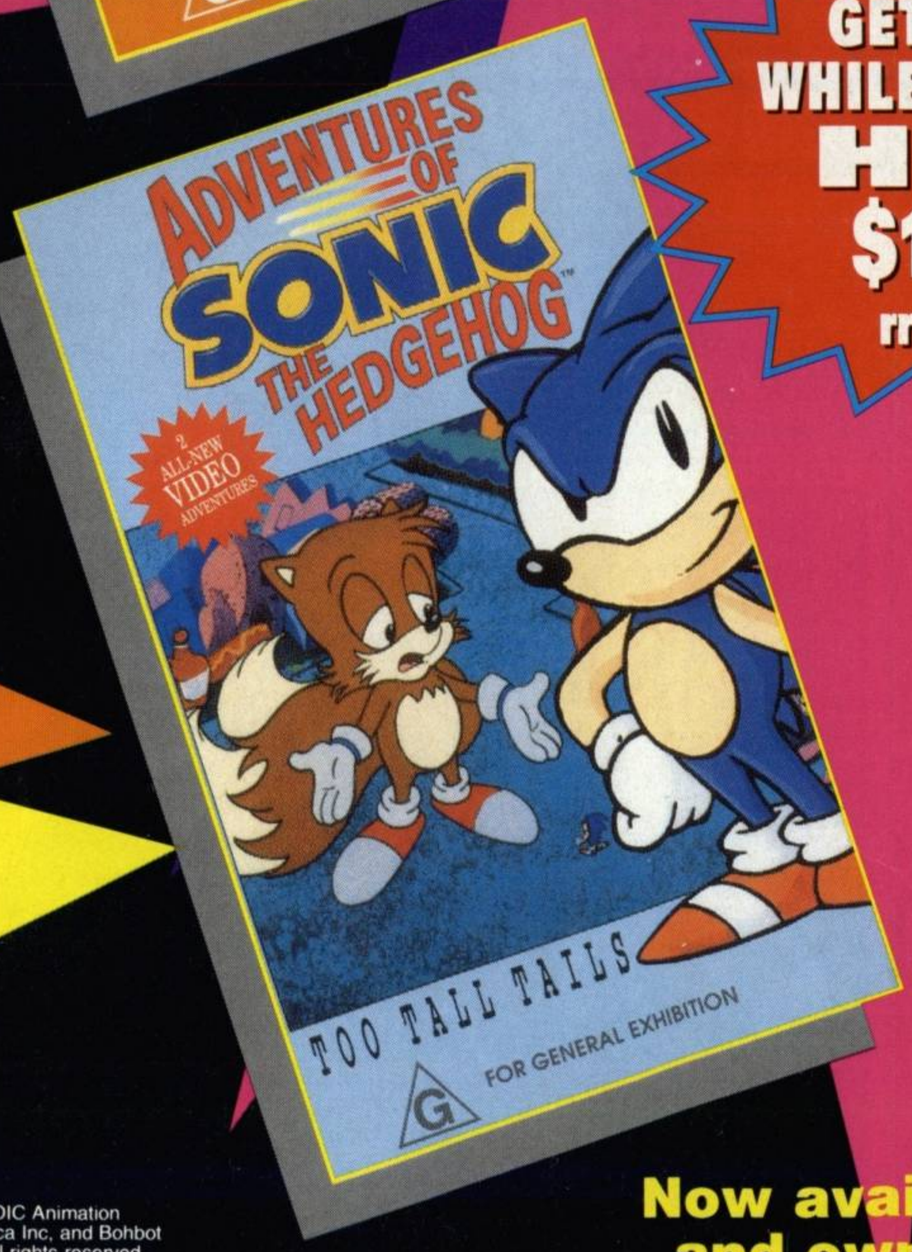
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BOOM!!

LOCATE... DESTROY TARGET..... GAMESTAR!!

MEANWHILE

MAN... I'M REALLY HATIN' IT. NO JOB, NO MONEY, AND MY UNDERWEAR KEEPS RIDING UP ON ME!!

THINGS JUST COULDN'T GET ANY WORSE!

OR... MAYBE THEY COULD!!

GET OVA HERE!

I PICKED THAT LINE UP FROM SOME 'HOUNDOG'... WENT BY THE NAME OF SCORPION!

YAAAT!!

KWAK

NOW, LIL' BUDDY I'M GONNA STOMP ALL OVER YOUR BLUE SUEDE FACE!!

MAN... I DON'T KNOW WHO WROTE YOUR DIALOGUE BUT HERE'S ONE FROM ME!!

CRACK

ELVIS HAS LEFT THE BUILDING!!

WELL AH... THANKYOO, THANKYOO VERY MUCHHH.....



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NOISE

by fiona tomarchio

★ It's lame - Peter likes it!
★★ Wash your hair instead.
★★★ Worth a spin.
★★★★ Dig it!
★★★★★ Ballistic!!!

SINGLES



BOTTLE OF FUR
URGE OVERKILL
(BMG)
This is Urge Overkill's next single release from their album, 'Saturation'. It is a real jive. Yes, it is the song that you've most probably heard playing on Triple J a lot. 'Bottle of Fur' isn't as heavy as what Urge Overkill are usually known for. The CD single also contains two live tracks 'Crackbabies' and 'Nite and Grey' which are happenin'. Listen out for 'Bottle of Fur' and then get it.
★★★★



BEERCAN
BECK
(BMG)
Beck's releasing another song. This time it's called 'Beercan'?! Following in the footsteps of 'Loser' and 'Pay No Mind' comes another totally schizo song off his album 'Mellow Gold'. I surprisingly found myself in rhythmic motion whilst listening to it. 'Beercan' has also been receiving strong radio play on Triple J after Beck's critically acclaimed tour of Australia. Beck is weird and has an unusual style (I've said this before) but hey, he's making millions . . .
★★★



AIN'T NOBODY
JAKI GRAHAM
(FESTIVAL)
Jak here is just about to release her fourth album 'Real Life' (I hope it isn't the theme music from the show, MarsHeaD!). 'Ain't Nobody' is her first single release from this album, and is actually a remake of Chaka Khan's hit. Jaki has been in the scene for a while – nearly 10 years – and has been and still is widely regarded as the UK's best female soul singer. 'Ain't Nobody' is a hip track. You may have already boogied to it if you're a boogier.
★★★



ON POINT
HOUSE OF PAIN
(WARNER)
All of you rap freaks out there, this one's for you! (Make sure you check out the album – in the next column!) Positive to make all of the urban sound heads out there smiling. Plenty of raw edge and a great mix of rhymes including a sax sounding very hip-hop. A wicked and catchy track, full of plenty of muscle and groove, House Of Pain are a long-awaited rap act with variety.
★★★★



STRONGER TOGETHER
ROCKMELONS
(MUSHROOM)
The Rockmelons have been extremely quiet for a while now. Having been more or less catapulted upwards with a little helping hand from Ms Deni Hines, The Rockmelons are back with a great song, 'Stronger Together'. The song has a very UK dance sound and feel to it. It's sort of a mix between Jam & Spoon and Roachford?! Well??? I reckon it's going to appeal to fans in a mad way.
★★★★



CULTIVATE THE WIND
ANA CHRISTENSEN
(FESTIVAL)
A debut release on Festival Records, Ana Christensen's 'Cultivate The Wind' is a hypnotic jingle about nature – the need for rejuvenating native plants and nurturing all living creatures. Ana is a feature artist that is aimed at the conscience of an increasingly selective audience. She has a great voice against music that ranges from folk to late sixties/early seventies rock 'n' roll. Extremely original, creative and realistic. (*She's my friend, too! – Ed*)
★★★★

ALBUMS



RARITIES
VOLUME 1
(BMG)
Here's a chance to hear songs that have never before been included on an album. The geniuses at Geffen have compiled a budget priced CD ($18.95!) which features some of the rare or previously never released scrumptious treats from groups such as the Counting Crows, Sonic Youth and Hole. Something for Nirvanaheads is 'Pay To Play' which is a demo that evidently became 'Stay Away' on their 'Nevermind' album. The Posies, Murray Attaway and Beck are just some of the many other artists featured on this great CD.
★★★



SPEED O.S.T
(BMG)
If you've seen Speed the movie and loved it, including the music featured, then why not buy the soundtrack? Billy Idol's 'Speed', which has just hit the Australian Top 40 is there, along with the Gin Blossoms' 'Soul Deep', The Plimsouls 'A Million Miles Away' and oldies Pat Benatar, Rod Stewart and Kiss (who still look the same 20 years on . . .). Full of rock 'n' roll, the soundtrack is as pulsating as the movie.
★★★★



SAME AS IT EVER WAS
HOUSE OF PAIN
(WARNER)
Sick and demented this band are, but in a mad sense. They have been described as "animals trying to become men" and that's about as close as you can get. They went platinum with their self-titled debut album gaining shenanigans and Celtic jerseys to their fan club. For their second album – they haven't lost any of their underground flavour or the slight pinch of hip-hop, but this is a tad more mature and serious.
★★★



PANDEMONIUM
KILLING JOKE
(BMG)
Killing Joke actually formed in the late 70's (when some of us were born!) and have been known to force such a terrifying intensity when listening to or seeing them, that it made an impact equal to the devil scratching your eyeballs out! So be warned if you come within a 10-metre radius! Fifteen years later and this is still the original line-up. Plus these guys have been massive influence on some of the great rock groups of today including Ministry, Metallica, Nirvana, Soundgarden, Nine Inch Nails, The Orb, Crowded House and even U2. In 1994, they are still totally psychotic!
★



THE TRUTH
THE TRUTH
(MUSHROOM)
From Melbourne, this group formed after an impromptu jam session in one of the band member's garage! They soon released an independently produced EP and, to their amazement, started getting airplay on Triple J. 'Secrets' was The Truth's first single, with 'My Heavy Friend' following. The self-titled album is a brilliant debut with a very unique sound.
★★★



HIT PICKS # 1
(POSSUM)
A great mix of hit songs, more suited to the dance kings and queens. It contains ASWAS hailing from London, with 'Shine'; Amos, who has worked with Culture Club and Escape Club presents 'Only Saw Today/Instant Karma'. Toni Di Bart was previously a bathroom shop owner but now gives us 'The Real Thing'; and among lots of others is the Fun Factorys 'Close to You'.
★★★

FLICKS

by fiona tomarchio

Clear and Present Danger

Release Date: October 6
Rating: M
Stars: Harrison Ford, Willem Dafoe, Anne Archer, James Earl Jones, Joaquim de Almeida, Henry Czerny, Harris Yulin, Donald Moffat

Jack is back! In Clear and Present Danger, Jack Ryan is promoted from Analyst to Deputy Director of Intelligence for the CIA when his close partner and friend, Admiral James Greer, develops cancer. Of course this results in Jack making instant enemies before he is even shown to his new office, and is thrust into a massive political drug war blindfolded. He discovers links between a Colombian drug empire and a personal and influential friend of the President of the United States. Around Jack, deceptive alliances, an American covert-action team headed by Mr Clark (Willem Dafoe) and the complex hierarchy of the cartel form a menacing conspiracy, which confusingly doesn't always make it obvious who the enemies are. The President calls for decisive action and unfortunately leaves it in the hands of National Security Advisor, James Cutter (Harris Yulin) and CIA Deputy Director of Operations, Robert Ritter (Henry Czerny). But these guys aren't on their nation's side and set into motion a secret plan.



"You may be Jack Ryan to your friends, but to me you are flyshit!" (Obviously not caught by chopsticks yet!)

Angels In The Outfield

Release Date: October 27
Rated: G
Stars: Danny Glover, Brenda Fricker, Tony Danza, Christopher Lloyd, Ben Johnson

More than anything in this world, Roger (Joseph Gordon-Levitt) wants his family to get back together and be just like the old days. But the chance of this happening is about as grim as the last-place Angels baseball team winning the season. This dude definitely needs a miracle to come about now!

So Roger prays with all his might, when out of the sky comes a bird?! A plane?! No! It's an angel! But Al (Christopher Lloyd) the angel, can only be seen or heard by Roger. It's not long before the Angels baseball team's manager George Knox (Danny Glover) notices that something pretty extraordinary is happening when his men lurch out of the changerooms and into the play-offs. But try telling ya mum and see if she believes that you have got some new friends – with wings! This is one of the things that Roger has to defend. But the angels have limits and can only lead Roger, his family and the Angels baseball team in the right direction.

It Could Happen To You

Release Date: October 20
Rated: PG
Stars: Nicholas Cage, Bridget Fonda, Rosie Perez, Wendell Pierce, Isaac Hayes

When Charlie Lang (Nicholas Cage) fronts up to pay for his big purchase of two coffees, he embarrassingly comes up short of a tip. So he promises Yvonne (Bridget Fonda) who he has just met, half of his lottery ticket if he wins . . . fat chance! But hey, he wins . . . of course he does, $4 million in fact. But has he mentioned anything to his wife Muriel (Rosie Perez) about giving half to some no-name waitress? No! Do you think she's happy about it? No! Is she a materialistic, selfish human being? Well in a word . . . yes! But she has to accept that her husband is just a really good-hearted, genuine guy who sticks to his word . . . Gosh, does anybody know anyone like him? No, I didn't think so. The thing is, money isn't a major priority in Charlie's or Yvonne's life, so if they don't have it, they don't care. As long as each one of them feels happy, everything's dandy. They could lighten up a bit. Even spend a hundred grand of it at least . . . It Could Happen To You is a romantic comedy.



Gee, your boss is such an obnoxious person. What are the daily specials again?

The Next Karate Kid

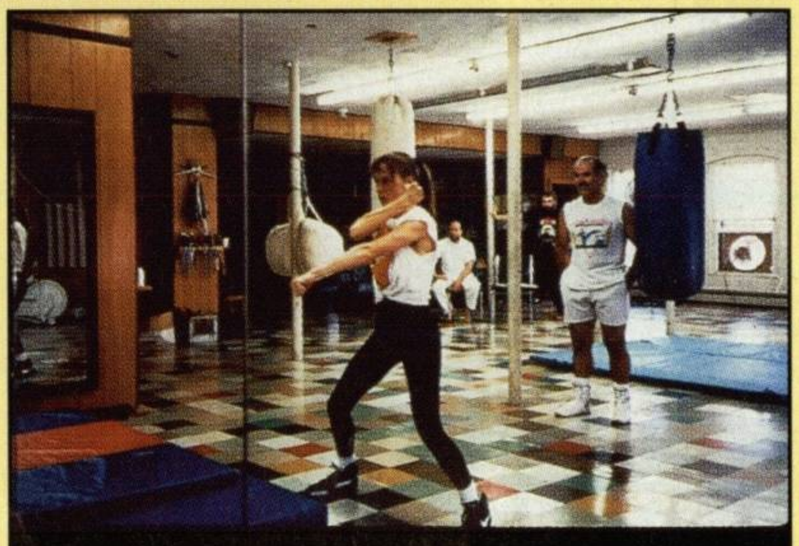
Release Date: September 22
Rating: PG
Stars: Noriyuki 'Pat' Morita, Hilary Swank, Chris Conrad, Michael Ironside, Michael Cavalieri, Constance Towers

Mr Miyagi, the enigmatic karate teacher, comes and visits Julie's grandmother and decides that she could do with a break. So he sends granny away, and house-sits for a while. Having spent a lot of his lifetime with teenagers, he thinks he has a fairly easy task ahead. But he soon realises that, like Burger Rings and Twisties, girls are different to boys and he has to change his approach altogether.

Julie loses her temper one day, and nearly gets run over by a car, but quick reflexes save her, and Mr Miyagi instantly notices a talent that Julie could never see for herself.

It just happens that Mr Miyagi and Julie's grandfather were war veterans. Her grandfather saved Mr Miyagi's life and to repay the debt Miyagi taught him karate, who taught Julie's father, who in turn taught Julie.

Mr Miyagi takes Julie on an odyssey and reclaims her strength in karate. But the most important thing Julie has to accept, is that the strength must come from inside herself – the same strength she needs to be herself and to defeat her foes.



"Take that!" Julie working out her biceps in order to squish a fly between her chopsticks

VIDEO

by fiona tomarchio

Adventures of Sonic the Hedgehog

(Roadshow Entertainment)
Rating: G
Stars: Sonic, Tails, Robotnik, Scratch, Grounder

Here are two all new animated Sonic video adventures starring the blue toilet brush himself alongside his favourite buddy (not!) Robotnik and Tails.



Sonic shoots for the stars

'Too Tall Tails'
Sonic must find the antidote to Robotnik's growth gas when Tails takes a megadose of it. He grows to a monstrous size, eating everything in sight and accidentally terrorises the town. In the meantime, Robotnik is trying the convince the township that Tails should be destroyed!

'Tails' New Home'
Tails is being founded a suitable foster home. Of course Robotnik is on the job – creating a robot fox family posing as Tails' long lost parents! What next!

'Over The Hill Hero'
A superhero tries to make a comeback (has he been watching Superman or something?) and teams up with Sonic in doing battle with Robotnik.

'Blank-Headed Eagle'
Scratch has a severe accident – he thinks he's on Sonic's side! He assists Sonic in an excursion into Robotnik's fortress in order to turn off a dangerous force field – all in order to impress his new lady love.

Ace Ventura: Pet Detective

(Roadshow Entertainment)
Rating: M
Stars: Jim Carrey, Sean Young, Courteney Cox, Tone Loc, Dan Marino

He is a pet detective with an uncontrollable passion for animals. He is the person you call when your precious or maybe not so precious pet suddenly goes missing. In fact, he is the only person to call, that is why he is the best there is! Ace Ventura (Jim Carrey) is the man with the crazy missions. His latest mission? To find the Miami Football team's mascot, Snowflake - a dolphin! He has been kidnapped just days before the most all-important Super Bowl. Even though it's a hard case to sniff out, Ace Ventura's nose knows!



Is that a snake in your pocket or are you just happy to see me?

win

We have five sets of Sonic videos(two videos in each set) to give away thanks to the fantastic people at Roadshow Entertainment. Turn to page 60 and answer the really difficult question!

Featuring the rapper, Tone Loc, Sean Young and the Miami Dolphins' Quarterback, Dan Marino, Ace Ventura Pet Detective is a classic comedy that has to be seen.

Airborne

(Roadshow Entertainment)
Rating: G
Stars: Shane McDermott, Seth Green, Brittney Powell

Mitchell (Shane McDermott) is cool Californian guy whose daily rituals are going to the surf atop of the swell on his surfboard, and on the curve of the road under his roller blades. But his days of hanging 10 on the board and hanging out at the beach are about to end. Mitch's parents send him to live at his nerdy aunt and uncle's snowbound Cincinnati place for six months. They have taken a trip to Australia! But Mitch's real problem is his new school. His new class mates don't take a liking to newcomers and are set on making his life a living hell. What's more, he lusts after the hottest babe in town who just happens to be Jack's (the school thug) sister, and he has it in for poor old Mitch. The losers that Jack and his gang are don't realise how awesome Mitchell is on a pair of blades, and an arrogant match of group rivals turns into an all-or-nothing downhill race. Airborne features groovy music from Jeremy Jordan, Diesel and Right Said Fred.



Cool Dudes and Beasty Babes

The Good Son

(Fox Video)
Rating: M
Stars: Macaulay Culkin, Elijah Wood, Wendy Crewson, David Morse, Jacqueline Brooks



Dork of the year award goes to . . .

This is Macaulay Culkin's first thriller. He is Henry, a playful but evil youngster, who possesses an angelic smile but hides dark secrets and a passion for playing deadly games. His young cousin (Elijah Wood) is the only one who can see beyond the innocent face and see the evil, though no-one will listen to his frantic warnings, as often what a child can see, cannot be or isn't by an adult. But by the time Henry's parent's discover the shocking secret their son has been hiding all of these years, they have little time to save Henry, or even themselves. ★

Pen Pals

If you would like to be published in our mag, write 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.

Simple Instructions . . .

Choose which person you would like to write to and write the letter, then put it inside an envelope that's stamped, but leave the front and back blank. Then put that envelope inside a stamped addressed envelope and list the code number on the back, and post it to the address above. Then once we receive it at our offices, we will forward it for you.

25 My name is Jennifer. I am 10 years old and I have a Master System II, but I'm getting a Mega Drive as soon as my not-up-to-date parents let me. I'm a Scorpio and my hobbies are playing sport (basketball, softball and tennis). I think GAMESTAR and The Zone are the best. I am looking for a pen pal, male of female aged 10 or up.

26 Listen up game freaks who are desperate to get a game freak pen pal. I'm 12 years old and my name is Martyn. I love Mortal Kombat I and II, since GAMESTAR mag has come out and I like it too. My hobbies are collecting/trading NBA basketball cards, watching basketball, playing Mega Drive RPG games, action, fighting and sports games and playing gory and cool arcade games. I'm looking for a pen pal aged 12-14 male or female, who owns a Mega Drive and has similar hobbies as me. This is Martyn signing off . . . beam me up Scotty!

27 Hi dudes out there. My name is Warrick and I'm interested in basketball, Mega Drive's and computers. I am nine years old and I would like somebody of any age. If you want a pen pal, run to your room and write.

28 Hi! My name is Ray Zhang. I have a NES and a SNES. My age is 10 and I would like a pen pal around eight-12 years old, male or female, that has a SNES or NES. My hobbies are collecting Marvel comics and cards.

29 My name is James Anderson. I'm 13 years old. I come from Keilor Park in Melbourne, Victoria. I enjoy playing basketball and collecting cards. I like playing my IBM computer. My favourite games are Mortal Kombat I and II, Double Dragon, Doom, Street Fighter II, Allan Border's Cricket, Royal Rumble and on the CD-ROM, Return to Zork.

30 Hi, my name is Callum Henderson. I am 12 years old and live in New Zealand. I have a PC and am getting a Game Gear or Mega Drive. I am interested in computer game programming and reading mags (like this great one). Male or female, I don't care. So write to me or I might disappear.

31 Hi! My name is Bradley Quaid and my nickname is Quaidy. I'm 14 years of age and would like to seek out a pen pal. I love Mega Drive and Mega CD and I also think that Super Nintendo is Super. I don't like playing any sport though I'm very good at pistol shooting as I'm in a club. If you're between the age of 14 and 20 and have the same systems as me, could you please write.

SWAP&SELL

Do you have gaming gear that you would like to get rid of? Then list it in our Swap & Sell section. Explain what it is that you want to swap, and what you would like in return. 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. Don't forget to add your name and phone number (don't forget your area code).

IMPORTANT: 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.**

Start cleaning up the gear that you would like to dispose of so it looks brand spanking new . . . and make sure it works, guys.

For sale (Mega Drive) Street Fighter II Special Champion Edition and Converter $80. Mortal Kombat $65, Sonic 2 $40, Bubsy The Bobcat $50, Rocket Knight Adventures $45, Tazmania $40, Streets of Rage $35, Thunderforce II $35, Decap Attack $35, Bart Vs The Space Mutants $30, The Faerie Tail Adventure (RPG) $45, Super Hang On $30, Altered Beast $20, Columns $10. (SNES) Alien 3 $50. All games come with original box, instructions and most come with cheats. O.N.O for all games. Phone Clint on (09) 437 1013.

Mega CD games for sale: Batman Returns $60, Blackhole Assault $50, Prince of Persia $60, Wolf Child $50. Contact John on (02) 668 8138.

Super Nintendo in excellent condition and two controllers $95. Mega Drive games, all less than six months old, boxed and in mint condition. F1 $45, NHL $45, Jungle Strike $45, Road Rash II $45, NBA Showdown '94 $50, Davis Cup Tennis $50. Telephone Caroline on 670 0887.

For sale: Game Boy with carry case, Double Dragon, Probotector, Tetris, Mortal Kombat, Sneaky Snakes, Super RC ProAm, Tennis, Zelda, Kirby's Dream Land, headphones and link cable. Call Andrew on (03) 370 1946.

Mega CD Sonic $90, Mega Drive Sonic 2 $45. Both brand spanking new. Phone Anthony on (077) 834 772.

Sega Master System II with Sonic, Wonder Boy, F1, Hang On and Alex Kid. One joypad and an arcade joystick. Excellent condition. $150 o.n.o. Ring Mick on (08) 338 1883.

I would like to swap or sell a copy of Mickey Mouse: Castle of Illusion and 4 in 1 cartridge for the Sega Game Gear for any other Gamer Gear game or accessories for the Game Gear. If you want to buy Mickey Mouse: Castle of Illusion $50, 4 in 1 cartridge includes Columns, Penalty Kick, Pan American Road Rally and Championship Tennis. Between $30-$40. Call Chris on (03) 690 1330 after 4pm.

I would like to swap a Nintendo control deck with two control pads, one quickshot joystick with auto fire, Super Mario 1, Super Off Road, Dr Mario and Excitebike for a SNES with Super Mario Kart or Super Mario All Stars. I would also be happy to sell it for a negotiable $160. If you have what I want or something similar, contact Mike Hudson on (08) 391 2009.

Sega Mega Drive games for sale: Altered Beast $30, Another World $50, Chakan $40, F117-Night Storm $40, FIFA International Soccer $70, Flashback $50, James Pond $30, Jurassic Park (plus Genesis converter) $70, Mercs $40, Mortal Kombat $50, Splater House 2 $30, Team USA Basketball (2 player) $40.

I want to buy Game Gear Jap

Continued on page 88

import cart. Either the 54 games in one, or the 35-in-1. Will swap Mega Drive games or buy for no more than $80. I also want a Pro CDX for the Mega CD. Will swap for Mega Drive games or buy for no more than $35. Call Greg on (089) 531 608.

Sega Master System II with Mortal Kombat, F1, Double Dragon, Choplifter, Sonic, Gainground, three controls, including turbo pad. All accessories. $200. Phone Chi on (09) 458 2193.

Atari Lynx with two player cable, AC adaptor, car lighter, cable and one game (choose out of California Games, Hard Drivin', Bill & Ted and Ishido) for $95. Separate games for sale: Kung Food $35, Batman Returns $35 and Hockey $30. Phone (02) 907 0645.

Mortal Kombat (MD) in excellent condition to swap for a copy of Populous 2. Two Tribes or Streets of Rage 2, FIFA, F1 or Dune 2. Other games considered. Phone Jamie on (046) 841 549.

I want to sell my Mega Drive games – Ghostbuster, Guide Buster, World of Illusions and California games. All cartridges for $65. Call Ivar on (62) 341 44124 (Indonesia).

Heaps of games for sale. Mega Drive $50 each, Lynx $10 each, Game Boy $5 each, plus five Lynx's $65 each and two Game Boys $70 each. Ring Ramon for details on (02) 365 6650.

I would like to sell Sonic 2 for Zool on Mega Drive. Phone (049) 50 8989.

Mega Drive games for sale including Cyborg Justice $45, Joe Montana 92 $45, Sonic 1 $20, Sonic 2 $25. All boxed and in top condition. Game Boy games including Mortal Kombat with box and instructions $38. Others include Castlevania, Bubble Bobble, Kwirk, NFL Football, Batman, Nemesis and Mickey's D. Chase, all around $20. Wanted: Sim City for SNES. Must be in good condition with box etc. If you are looking to sell this game ring me! If you are interested in anything phone (02) 907 0645.

For sale: Japanese imported games for SNES including Ranma1/2, Hard Battle, Battlemaster, Tetris, Battle Gaiden, Super Family Tennis and many other titles. For details phone James on (08) 271 2553 after 4pm.

I would like to swap Prince of Persia for either Mortal Kombat II or a Pro Action Replay II. Willing to pay extra or I will sell it for $80 o.n.o. If you want to buy or swap it ring (03) 714 8460 and ask for Nick after 4.30pm. 40c extra for all the passwords.

Wanted: Sega Mega Drive RPG's. At reasonable prices. Please contact Tony on (049) 21 7712 during work hours or (049) 52 9209 after hours.

SNES game for sale. StarWing boxed in original packet with instructions and in perfect condition for only $55. Phone (075) 24 7577 and ask for Toby.

I won a MD and a Mega CD and would like to swap Street Fighter II SCE and Flash Back or Final Fight CD for Tomcat Alley on Mega CD. All games are in very good condition. Phone Bradley on (070) 98 1361 after 4pm on week days and after 10am on weekends. Area code (4873).

Super Nintendo games: Tiny Toon Adventures, Super Star Wars $50 each. Also Nintendo games: Spy vs Spy, Marble Madness $25 each. Or $120 for the lot. Phone (08) 322 2837.

I would like to sell Mega Man III for $30 complete with codes, box and instructions. Only new. Call Edward on (07) 843 2490. Area code (4152).

POWER OFF ON

NOVEMBER GAMESTAR ON SALE THURSDAY 27 OCTOBER

Well, that's it. We've finished. What? You want more? Alright then, I'll just pick Sam, Fiona and Peter up off the floor –they're exhausted. Too many Pizza Hut all-you-can-eat-in-the-pissy-break-of-15-minutes-we-get lunches, if you ask me! So what's coming up for you next month? You'll all be scoring another **free cover giveaway**. Yes, we had such a good response to the last one, that we've managed to shell out for some wicked **Super Street Fighter II trading cards**. Every mag will have them on the front cover, so make sure you don't miss out, 'cause they'll go quick! We'll bring you a special report direct from Paul McNally, (GAMESTAR's UK connection) on the **ECTS in London** (to be read with a weird pommy accent). We'll be bringing you more reviews than ever before, the full-blown 20 pages of cheats, and mega competitions that will score you over **$10 grand in prizes!** Happy? You bet your little bottom dollars you are. And that's what it all comes down to, ain't it guys? The bottom dollar. Well, you know where to spend yours, matey. Right at your newsagent, on Thursday 27th October.

COMPETITION WINNERS

Editor for a Day
Chris Jones, Blackbutt, NSW
TIE Fighter Limited Edition Prints
Sebastian Treucker, Yarra Junction, VIC, Marek Dernoga, St Mary's, SA, Ashley Ringrose, Miami, QLD, Aladar Apponyi, Bellevue Heights, SA, Rikki-Jade Fitzsimons, Bondi Beach, NSW, Kris Steadman, Yamanta, QLD, Jason Steel, Gerroa, NSW, Brendan Thorncraft, Bathurst, NSW, Garry Olsson, Burwood, VIC, Mark Dwyer, Cooma, NSW
Limited Edition Watches
Duane Giancotti, Griffith, NSW, Brian Kealley, Bayswater, WA, Anouska Crookall, Hawthorndene, SA, Daniel Gullotta, Gwandalan, NSW, Roger Elias, Baulkham Hills, NSW
Battlestation II Control Pad
Christopher Gigliotti, Coburg, VIC, Sweyn Wheeler, Bankstown, NSW
Melbourne Magic Posters
James Steel, Miami, QLD, Karlene Blacker, Braidwood, NSW, Gabriel Callaghan, Stirling, SA, Murray Storm, North Curl Curl, NSW, Arnaldo Lay, Bentley, WA, Daniel Treucker, Yarra Junction, NSW

CONDITIONS OF ENTRY 1. The contests close last mail October 26. Enter using the original coupons provided on page 60 (in SA entrants may send a facsimile - only one per person. The contest will be judged by a panel appointed by GAMESTAR. The judges' decision in relation to any aspect of the competitions 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. **2**. Prize winner's will be notified by security post and published in a future issue of Australian GAMESTAR Magazine.

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SHAQUILLE O'NEAL



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THE ULTIMATE STREETFIGHTER

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