

console_news_4

COLLABORATORS

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REVISION HISTORY

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Chapter 1

console_news_4

1.1 Console News Issue IV by Caffeine/Mystic (06-Sep-93)

M A I N M E N U

Introduction & Changes

Greetings

Utilities On This Disc

Psychosis Distribution

Contact Caffeine/Information

Psychosis BBS Advertizement

New Releases In September

Other Console News (3DO)

Super Nintendo Information

BBS Advertizements

Sega Genesis Information

Tips And Tricks For Games

Turbo Duo Information

Copiers For Sale

Mortal Kombat:Snes & Genesis

Mortal Kombat Moves (All)

* AMERICAN * SNES * EUROPEAN * GENESIS * JAPANESE * TURBO ↔
DUO *

S W C * S M C * S P F Q * M G H * M G D * S M D

1.2 Introduction

Thank you ALL for the support from CONSOLE NEWS!! Alot of new ↔
callers
have been showing up on Psychosis because of it!

Sorry for the delay in the release of Console News 4. I went on vacation to CANADA for 10 days and didn't have time to type out all of this info that you will read later. But, the wait was worth it.

Also new to this release: MYSTIC! Apache & I have joined MYSTIC and we will make the BEST console group. Ofcoz, we use the best copier: CCL's SUPER PRO FIGHTER Q.

Enjoy!

Return to Main Menu

1.3 Caffeine sends his greetings to...

SPECIAL THANK FOR THIS ISSUE:

~~~~~ ~~~~~ ~~~ ~~~~~ ~~~~~~

Mike, Darlene, Heather, and Joe at SEGA of AMERICA  
Kevin, Fred, Steve at NINTENDO of AMERICA  
Ed and Ian M. at Turbo Tech  
George McCafferty ( you know where you are m8! )

Andy (Polly)

Dynamix -- Greetings to Bathory and [-AmoK-] (where are u ↔  
two?)

Darkseed/Ecc -- ProFighter Q RULEZ!!  
Baseline 2091 -- Greetings to The White Knight (where are u?)  
ByteMaster -- for Ami-Express and /X-Net  
FAiRLiGHT -- Greetings to 6PACK^LECTER  
Apache/MSc -- Who will \*NEVER\* beat me in MORTAL KOMBAT  
Mystic -- Green-Beret, Empire, Hoppi, and AXE  
Gazzer/DTL -- Did Cnews3 Bring U Any Buyers? U need a business name!!  
Paranoid/CHS -- How's the BAR doing? How are the women?? The vodka!?!  
<< SEE, THIS WAS NOT A QUICK HELLO!!! :) >>  
Skinny Puppy -- For being the BEST band around. 'nuff said.  
Black Screen/PSN -- We'll have to work on that SNES idea, eh ?  
The Crackin' Ltd.-- How's da board doing?  
Malestrom -- Parsec will be cool!  
Doolittle -- For the Console Support!!

/\PACHE says WZUP to:

~~~~~

MeTeoR, ZIN!, PARA/VOID ,GaZZeR, AxE, MST(ALL), MoFo, Richi, FahRenHeit,
NightShades, ECC, etc...

For those who get the zipper:Check the meat inside ain't it raw?!?!

Return to Main Menu

1.4 Greetings MUST go to this crazy motherfucker!

_.-*-> POLICE <--*-. _

For spinning that 180 and GETTING CAUGHT...thank GOD we missed the RABBIT!
 Watch out for the..BOOM...car
 wanna buy some CRACK little boy?
 domestic violence....AGAIN.
 its NOT running ASSHOLE, just rolling.
 BOOOOOOOOOOOOOO ANOTHER mailbox.
 What the FUCK is on the roof? Take it off before i wrap it around your head
 you little FUCK!!
 Reckless driver on Deancroft road, all cars respond.
 CAVES ROAD
 HURRY UP AND GET THE CORN!!!

OFFICER>If you didn't do it, why are you sweating?
 DAVE> Coz I'm fat and it's humid, officer!
 YOU BETTER WATCH OUT,BECAUSE IF YOU DON'T, YOU'LL BE "WOBULATED"... ←
 _.-*-> FIRE <--*-. _

_.-*-> FIRE <--*-. _

Box 14-10, dumpster fire at HIGHS on Old Pimlico Road and Smith Avenue.
 Timeout: 3:54AM
 Box 14-10, ANOTHER dumpster fire at HIGHS on Old Pimlico Road and Smith
 Avenue.. Timeout: 2:19AM
 BEAVIS AND BUTTHEAD ARE huh-huh, huh-huh, COOL, huh-huh.
 Truck 321, Squad 322, Medic 325, and Engine 323: Respond to a fire behind
 FARM FRESH on Greenspring Avenue.
 AND DON'T FORGET,JUST SWICH SEATS...

Special Greetings to the Brooklandville and Pikesville Fire Departments!
 Without you, we could have actually KILLED PEOPLE!
 Thx for putting out our little gifts to you!

Return to Greetings

Return to Main Menu

1.5 Included on Console News IV...

C O N T E N T S O F " C O N S O L E - N E W S - 4 "
 ~~~~~

Utils/

GG2SNES

-- SWC -- Convert Game Gear codes -> SWC codes

Utils/

```

                PATCH
                -- SNES -- IPS/IPS2 Patcher by Aragorn/Vision
Utils/
                OLH
                -- SNES -- On Line Helper For Snes Coders
Utils/
                MGHPatch
                -- MGH -- Patcher for MultiGameHunter
Utils/
                STED
                -- SNES -- Character Editor for the SNES

                ----- UTILITIES FOR THE COPIER UNITS -----

Utils/  MultiSMC  -- SMC  -- MGH EMULATOR v1.3 by Empire/MST
Utils/  26CC.ROM  -- SWC  -- Super Wild Card DOS v2.6CC
Utils/  GBOY.SMC  -- SMC  -- Gameboy Emulator by Visa!
Utils/

                MGH_BIOS
                -- MGH -- MGH Bios v1.4

                Return to Main Menu

```

## 1.6 MGH Bios revamped by Rouge Trooper

This program is brought to you From Rouge Trooper  
 This file in its compleat stage is brought to you by:  
 M-Data and Sharon's Data Systems  
 Voice line 510-473-0161 BBS line 510-427-4374

Multi-Game Hunter BIOS -- MZL Modification  
 -----

### FOREWARD

I bought a Multi-Game Hunter in early September '92, and was (as are most) very happy with the unit. After time, however, the filenames started getting to me. Every time I did a new backup, I had to use 'SF' or 'MD' for the first 2 letters on the file depending on whether the game was Genesis or Super Nintendo. So, in a small fit of rage, I tore off the VOID stickers and opened this sucker up. Inside, to my delight, was a simple 27C256 Eprom that I was sure could be simply modified. Unfortunately, I had no access to a 68000 disassembler, and my knowledge of both units internal calls were nil. Yet, I set out to search the file I had acquired from my Eprom for anything that looked like 'MD' or 'SF'. My luck held out, and I quickly removed those annoying little buggers. Of course, the Genesis just required simple text



alterations, but the SNES portion had to be disassembled and sifted through.

Using a nice little 65816 disassembler (DSFX 1.20 [c] 1992 The Voice Over), I managed to learn some basics of the routines, and proceeded to shred the program to tiny bits. What follows are my quickly hacked modifications.

#### WHAT YOU WILL NEED

To make this modification, you will need a 27C256 (you can use the one already in your MGH if you have an eraser) and a suitable Eprom programmer. Thats it! Just burn the baby and off you go!

#### WHAT HAS BEEN DONE

= Version 1.3a - Oct 22, 1992 =

Simple modification, removed MD and SF headers. All 8 letters before the extension can now be used for the file name, excepting an A for the last of the 8 characters. An A character will make the unit think this is 1/2 of a game.

The extension was not modified, it must be .0 or blank.

NOTE: On Genesis

units, a .0 denotes a binary (MGH/MGD2) file, no extension is SMD format. On the MGH files, any two characters you like can follow the .0 in the extension.

= Version 1.3b - Jan 13, 1992 =

I decided to forget the Genesis side until I can get a good 68000 disassembler. Until then, I modified the SNES portion to be more to my liking by removing the extensions. All the same rules as before still apply, except you can now use any extension you like. This is impossible for the Genesis portion of the BIOS, since the Genesis can't recognize the difference between MGH and SMD format files without using the .0 extension (MGH), or no extension (SMD).

= Version 1.3c - Jan 13, 1992 =

Had time to play around with the SNES portion a bit more. Made a few changes as well as some discoveries. The 'SMART' save feature is now back! I finally figured out the problem, and the game will now enter the filename for you when you try to save your

SRAM. I know a number of people that will be happy about this fix. I've also eliminated the problem on the SNES with the 8th character. You can make it A or B and the file loads without asking for a NEXT disk. For partials, use the extension of .1 or .2 for the files. I only have one split file, Street Fighter II, and by naming the files STFIGHT2.1 and STFIGHT2.2 the game loads fine. I haven't been able to COPY a split file yet, so I don't really know what will happen. If it uses A and B, just rename the files to the above format after the backup is done. Due to this change, your file extension cannot start with a 1 or 2. Also, don't use 'S' as the first character of the file extension. The 'S' is reserved for SRAM files, and I modified the Bios so that a file with that extension will not even show up on the Run menu.

= Version 1.3d - Jan 15,1992 =  
More SNES modifications made. I removed the .2 extension files from the display under 'Run File'. This way, if you have both parts on 1 disk, you will only see and be able to load the first part (.1 extension) of the file. I also fixed the auto-load area, so if both parts are on the same disk, the MGH kicks into the second file without asking you for a NEXT disk. This is very useful on the new Boxer format files, which seem to only work for me is split in 2 parts. The 'Write IC to Disk' on large files is also fixed now. For some reason, the file entry area fills with weird characters, but just enter the filename you would like over this crap and hit OK. The files will now be split as .1 and .2 instead of the A and B, so you no longer have to rename them.

#### CONCLUDING NOTES

Well, that's about all for now. I don't see anything more I need to do for the SNES. I'm now ready to tackle the Genesis side, but need a good program that will disassemble the 68000 instruction code. I'm sure there are many of you out there that want this modification, but don't have an EPROM programmer. All I can say to you is; find a nice cheap one and buy it. I'm using an IBM 8-bit card attached to a ZIF socket that's made by Needhams's

---

Electronics.

It's a nice device, handles a lot of different chips, and is under \$200 at most stores. Once you get a programmer, you can start having fun by putting your own name in your computers BIOS or DOS, or maybe open up all your VCR's and play with any chips you find inside. It's endless fun for the whole family.

\*\*\* NEW RELEASE NOTE \*\*\*

= Version 1.4a - August 2, 1993 =

Simply put, this is the new BIOS for the new MGH units with 24Meg expansion.

It's functionality is basically the same as the previous versions. No new modifications were made.

Be sure to call our Home BBS  
"The SeWer LiNe BBS" 510-427-4374  
CONSOLE files, On Line Ordering for  
CONSOLES (MGH's) and you could EVEN WIN  
a FREE MGH! If you don't have a  
Eprom burner we will burn it for you! Call  
our BBS for free details!

The SeWer LiNe BBS  
510-427-4374

Please do not add to this read me or to this file.

Return to Utility Menu

Return to Main Menu

## 1.7 Game Gear to Front Far East (SWC) Code Convertor

\*\*This util came to me with NO dox!\*\*

--USAGE:--

GG = = SNES DATA/ADRESS = 00000000

^-> This is the Game Genie code that will be  
converted to the FFE code.

Return to Utility Menu

Return to Main Menu

---

## 1.8 Patcher: IPS and IPS2 Patcher by Aragorn/Vision

IPS PATCHER v1.3  
(9 August 1993)  
Amiga version  
Coding by ARaGoRN/ViSION

What??

~~~~~

This program will patch a file (most often a console game). It does this by reading a file in IPS or IPS2 format. You can also create an IPS(2) patchfile.

When you start the program a window will open with 3 gadgets in it:

PATCH GAME FILE

~~~~~

Use this to patch a game. You are asked to select 2 files. The first file is the game file which is to be patched, the second file is the patcher file.

CREATE PATCH FILE

~~~~~

Use this to create a patch file. You are asked to select 3 files: The first file is the original, not patched file, the second file is the patched game file and the third file is the patch file you want to create

QUIT

~~~~

Guess what? This quits the program...

Note: This program needs the reqtools.library! Make sure it is installed  
~~~~~ in your libs: directory.

Bugs!?

~~~~~

If you find one, please report it to me (Aragorn/Vision) at Terminal Zone, +31-73-130138

Credits to the deserving

~~~~~

IPS format was originally designed by DAX. He also wrote the first PC version. MCA/Elitendo wrote the first ATARI version. ARaGoRN/ViSION wrote the first Amiga version. The idea for the IPS2 format was by EMPiRE/Mystic, the implementation is done by ARaGoRN/ViSION.

Beta-testing of this version is done by EMPiRE/Mystic. Thanx dude!!

IPS File format

~~~~~

"PATCH" ;5 ascii bytes for id purpose.

---

Then, as often as needed:

```
$123456      ;3 binary bytes: 24 bit address calculated from start.  
$3456       ;2 binary bytes: number of bytes to copy/replace (range 1-FFFF)  
$AABBCCDDEE... ;these are the replacement bytes ($3456 bytes in total)
```

or

```
$123456      ;address as above  
$0000       ;size 0 is a special case: Block fill  
$3456       ;number of repeating bytes (range 1-FFFF)  
$AA        ;This byte is repeated $3456 times (RLE encoding)
```

And at the end of the file:

```
"EOF"       ;3 ascii bytes end-of-file.
```

#### IPS2 File format

~~~~~

Upto the "EOF" code it is the same as the original IPS format, but for the IPS2 format it is possible that there are 3 extra bytes AFTER the "EOF" code. These bytes are the size of the destination file. So this way we can shrink files! This extra size should only be included when the original file size is larger than the size of the output file. Because "older" IPS patchers will stop at the "EOF" code (or at least they should) this IPS2 format is fully backwards compatible to the IPS format.

History

~~~~~

v1.0:

-Original release.

v1.1:

-A little incompatibility between the PC and AMIGA version caused the file length of the patched file to be wrong. Somebody changed the patcher specs and the PC version did not write an end marker and the AMIGA version did expect one, so it gave an error and the last couple of bytes of the patch were not copied. Fixed now. (Thanx to Papillon for telling me about this problem)

v1.2:

-Fixed the filesize problem with patches created with this amiga version. Also changed the \*.IPS into #?.IPS

v1.21:

-Damn, I forgot to take out some debug code that would cause a guru when the patcher is started from wb... Fixed now.

v1.3:

-Rewrote the complete patch creator code, now it should work.

---

If it doesn't: LET ME KNOW! I can't fix bugs if nobody tells me about them!  
(Not just: "It doesn't work!", but give me some example where the patcher  
fucks up)

-Added IPS2 format (File shrinking)

-Added keyboard control.

```

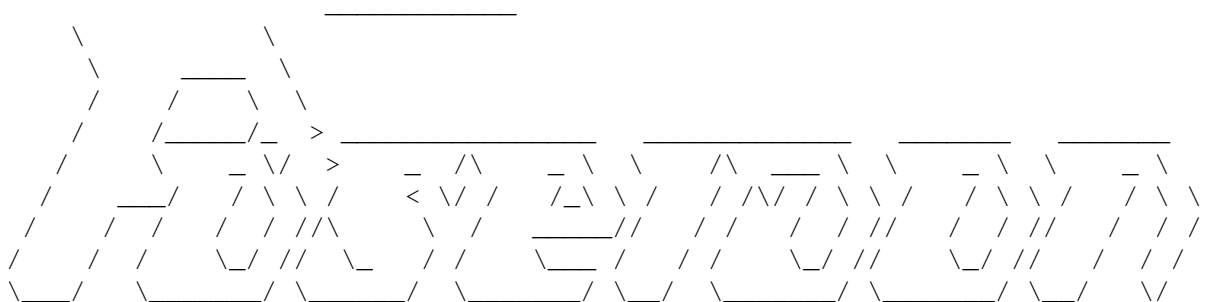
=====
      _/ . \ensuremath{\lnot}\_/ _\ensuremath{\lnot}\_/ \ensuremath{\lnot} \leftrightarrow
      }\_/ V \ensuremath{\lnot}\_/ \ensuremath{\lnot}\_/ .\ensuremath{\lnot}\_ \leftrightarrow
      \lnot}\_/ .\ensuremath{\lnot}\_/ /_
      \_ | \_ \_/\_ . \_ . \_ \_ | \_ | \_ V \ensuremath{\lnot} \leftrightarrow
      }\
      / | \_V \_ | \_ \_ \_ | \_ . \_ . \_
      \_ | \_ V \_ | \_ \_ \_ V \_ | \_ | \_ V \_
      .. . .:::A_____A_____A_____V_____A_____A|_____A|_____A_____A:~... . . .
      .....+9$^1$$^1$+:~... . _____ . .....:~
      \_ \ensuremath{\lnot}\_/ .\ensuremath{\lnot}\_/ .\ \leftrightarrow
      ensuremath{\lnot}\_/ _\ensuremath{\lnot}\_\
      zONE wARDEN: / \_/\_ | \_ | \_ \_/\_ sNES/gENESiS/gAMEGEAR
      aRAGORN/viSiON \_/ V \_ | \_ | \_V \_ gAMEBOY/sNES-cODiNG
      =====.V . V . V | V. V.=====
      .. .. .:::A_____A_____A|_____A_____A:~... .. ..
      .....:~
=====

```

Return to Utility Menu

Return to Main Menu

### 1.9 On Line Helper For SuperNES Coders



IF yOu aRe lOoKing FoR cOoL GuYs

OLH 1.0 doc

How does it work ?

-----

Very simple...just type the address of SNES PPU register as argument of OLH and you will get a description of usage of each bit for this register...

PPU Register are in range of \$2100 to \$2143

Why made this one ?

-----

Coz the "=C" command of Trash'em one is very usefull so... Also when i'm coding it's boring to already open the Nintendo doc then look for Register...Here, just swap CED window and type OLH to get info.

Why type only address as argument and not the name ?

-----

Coz the register's name can change but not the address...

Why only PPU register and not CPU ?

-----

Coz i need creds on USA BBS, So i will release two version. the version 1.1 will contain CPU register too.

Why make this little tool on Amiga and not ZX81 ?

-----

Huu ???

Do you like Pizza ?

-----

Sure !...Me too !

Time for Greet:

-----

But first thanks to: ONE-EYED PIRATE

To made the File Description...

Greet To All Poseidon's Members...

JMZ - NICK - FRED - BLACK LION - OPTIMUS - WONDERBOY - KOD

Also MAD (ex: Fusion, ex: AFL, ex: Impact)

PHILIPPO (hope you will release your game soon)

SNORGLUB of ESCAPE (Cool, the REAL SNES Gfx Converter)

DUTY of ESCAPE (What about Cool HP Tools ?)

INSIDER

---

Other Cool Belgian guys:

SPADS - POLARIS - PERCY - LITHIUM - BLIEP - VOODOO - ULI

World Wide cool guys:

All Members of CHRYSEIS, MYSTIC, AFL

FAHRENHEIT - SLAPSHOT - RAD - DON DOG - CAFFEINE - KOOL FALCO

OUTLAW - MAXIMILLIEN - MOFO - NIGHTSHADE - CHUCKY - SABINE

And all other i forgot...

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## 1.10 MGH Patcher by Sigma Seven

Mgh Patch V1.0 - Done in 1993 by Sigma Seven!

Why? - Simple - MGH Users can not use UnEven Files (w/Intros or Trainers)  
AND The ProFighter (Q) STILL cannot COPY unEven Files with  
The inbuilt Copy File Function.

How to use:

Simple (aswell)

MGHPATCH <FILENAME>

It'll then take a look at the FileSize and patch (expand) it to the next  
higher Size (next MBit) e.g. a 8.25 Mbit File will be patched to 9 Mbit.

It'll automatically detect Smc/Fig/Swc etc Files  
Same goes for MGH Files (no Header)

It'll work with MGH Copied GENESIS Files aswell. but NOT with SMD Files.  
I'll maybe include this in an Update sooner or later.

This Tool has been tested for a while by a Friend (who originally  
requested it (Slapshot - Thanks)).

I think this should be all - Stay Tuned (and hungry!)

Regards, Sigma Seven! of Premiere in 1993.

Return to Utility Menu

---



Return to Main Menu

## 1.11 STED: SNES Character Editor

```

      /\  /\  _  _  _  _/\      /\  _      /\
 / // // // \/ \/ U X \\\ \o\ \/ \\\ \/\ /
 / / \ \_o \ ( ( \    / \ \o \    /
 \_/_ /i_/_/_N\_ \\\ \_/_/_/\_/\_/\
      a Cyber Force subdivision
      `present ya'

```

Snes Tile Editor v1.3

(STED v1.3)

What's the purpose?

-----

Well, you can use it as a Char/Logo Editor, or make whole screens with it!

How to start it

-----

Just enter in the CLI or Shell:

```
STED <filename> <color mode>
```

Where <filename> is just put the name of the file you want your data to be put in, if the file exists the dc.b data will be put at the end of the file, or the program will make the file if it doesn't exist yet.

Where <color mode> is the amount of colors you want

```

Available are:   4
                 16
                 256

```

Example:

```
STED RAM:output 16
```

will put the output in Ram:output and make it in 16 color mode.

How to use it

-----

It's really simple, if you don't understand it you must have an IQ of less than 10 ..

The numbers on the screen are (depending on what color mode you are in) from 0-3, 0-15 or 0-255 each number stands for a color which you must have defined in your source code (with the help of the Black Widow

Color Mixer ofcourse).  
You can also give the tile a 'comment' so you don't have to remember  
what which tile was.  
That's it..

Wanted  
-----

Black Widow is still looking for:

C, E, 680x0, 80x86, SPC700 and 65816 programmers  
who want to program utils, assemblers, demo's, games  
etc. etc. for the SNES and possibly in the future  
on the gameboy too  
( can anybody supply me with a Gameboy programmers manual? )

Black Widow Hideout  
-----

You can contact Black Widow on the following BBS

FLiGHT 4o2 +3-110-461-4906

This Fabulous BBS is the Black Widow WHq, Snes Coding area available!

Greetz & Thanx  
-----

(in no specific order)

Vision, Starlight, Focus, Eclipse, RTS, Justice ...

& many, many more ...

And ofcourse Wizkid!

Weird things  
-----

- My brother just walked in..
- This was originally a peecee tool, but i had to start my  
peecee emulator every time i wanted to use it so i  
asked someone to make a amiga version of it..
- + What would happen if you put dynamite in somebody's butt and lit it?  
That would be cool, Eh-hehe Eh-hehehe
- = Shut up Butt-head
- Greetz to all of you!
- The Wind/BLW

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---



(Theme: Music)  
Park Place Prod. : 3-D Football  
(Theme: FootBall)  
Readysoft : Dragon's Lair  
(Theme: Action/Adventure)  
Software Toolworks : San Diego Zoo Presents... Animals  
(Theme: Education)  
Spectrum Holobyte : Star Trek, The Next Generation  
(Theme: Action)  
Trilobyte : 7th Guest II, The 11th Hour  
(Theme: Adventure, Mystery)

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## 1.15 Super Street Fighter II From Japan!

Japan recently had a ALPHA-stage TEST version of Super Street  
Fighter II ←

on display!!

This incredible new version features -4- new characters. There's DeeJay, who can be described as a fighting rapper who fights in martial arts, kick boxing, and even some break dancing. Cammy is a blonde-haired women wearing a beret and high-leg boots (possibly Guile's wife!?). Fai Lon is a Chinese martial artist, and finally T.Hawk, an American India that's bigger than Zangief but faster.

While there are 4 new fighters, the rest of the characters have been altered. Some moves have either been added or removed or changed. Guile will have his Sonic Boom delay hurried a bit, and holds his dead friend's dog tags up as a victory pose.

Ken's Dragon Punch now burns opponents as his fist flames up and chars them! Ryu's fireballs have gotten bigger and looks like a quater-moon when they hit. Balrog(Vega) has been given a bunch of new standard punch and kick moves. Zangief's spinning double lariat has been removed, but there are a couple more powerful moves, such as a German suplex and a mid-air grab and piledriver. Blanka finally looks more human (joy!), and Chun-Li's Spinning Bird Kick has been replaced by a fireball, which is accomplished alot like the Sonic Boom. Her new move involves her bending over (don't get too excited guys hehe) with her hands forward and butt way in the air. Finally, Dhalsim's Yoga Mummy is gone but his Yoga Fire makes opponents stand and burn.

Another interesting feature is that you can select up to 6 colours for EACH character.

Super Street Fighter ][ may be a great fighting game, but does it compare to MORTAL KOMBAT? I don't think so!!

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## 1.16 New Releases in September for SNES,Genesis,and Duo

### GAMES RELEASED IN SEPTEMBER OF 1993

-----NAME-----	-----SYSTEM-----	-GAME TYPE-	--MANUFACTURER--
Red Line F-1 Racer	Super NES	Racing	Absolute
Mortal Kombat	Super NES	Fighting	Acclaim
Battle Blaze	Super NES	Fighting	American Sammy
Football Fury	Super NES	Action	American Sammy
Super Widget	Super NES	Action	Atlus
Dashin' Desperadoes	Super NES	Action	Data East
Boxing Legends of the Ring	Super NES	Sports	Electrobrain
Seventh Saga	Super NES	RPG	Enix
Dig'n' Spike Volleyball	Super NES	Sports	Hudson Soft
Super Bomberman	Super NES	Action	Hudson Soft
Rocky Rodent	Super NES	Action	Irem
Operation: Logic Bomb	Super NES	Action	Jaleco
Tuff-E-Nuff	Super NES	Fighting	Jaleco
Utopia	Super NES	Action	Jaleco
Pacific Theatre..Operations	Super NES	Strategy	Koei
Zombies Ate My Neighbors	Super NES	Action	Konami
Hyper V-Ball	Super NES	Sports	Mc O'River
Battle Cars	Super NES	Racing	Namco
Yoshi's Safari	Super NES	Action	Nintendo
Dennis the Menace	Super NES	Action	Ocean
Troddlers	Super NES	Strategy	Seika
Tecmo Super Bowl	Super NES	Sports	Tecmo
Ren & Stimpy - Veediots!	Super NES	Action	THQ
Sports Ill. Foot/Base-ball	Super NES	Sports	THQ
Thomas the Tank Engine	Super NES	Education	THQ
Lamborghini American Chall.	Super NES	Racing	Titus
Mecarobot Golf	Super NES	Sports	Toho
Plok	Super NES	Action	Tradewest
Super Off-Road: The Baja	Super NES	Driving	Tradewest
Lock On	Super NES	Action	Vic Tokai
Cool Spot	Super NES	Action	Virgin
-----			
Rocky & Bullwinkle	Genesis	Action	Absolute
Mortal Kombat	Genesis	Fighting	Arena
Street Fighter 2 Champ Ed	Genesis	Fighting	Capcom
Haunting Starring Polterguy	Genesis	Action	Electronic Arts
NHL Hockey '94	Genesis	Sports	Electronic Arts
Super Baseball 2020	Genesis	Sports	Electronic Arts
SpiderMan & X-Men	Genesis	Action	Flying Edge
Simpsons: Barts Nightmare	Genesis	Action	Flying Edge
Pacific Theatre..Operations	Genesis	Strategy	Koei
Rocket Knight Adventures	Genesis	Action	Konami
Zombies Ate My Neighbors	Genesis	Action	Konami
Rolling Thunder ]I[	Genesis	Action	Namco
Splatterhouse ]I[	Genesis	Action	Namco
Puggsy	Genesis	Action	Psygnosis
Wiz'n'Liz	Genesis	Action	Sega
Dinosaurs For Hire	Genesis	Action	Sega
Shinobi ]I[	Genesis	Action	Sega
Tecmo Super Bowl	Genesis	Sports	Tecmo
Davis Cup Tennis	Genesis	Sports	Tengen
Race Drivin	Genesis	Racing	Tengen

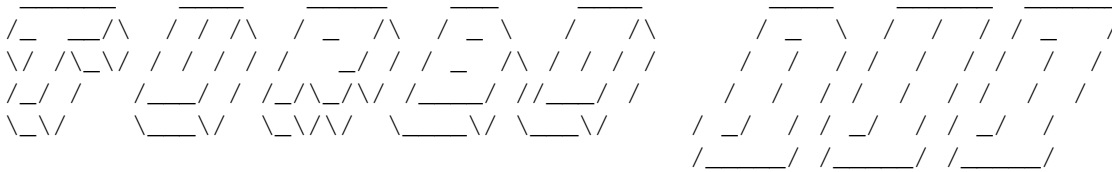
Thomas the Tank Engine	Genesis	Education	THQ
Strider Returns	Genesis	Action	US Gold
Mazin' Saga	Genesis	Action	Vic Tokai
Chuck Rock 2: Son of Chuck	Genesis	Action	Virgin
Populous 2: Wrath...Gods	Genesis	Strategy	Virgin
-----			
Monkey Island	Sega CD	Adventure	JVC
Instruments of Chaos	Sega CD	Action	Sega
Joe Montana Football	Sega CD	Sports	Sega
Chuck Rock 2: Son of Chuck	Sega CD	Action	Virgin
-----			
Dungeon Explorer II	Turbo Duo	Adventure	T.T.I.
John Madden Football	Turbo Duo	Sports	T.T.I.
Wizardry I & II	Turbo Duo	RPG	T.T.I.

T H E S E   A R E   I N   S T O R E S   \* N O W \* !

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### 1.17 Turbo Grafx-16 and Turbo Duo Information

\*\*\*\*\*



New Games & Game Information

New Products

MAIN MENU

\*\*\*\*\*

### 1.18 New Turbo Duo Games

	NAME OF GAME	MANUFACTURER	GAME TYPE
NONE	-	-	
NONE	C- O- M- I- N- G-	S- O- O- N-	
	-	-	

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## New Games &amp; Game Information

## New Products

## MAIN MENU

**1.22 Super NES Games**

## NEW SUPER NINTENDO GAMES &amp; GAME INFORMATION

```

-----NAME-----GAME TYPE----MEDIA----MANUFACTURER--
-----JAPANESE SUPER FAMICOM-----

Zoku: The Legend Of Bishin   Action   Cartridge   Magifact/Japan
Battle Master                Fighting Cartridge   Toshiba EMI/Japan
Armored Trooper Votoms      Mech     Cartridge   Takara/Japan
Super Game Of Life          Game(?)  Cartridge   Takara/Japan
Miracle Girls                Action   Cartridge   Takara/Japan

-----AMERICAN SUPER NINTENDO-----RELEASE DATE

Jungle Book                  Action   Cartridge   Virgin Games   APRIL' 94
The Incredible Hulk          Action   Cartridge   US Gold        December
Hammerin' Harry              Action   Cartridge   Irem           November
Inspector Gadget             Action   Cartridge   Hudson Soft    December
NBA JAM                      Sports   Cartridge   Acclaim        January

( CAN YOU WAIT APACHE?? )

Brawl Brothers ][           Action   Cartridge   Jaleco
Fist Of The North Star 7    Fighting Cartridge   Toei/Japan
FX Trax                      Driving  Super FX    Nintendo       December
Yoshi's Safari              Shooting S.Scope6    Nintendo       September
Battle Clash ][             Shooting Cartridge   Nintendo       November
Prehistorik Man             Action   Cartridge   Titus           1-Quat.' 94
Super Chase HQ              Driving  Cartridge   Taito           December
Mario's Time Machine        Education Cartridge   Mindscape      December
Beethoven's 2nd             Action   Cartridge   Hi-Tech Exp.   November
We're Back                  Action   Cartridge   Hi-Tech Exp.   November
Super BattleToads/D.D.     Action   Cartridge   Tradewest      November
Pitfall Harry               Action   Cartridge   Activision     April
The Flintstones             Action   Cartridge   Taito           March
Mario & Wario                 Puzzle   Cartridge   Nintendo       ' 94
Itchy & Scratchy             Action   Cartridge   Acclaim        February
Legend                       Action   Cartridge   Seika           November
Actraiser ][                Action   Cartridge   Enix            September
TMNT - Tournament Fighters Fighting Cartridge   Konami         December
Jurassic Park               Action   Cartridge   Ocean           October
Time Slip                   Action   Cartridge   Vic Tokai      October
Madden Football '94        Sports   Cartridge   ElectronicArt  November
Brett Hull Hockey          Sports   Cartridge   Accolade       October
BioMetal                    Shooter  Cartridge   Activision     November
Suzuka 8 Hours              Sports   Cartridge   Namco
Undercover Cops             Action   Cartridge   Irem
Wing Commander Secret Miss. Shooter  Cartridge   Mindscape

```



Lock On                                  Shooter      Cartridge    Vic Tokai

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### 1.23 Virtual Reality For The SuperNES!

Virtual Reality is the real word these days. Not only is it ←  
showing up  
in feature films, but it's also becoming the talk of the gaming world with  
the introduction of SEGA's Virtual Reality system (see CONSOLE NEWS ]I[).

At this year's Summer CES Show, VictorMaxx was showing off their Virtual Reality system. Although only in its prototype stages, the STUNT MASTER showed consumers just how the effect of Virtual Reality felt.

Basically, any Virtual Reality (VR) unit consists of a helmet that plugs into the I/O connector on the back of your Sega Genesis or, in this case, Super Nintendo. When you put the helmet on, you'll see a blank dot matrix screen, eliminating the need for a normal television. The helmet cannot be worn by people already wearing glasses (take 'em off!), as the helmet completely covers your face and head. Stereo sound is provided by the two speakers located near your ears.

The hardware seems pretty simple enuff, compared to what the helmet does. Simply plug in the cartridge and you're ready to roll. Naturally, the Stunt Master VR works best with first person games, such as driving, simulations, and the Castle Wolfenstein VR (coming soon). Move your head to the left or right and you get a 360\textdegree{} view of the action. The helmet tracks the ←  
action at  
around 1000 frames per second. Fluid animation on the AMIGA is usually accomplished with 30-40 frames per second. This is next to the real thing.

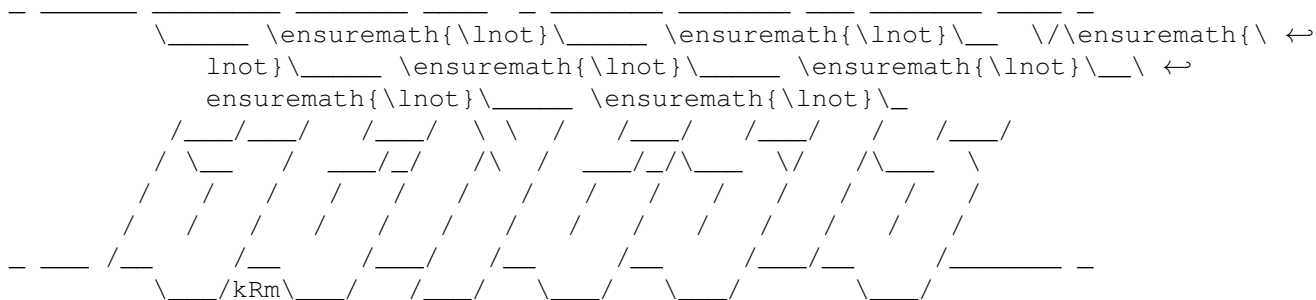
VictorMaxx is currently talking with Nintendo licensees about making games for the Sunt Master VR, but nothing has been promised yet. A labyrinth adventure game, a racing game, and a simulator are in the works from an un-named outside developer. The price for the games will be normal, around \$50-\$60 (or copied hehe). The Stunt Master VR, however, will cost from \$200 up to \$300. VictorMaxx is trying to lower the price to about \$250 or, better yet, \$200.

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### 1.24 Sega Genesis Information

\*\*\*\*\*



New Games & Game Information

New CD-ROM Games

New Products

MAIN MENU

### 1.25 New games for the Sega Genesis/MegaDrive and Sega-CD

NEW GENESIS GAMES & GAME INFORMATION

NAME	GAME TYPE	MEDIA	MANUFACTURER
JAPANESE MEGA DRIVE			
All CD Games ( Listed In 'NEW CD-ROM GAMES' )			
AMERICAN GENESIS			
Awesome Possum	Action	Cartridge	Tengen
Battletech	Action	Cartridge	Extreme
Gunship	Shooter	Cartridge	US Gold
Fido Dido	Action	Cartridge	Kaneko
Manzin Saga	Action	Cartridge	Vic Tokai

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### 1.26 Sega CD Games

NEW SEGA CD GAMES & GAME INFORMATION

NAME	GAME TYPE	MEDIA	MANUFACTURER
JAPANESE MEGA CD 1&2			
Bari-Arm	Shooter	CD-ROM	Human
Midnight Serenade	Act/Adv	CD-ROM	Sega/Japan
AMERICAN SEGA CD 1&2			

Lunar	RPG	CD-ROM	Working Designs
My Paint	Education	CD-ROM	Saddleback Graphics
Out of This World I & II	Action	CD-ROM	Virgin

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## 1.27 Sega Announces a 32-Bit System!

Sega's US President, Tom Kalinske, revealed that a new 32-bit ←  
game system  
has been in development for some time and that IF Sega wanted to, they could  
bring 32-bit technology out 'tomorrow.'

Kalinske eluded to the fact that the new machine would probably be named Saturn and that it will most likely be CD-based. Whether or not the Saturn would have a cartridge port was still being debated at Sega. Two prototypes were shown, one with a cartridge port, the other without.

He further pointed out that 32-bit technology is nothing new to Sega as their arcade division has been producing 32-bit machines for several years. In fact, at the Summer CES in Chicago, Sega gave the industry a sneak-peek at Daytona Racing. Officials stated at the time that this coin-op was running on their 5th generation of 32-bit hardware!

So why won't Sega introduce the Saturn? Price. Kalinske stated that he's not interested in bringing out a machine that costs \$500. Current 32-bit technology is expensive and Sega doesn't think the components will drop in price in 1993 or 1994.

Sega also wants to promote their CD format which was just introduced last year. They believe that through some of the new CD technology, namely CinePak, the performance of that format can continue to improve. Officials at Sega claim that CinePak will improve the full-screen, full-motion video which has been less than enthusiastically received to date. CinePak, supposedly, has the ability to increase the number of on-screen colours from 64 to 512. Sega plans to incorporate the technology into the next batch of CD titles.

Sources at Sega have indicated that the new 32-bit system will be partially downward compatible with older existing Sega-CD games. Whether there will be a way, or a need, to play the Genesis cartridges is still unknown

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## 1.28 Tips & Tricks for Games

T I P S A N D T R I C K S

SUPER NINTENDO TRICKS

Alien 3 Level Codes

Bubsy Level Codes

SEGA GENESIS TRICKS

<<<<<<<<<<<<<<<<<<<<<<<<<<<<

Mortal Kombat: BLOOD  
>>>>>>>>>>>>>>>>>>>>>>>>

Return to Main Menu

## 1.29 Alien ][ Level Codes

STAGE 2 : question

STAGE 3 : mastered

STAGE 4 : motorway

STAGE 5 : cabinets

STAGE 6 : squirrel

GAME END: overgame

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## 1.30 Bubsy Level Codes

THE CODES ARE \*NOT\* CASE SENSITIVE

Chapter 01: jsscts	Chapter 06: jmdkrk	Chapter 11: kmgrbs
Chapter 02: ckbghm	Chapter 07: stgrtn	Chapter 12: sljmbg
Chapter 03: sctwmn	Chapter 08: sbbshc	Chapter 13: tgrtvn
Chapter 04: mkbrLn	Chapter 09: dbkrrb	Chapter 14: ccLdsL
Chapter 05: LbLnrD	Chapter 10: msfcts	Chapter 15: btcLmb

Return to Tips&Tricks

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### 1.31 Mortal Kombat: ALL BLOOD AND FATALITIES

The GENESIS Version still has ALL the blood and guts of the Arcade ←  
!! Use  
this code to see how COOL SEGA is and how SHITTY Nintendo is!

When you see the screen come up that talks about the CODES OF HONOUR,  
do this with controller #1: A B A C A B B

If you do it right, the text should change to RED and you will hear  
SCORPION say "GET OVER HERE" like when he uses the spear to bring you  
closer. NOW, the BLOOD pours out! Fatality moves have been toned UP, with  
even MORE GORE!! See for yourself!!

SEGA RULES -- NINTENDO SUXX  
ONLY REASON I BOUGHT A GENESIS IS SO I COULD BUY MORTAL KOMBAT!!

Return to Tips&Tricks

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### 1.32 Where to find Caffeine (Author of Console News)

Do YOU want to appear or have an interview in CONSOLE NEWS?? ←  
Follow these  
easy steps....

-Log on to Psychosis, (410)-653-2845, NUP: FUCKER  
-Tell me(Caffeine) that you want to have an interview!  
-OR-  
-After being validated, upload YOUR text file to my hold directory!  
-OR-  
-I will be on /X-Net in a few weeks, look for my address (Net Address) and  
leave me mail thru there, if you call any /X-Net boards! It will take a  
bit longer!!!

I will usually get back to you in 3-4 days, no matter how u contact me.  
For an interview, of coz it will take longer. I will send you a list of  
questions that you can either REPLY to, or if you do not want to put a  
response, put NO COMMENT. These rules will be supplied with the questions.  
I don't want lamers in the scene wanting an interview just so they can  
say "CALL & SUPPORT MY BBS!!". I want people that have coded for the  
SWC/SNES, made demos, know what the SWC/SMD/MGH units can do and how they  
do it. And other 'nice' stuff.

If you are in a console group and want your AMIGA utilities spread, contact  
Caffeine. I hope to include some cool Amiga utils for the SWC, SMD, and  
MGH/MGH2 in future issues. I'll put the dox and a little advert for your  
bbs, or your group, in the next issue of CONSOLE NEWS.

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### 1.33 PRiVATE BBS Systems

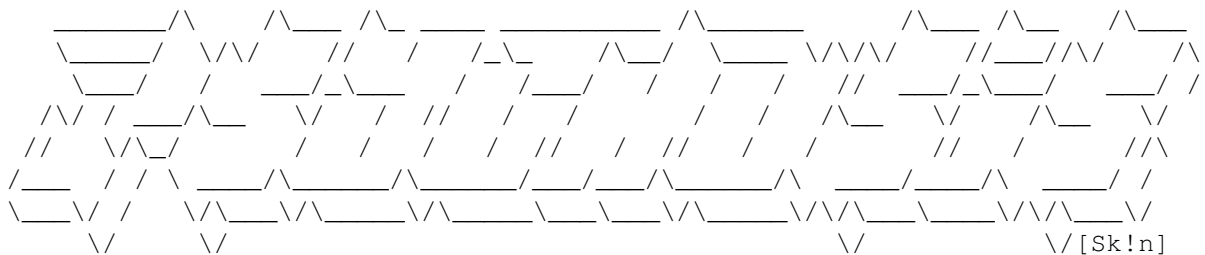
-- THESE BBS LiSTED ARE PRiVATE SYSTEMS --

Only private citizens who are not involved in government or law enforcement activities are authorized to use them. The users are not authorized to divulge any information gained from these systems to any government or law enforcement agency or employee, directly or indirectly. Attempt at illegal entry, hacking, or access other than by authorization is a violation of federal regulations and/or a violation of members' rights of privacy, assembly, free speech and other various lawful regulations.

- Psychosis
- Micro Machine
- Restaurant/MST WHQ
- Secret World/DC&S
- The Last Outpost/MST
- Flashback
- Obituary
- Trip To Nowhere
- Dynamix Group Add
- Violet Violence
- The Dark Kingdom
- MYSTiC GROUP ADD
- Return to Main Menu

### 1.34 Psychosis -- CALL & SUPPORT IT! Home of Console News

D- E- A- T- H- I-S- T- H- E- O- N- L- Y- T- H- R- I- ←  
L- L-



(410)-653-2845 \*\* 0 dAY wAREZ \*\* (410)-PRi-VATE  
<M-<Y-<S-<T-<I-<C- AMIGA & CONSOLE <U-<S-<H-<Q-

sYSOPs: cAFFEINE/mYSTIC \* aPACHE/mYSTIC \* aXE/mYSTIC
cO-SYS: gAZZER/dIGITAL \* pARANOiD/cHRYSEiS \* dOOM/dCS

aMiGA gENESiS sNES hANDHELDs
hOME oF cONSOLE nEWS \* 14400 dUAL \* 24o mEGZ
n E W u S E R p A S S W O R D : F U C K E R

Return to BBS Adds

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1.35 Secret World BBS Add

ASCII art for 'Secret World BBS Add' featuring 'dUAL cREW sHiNiNG gERMAN Hq' and 'BlooDY kiDS SiTe' with various symbols and lines.

Return to BBS Adds

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1.36 Obituary/TRSI US/HQ

Partial ASCII art for 'Obituary/TRSI US/HQ' at the bottom of the page.











```

|_____/
\.:+ MYSTIC WORLD HQ! +:./
NODE1: (616)363-0067 \.: A2000/68030/40MHZ :./ NODE2: (616)363-3783
[16.8k DUAL STANDARD] \.: AMIGA+IBM+CONSOLE :./ [14.4k V32BIS]
----- \.: -+- :./ -----
1,300 MeGaByTeS oF pOwEr! \.: CoOl RaTiOs! :./ 1,300 MeGaByTeS oF pOwEr!
\.: CoOl UsErS :./
SySoP: \.:.FrIeNdShIp.:./ Co-SysOps:
-NiGHTSHADE/MST- \.:.RuLeZ!.:./-FAHRENHEiT/MST- -SPECTRE-
\.:.:.:.:.:.:.:.:.:./. -PERCY/ZENiTH-
[No FoOd - JuSt HoT WaReZ!] \===== / -APPRENTICE/CHS- -MR HYDE/CHS-
[MST 1993] \===== / -CYBERPUNK/THC-
    
```

Return to BBS Adds

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### 1.43 Flashback/Hybrid SWE-HQ

```

-----
|
|              Voted as Europes 4:Th Fastest Board!
|=====|
|             ----->>>> F L a S H B a C K <<<<-----
|
|              3 NODE RINGDOWN ON:
|              >> +46-8-6279589 <<
|
|              Sysop: Cevin Key - CoSysops : Hurricane, Winger, Sigma Seven
|              Red Devil
|
|              * Let's Make The Dream A Reality *
|
|              Running On: aMiGa 3000 - All Nodes On : 16.800 Dual Standard
|=====|
|              Voted as Europes 4:Th Fastest Board!
|
|-----
    
```

Return to BBS Adds

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### 1.44 Dynamix Group Add

```

          _____  _____  _____  \  _____  /  \  \  _____  _____
         \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|
         \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|
         \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|
         \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|
         \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|
         \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|
         \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|   \|
         /BARD/_____|-----/_____|--|_____|---|_____|-|_____|
        /-----\
    
```

```

+=====+
Terminal Frost.....WHQ....+1-ELiTE <*> End of the World...MHQ....+1-ELiTE
Nuclear Assault....EHQ...+49-ELITE <*> Schizophrenia.....GHQ.+49308524353
Total Kaoz.....GHQ...+49-ELiTE <*> Ice Cream.....GHQ.+49305129263
The Mansion.....UKHQ...+44623825017 <*> SpAcE fOr ReNt - SpAcE fOr ReNt!
+=====+
|
|           NØ BUSiNESS... NØ BiG WØRDS... NØ NEED TØ LEAD
|           FUN & FRIENdSHiP iS THE WAY WE SUXxEd!
|
+=====+

```

If you are interested being part of a group based on Friendship!  
 Leave Mail to ANY Dynamix Member on the above BBS's

Return to BBS Adds

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### 1.45 MYSTIC GROUP ADD

```

          / \ _____ . ____
         /  | | _____ ! \ / _____ - /____) _/ . ____/
        \  | | | | _____ / ! / _____ . \ | _____ /
         \  | | | | _____ / _____ / | _____ | 1 _____ | \ _____ /
          \ / _____ \ / _____ \ / _____ \ / _____ \ /

```

- ^o^·M·Y·S·T·i·C·^o^- -  
 HeY SuCkeR CaLL dIz KeWL BoArDs, ToO !

```

-----
The ResTaUrAnT  ^- 4 NoDeS Whq! -$div$- +1-6163637027
ReD ocToBeR    ^- 3 NoDeS Ehq! ^- +31-104165552
LaST ouTpost   ^- 2 NoDeS Dhq! -$div$- +31-72157682
BoGuS ExCepT;oN ^- 3 NoDeS UShq ^- +1-2034378655
>> PSYCHOSIS << ^- 1 NoDe' UsHq ^- +1-4106532845
EuRoNoDe      ^- 8 NoDeS Ghq! ^- +49-7131963823
DiAbOLO       ^- 3 NoDeS Ghq! -$div$- +49-306218787
TrAdE ;n CeNtEr ^- 1 NoDeS Ghq! ^- +49-708260611
TrAdE ;n CeNtEr ^- 2 NoDeS IsDn ^- +49-7082921220
tHe Add;CT;oN  ^- 1 NoDe' Ghq! ^- +49-610231564
CrY;nG F;eLdS  ^- 1 NoDe' Ghq! -$div$- +49-406452525
An;mAlS        ^- 1 NoDe' Chhq ^- +41-53246782
MaMbA         ^- 1 NoDe' Phq! -$div$- +48-22367443
ChAnNeL-X     ^- 2 NoDeS DiSt -$div$- +31-229062244
- - - ^-----$div$-----^-----$div$-----^ - - - ^-----$div$-----^ - - -

```

Return to BBS Adds

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## 1.46 Console BackUp Units For Sale

I claim no responsibility for the prices or availability. When ↔ available, contact the people listed for complete lists of 'for-sale' items.

Ireland's 1st SPFQ Sale

2091 Trading

Psychosis Distribution

Return to Main Menu

## 1.47 Baseline 2091 Trading

\*\*\*\*\* ↔

>>> 2 . 0 . 9 . 1 T . R . A . D . I . N . G <<<  
 >> ONLY \* One \* Number To Remember <<  
 » [718] - 854 - 5877 «

\*\*\*\*\*

The Finest and Longest in Console Back-Up Units.  
 Why limit yourself to just one unit when you can make  
 the choice - Not the dealer.

---

Unit		Console
~~~~		~~~~~
Super Wild Cards	-	Super NES
Pro Fighter Qs	-	Super NES
Super Magic Drives	-	Sega Genesis
Multi Game Hunters	-	Super Nes & Sega Genesis
MGH Upgrades	-	MGH HI-ROM Unit
Gameboy Adapters	-	GAMEBOY (SWC/SMC)

AMIGA TRANSFER CABLES
 MALE to MALE PARALLEL CABLES.

MEMORY UPGRADES for SUPER WILD CARDS, PRO FIGHTER Qs and
 MULTI GAME HUNTERS

STANDARD FEATURES COMMON TO ALL UNITS:

- WARRANTY
 - POWER SUPPLY
 - QUALITY SERVICE
 - 16Megabits or More Memory
-

>> ONLY \* One \* Number To Remember <<
 » [718] - 854 - 5877 «
 >> No BEEPERS, voice mail or Bulletin Boards. <<

>> VOICE ONLY. <<

\*\*\*\*\*

>> Shipped WORLD WIDE! <<

BULK PURCHASE/DEALER/RESELLER ACCOUNTS AVAILABLE.

If You Are Intereseted In Importing for yourself, Then Be Sure To
Give Us a Ring, And You WILL get - FAST & RELIABLE Service!

Return to BackUp Adds

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1.48 Psychosis Distribution

.....\*\*\*\*\*-----> PSYCHOSIS DISTRIBUTION ←

<-----\*\*\*\*\*.....

Start Protecting Your SuperNES Software Investments Now!!

Super ProFighter Q: Simply the BEST BackUp Unit In The Industry!

^\_

- Backs Up Super Nintendo Games From Cartridge in '.FIG' format
- Loads & Plays Super Nintendo Games WITHOUT the Cartridge!
- Loads and Plays SWC, SMC, and FIG Files
- No Weekly ROM Upgrades like the Super WildCard
- Loads ALL SWC, SMC, and FIG format files.
- SuperFX Card & DSP Card Available
- 90 Day Warranty, Power Supply, and Manual included!
- Other Units With MORE Features Are Available!

\*\*\*\*\*
\* MODEM: (410)-653-2845 HANDLE: CUSTOMER PW: ORDER \*
\* USR MODEMS, SEGA GENESIS BACK UP UNITS AVAILABLE! \*
\*\*\*\*\*

Return to BackUp Adds

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1.49 Ireland's First Source of Super ProFighter Q!

The PRO FIGHTER Q is now available within the REPUBLIC OF IRELAND. This is the ULTIMATE SNES back up device. This device lets u BACK-UP your SNES CARTRIDGE directly to FLOPPY disc, and reloads IT back into THE SNES without using the same CARTRIDGE!!!! This is the FINEST and LATEST BACK UP device available.

PRO FIGHTER 'Q';

NEW FEATURES:

- \* PARALLEL PORT! [PC INTERFACE]
- \* FX Card AVAILABLE NOW! no vaporware
Only for the PRO FIGHTER "Q"
- \* DSP Card AVAILABLE NOW as well
- \* Real Time Save. Save/freeze games in progress at any time. Works on 85-90% of SNES Games.
- \* Goldfinger Password can be saved on disk for later retrieval.
- \* Independent Power Adapter. [No burn-outs like on the Wildcard]

OLD FEATURES:

- \* 3.5" High Density Disk Drive on the right side. (Built in).
- \* Cartridge slot no longer has capacitors sticking out.
Fits ALL JAP and US carts without any use of force.
- \* 9V Power Plug on the back
- \* Overall: very nice and clean design
- \* Unit contains 16mbits of ram [2mbytes]
- \* Expandable to 32mbits [4mbytes]
- \* 256K Static Battery Backup RAM onboard
- \* Built in GOLDEN FINGER [ACTION REPLAY/GAME GENIE]
- \* COPY GAME FILE option built in
- \* No longer requires a cartridge plugged in to play games.
- \* Optional DSP card for backing up MARIO KART and PILOT WINGS.
- \* Optional FX card for backing up STARFOX!
- \* FAST & HIGH ROMS (Old MAJICOMS \*CANNOT\* play HIGH ROM games like SUPER BOMBERMAN!
- \* Menus are totally redesigned.
- \* Exploding Windows / multi colors, no more dull blue screen!
- \* All standard SUPERCOM PRO options build in plus two new extra options: GOLDEN FINGER [enabled] AND REALTIME SAVE [enabled].
- \* 100% compatible with old Super Magicom / SuperCom Pro files.
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1.50 Mortal Kombat: Snes -vs- Genesis

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1.51 Mortal Kombat: Snes & Genesis & Arcade Moves

The Real Thing: Arcade

^^ Courtesy of Lei Wang at U. Waterloo ^^

Blood?: The SuperNES

Yeah! Gore: Genesis

For Your Information...

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1.52 Just In Case You Were Wondering...

FAVOURITE CHARACTER

~~~~~

Caffeine: Scorpion (or SubZero)

Apache: Raiden or Cage (I think?)

FAVOURITE PART OF THE GAME

~~~~~

Caffeine: When you're on the concrete outside, you uppercut the guy as a finishing move, and they fall down into the spikes. Or when SubZero rips your head off.

Apache: Dunno!! (Maybe when I beat you, John? Ya like that part???)
heheheh)

Although he's tried, Apache has only beaten me ONCE in MK. I don't think he was using Raiden, tho. I usually KICK HIS ASS (isn't that right m8?? heheheh).

John --> You should have NEVER taught me Scorpion's Spear move. Hehe. I use it too much!

To the rest of you: While I was in Canada, I got in 1st place in some arcade in NIAGRA FALLS. The highest I got was to the mirror match, then i ran out of change.

\*\*MY HINTS\*\*

Just jump-kick the guys. If that doesn't work, try leg-sweeping them. Finally, keep doing the roundhouse kick EVERY time computer/friend advances towards you. Those are basically the only moves I do (or know hehe)

Return to Mortal Kombat Menu

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1.53 The Arcade Moves To Mortal Kombat

--Typed By Caffeine/MST--

Liu Kang

~~~~~

Orange Fireball : Forward Forward HighPunch  
 Flying Thrust Kick : Forward Forward HighKick  
 Fatality : 360 Rotation Towards Enemy  
 Fatality Description : Scissor Kick and Uppercut Combo

-----  
 Johnny Cage

~~~~~

Green Fireball : Backward Forward LowPunch
 Shadow Kick : Backward Forward LowKick
 Splits : Block & LowKick Together
 Fatality : Forward Forward Forward HighPunch
 Fatality Description : Rips head off of opponent

 Kano

~~~~~

Head Smash : HighPunch WHEN CLOSE  
 Roll : Hold Block, 360 Rotation Towards Enemy.  
           Release Block To Attack  
 Knife Throw : Block & Backward Forward  
 Fatality : Down DownForward Forward LowPunch  
 Fatality Description : Tear Heart From Chest

-----  
 Sonya Blade

~~~~~

Force Wave : LowPunch Backward LowPunch
 Flying Air Punch : Forward Backward HighPunch
 Leg Grab : LowPunch & LowKick & Block Together
 Fatality : Forward Forward Backward Backward Block
 Fatality Description : Kiss of Death - Burns Enemy

 Subzero

~~~~~

Ice Blast : Down DownForward Forward LowPunch  
 Slide : DownBackward Block & LowPunch & LowKick Together  
 Fatality : Forward Down Forward HighPunch  
 Fatality Description : Rip off Head and Spine

-----  
 Raiden

~~~~~

Lightning : Down DownForward Forward LowPunch
 Teleport : Down and Up quickly
 Torpedo : Backward Backward Forward
 Fatality : Forward Forward Backward Backward HighPunch
 Fatality Description : Lightning Strike To Head (Explode Head)

 Scorpion

~~~~~

Spear and Cord : Backward Backward LowPunch  
 Teleport Punch : Down DownBackward Backward HighPunch  
 Fatality : Hold Block Up Up  
 Fatality Description : Breathe Fire At Opponent  
 -----

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## 1.54 Where's the Blood? Mortal Kombat For The SuperNES

I don't have any lists handy, sorry!!

### Finishing Moves

~"~"~"~"~"~"~"~"~

| SUPERNES FINISHING MOVE               | ARCADE FINISHING MOVE          |
|---------------------------------------|--------------------------------|
| *****                                 | *****                          |
| SubZero - Freeze opponent             | - Rip head off                 |
| Sonya - Kiss of Death (burn opponent) | - Burning Kiss of Death        |
| Kano - Heart Punch                    | - Tear heart out               |
| Rayden - Electricute Opponent         | - Explode head                 |
| Liu Kang - Crotch-grab                | - ScissorKick & Uppercut Combo |
| Scorpion - Burn opponent              | - Breathe Fire                 |
| Cage - Kick-to-midsection             | - Rip head off                 |

Tell me this isn't lame!! No blood, unless you use the fix (supplied with this release of Console News). No fatalities, not the way they were supposed to be anyway. This game SUCKS. My opinion: go out and buy a SEGA just to play MORTAL KOMBAT on. That's what I did!!

Return to Mortal Kombat Menu

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## 1.55 Mortal Kombat For The MegaDrive/Genesis

LOOK IN THE TIPS AND TRICKS AREA TO SEE THE BEST BLOOD CODE FOR ←  
 THE SEGA!!

### Basic Moves

-----

Low/High Punch- A  
 Low Kick- B  
 High Kick/Throw- C  
 Blcok- START  
 Leg Sweep- Back + B  
 Roundhouse- Back + C  
 Wimpy Kick- Down + B or Down + C (for some people)

Uppercut- Down + A

Johnny Cage

-----

Grey (?) Bolt- Back + Forward + A

Shadow (?) Kick- Back + Forward + B

Nut Punch- Down + C

Elbow- Close + A

Fatality- Forward + Forward + Forward + A  
Punches Head Off

Kano

----

Knife- Hold Block + Back + Forward

Body Spin- 3/4 Circle Starting at the Forward position and going Away from  
opponent

Head Butt- Close + A

Fatality- Back + Back/Down + Down + Down/Forward + Forward + A  
Rips Heart Out (VERY HARD TO DO)

Rayden

-----

Flying Body- Back + Back + Forward

Teleport- Down + Down + Up

Lightning- Down + Down/Forward + Forward + A

Elbow- Close + A

Fatality- Get Close, Forward + Back + Back + Back + A  
Blows up Head.

Lui Kang

-----

Red Bolt- Forward + Forward + A

Flying Kick- Forward + Forward + C

Elbow- Close + A

Fatality- 3/4 Circle going away from opponent  
Cart Wheel + SUPER Uppercut

Scorpin

-----

Harpoon- Back + Back + A

Teleport Punch- Down + Down/Away + Away + A

Back Fist- Close + A

Fatality- Get 3 Body Lengths Away, Hold Block + Up + Up or  
Jump Up and while in air press Up + Up  
Takes off Mask and Burns victim

Sub-Zero

-----

Ice- Down + Down/Forward + Forward + A

Slide- Back + A + B + C

Back Fist- Close + A

Fatality- Forward + Down + Forward + A  
Rips Head/Spine Off

Sonya

-----

Red Rings- Back + A (keep doing it)

---

Flying Punch- Forward + Back + A  
Leg Flip Thingy- Down + A + B  
Palm Up Your Nose- Close + A  
Fatality- Forward + Forward + Back + Back + Block  
Kiss Of Death

Return to Mortal Kombat Menu

Return to Main Menu

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