

# RETRO

ISSUE 2

LIVE



VIDEO GAME

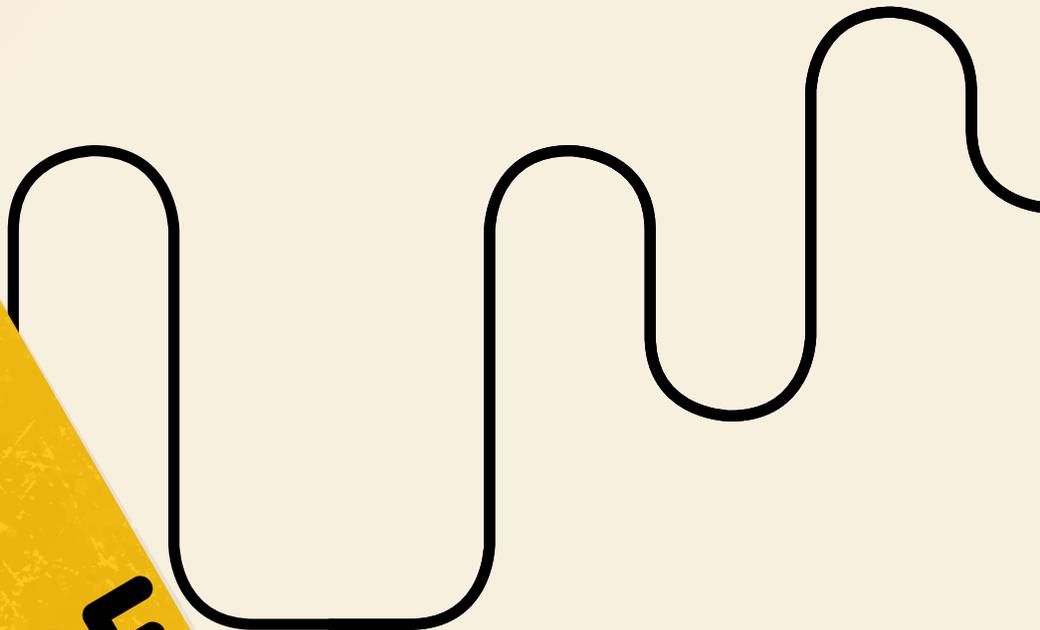
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## SYSTEM OF THE CENTURY

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[1970-1999]

YOU VOTED!



**WELCOME**

## **WELCOME TO OUR SECOND ISSUE OF RETRO LIVE.**

What's the best gaming system of the last century?

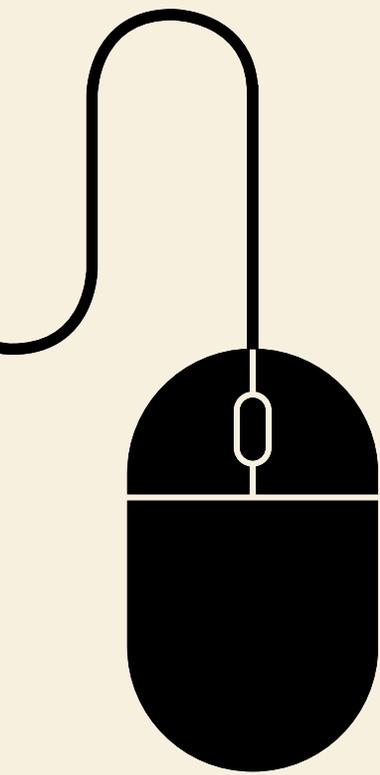
That's the question we asked readers and we had a massive response. People from all over Australia and internationally voted and the results are in this issue. We chose to limit choices to pre 2000 as we really wanted to focus on retro consoles - retro? Yes it's been 17 years since the turn of the century and the threat of the Y2K bug ... that didn't actually do much at all.

Seventeen years!

Time flies as they say. But the fact remains, gamers had some great systems to play with in those times. Some were brilliant and some not so good. Some are still in demand today and others you can't seem to

Published by

 **Gamertraders**  
United in play



give away. But what were the best systems of those decades? We count them down from page 6.

Also in this issue we asked some of our expert friends their thoughts ... it's interesting to see the differences between what they chose and what you, the reader voted on.

We also take a look at flight sims, Project Wingman and we give away some flying time courtesy of Jet Flight Simulators!

It's a big month in Retro Live!

**Rob Jenkins**

Publisher & Editor in chief

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## THE LIVE TEAM

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# NOSTALGIA RUSH

We love retro here at Retro Live, the rush of nostalgia is sometimes overwhelming. For some of us it's a song or a sound or a smell that triggers nostalgia, once thought to be a disorder but today it's considered a battle against anxiety and depression. So nostalgia is good - thinking back to a time of joy and happiness is good for the soul. Sure, some memories are not so good... like those times we had to use dial-up and Netscape to get online. But there was good stuff in those days, shows like Friends and Seinfeld were on TV.

Chuck Norris was keeping the law in Walker Texas Ranger, Star Trek Voyager and its' crew were stranded 75,000 light years from home and if they had only called on the Stargate team, they may have found a way to make the jump home quicker...

Music was hit and miss too. There was Vanilla Ice rapping and Right Said Fred were too sexy for anything. Big Arnie was big in movies with True Lies, Total Recall, Terminator 2 and End of Days to name just a few - he also convinced GM in the U.S to make a road version of the Hummer!

In gaming you could have played a Neo Geo AES, a Sega Master System II, SNES, Amstrad or Amiga or Atari computers along

with an IBM clone. Speaking of Atari, they released the Jaguar and it didn't do well in sales, unlike the N64 or PS1. Sega, once the powerhouse hardware manufacturer released their last ever console - the Dreamcast in 1999 and then focused on software. A sad day for fans like me.

Tamagotchis peaked in the late 90s (yes they're back!), Beanie Babies were popular as were G-Shock Watches from Casio and the iPod was still a few years away so we listened to Nirvana, Green Day and Bowie on our Sony Discman - the successor to the popular tape based Walkman.

The 80s too had moments with the Rubiks Cube - frustrating damn thing it was, Gremlins and Jelly shoes and if you wanted to have some gaming fun, you could sit down at the arcade and play Pacman so long as you had a bunch of coins to keep playing. The Swatch Watch was big and cool and affordable and Chevy Chase took his family on Vacation. He probably listened to Bon Jovi, The Police, Madonna or Michael Jackson singing Beat it!

## In This Issue:

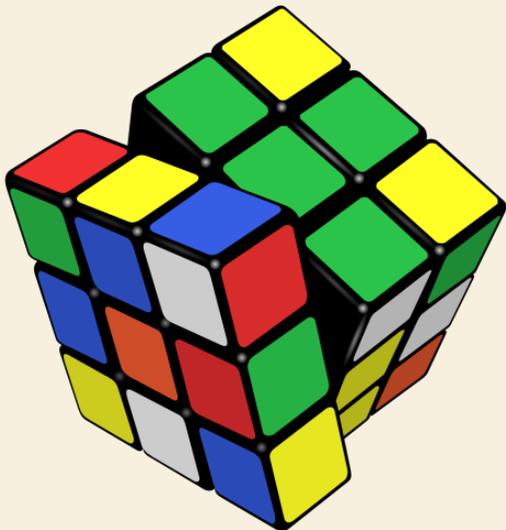
We asked you to vote for the **System of the Century** - results on page 6.



Flight sims were a big part gaming, particularly on PC so we asked you what you loved playing and we took a look at some favourite of our own. Speaking of sims, seems one particular developer hasn't lost his love for flying games and chatted to us about Project Wingman...

The experts gave us their top ten lists too - some great systems in there... oh the joy of those gaming days and nights!

There's a bunch more to explore, we hope you have fun!



# SYSTEM OF THE CENTURY

## YOU VOTED!

**V**ideo games have been part of our lives since the 1970s. While there were massive computers able to play simple games in the 50s and 60s, using vector displays, it wasn't until Magnavox released the Odyssey in 1972, a system that could be connected to your TV set, that we had true home console gaming. Things really kicked off when Atari's Pong was released on the Odyssey 100 and Atari's own home console.

On the computer side we had Spacewar! in 1961, but you needed a mainframe to run it.

With the first consoles for homes released, things then moved pretty quickly with Fairchild releasing the VES in '76 and Atari the 2600. The 2600 became the most popular second generation console. In 1980, Atari had a conversion of Space Invaders released on their 2600 system and families

rushed out to buy systems just so they could play the highly addictive game at home.

The 80s came and initially the outlook for gaming was bright. A number of companies had systems for the home and the number of games to play was growing. Then the video game crash of 1983 happened. Too many low quality games like E.T flooded the market and gamers voted with their pockets and sales slowed with many companies going bankrupt.

Then Nintendo released their Famicom in Japan with better graphics but they were worried how it would be received in the U.S after the crash so they released it as the Nintendo Entertainment System. It was the start of things picking up again for the video game industry. Sega released their Master System and while no where near as popular as the NES, it did well in the U.S and European markets. It was now the

## [PRE 2000]

mid 80s and computer systems from Commodore, Atari, Texas Instruments and the ZX Spectrum from Sinclair were starting to appeal to a different type of customer. One that didn't mind a bit of fiddling with loading cassettes or typing in code.

Tandy also were in the computing business with their TRS-80 Color. Commodore released the VIC-20 in 1980 and sold 1 million units by the end of 1982. Then came the Commodore 64, a brilliant and much loved system that cost almost \$600 U.S on release but dominated the low end market in computer sales. In fact it sold around 2 million units per year in the time from 1983 to 1988 and was considered by some major developers as the best choice to develop for due to its' massive sales.

The mid 80s saw the release of some major computer systems that were a favourite among gamers. The Commodore Ami-



ga 500, the Atari ST, the Amstrad PC 1512 and Microsoft released MS-DOS 3.2 for the IBM PC. Looking back at it all you can see the revolution in progress. Better graphics, sound, controllers and games with more detail and story lines. Many being released on multiple disks.

The late 80s saw advances in consoles like the Gameboy in 1989, Sega's Game Gear, the SNES from Nintendo and in the early 90s we see the CD become part of gaming with the CD-ROM format. Sega release their Sega CD as an add on to their Genesis but it's expensive as an add on to a system you've already paid for. The 3DO makes it's debut in 1993 with systems using this format manufactured by Sanyo, Goldstar and Panasonic. It went on to be Time Magazine's Product of the Year in 1993 but didn't sell in the same numbers as competitors like the SNES or, later in the mid 90s, the Sega Saturn and the giants of the mid 90s, the Nintendo 64 and Sony Playstation.

Those two systems one from long term video game console manufacture, Nintendo and the other from new comer, Sony changed the console market. Sega struggled after many years of being the main competitor to Nintendo, it was now Sony vs Nintendo. The first Playstation went on to sell

a whopping 104 million units world wide (according to VG Charts) and the N64 32 million.

The PC too, was a serious system for gamers, VGA and Super VGA graphics along with sound cards saw DOS claim around 65% of the computer game market by 1990 whilst the Amiga and Apple systems that showed so much promise shrunk to become minor players. For many gamers it was id Software's Doom that changed everything. It seemed that everyone was running out to buy a 486 that would run the first level demo of Doom. That was 1993 and gaming changing. Sure adults had been kicking their kids off the Nintendo to play Mario but now adults had a choice of game systems that were pushing serious graphics around, providing a more realistic and adult gaming experience with sims such as race games and flight games that got niche markets forming clubs and online communities. There were still a few misses like the Apple Pippin which sold only 42,000 units and was shut down by Steve Jobs when he returned to Apple in 1997.

Late in the 90s Sega released its' last ever console - the Dreamcast, a system that Sega fans hoped would see the once might console maker take it's place with the now big names of Sony and Nintendo. Sadly, due to lower then expected

sales, Sega withdrew from the console market and focused only becoming a 3rd-party publisher. Only just over 9 million Dreamcast were sold.

Those amazing years from the 70s to the end of 1990s have so much gaming history to explore. We've only just scratched the surface in this short piece, but that time frame has given us games and gaming systems that we can look back on and see the beginnings of what we have today as gamers. The amazing graphics of a top spec PC and even the current consoles would astound the developers from the 80s. Technology marches on like time.

However when we look back to those early times, a few systems stand out as favourites. Systems that you and we here at Live Magazine, loved. They may give you a rush of nostalgia when thinking about those times you sat and played a favourite game. Unwrapped a brand new PC game in a big box and spent hours reading the manual and novellas that some came with. Those are times that we, as gamers, cherish. We at Gametraders and Live Magazine wanted to celebrate those gaming times by asking you to vote for your favourite system prior to 2000. Let's count down the top 5 that you chose as your gaming System of the Century.

# 5



# NINTENDO GAME BOY

First released in 1989, it became a massive success beating rivals Sega (Game Gear) and Atari's Lynx and NEC's TurboExpress. It sold over 1 million in the first few weeks of release in the U.S alone and overall sold over 118 million units (including Game Boy Color). Launch titles like Tetris and Super Mario Land saw it be the preferred hand held system of its' time. The Game Boy also had the distinction of having a much higher female user base which Nintendo announced in

the mid 90s plus a better battery life and was loved by gamers of all ages. Originally it featured a monochrome screen that was replaced in 1998 by the Game Boy Color.

## VARIANTS:

- 1989 - Game Boy
- 1994 - Super Game Boy
- 1996 - Game Boy Pocket
- 1998 - Game Boy colour
- 1998 Game Boy Light



# SEGA MEGA DRIVE (AKA SEGA GENESIS)

First released in 1988 in Japan and the U.S market in 1989, the Sega Mega Drive was a cartridge and, later on, CD based game console. It was Sega's third console and it dominated sales in in the U.S outselling the SNES by double during the 1991 season (source Wikipedia).

The success was due to some clever decisions by the new CEO of Sega of America, Tom Kalinske. The decision to release Sonic the Hedgehog as the bundled game with the console saw sales rocket and Sonic called one of the greatest video games you could buy at the time. Also Sega had released the console in Japan earlier then other markets and so had a good library of games available at launch in the U.S, Australia and Europe.

Sega was considered "cooler" in the U.S by male gamers then the competing Nintendo system and this enhanced with release



of games like Mortal Kom-  
bat with the ability to play the  
more gory version by entering the  
“Blood Code” - the SNES  
however released a censored  
version of the game and Sega’s  
“cool factor” increased in their  
target market and in the gaming  
media. Sega also released the  
Sega CD (Mega CD) and a 32-  
bit add on called the Sega 32X  
which increased the power of  
the system to compete with the  
more powerful 32-bit console  
from Sony - the Playstation.

The Mega Drive was eventually  
replace with the Saturn.



3.

**SNES (SUPER  
NINTENDO  
ENTERTAINMENT  
SYSTEM)**



First released in Japan in 1990 and then the North American market in 1991, the SNES a massive success globally for Nintendo and was a follow up to their wildly popular NES. The system's Mode 7 graphics allowed programmers to develop games with a 3D look - games like Pilotwings showed off these abilities as did F-Zero. Special chips were included in game cartridges to give more performance rendering polygons and advanced 2D graphical effects.

Games at launch were Super Mario World and F-Zero and Super Mario went on to sell over 20 million. The SNES sold over 49 million consoles and is considered a classic by gamers world wide.

### **VARIANTS:**

1990 - Super Famicom

1991 - Super NES

1998 - Super Famicom Jr.



# 2

# PLAYSTATION

The first playstation from Sony almost didn't happen. Originally the system was a joint project between Sony and Nintendo where Sony was developing a CD-ROM for Nintendo's Super Famicom - something Sony revealed at the 1991 Consumer Electronics Show. The story goes that a day after the announcement, Nintendo decided to instead go with Phillips due to both Sony and Nintendo unable to agree on a revenue split. Sony was not happy and President Norio Ohga appointed Ken Kutaragi as the head of the PlayStation project. Still the project had another hurdle to overcome at a board meeting. The meeting held in June of 92 had Kutaragi remind the board



and the CEO of the humiliation that Nintendo had inflated on them and the decision was made to go ahead with the project. 3D polygon graphics were chosen as the console's focus (source Wikipedia) after Sony saw the success Sega had with Virtua Fighter... Tekken for example was a brilliant alternative. Sony worked hard on creating what some called, the "machine of the future" (Steven

Pool in his book Trigger Happy) and released it in 1994 in Japan and 1995 in the U.S, Australia and Europe. It was the first console to sell over 100 million saw classic games released including, Tekken, Ridge Racer, Grand Turismo, WipeOut, Tomb Raider and Colin McRae Rally among many others. For many gamers, it was their first console, it opened a world of 3D gaming with fast smooth graphics and excellent 3rd party support thanks to Sony's approach of dealing with developers providing them with a range of

programming libraries and a well run tech support team to help developers get the head around the hardware. It may have even inspired Microsoft to create their first gaming console - the Xbox.

The PlayStation in all its variants sold over 104 million units.

### **VARIANTS:**

1994 - PlayStation

1996 - PlayStation (5000 series)

1997 - PlayStation White

1998 - PlayStation (7000 series)

1999 - PlayStation (9000 series)

(In 2000 Sony released the PSone but this system comes after our cutoff time).



# SYSTEM OF THE CENTURY: NINTENDO 64!

Codenamed “Project Reality” it was launched in 1996, named by Time Magazine as “Machine of the Year) and launched with 3 absolutely brilliant games - Super Mario 64, Pilotwings 64 and Saikyo Habu Shogi (Japan only).

While competing with the PlayStation and Saturn it had, unlike its competition, a 64-bit processing unit based on the MIPS processor architecture owned by Silicon Graphics. This meant it was better at displaying polygon 3D graphics and it's cartridge system meant fast loading times but higher manufacturing costs. The N64 was promoted as the first 64-bit gaming system even though the Atari Jaguar claimed this title - however some questioned this as the Jaguar executed a 32-bit instruction set but sent control signals to the 64-bit processor (source Wikipedia).

At the launch of the system, many praised its face paced graphics thanks to the 64-bit



processors, the lightning fast cartridges compared to the slower CD-ROMs of Sony and Sega and it's sharp detailed graphics. It outsold Sony and Sega during it's first few months but in Japan it didn't sell as well as the PlayStation or the Saturn.

Gametradere stores regularly report high demand for the system and particularly the Pikachu Edition that featured a striking blue and yellow version with a Pikachu on the system.

Some of the best video games you can play came out on the N64 including:

Pilotwings 64 (a favourite at the Live offices)

Conker's Bad Fur Day

Mario Party

Pokemon Snap

Star Wars: Rogue Squadron

Mario Tennis

F-Zero X

Golden Eye 007 (brilliant multi-player)

Perfect Dark

**NINTENDO<sup>64</sup>**





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# RETRO TOP

## EXPERT PICKS!

We've all seen top 10 lists in magazines, on YouTube and in podcasts. These are all subjective, and everybody will have a different opinion based on what they know. I decided to take the matter further, and rather than subject you to my personal top 10 I thought I would turn to those who were in the gaming industry as these now retro systems were current.

Hewson Consultants were the developers of many games during the 8-bit and 16bit eras, both in their original incarnation and later on as 21st Century Entertainment. Hewson and 21st Century were responsible for Uridium, Exolon, Nebulus (Castellian or Tower Toppler on the NES and Gameboy) and the almighty Pinball Dreams and Pinball Fantasies.

After nearly a couple of decades out of the limelight Hewson are back with a new title called Hyper

Sentinel. This fast paced shoot em up was a recent success story on Kickstarter, and details can be found on their website:

[www.hewsonconsultants.com](http://www.hewsonconsultants.com)

The phoenix-like re-emergence of Hewson Consultants was bought about by founder Andrew Hewson and his son Rob Hewson. Rob has been involved in the video game industry ever since he was a child, playing the games published by his father's company. As an adult, he has become a successful coder in his own right, working on many high profile titles such as the Lego series.

Both of them took the time to share their choice of top 10 gaming systems with Gametraders Retro Live.

**So I present to you the system choices from 2 veterans of the gaming industry...**

# 10 SYSTEMS

## ANDREW HEWSON'S TOP 10 GAMING SYSTEMS:

### 1. ZX SPECTRUM

Home of Hewson's first big hits like Nightflite, Avalon and Dragontorc.



## 2. COMMODORE 64

Our most successful title ever, Uridium, launched on C64. Then there was Paradroid and of course Nebulus!



## 3. ZX81

The machine which launched our destiny as a proper games company.

# 4. ZX80

Where it all began for me.



# 5. AMIGA

Home to the biggest hits game of my career, Pinball Fantasies.

## 6. AMSTRAD CPC

Very successful format for Hewson.



## 7. AMIGA CD32

Marvin's Marvelous Adventure and Pinball Fantasies again.

# 8. ATARI ST

Another successful 16-bit platform for Hewson.



# 9. ATARI JAGUAR

It wasn't to be, but we had fun porting Pinball to it

# 10. BBC MICRO

Very successful format for Hewson.





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range of discounted pre-owned and retro gaming!

# ROB HEWSON'S TOP 10 GAMING SYSTEMS:

## 1. C64

The machine I grew up with as a child.



## 2. AMIGA

Playing Pinball Dreams for the first time.



## 3. MEGA DRIVE

Sonic the Hedgehog, Streets of Rage, my gaming coming-of-age.

## 4. N64

Mario 64, Mario Kart 64, Goldeneye and Zelda: OOT, I was a huge N64 fan boy!



## 5. XBOX

Showing friends there was more to life than PS2.

6. **Wii**

Viva La Revolution!



7. **GAME BOY**

Tetris, Tetris, Tetris!

# 8. ATARI LYNX

California Games!



# 9. Wii U

Nintendo Land was simply awesome.

# 10. GAME MATE

An obscure handheld nobody else seems to have heard of, but somehow we ended up with two of them at home!



WRITTEN BY  
PAUL MONOPOLI

# A MEETING w

## INTERVIEW WITH CHARLES MARTINET

*The wonderful people at Oz Comic Con granted me an interview with unarguably the most iconic video game character ever, Mario himself.*

*I walked into the foyer of the hotel, and was immediately greeted by the Oz Comic Con media representatives who asked me to take a seat. I gently settled onto the plush seats and placed my equipment on the clear glass table in front of me. To my right was a tall man with silver hair seated at a table, eating brunch with a companion. I recognised Charles Martinet on sight, as the amount of research I did before the interview allowed me to familiarise myself with him.*

*One of the media representatives rushed me upstairs, where I sat down to arrange my equipment. There was no power point for my MacBook, but that's OK. This interview would only be 10 minutes. I settled the computer on a chair, but there was no space for the microphone. I stood up and took another chair in the corner of the room, and placed it next to the first one. I positioned both chairs so that they were facing each oth-*

*er, and put the computer on one, and the microphone on the other.*

*As I turned around I saw the gentleman from the before walking towards me with his dining companion. Standing up, Charles Martinet was much taller than I imagined he would be. He greeted me and extended his hand. I took it, and as this hand completely covered my own I said that it was a pleasure to meet him. Charles smiled back, said 'let's a-go. Woo hoo!' We sat down and commenced the interview:*

**Oz Comic Con is back in Adelaide this first weekend in April, and some of the finest celebrity guests you will ever want to meet will be there. If you're a gamer, it really doesn't get much better than this. It's a-him, the voice of Mario, Charles Martinet. Thanks for joining me Charles, and welcome to Adelaide.**

Charles: You betcha. Hello Super Paul, hello to all my friends in Australia. Its a-me, Mario. Woo hoo! You're number one! Yahoo!

**Now, can we go over the characters you play in the Mario series, we've got Mario...**

Charles: Sure, it's a-me, Mario, and Luigi too, Luigi number one, ho ho go, oh, I had my own year you know, ho ho, and Wario, have a rotten day, yah ho, \*blows rasp-

berry\*, oh wait a minute, I forgot! Mummy said say something nice, oh yeah \*blows raspberry\*, there, ha ha ha ha! And Waluigi! Everybody cheating with me! Hee hee! And Baby Luigi, and Baby Mario. Let's a-go, yahoo!

**That's phenomenal, I have to say. Do you have to do much warming up before a voice over gig, to contort your voice around all of those different characters, or is it just natural?**

Charles: The characters are always alive in me, and it's such a joyful, wonderful experience to do these characters. I never get tired of it. They're always ready to bubble out of me as it were. And it's the most amazing thing. I have a wonderful life, and it's what I wish for everybody. Do what you absolutely love to do in life. Explore your passions, your joys, your fun, you know, and you'll see that life is kinda like a video game and you know, you choose your character, and you go through your days, and your days go through adventures, and you know, eventually you've created this whole character's history, and that character is you. You're the hero, so I encourage everybody to do what you love to do. And I'm the luckiest guy in the world. I get to play, and have fun and the phone rings and it's like, come and play in our sandbox. I get to work with wonderful people and then I get to do things like coming to Oz Comic

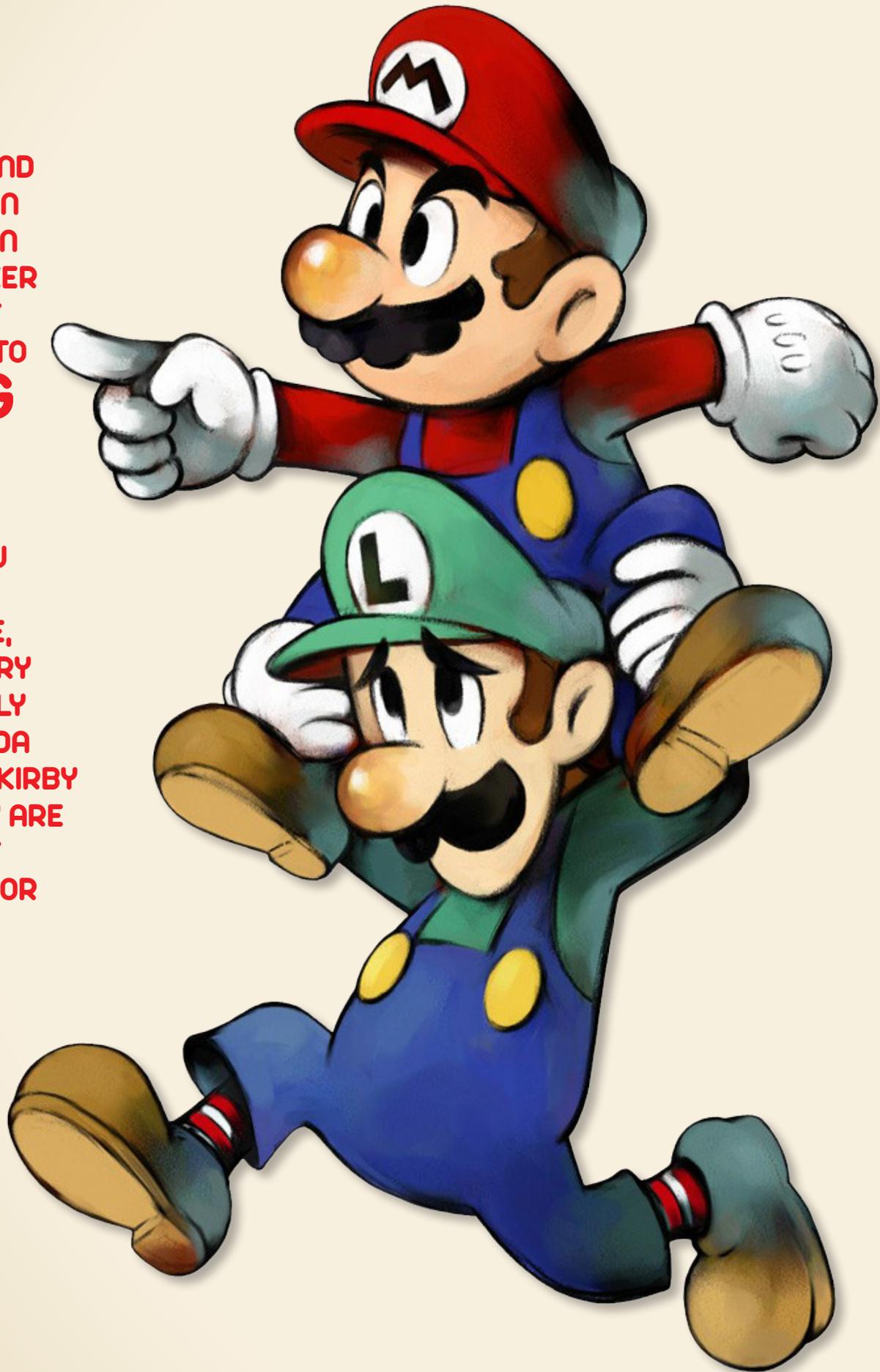
WITH

MARIO



“...IT’S THOUSANDS  
AND THOUSANDS AND  
THOUSANDS OF MAN  
HOURS, AND WOMAN  
HOURS AND ENGINEER  
HOURS AND ARTIST  
HOURS THAT GO INTO  
**CREATING  
A VIDEO  
GAME,**

SO THAT WHEN YOU  
PLAY IT, IT’S A LIFE  
GIVING EXPERIENCE,  
WHICH I THINK EVERY  
MARIO GAME REALLY  
IS, AND EVERY ZELDA  
GAME, AND EVERY KIRBY  
GAME IS, AND THEY ARE  
BORN OUT OF THAT  
PASSION AND JOY FOR  
VIDEO GAMES, AND  
OPTIMISM AND  
HAPPINESS.”



Con, meeting the most marvellous Mario fans here in Australia. Really fantastic, and Adelaide, what a gorgeous city. Really wonderful.

**It is. Now the Nintendo Switch has just been released, the new Mario game is on the way. Every Nintendo console's had at least one Mario title. How instrumental do you think he is in the success of Nintendo as a company?**

Charles: Oh gosh, you know, I always think that success has to do with everybody working together. There's a most magnificent culture of love of the game at Nintendo. You can see it. I say this often, you walk into the office, and you walk by everybody's desk in their office and you can see their joy, their passion, their love. It's alive and they surround themselves with their favourite characters and their favourite scenarios. So it's that joy and that fun that translates into the games, that give it the longevity, that give it the joy, and also, you know, that passion for creating games is what makes the fun just explode in the game.

**So how do you feel that Mario, as a character, contributes to video games being accepted in mainstream media, because they are more accepted than they were, even ten years ago.**

Charles: Yeah, I think it's great. To me it's an honour and a joy to do a character that I love. The character, any actor will tell you, has to be real in you, and so for me the joy, the enthusiasm, the happiness, the sense of adventure,

and fun and playfulness has to be alive, so that's a great thing. And I think we look at our world and it's easy to get negative in perspective if you just read the news, and you just watch all the nightmare that's going on. But people are really great. People are really wonderful and good. And for me, I hitched my star to this wonderful character of optimism and joy. So I don't know about for culture and things, but I know that for me, I've had this sense of absolute joy to do something that I love and this character that I love.

**So, today people like yourself and Mr Miyamoto are basically considered to be rock stars.**

Charles: Hahaha!

**But for years people never got to see the people behind the games. So do you feel, knowing who played a part in creating the game has helped video games achieve the mainstream success that they're seeing today?**

Charles: Well, you know I'm such a small piece of that puzzle. Making a video game is like making a movie, except it has to be in 3D, and it has to be interactive and if you turn left or right or go up or down or backwards or forwards, you have to have that real world there, so it's thousands and thousands and thousands of man hours, and woman hours and engineer hours and artist hours that go into creating a video game, so that when you play it, it's a life giving experience, which I think every Mario game really is, and every Zelda

game, and every Kirby game is, and they are born out of that passion and joy for video games, and optimism and happiness. So it all works together, but my part is so small. I think of myself as the dog on the surfboard, you know, you ride out on the wave and just sit there and, 'oh look, it's a star fish, oh look, there I go'. So for me I'm such a small part of it. The people that really make it happen are the folks at Nintendo, and the on the other side the people that really make it happen are the wonderful fans who enjoy what we do. It's because of those wonderful fans that I get to do more of what I do, and I get to come to Oz Comic Con and meet these wonderful fans, and sign autographs and take pictures with people, so it's thanks to the fans.

**You've also worked outside of the Mario games, quite considerably, though that is what you're best known for. You've done movies with some big names, including Robin Williams, Keanu Reeves and Julianne Moore. Who are some of your favourite people to have worked with over the years?**

Charles: You know, I have enjoyed absolutely every job I've ever done. The phone rings and I'm like, 'Yipee', I get to go play. It's my experience that if you come to the show here we have marvellous celebrities here, and they're the nicest people. Just folks like you and me and they just enjoy their lives and enjoy interacting with fans. Another great thing is, come dressed up! The cosplayers just make it so much more fun. The whole thing is fun,

but you see someone dressed... There was a guy dressed as a character from Skyrim in Perth, and I looked at him and I did the Paarthurnax, I said 'what brings you to the throat of the world'. And, oh my goodness, the detail you see in a Princess Peach, you see a Daisy, you see a Mario. These people really work hard. You see characters like Rosalina coming in, and it's just remarkable what they do. Just remarkable.

**When you auditioned for Mario you chose not to mimic the existing characters from the cartoon series, so why did you go for a higher voice?**

Charles: I had never heard of Mario, I had never heard of Nintendo. A friend of mine called and said 'you should crash this audition'. I said 'I'm a professional actor, I would never crash an audition. Where do I go?' and I had no idea why, I never did it before or after, and I went and caught the guys as they were walking out with the camera and I said 'oh, can I read for this? And literally, if I hadn't found the parking space and jogged over there I never would have heard of Mario in my life maybe. I don't know, but said 'can I read for this?' and they said 'sure, come in, alright, alright, alright. You're an Italian plumber from Brooklyn. You're a video game character. We're going to do a real time animation system, so we have no idea what he's supposed to sound like, we have no idea if the animation sys-

tem's going to work or not, and if it doesn't work you're still going to have to talk to people all day, so make up a voice, make up a video game, and when you run out of things to say that's your audition. So I thought to myself 'Italian plumber from Brooklyn', "Ey, get outta my face, I'm workin' here!" Or "Ey, whaddya want from me?" and I thought 'don't do a character like that, because if you're going to talk to people all day I want it to be somebody who's joyful and fun and alive and optimistic and happy, so I'm thinking I played Gremio in Taming of the Shrew a few years earlier, a nice Italian guy who 'talka lika dis, ah', and I thought, well I could do something like that but younger but I know absolutely nothing about video games. Nothing, I played Pong, you know 'ding, dong' and 'wukka, wukka, wukka, wukka' and that was about it. And I thought, well, I'll just make up things about food, and I heard 'action!' and I said 'Hello, it's a-me, Mario. Let's make a pizza pie together.' I just started making up this game of, we would make something, I would chase you with it, then you would eat it, then you would have to make something and chase me with it, and then I would have to eat it and then I thought for sure that after 30 seconds they would go 'OK, thankyou', but he didn't, so I just kept going and going and going and going, and I was having such a fun time, I loved the character, I loved the bouncy bouncy, fun, fun, fun aspect of the character. And I'm having fun ex-

ploring spaghetti meatballs, and going down the mountain in a lasagna pan, until I finally heard 'STOP TALKING! Cut, there's no more tape! Thankyou, we'll be in touch.' So I'd gone for 30 minutes because I was having so much fun. So, that's the origin for the voice of Mario. It's the fun and joyful, unbridled, and without censorship, without looking with that third eye, going 'is that what he wants?' The acting, it's really like a dog chasing a ball or a stick on the beach. Like life itself, you do what you love to do, you're not looking to see 'oh, are people liking what I'm doing? Wait, am I doing it the right way? For the dog, am I wagging my tail right? Do I run straight? Maybe I should go slowly. They don't do that, they just go for it. That's what I wish for everybody, go for it. Follow your heart, go for your dream. You are the hero of your adventure, so make your destiny one filled with fun. When you do what you love to do, you touch people, you can't help it. When you express the love you have for your family, for yourself, for your friends, for your world, you can't help but have it touch people, so it's what I wish for everybody. Be your hero.

**Very inspirational. Well, thanks for your timer Charles. It's been an absolute pleasure speaking to the voice of Mario.**

Charles: Thanks Paul, and thank you very much for playing my games. You number one! Woo hoo!

# CLICK HERE TO LISTEN TO MARIO'S SPECIAL MESSAGE TO OUR GAMETRADERS FANS!



Retro Editor : Paul Monopoli

The voice of Mario ... Charles Martinet!

*After the interview Charles made a point of asking me to have a picture with him. I was a little stunned. Why would the voice of Mario want a picture with me? He beckoned me to stand next to him, but before I did I thought I would take advantage of this opportunity, and gave my phone to the media person. I wanted to have my own memento of the meeting. Charles happily obliged, and we had several shots taken together.*

*There was one question I didn't have time for, so as I was stuffing my laptop in its bag I quickly asked him about writing for the animated feature of Anastasia, the non Disney version. Charles brushed it off, citing it as being just a thing that he did. He thanked me for the chat, asked me to bring some games for him to sign over the weekend and we parted ways. As I walked down the stairs of the hotel I felt grateful for the short amount of time I had with him. I have done many interviews over the years, and I have to say that even though he is the voice of the legendary Super Mario, Charles Martinet is also one of the most positive human beings I have ever had the privilege of having a discussion with.*



**INTERVIEWED BY PAUL MONOPOLI**  
AT OZ COMIC CON ADELAIDE

**Retro Editor Paul Monopoli grabbed his mic and hit the road catching up with some of the stars from the world of anime!**

Firstly there's Paul's interview with Japanese actress Masako Nozawa, best known for her role as the voice of Goku in the popular anime series Dragon Ball!

Full interview here:

[www.dropbox.com/s/6yppye4df436e2w/Masako%20Nozawa%20Final.mp3?dl=0](http://www.dropbox.com/s/6yppye4df436e2w/Masako%20Nozawa%20Final.mp3?dl=0)

Plus an interview with Vic Mignogna, who's known for his prolific amount of voice acting including Broly in Dragon Ball Z films... take a listen here:

[www.dropbox.com/s/d4zyi90peyf5b5p/Vic%20Mignogna%20FINAL.mp3?dl=0](http://www.dropbox.com/s/d4zyi90peyf5b5p/Vic%20Mignogna%20FINAL.mp3?dl=0)

# FLIGHT SIMULATORS GAMES

## FLIGHT SIMS: SPECIAL REPORT

When *Top Gun* came out in 1986, it seemed everyone wanted to be a pilot, or as Tom Cruise said “a naval aviator.”

Those opening scenes and the dog fighting scenes got the blood pumping and is said to have resulted in an increase of 20,000 uniformed personal compared to the previous year... a 500% increase according to some commentators.

They've gone underground, away from the spotlight occupied by the more popular genres of gaming. But there was a time when flight sim games were on the covers of the mainstream gaming media. Games like *Falcon 3* and *4*, *IL-2 Sturmovik* and *Comanche 4* among dozens of others. These games pushed hardware thanks to the coding skills of those creating them. They were made with a passion for accuracy (at least some were) and the game press lapped them up. Flight sims were exciting game releases. Flight gamers on their Amiga, Atari, Amstrad and PC would have their game station set up with analogue joysticks, big speakers for accurate sound and the right lighting so as not to cast glare on your screen. Let's take a trip back in the Gametraders time machine (pat pend) and see where it all started...

“Once you have tasted flight,  
you will forever walk the  
earth with your eyes turned  
skyward, for there you have  
been, and there you will  
always long to return.

- Leonardo da Vinci

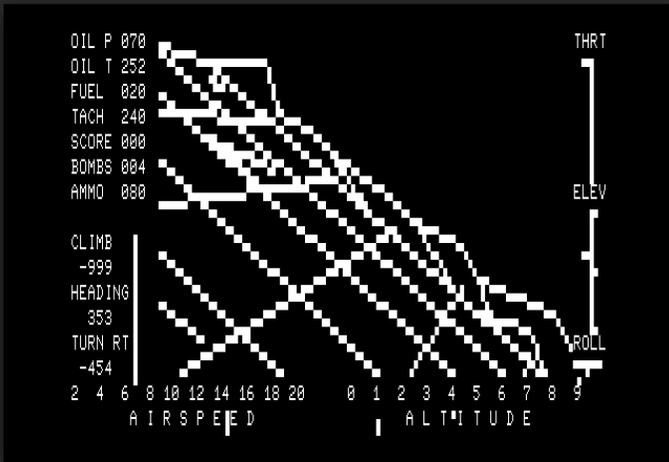


# FLIGHT SIMULATOR - 1979/1980: APPLE II AND TANDY TRS-80

Before we start I'd like to share my first experience with computer gaming and flight sims. I'd purchased a Tandy TRS-80 for my computer course I was doing, and part of this course needed me to learn BASIC. Of course games were also an exciting part of owning a computer, in fact I was probably the only person in my circle who had a computer (you had no friends - Art Director). I can remember one day being at a game shop and browsing the Tandy shelves and seeing a game called Flight Simulator by subLOGIC. The artwork looked pretty amazing for back then so I laid down my hard earned cash and raced home to play. If my memory is right, the game came on cassette tape and you would put the cassette into the tape reader and watch the two blinking stars on your monitor - that signified the game was loading. If the stars stopped blinking for a while you knew things had frozen up and a quick reboot was needed. The game loaded and I was presented with this screen:



You can see the Youtube clip where this came from here:  
<https://youtu.be/xmkYVSbodw4>



### Flight Simulator History Website - Bruce Artwick

mujweb.cz - 640 x 440 - Search by image  
 353 TURN RT 454 24 12 14 16 18 20 A IRS PEE D

[Visit page](#)
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#### Related images:



I don't have my TRS-80 anymore so I did a quick Google search for the game and did a screen shot of the results (above) to show you what I ended up playing. Today it looks like a mess of zig-zag lines and a bunch of text, but back then it was a brilliant bit of coding. The TRS-80 had only 16k of memory and very limited graphics - 128 by 48 resolution, so to get anything resembling a flight game and including the physics was miraculous! It worked... sort of. It was difficult to lay as I could use only the keyboard and the graphics were often confusing, only sometimes when it all lined up did it look like you were flying over an air-field. Still, it was a start. The Apple

II version was better looking and featured basic gages on the bottom of your screen to assist with flying, but the scenery graphics were still extremely basic.

The next generation of the game on the Commodore 64, Atari 800 and IBM PC were better.



# SKYCHASE - AMIGA 500 ALSO ON ATARI AND DOS



**SKYCHASE**  
the final test .....

.... airborne combat for every simulation fan. Modeled after USAF training competitions, take your pick from a dazzling array of the world's leading fighters in this thrilling one or two player simulation. With user-definable features, there is an endless series of possibilities to SkyChase as you battle against your adversary. You can find out what might really happen when the speed of MIG-31 Foxhound meets the agility of an F-16 Falcon - with you at the controls of either!

**Features:**

- 7 frontline jets to choose from
- Great sound effects
- User definable fuel, ammunition, G-Forces, playing area and more
- One or two player options
- 5 skill levels
- SkyChase poster and T-Shirt offer

**image works**

In 1988 this simple yet addictive flight combat game came out on the Amiga 500 and I was instantly hooked. SkyChase was a 2 player game where you both played on the same screen in a small box. The graphics were very simple with a flat green landscape with a grid playing area and wireframe jets. You could pick from a series of jets including FA 18, F16 and even a paper plane ... which was the fastest jet to play. The game play was fast with most games lasting a minute or less. You start off with a flyby of each other, then you'd both turn hard to see who could line the other up and shoot them down with their canon or some weird missile that looked like a soccer ball... weird? It was simple but addictive and a fun short blast on a rainy afternoon.

# WINGS - 1990 : AMIGA

ALSO PORTED TO GAME BOY ADVANCE, CALLED WINGS ADVANCE.



Set in the time of WW1, Wings had the look and feel of an early silent movie with cut screens helping with the storyline. Most of the flying saw you sitting in your cockpit while the scenery changed as you flew. The graphics were good for the time and after each mission a score board would show how things were progressing in the war. Other missions saw you flying from a more isometric view as you flew along blasting the enemy. The game has good reviews from the press and is still ranked as one of the best Amiga games to be released. In 2014 a Wings! Remastered edition has been released for Windows, Mac and Android.

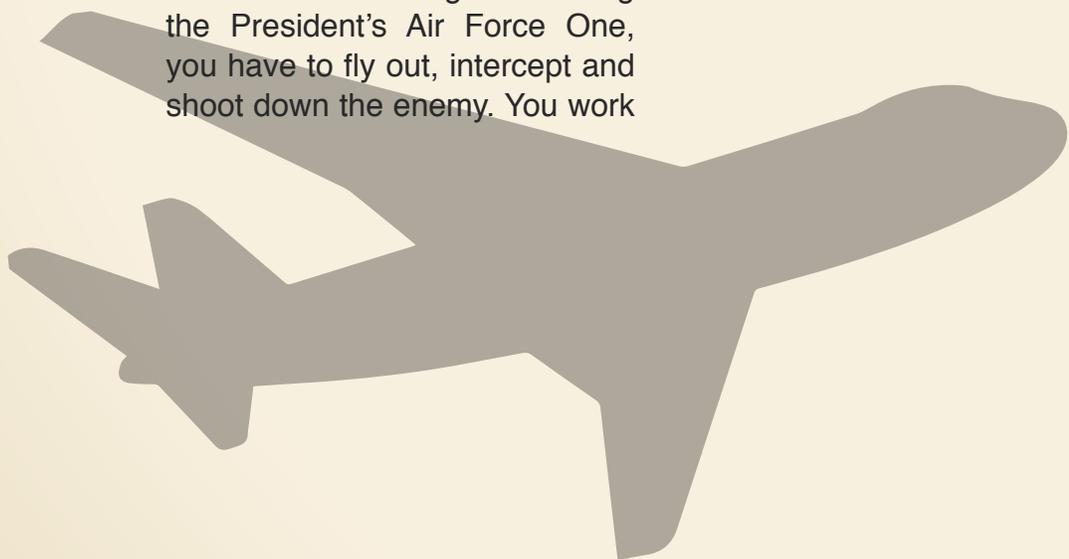
# F/A - 18 INTERCEPTOR

## AMIGA 500

Released in 1988 the game is based on the F/A-18 Hornet and the first time you fly near the Golden Gate Bridge in San Francisco you're hooked! The game was designed by Bob Dinnerman who also wrote the arcade game ( I also loved ) Discs of Iron. The game had a great sense of speed and the sound enhanced your immersion into the game. There are six missions to complete including a visual confirmation mission - where an unidentified aircraft has been spotted and is heading toward San Francisco, your mission is to fly out and identify the craft, but not to attack unless you are fired upon first. Next up there's a hostile Mig threatening the President's Air Force One, you have to fly out, intercept and shoot down the enemy. You work

your way through the missions but the last mission is tricky and a touch controversial. Many gamers thought (me included) that it was impossible to sink the enemy carrier sub and complete the mission, but Dinnerman states (from Wikipedia) : hat it is possible, but that the carrier does not actually blow up if it is deemed destroyed. It is generally accepted that the mission objectives are incorrect, and that it is only necessary to destroy the patrolling enemy aircraft to complete the mission.[]

The game is considered a classic as is my next choice...



# FALCON 4 - PC - 1998

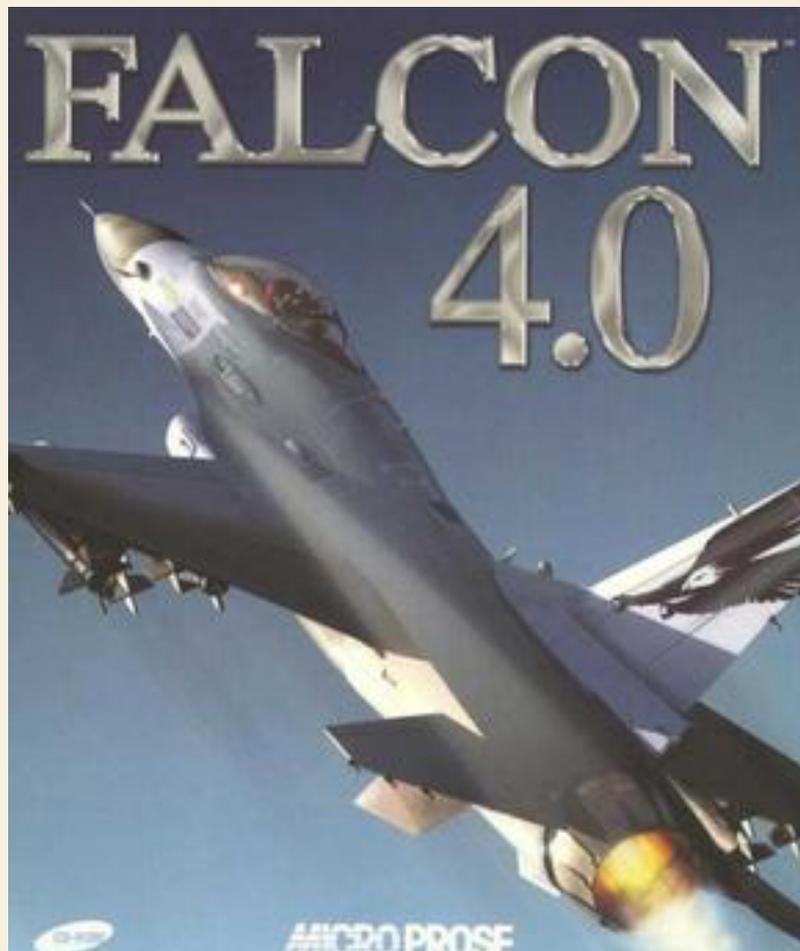
The Falcon series of games started with F-16 Fighting Falcon in 1984 and was released on the Macintosh. Atari and Amiga ports were also released but it was Falcon 3 (to me) when things got interesting. Then came along Falcon 4 and the brilliant graphics engine and realistic simulation of the F-16 Fighting Falcon set in the Korean Peninsular made the game something special. It was developed by MicroProse and is set in the early 90s with the North Koreans invading South Korea (anyone read the news lately?) ... anyway, the U.S supports South Korean and you play the role of a pilot for the U.S. The game plays out based on what you do in your missions and is based on actual combat operations. There are 30 plus training scenarios so that you get the hang of your F-16 and then, once you know your way around the jet, you take part in the conflict. There is a mode where you can simply fight dog-fights and no continuous game involvement or you can create smaller missions called tactical engagements. Falcon 4 was updated with the Falcon 4 Allied Force release in 2005 featuring better graphics and bug fixes.

My experience with Falcon started on the Amiga where a couple of us would hook up our computers by cable and dogfight. It wasn't always successful, the hook ups sometimes didn't work and you had to retry a few times but when it did work it was fun. On the PC the graphics got better but the game was complex... after all you're flying a jet! But what I loved was the huge manual that you'd take to bed and read (you

took your manual to bed? Geek.... Art Director). I'd sit there in bed reading up on dog fighting, thrust, vectors and so on and it really added to that feeling of emersion that sadly isn't as prevalent in today's gaming.

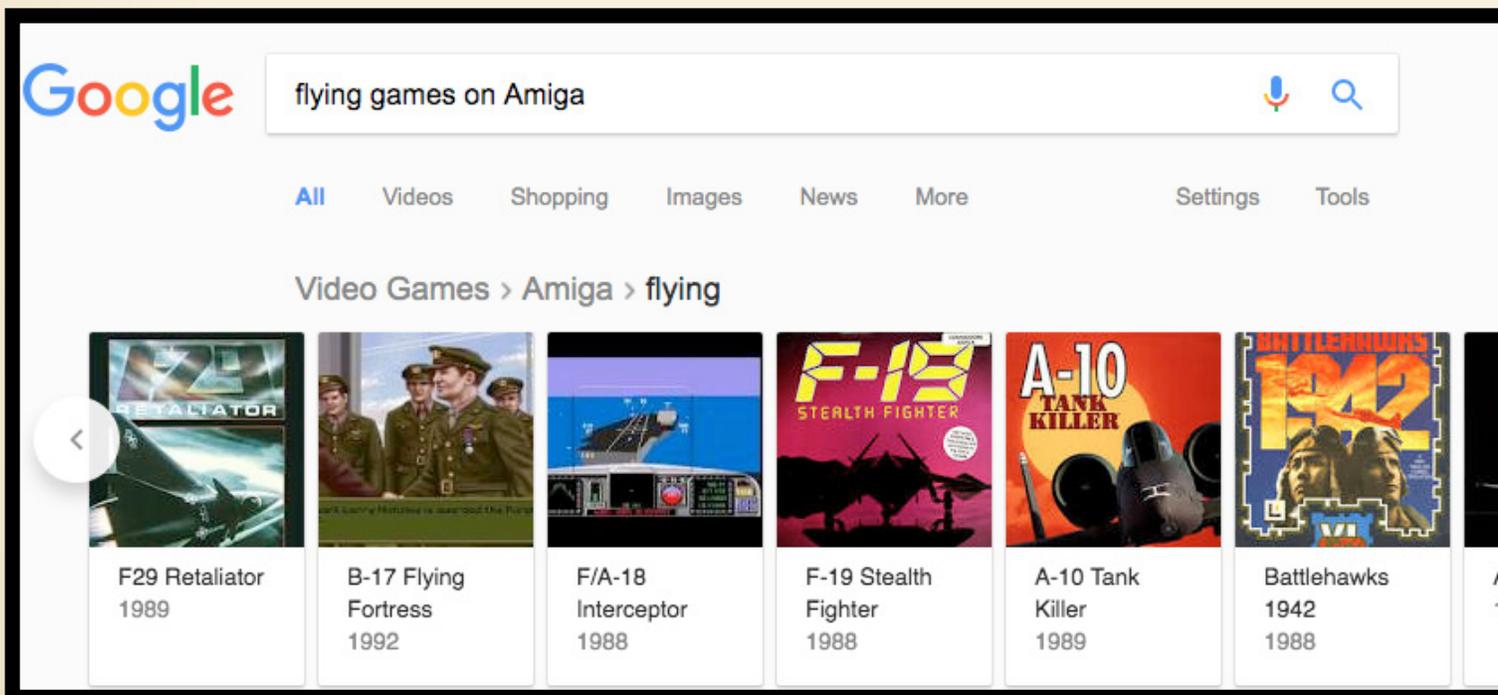
If you're wanting to get a really detailed look at Falcon head on over to SimHQ -

[www.simhq.com/\\_air14/air\\_507a.html](http://www.simhq.com/_air14/air_507a.html)



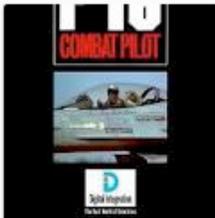
“ I’ve read a bunch of articles over the years on how gaming is good for you and I really believe it to be so.... ”

Working on this article really gave me a nostalgia rush (if only they could bottle that!) and it took me back to late nights with the family all in bed and me sitting behind my monitor with headphones on, engaged in some war in another country and often another time. I’ve read a bunch of articles over the years on how gaming is good for you and I really believe it to be so. Sitting down and just playing something you love can make you forget about the stresses in your life. How you need to pay bills, fix the car or whatever it might be. Gaming is therapeutic in that for that short time, you’re focused on the story in front of you. The other thing this article did was remind me how many games on flying there was - take a look at the Google screen shot of my search for Amiga games - dozens of them... They really were good times.





A320 Airbus  
1991



F-16 Combat  
Pilot  
1988



Air Warrior  
1990



F-15 Strike  
Eagle II  
1989



AV-8B Harrier  
Assault  
1992



Dawn Patrol  
1994



Birds of Prey  
1991

# PROJECT WINGMAN

**In this issue of Retro Live we look at flight simulations from the past and some from today. As we were looking at the many sims from the past we happened upon Project Wingman and contacted the developer who shared some background with us...**

**Welcome to Retro Live - Firstly tell us about Project Wingman and how it all began. When did you start?**

I first started Project Wingman as a venture to the development engine Unreal Engine 4 back in November 2015. As I picked up more and more skills related to the game development field such as 3D modelling and game programming, I decided that it would be good to expand what I've learnt so far into a full game. And here we are today with Project Wingman.

**It's free to download a Beta? Will it go on sale eventually?**

It's currently still in a alpha stage with a public demo available, so constant improvements are coming to the game!

The game will go on sale eventually, we've yet to announce the release date though.

**Tell us about the jets you can fly and why did you pick those?**

In the latest alpha you can fly the aircraft that was based off the Su-27 Flanker. However other jets are already present in the game such as the F-15, F-14, F-18E, and the MIG-31. There is a lot more to be added as development goes further along!

For the current early list, I've decided to pick the popular jets that has a nice variety between Multi-roles and Fighters. That way I can quickly showcase different aspects of the game between Air to Air and Air to Ground units.

**How did you get the physics accurate?**

I've wanted to make an arcade physics that felt authentic when you have control of it. Thanks to the flexibility of Unreal Engine 4 I've been able to create and code my own flight physics that blends arcade controls while feeling authentic at the same time.

**Is it multiplayer and will it have a story line with the final release?**

No multiplayer is planned at the moment, and the game will have a story mode in the final release along with a endless game mode where you can test your skill



# WINGMAN - INTERVIEW



against AI and build up your forces over time with the money you acquire during gameplay.

**Tell us about the team working on the project.. are any of you pilots or have a background in flight?**

Well, it's largely a one-man project right now but I am a huge aviation enthusiast! There are others helping me in the project with voice acting and music that are huge fans of the genre and aviation in general.

**Anything else you'd like to share?**

Go here to follow the development closely:

[www.youtube.com/c/ProjectWingmanDev](http://www.youtube.com/c/ProjectWingmanDev)  
or follow me on Twitter  
@RB\_Dev2 where I post most small snippets of development.

**Where can readers go to find out more and download a beta?**

You can currently download the latest Alpha on:  
<https://rb-d2.itch.io/wingman>.  
It's still currently still very early in development but feedback is much appreciated.



# ONLINE:

YouTube - [www.youtube.com/c/ProjectWingmanDev](http://www.youtube.com/c/ProjectWingmanDev)  
Alpha - <https://rb-d2.itch.io/wingman>.

# JET FLIC

**Really want to feel “the need for speed?”**

**You can and you don't need a pilot's license. We caught up with Steve from Jet Flight Simulator in Adelaide and asked him just how real it feels..**

**Hi Steve, how long has Jet flight Simulator been around?**

Jet Flight Simulator Adelaide is based in Unley and has been running for 5 years now. We offer the choice of two state of the art flight simulators based on the Boeing 737-800NG and the FA/18 Super Hornet.

**With the F/A-18 Super Hornet now being offered, have you found more people are choosing that aircraft over the Boeing 737?**

It's actually about 50/50%, generally the teens love shooting down the enemy aircraft on the FA/18 while the adults love extreme weather conditions over a choice of 24,000 airports, but in saying this there is plenty of cross over in the choice of simulators.

**How real is the experience?**

Very real! The flight simulator cockpits are replicas of the real thing with all the switches and instruments just like the real aircraft, and the size of the projected screen will fool you into thinking you are really moving through the air.

**Do commercial pilots or students use the simulator and if so how?**

Yes, we do get a lot of pilots coming in for some flight training prior to interviews with airlines but anyone can come in and try the simulators as we have qualified flight instructors there to guide you through.

**With the Hornet sim, is there dog fighting? Do you take off and land?**

All the above and more! We normally start with a basic runway take off, circuit and landing, then we go up to aircraft carrier landings and dog fights and much more!

**The Boeing 737 is a commercial aircraft, do you fly it over different countries in the simulator and what areas are available to fly over?**

The 737 is a commercial aircraft, in fact the biggest selling aircraft in the world today. In this simulator you can choose from over 24,000 airports around the world from Parafield to LAX, with almost any weather condition you can imagine.

**How about night flying?**

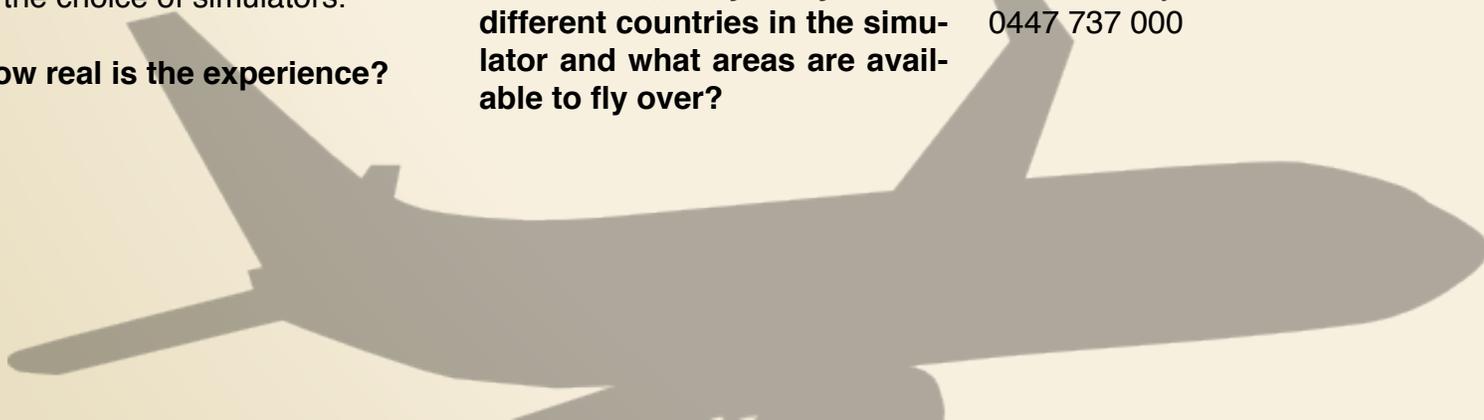
Oh yes, after a little practice in calm sunny weather, you can then raise the skill level by trying some night flying, this is where you really need to concentrate on your flight instruments.

**We'd like to offer one lucky Adelaide reader a chance to win a flight - tell us about the prize...**

For this special offer, we are giving the lucky winner a FREE 30 minute gift voucher valued at \$99, to be used in either simulator!

**Finally where can readers go to find out more?**

To see some videos showcasing the simulators in action, simply go to: [jetflightsimulatoradelaide.com.au](http://jetflightsimulatoradelaide.com.au) or call us any time on: 0447 737 000



# IGHT SIMULATORS



**JET FLIGHT SIMULATOR**  
ADELAIDE  
**INTERVIEW!**





## **A JET FLIGHT SIMULATOR VOUCHER! SYDNEY & ADELAIDE ENTRANTS ONLY...**

Want to see how good you might be as a pilot? Or maybe just want to “buzz the tower” in an F/A-18 - well now you can. We're giving away one voucher for Jet Flight Simulator Adelaide AND Sydney... to go into the drawer to win simply tell us what the 3rd console was in our System of the Century feature and send your answer to: [gtlivemagazine@gmail.com](mailto:gtlivemagazine@gmail.com) along with your name and if you are from Adelaide or Sydney. One lucky winner from Adelaide & Sydney!

Winner will be drawn at the end of May and emailed.

Thanks to Jet Flight Simulator Sydney: [www.jetflightsimulatorsydney.com.au](http://www.jetflightsimulatorsydney.com.au) and  
Jet Flight Simulator Adelaide: [www.jetflightsimulatoradelaide.com.au](http://www.jetflightsimulatoradelaide.com.au)



Congratulations on receiving your voucher! This voucher entitles you to a flight session at Jet Flight Simulator Adelaide. The choice of our two simulators is yours!

Captain our state of the art simulator based on the world's most popular airliner, the Boeing 737-800NG, where you can choose from more than 24,000 airports around the globe in almost any weather condition you can imagine.

As soon as you enter you'll be sitting in the Captain's seat. Your personal instructor will act as your First Officer, guiding you throughout your entire journey. Perform as many take-offs and landings as possible, or fly a real-world route in real time - the choice is yours Captain! You could take off from Paris at night, fly under the Sydney Harbour Bridge, or try the infamous Kai Tak airport in Hong Kong.

Or if speed is your thing, try flying at supersonic speeds in our state of the art flight simulator based on the F/A-18 Super Hornet. This session can include barrel rolls, dog fights and military aircraft carrier landings. This high speed jet will have you flying like the best of the best!

We cater each session to each customer. So whether you have no previous flying experience or you're a seasoned pro, we're there to ensure you make the most of your flying

### **Boeing 737-800NG based Simulator**



### **F/A-18 Fighter Jet based Simulator**



#### **PLEASE NOTE**

- \* Bookings Essential
- \* Book at least 1 month prior

# **GIVEAWAY!**

**VOUCHER CODE:** JFS1805

**EXPIRY DATE:** 3 May 2018

**TELEPHONE:** 0447 737 000

**EMAIL:** [contact@jetsim.com.au](mailto:contact@jetsim.com.au)

**WEBSITE:** [www.JetFlightSimulatorAdelaide.com.au](http://www.JetFlightSimulatorAdelaide.com.au)

**LOCATION:** Unley Towers, Shop 5 Upstairs, 13-23 Unley Road, Unley

**TO BOOK:** [www.JetFlightSimulatorAdelaide.com.au/bookings](http://www.JetFlightSimulatorAdelaide.com.au/bookings)

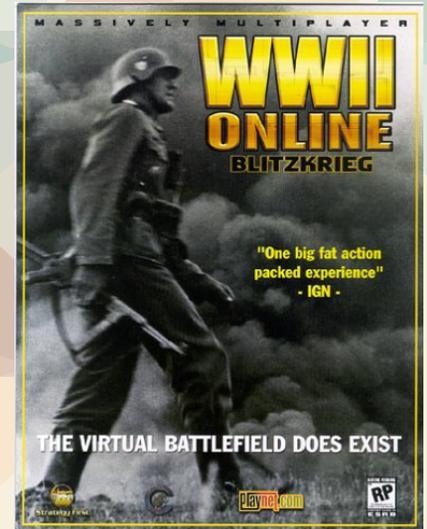
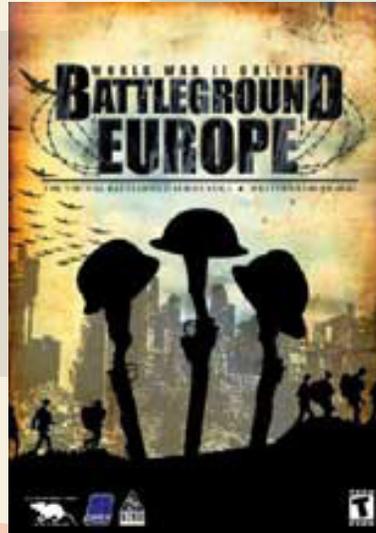
# WHAT IS YOUR FAVO

"World war ii online, aka battleground eu-  
rope, for pc, it is an flight sim as well as a  
fps, have experienced many the good dog  
fights from over the Ardane, to the cliffs of  
dover. Map is huge!!!!"

- Tim McLeod

"IL-2 Sturmovik: Birds of Prey" has  
always held a special place in my  
heart for the thrill and intensity of  
WWII themed dogfights, bomber  
runs in planes that weren't as mobile  
as others but most of all living my  
dream of controlling a spitfire plane  
in a large open aerial combat.."

- Jarred Vincent



"Back in the day I put MANY  
hours into these games. Still  
have them to this day. Tho  
just need to build a new pc."

- Rodney Broughton

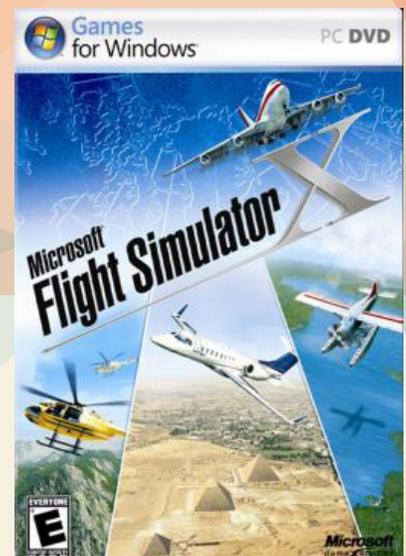
"I've always liked the game  
Hawx 2 on PC. Good graph-  
ics, challenging gameplay  
and good replay value."

- Nathan 'Nato' Foster



"Microsoft flight sim x was  
my favourite flying my fa-  
vourite aircraft flying around  
seeing the nice scenery like  
flying around Sydney in a  
bell jet ranger 206 helicop-  
ter around Sydney harbour  
and back to Sydney airport  
again."

- David Lindsay Stevens



# WE ASKED OUR READERS...

# OUR FAVORITE FLIGHT SIM?

“X Plane, its a real high accuracy simulator used by many professional organisations for training and early prototyping of new planes (including both the A380 & the 787) including by NASA for designing aircraft for Mars.”

- **Jessica Larkman**



“X-Plane on PC. Great graphics.”

- **Roy Whitworth**

“Flight Simulator X just because i can take off from an airport in my tiny home town in a 747 just to overshoot the runway because its designed for light aircraft.”

- **Zac Page**

“Warhawk and Spacehawk were good, War Thunder is another good one def and who can look passed MS Flight Simulator but I gotta say, hate aside, No Man Sky had some great flight moments and Lylat Wars (Starfox 64) / Starfox Zero were brilliant experiences. Afterburner Climax had its moments too.

Good times.”

- **Glen Nilsson**



“War thunder was a great flight sim. I had a great time flying through the air dogfighting. Pulling maneuvers. Has been a while since i have played it but i did sink a lot of time into it.”

- **Drew Camilleri**

“Chuck yeagers air combat (1991) I think that’s where my appreciation for aviation came from.”

- **Joel Phillips**

“ I LOVE ALL SIMS especially the good ol Microsoft flight sim x. something about it was just great didn’t have as good graphics as today’s flight sims but back in its day they were pretty good. The missions the selection of aircraft and the whole feel of the game and the experience was just so good. (format PC).”

- **Kultha Hier**

# WHAT IS YOUR FAVORITE

“Flight simulator 2004 for me, has been for years. My best friend and I used to do flights all over the place and take everything really seriously. Until we’d come to the landing where after all our work the plane would decide to sink into the runway and crash (lol) I still love cruising around my home town Bournemouth usually in a spitfire, and displaying over the seafront”

- Tom Brown

“Elite Dangerous love zooming around in space blowing up pirates.”

- Todd Meldrum

“Fsx steam edition for me.”

- Leigh Reeves

“P3d, just because.....”

- Gaz Taylor

“Not quite a flight simulator bit is part of it, I enjoy arena commander within Star Citizen.”

- Jeffrey Lee Hill

“IL2 Sturmovik is absolutely incredible, the damage model and simulation is so realistic. I can’t believe how much effort they put into the small details of the game.”

- Jesse Buhagiar

## Microsoft Flight Simulator



**WE ASKED OUR READERS...**

# **OUR FAVORITE FLIGHT SIM?**

“Tom Clancy’s Hawx was my personal ‘flying favourite’ originally on the Xbox 360 (eventually moving to the PC as my platform of choice) however the Ace Combat series always came close, it was my first introduction into flight simulators and I loved the fast paced combat style as well as the arcade style flight controls which made for some great childhood memories!”

**- Miguel Beedle**

“Warthunder is pretty good for the PS4 nothing else comes close for a console.

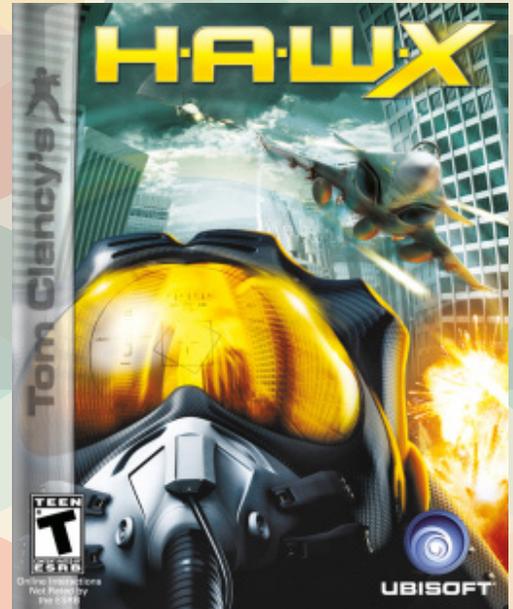
Plus I can drive my tank ;).”

**- Andrew Sherman**

“Microsoft Flight = Failure

Games for Windows Live = Failure.”

**- Connor Ellis**



“A favorite of mine is Lock On Flaming Cliffs 2. It is a Modern-Day combat flight simulator with aircraft like the MIG-29 Fulcrum to the F-15 Eagle. It is a very fun combat flight simulator and I enjoy having dogfights against AI or other people online! Here is a picture of me flying a Mig-29.”

**- Zach Helton**



**WANT TO HAVE 'YOUR SAY' FEATURED IN OUR NEXT MAGAZINE?**

**HEAD OVER TO GAMETRADER'S FACEBOOK PAGE:**

**WWW.FACEBOOK.COM./GAMETRADERSAUSTRALIA AND KEEP AN EYE OUT FOR THE NEXT 'YOUR SAY' TOPIC/STATUS UPDATE.**

# REI C

This month in our Geek Out section of Retro Live we feature a bunch of our Retro Editor, Paul Monopoli's "Gamer Diaries" - a must read if you were gaming in the 90s.

Plus we look at a project from our Movie and Pop Culture Editor, Scott Sowter, plus a look back at awesome retro sci-fi that still holds up well today and a huge retro cosplay section to enjoy.

# TROO GEEK



# THE GAMER DIARIES

## 1994 - 1995

Being a high school student with a job had its ups and downs. On the one hand, I was able to buy whatever I wanted, and I did! On the flip side, I had less time to do the things that I wanted to do. This trend has continued into adulthood, where I now find myself writing about games more than playing them. I'm not complaining, far from it. I know my video games will be there when I have the time, but it's interesting to see how life works.

In late 1994 I was finally in a position to purchase a PC that was able to handle the newest titles on the market. I ordered my 486DX4-100 and patiently awaited the phone call to tell me that it was ready to pick up. Thankfully it was the school holidays so being available to get it wasn't the issue, but transport was. My father reluctantly took me to pick up the computer, but the catch was that I had to stay at my Aunt's house while he went to work. My Aunt lived near his workplace, so it was a convenient solution for him. It wasn't so convenient for me, as my computer sat in the corner of

her lounge room all day while I sat around waiting for him to finish work. I eventually got it home, plugged it in, turned it on and the phone rang. My night fill manager was on the line. He asked if I had picked up the computer, and I confirmed that I had. He said "well, that's a shame, as we need you to come in tonight and fill some shelves". I could hear the mocking smile in his voice, but I needed the money.

Before I purchased my PC I had found a cheap copy of The Lost Vikings at Radio Rentals in Tea Tree Plaza. I tried to play it on the Amstrad 5286 but the game would detect the onboard chipset and display a message saying that it would not run on anything below a 386. I installed the game on my new 486 and it ran like a dream. The game is a platform puzzler that features 3 vikings, all with their own abilities, who are lost in time and space. The graphics were nice and detailed for their time, with a decent soundtrack to boot. The controls are extremely precise, so while the game is a little frustrating in later levels, you

really have no one to blame but yourself if you die. The Super Nintendo version was available, but the PC version was cheaper.

James had started delving into the world of retro gaming well before I did. A couple of years prior his parents had bought him an Intellivision with a bunch of games. I'm pretty sure they picked it up at a garage sale. We had played it a few times over the years, and initially I wasn't too impressed. With us abandoning our Amstrad computers, we seemed to need more of a gaming outlet than the Super Nintendo alone. Almost every time I would visit we would get out the Intellivision for a few rounds of Baseball. James had other games, but he seemed really keen on this one. I remember that Tron Deadly Discs was another favourite. I found the circular control a little awkward, but it is something a person can get used to given time.

The Bi-Lo supermarket at the Ingle Farm Shopping Centre used to have a news agency directly across the mall. There was a hot dog stand in the middle, where an Italian man with an afro hair style would serve hot dogs and soft serve ice cream. I used to indulge in a 'dog when I was working enough hours to require a lunch break. During breaks or after work I would head across to the newsagent. While I had stopped collecting Amstrad Action, and had sold the Amstrad computer itself, I still kept up to date with the goings on in the world of the CPC. Sadly not much was happening in that world, and the magazine was filled with commercial games being rereleased on budget labels



"IN LATE 1994 I WAS FINALLY IN A POSITION TO PURCHASE A PC THAT WAS ABLE TO HANDLE THE NEWEST TITLES ON THE MARKET."



# 1994 - 1995

and public domain software. The magazine was also a lot thinner than the 80+ page issues that I used to buy.

I was looking for a new magazine to keep me informed about the goings on in the PC scene. I've always loved a good magazine, something that allows the writers to display a bit of themselves in their writing. Future Publishing, the makers of Amstrad Action, had released a magazine called PC Format. The title seems a little "gamer unfriendly" but it featured some of the same writers that used to be in Amstrad Action, as well as having a similar feel. In the 90s I would always be drawn to Future Publishing magazines, as they always felt so welcoming, as well as being full of the content that gamers needed in the pre-Internet days. I would read each issue from cover to cover, sometimes more than once.

Now that I had a modern PC I was able to rejoin the world of the pirates and trade games with the kids at school. No one thought twice about piracy, it was just a thing that happened. If someone had a game you wanted you would simply give them a blank disc, only to receive it back the next day with that game copied onto it. I had delved into the world of Leisure Suit Larry with Carmelo, though I wasn't aware that the game had been remade with VGA graphics. I traded a copy of this version and returned to Lefty's Bar for a more graphically enhanced attempt at wooing the ladies. The icon system was a little frustrating to begin with, but I enjoyed this more than the original.

A year or two earlier I was with my father when he visited a friend of his. As was the norm with him, during the visit I was evicted from the room where the grownups were & was sat in front of an Amiga with a collection of discs. One of the games I played, and thoroughly enjoyed, was The Secret of Monkey Island. It was one of those games where the formula was perfect. The graphics, the interface, the music and the humour all felt like digital perfection. It's little surprise that the game is still popular today. At school the big game doing the rounds was Indiana Jones and the Fate of Atlantis. I noticed the similar interface to Monkey Island and knew that if it was from the same developer that I was in for a treat.

Indiana Jones and the Fate of Atlantis kept me entertained for many hours, and I completed the game 3 times over. As you progress through the game you are presented with 3 paths, commonly referred to as the "Team path", the "Fists path" and the "Wits path". I remembered a game with the same title previewed in Amstrad Action magazine a couple of years prior. The image in the magazine bore no resemblance to what I was playing here, which surprised me. I figured that an 8-bit computer could easily replicate the SCUMM interface used with the LucasArts point and click titles. Alas, it was not to be, and I later learned that the 8-bit computer line received an isometric 3D action game instead of the SCUMM classic.

In early 1995 I purchased my next SCUMM title, Sam and Max Hit the Road. For this release the

interface was given a complete overhaul and was significantly different to Monkey Island and Indiana Jones. Magazine reviews of the game were favourable, though many reviewers could not take to the new interface. I was more focused on the brilliant story and laugh-out-loud humour than the new controls. I have remained a fan of the game, and one of the highlights of my life so far has been interviewing Bill Farmer (the voice of Sam) about his involvement in it. It's common knowledge that a sequel was in development before it was abruptly cancelled, but what many people may not know is that all of the voice work was completed. Bill still has copies of the CDs in his home in Los Angeles. While certain agreements prevent him from allowing these recordings to be released, he did confirm that in the cancelled game Sam and Max switch bodies, meaning that Bill had to voice Max while he was in Sam's body, and Nick Jameson (the voice of Max) had to do the opposite.

What might have been...

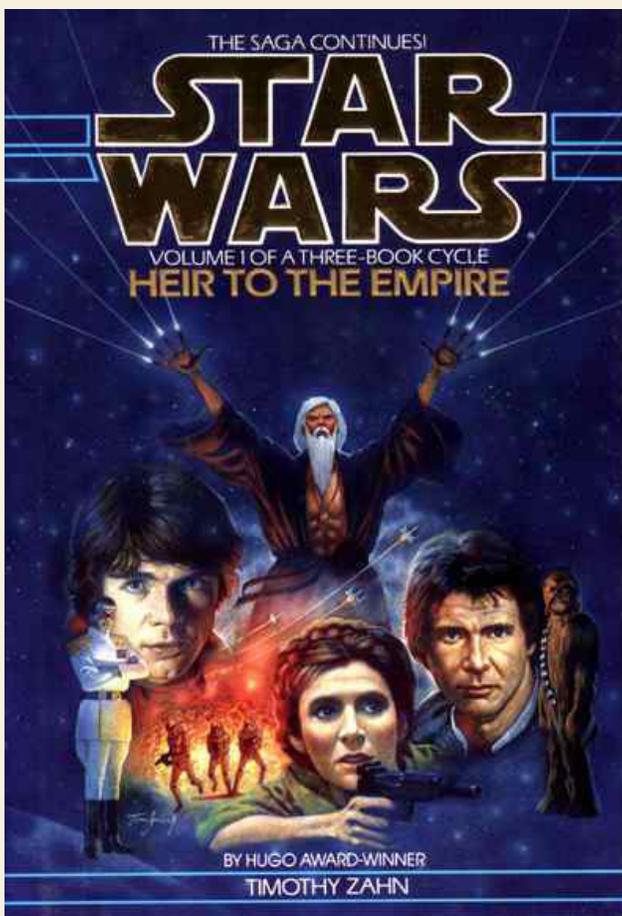
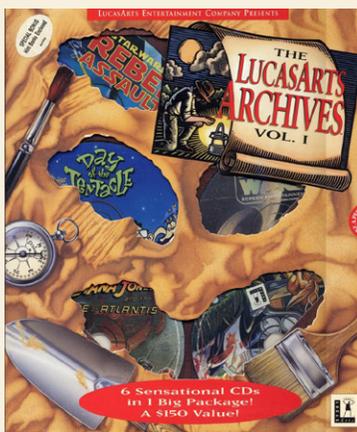
1995 saw the release of the first LucasArts archive bundle, and I purchased it on release. I played through Indiana Jones and the Fate of Atlantis all 3 times again, only this time with full speech! It wasn't Harrison Ford, that much was obvious, but the game was so immersive and so much fun that I didn't care. Day of the Tentacle was included in the package, and I had read an article in PC Format claiming that it was a much better game than Sam and Max Hit the Road. While I enjoyed Day of the Tentacle I felt that Sam and

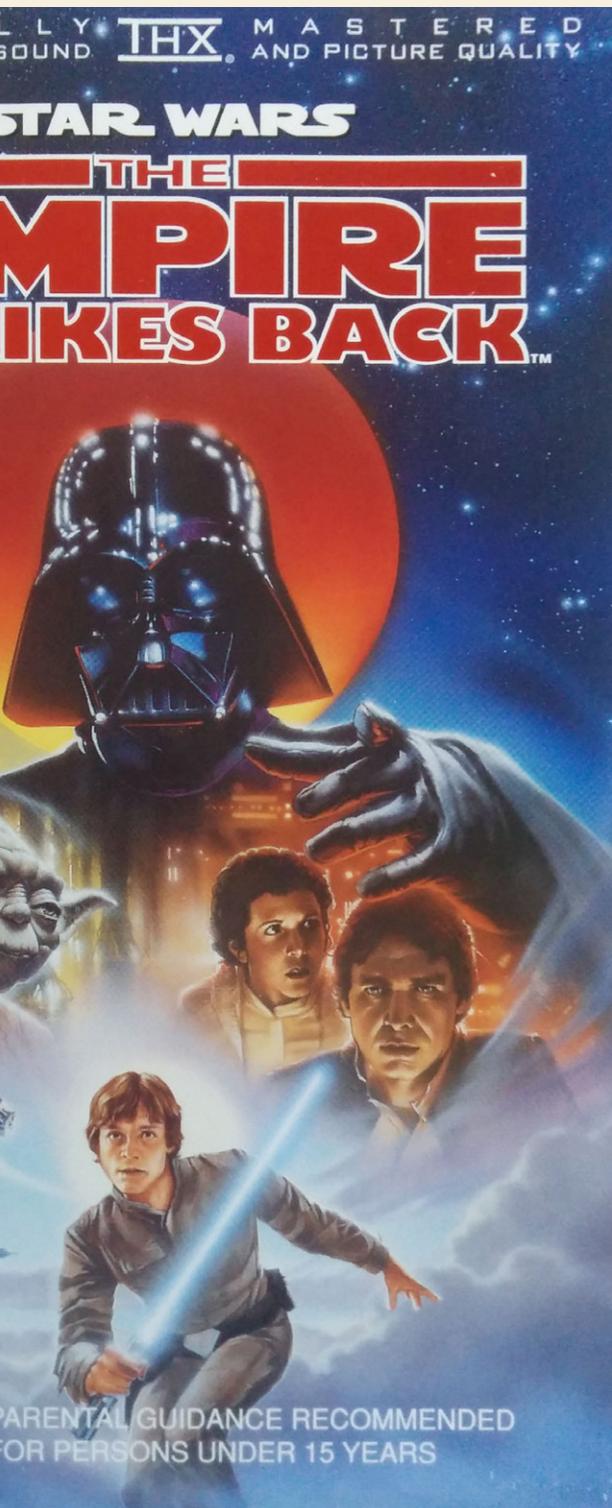


Max was the superior title. There was just something about those characters that drew me into their world. Sam and Max was also included with LucasArts Archives, and I promptly sold this second copy to my buddy Maurice.

One evening I found myself back over my Aunt's house and The Empire Strikes Back was on TV. I hadn't seen a Star Wars movie since the 80s, but as there was nothing else for me to do I sat down and watched it. This was a turning point for me, and it began my obsession with Star Wars. I discovered the expanded universe that was being developed around this time, starting with Timothy Zahn's Admiral Thrawn trilogy of novels, and I became immersed in it. Books, comics, VHS originals of the movies, and video games, I had to have it all! 1995 saw the release of Dark Forces, and my recently acquired PC was more than up to the task of playing this game. While it was receiving positive reviews in the gaming press, it was still seen as inferior to Doom. As a Star Wars fan I completely disagree. I have always felt that both games are superior in their own right.

I would regularly keep an eye on catalogues, looking for Super Nintendo discounts. Though I now had a job I was only a casual and the games were still expensive. I spotted a catalogue that featured Super Mario Kart for \$39.95. An absolute bargain! I made my way to the store, I believe that it may have been Harris Scarfe, and purchased the game. While I hadn't played it yet, Super Mario Kart was receiving rave reviews





in the gaming press, and the footage I had seen of it was quite impressive. Whenever I used to visit James or Clinton, Streetfighter 2 was still the game that saw the most action in the Super Nintendo. When Super Mario Kart came along, we all of a sudden we went from kicking each other's heads in to racing and battling on the Mario themed tracks.

Interestingly, the "VS mode" was the least used, as my friends and I preferred battle mode with the occasional grand prix race. I played the game at every opportunity and became so good that I would use the "shrink characters" cheat code to give myself more of a challenge. This can be achieved by highlighting your desired racer on the character select screen, then holding down the Y button and pressing A. Your character will shrink as if they had picked up a poisonous mushroom. However, beware of the other racers. If you don't get to the front of the pack quickly then you're likely to be squashed over and over again!

I can be found online doing crazy things like writing about video games. If you want to see more of what I do then feel free to give me a follow on Twitter, where I am @dizrythmia

See you next time!

1994 - 1995

WRITTEN BY  
PAUL MONOPOLI

# THE GAMER DIARIES

## 1995 - 1996

The Super Nintendo was about to make a big impact on my gaming life as James had acquired a Super Wildcard unit, something I was more than a little envious of. The Super Wildcard was a cartridge backup device for the Super Nintendo. It meant that James could hire a cartridge from a video shop, bring it home, copy it to a 3 1/2" disc, then return it the next day. There was a parallel port in the back of the unit that would allow the device to connect to a PC, though we were never able to figure out how that was supposed to work. I had a parallel cable, but I never found the software needed for the PC to interface with the Wildcard.

James ended up selling the Super Nintendo games that he owned, with the exception of Super Mario Kart. The Super Wildcard did not support any extra hardware used in games like Mario Kart or Starfox, so these games were unable to be backed up. He sold his copy of Teenage Mutant Ninja Turtles 4: Turtles in Time to Carmelo, though I ended up finding it in my collection with no idea how

it got there. Maybe I borrowed it and forgot to return it or maybe I bought it off him at a later date. Either way, I still have it in a VHS case with a butchered TMNT4 SNES box for a label.

While I had always enjoyed the original TMNT arcade game, in my opinion it never received a worthy port. While the NES version has a hardcore fanbase, I never really felt that Nintendo's humble 8-bit console was able to do the game justice, and I didn't enjoy playing it. Turtles in Time was a very different story, and being ported to 16 bit hardware meant that Konami were able to provide a more definitive arcade experience. The lack of 4 player support wasn't a problem for James and I, and we played through the game many times. The graphics were fantastic and well animated, the controls perfect and the music was just amazing. The only problem I had with the game was that it only lasted around 20 - 30 minutes.

I was starting to become obsessed with side scrolling beat em ups. Though I had played a

few of them over the years, game developers really seemed to be pumping them out in the early to mid 90s. A few years earlier Double Dragon on the Amstrad CPC had been a favourite of mine, and it was the first of its genre that I played repeatedly. Actually, I preferred the smooth, 128k CPC version of the game over the jerky arcade original, but I digress...

The original Final Fight had been released on home systems a few years earlier, and while the Super Nintendo version was to be found lacking, the sequel was not. Final fight 2 disposed of Guy and Cody, and featured Carlos and Maki, the latter of whom has appeared in other Capcom titles including Capcom vs SNK 2: Mark of the Millennium 2001. Poor Carlos doesn't appear to have shown up in any other games since. Unlike the Super Nintendo version of Final Fight 1, the sequel allows 2 players, and the visuals appear to have been refined. The Mad Gear gang have reformed and kidnapped Guy's fiancée. Guy is way on a training journey and cannot be reached, so Haggar, Carlos and Maki team up to defeat the Mad Gears once again. The music is as good as the original, as are the controls. I'm not sure whether James and I ever completed the game, but we played it many times.

Earlier James and I had played a game called Rival Turf. Everything about this side scrolling beat em up just felt very average. I think that we may have completed it with the aid of an Action Replay, though this was the only way we could beat it. The gameplay was very 'cheap', and you could be in



1995 - 1996

the middle of attacking an enemy, when out of nowhere they would be attacking you back with no means of stopping it. Collision detection was also a little questionable, but we persevered. The sequel, Brawl Brothers, was greatly improved over the original.

It was James who informed me that the Rival Turf went by the name Rushing Beat in Japan, and that Brawl Brothers was the sequel, also known as Rushing Beat Run. At the time James was far more savvy on video game trivia than I, as I was always more interested in playing the games.

**“DOUBLE DRAGON 3 FELT LIKE A CASH IN ON THE POPULAR FRANCHISE, AND THE MEDIA WERE SCATHING OF BOTH THE ARCADE AND HOME PORTS OF THE GAME.”**

Brawl Brothers featured 5 characters, and James favoured the ninja, Kazan. I would alternate between Hack, a character from Rival Turf, and Wendy, who had a speed advantage. The game featured puzzle elements, though these were a bit annoying at times. The sewer stage is a maze, and going through the wrong door can take you right back to the beginning of the level. While we enjoyed this a lot more than its predecessor, we never did end up playing the final game in the series, The Peace Keepers.

Having grown up with Double Dragon 1 and 2 on the Amstrad CPC, James and I were excited

to continue the story with Super Double Dragon 4. I had previously played the third game in the series on the Amiga, and was far from impressed. Double Dragon 3 felt like a cash in on the popular franchise, and the media were scathing of both the arcade and home ports of the game. Redemption was to be found in Super Double Dragon 4. The graphics were your average Super Nintendo fare, though there were nice visual affects used. The soundtrack was a high point, with remixes of the original Double Dragon theme song being used.

The controls were spot on, and the only problem I could find with the game was the slow down when there were too many enemies on the screen.

James had earlier purchased a Nintendo Entertainment System at a garage sale. It had come with a variety of games, one of which was called Ufouria. I was already become a fan of Wonderboy 3: The Dragon's Trap a few years earlier when Clinton had rented a Sega Master System with the game. Ufouria, like Wonderboy 3, is a restrictive platforming adventure that opens up as you unlock new characters. You begin the game with a single character,

Bop Louie, who has to rescue his brainwashed friends. You rescue them by battling, which restores their memories and they become part of your team. While Bop Louie can jump, he is restricted by water and large jumps. This is where your rescued friends come in handy, as Freeon Leon can swim on the water's surface, Gill can go under the water, and Shades can float. James and I would take it in turns playing through the adventure, and Ufouria quickly became one of my favourite games of all time.

The Virtual Boy was a console that James and I would read about in Nintendo magazines, and while we were curious about the technology we were put off by the lack of colours. By 1996 it was clear that this console would never make it to our shores, but the Nintendo 64 was on the horizon. The Playstation and Saturn didn't make much of an impact on me. I'm not sure about James, but I was fiercely loyal to the Big N. As it was, the Nintendo 64 was still a fair way off its Australian release, and we had so many more Super Nintendo games to get through.

I remember James not being too fond of Run Saber, though he did enjoy playing Strider on the Amstrad CPC years earlier. I thought that the game was an above average Strider clone, with an option for 2 players. The graphics were nothing special, but the game moved at a brisk pace, and the controls were precise. The music was appropriate, but hardly memorable. We did end up playing this one to the end, though we may



1995 - 1996

have been using cheat codes to do so.

The Super Wildcard has a feature called "Goldfinger", which is a cheat system that's similar to the Action Replay. Before you can use the cheat codes you have to load the game into the Wildcard's memory, then you can enter your codes before executing the game. James was given a select number of codes with the unit, but there was supposed to be a way of converting Action Replay codes to be used with Goldfinger. This process was a bit hit and miss, as sometimes the codes would work, sometimes they would do nothing, and sometimes they would crash the game. I have since learned that some SNES games received multiple releases, with different revisions of the game code. This was mainly done to fix bugs, though it may have been one of the contributing factors as to why these codes didn't work half the time.

Though the likes of Ninja Scroll and Akira were already well known, anime as a form of entertainment was still only starting to gain ground. Anime had been around for years, but the public didn't really associate shows like Astroboy or Battle of the Planets with Japanese animation. Super Play magazine was where I received my anime education, and I was fascinated with this more adult form of animation. One film that caught my attention was Street Fighter 2: The Animated Movie. I didn't read about it in Super Play, but someone told me

about it... I forget who. As soon as I heard about it I went to Alpha Video in the Ingle Farm Shopping Centre and rented it during a lunch break. That night I went to see James and we watched the movie, while making bootleg copies of it for ourselves. I had previously seen the Van Damme Street Fighter movie in the cinema and had been disappointed. In my mind this animated movie was how a Street Fighter film should be made.

After reading Super Play and watching Street Fighter 2 I decided that I wanted to watch more anime. Luckily I found that there were other like minded people at school. Through them I managed to source copies of Space Adventure Cobra, Akira, Ninja Scroll, Legend of the Overfiend, Fist of the North Star and more. Some of the tapes I watched were of questionable quality, having been watched many times or copied again and again. Another title I stumbled upon was Samurai Shodown: The Motion Picture. Having played the Neo Geo titles, I was quite excited by this one. At the time I remember it being a lot of fun, but having recently purchased it on DVD I find that it hasn't aged well. The dubbing is ordinary, and the story is a bit simplistic.

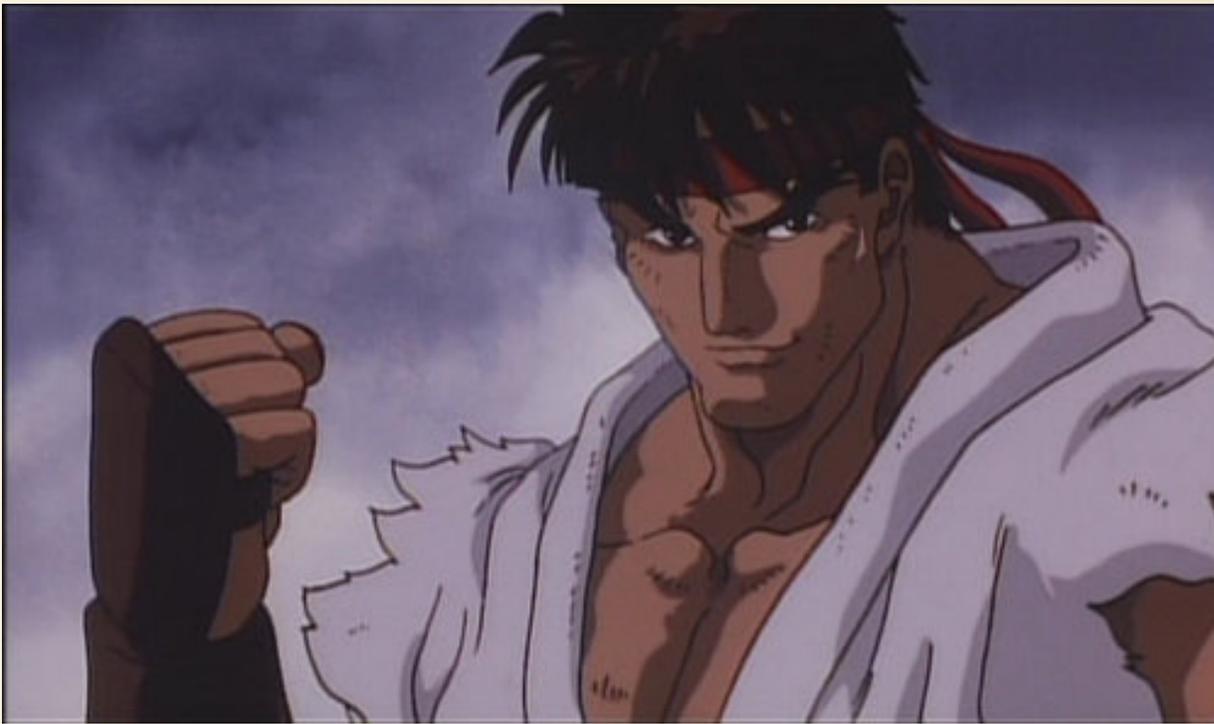
Clinton was also developing an interest in anime, and he introduced me to the Fatal Fury OVA specials and movie. Seeking revenge for the death of their adoptive father, a young Terry and Andy Bogard go their sepa-

rate ways to develop their martial arts training. 10 years later they reunite to defeat Geese Howard, their father's killer. Terry defeats Geese, but doesn't kill him. While I was puzzled over Andy Bogard having silver hair in the first OVA, this was corrected in the second OVA and movie.

The second OVA follows the events of the second game, with Geese's brother, Wolfgang Krauser, attempting to avenge his defeat. Krauser beats Terry who falls into a pit of depression, drinking himself senseless and getting beaten up in pub fights. Terry is stalked by a young wannabe fighter named Tony, who eventually gets through to him. Terry trains to develop a new technique that he uses to defeat Krauser.

The movie is a part of the same series, but doesn't follow the storyline of any of the games. It appears that this could have led into an adaptation of Fatal Fury 3, as one of the scenes shows Geese developing his raging storm technique. Sadly it was never to be, and no further sequels were made.

If you want to follow me on Twitter I can be found @dizrythmia or at [www.retrospekt.com.au](http://www.retrospekt.com.au).



# 1995 - 1996

WRITTEN BY  
PAUL MONOPOLI

# THE GAMER DIARIES

## 1996 – 1997

### “ARE YOU WATCHING THAT MANGA S#!T AGAIN?”

This became one of my Mother's catch cries, as she would feel the need to comment whenever I was watching Japanese animation. Normally I would get up early on a Saturday morning to watch some anime, Star Wars or a James Bond movie. She had no issue with James Bond, had a bit of an issue with Star Wars, but really had a problem with me watching anime. When I was much younger I would watch Astroboy on The Afternoon Show, hosted by James Valentine, on the ABC. I pointed out to her that Astroboy was also an anime. “But he was cute” was the response. If you're having trouble with that logic then you're not alone.

In the latter half of 1996 I took my first steps towards becoming a retro gamer. St Paul's College recently had a new wing installed, and the technology studies centre had been upgraded. The new computers in the centre were de-

signed for students to work on CAD projects. At the end of one of the terms I found myself sitting in the teacher's room in the tech studies centre. I can't remember why I was there, as tech studies was not one of my subjects. Regardless, I found myself sitting in front of a Pentium computer with a state of the art 28.8k modem. My friend Maurice had Internet access at home, so I was already familiar with how to use it. With all of this advanced technology in front of me I did the only thing I could think of; I searched for Amstrad computers.

I discovered the website of Cliff Lawson, Amstrad's head engineer on the CPC line of computers. Cliff had a wealth of information on his site, and he would answer questions from Amstrad fans from all over the world. One of the words that popped up from people on the site was “emulation”. I had no idea what this meant in

the context of computers, so I did a Yahoo! search for “Amstrad emulation”. Through this search I discovered that a vast majority of the Amstrad library was available online, and for free! All I needed to do was to download an emulator, and I could use the disc files to load those old classics through this program. I had some blank discs on me, so I immediately inserted one and downloaded the emulator. What games would I get with it though? Double Dragon was a no brainer, I loved that game when I was younger. I filled the disc with other games, including Jack the Nipper and Monty on the Run. I think I filled about 3 or 4 discs with Amstrad games.

Carmelo had given me a copy of Windows 95, but I still preferred to work within DOS. It took me a while to come to terms with having a GUI as the only way to interact with the computer, but I got there in the end. Even today, I miss tinkering with the autoexec.bat and config.sys files in an attempt to squeeze the best performance out of your computer, while making sure your device drivers are working. When I got home I created a new directory in DOS called C:\Amstrad and copied all of my files into it. It was while playing Double Dragon that I realised just how much I missed my old 8-bit friend.

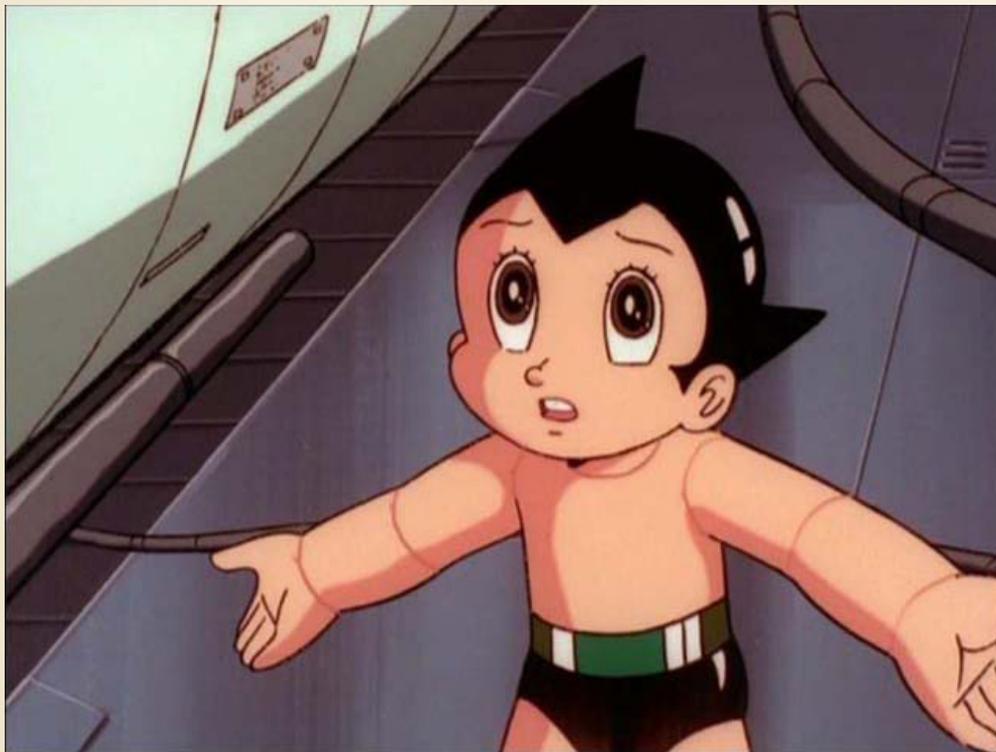
Maurice and I caught up shortly after, and one of us came up with the idea of searching for other systems that could be emulated. On a whim, we looked up “Super Nintendo Emulators” and were amazed to see that they were in development. Through James' Super Wildcard I knew that car-



1996 - 1997



tridges could be dumped as ROM images, and when I saw The Legend of Zelda: A Link To The Past partially emulated I knew that I had to check this out. We found the ROM and the current build of SNES9x, and all of a sudden I had a Zelda game running on my PC! It was very slow and some of the effects were missing, but it was Zelda on a computer! As excited as I was, after realising that the missing effects and lack of speed were hampering my ability to complete the game I gave up and went back to playing the Amstrad emulator.



I had recently picked up some new Super Nintendo games on the cheap, one of which was Teenage Mutant Ninja Turtles Tournament Fighters. Ninja Turtles was old hat by this time, but I didn't care. If I like something then I like it, it's as simple as that. I was still a fan of the Teenage Mutant Ninja Turtles, and having them in a Street Fighter 2 styled one on one beat em up was just the kind of game that I wanted. Clinton and I played used to play this game for hours on end, in between bouts of Mario Kart.



One of the subjects in my final year of schooling was Media Studies. The media lab at St Paul's College was running off Amiga computers at this time, but they had introduced a single PC in 1996. Over the years we had used those Amigas extensively for media work and gaming. I can still remember when Clinton ended up in trouble as he tried to play Syndicate on the lab's Amiga 1200 and the disc got stuck in

the drive. Sometimes the labels supplied with 3 1/2" discs would come unstuck and roll up as you put them in the disc drive. It was more common than you might think.

For my big year 12 assignment I had decided to recreate the Death Star scene from Star Wars: A New Hope. I had worked all year on this project, and had created an animated X-Wing flying across the Death Star, blasting laser turrets using Deluxe Paint. I even had a small cast of people who would be X-Wing pilots in my little production. I had the cockpit designed, and was all set to chromakey the pilots over the top of the cockpit, then year 12 was over. I suppose the project was too ambitious for a single year 12 student, who had other subjects that he needed to focus on as well. I still achieved a healthy A for my project, but was disappointed that I never completed it. I also never returned to the school to retrieve the VHS tape that contained the footage.

Prior to exams Carmelo had called me up, rather excitedly, to tell me about this amazing game he had recently been given. It was called Warcraft 2, and he was obsessed with it. Another friend who lived down the road had given him a copy, and they had been playing it together across a comms cable. I eagerly dumped my computer in the car and drove around the block where I was introduced to the lands of Azeroth. Steven and I had played Dune and Dune 2 a year or 2 prior to this, and I enjoyed the second game. At the

time of its release Warcraft 2 took the base gameplay that has been established in Dune 2 and the original Warcraft and enhanced it.

I became addicted to the game, and I'm not ashamed to admit that it contributed to my exam scores, which could have been higher. With that said, I have since gone on to achieve 2 uni qualifications and am currently studying a third, so whether year 12 results are that important is up for debate I suppose.

On the Super Nintendo, The Secret of Mana was the game of the moment. I can remember that James and I played through it 3 times before we decided to give it a rest. Though we would visit video stores, and the Game Guru at Tea Tree Plaza, hiring and copying games, we would always return to the Secret of Mana. An action RPG, the Secret of Mana was unique in that it was a 3 player game. We would swap the characters around, making sure that they, and their weapons, were all levelled up at around the same time. The Wildcard had the ability to store save data, so we didn't have to complete it in one sitting.

In early 1997 I spoke to my Mother about buying a modem as I was going to TAFE to study IT. This was the first of many life mistakes I would make. I listened to my Mother who told me that employers preferred TAFE, as it was more practical. This was at a time when IT was predicted to be the next employment boom, and many school leavers were looking to get a career in the



field. The problem is, when you have that many people studying for the same job, the ones who study harder, at university, will be the ones who get them first. This is not a universal truth, but it is one that has followed me around since leaving high school.

If I had to be honest, I rarely used the modem for TAFE work. Most of my time was spent downloading ROMs and other gaming related bits and pieces that I found around the place. Emulators were my drug of choice, and I was playing games for systems that I had no access to while growing up. This included the PC Engine, a console I had only ever seen within the pages of Computer and Video Games Magazine. 1997 saw the release of Magic Engine, a commercial PC Engine emulator with fantastic compatibility. Even today, you have to pay for the full version of the emulator, but I wonder how many people actually purchase it. I found a cracked version of it very easily and started playing through the various HuCard images I found.

I became addicted to the PC Genjin series, and I loved the character of Bonk, the cave boy. While it appears to be a standard platformer, Bonk has a unique head butting attack. You can headbutt an enemy who is standing next to you, or you can jump in the air and flip, head butting the ground or enemy who is under you. Headbutting the ground will temporarily freeze the enemies, allowing you to finish them off or run away. You can also flip multiple times while in the air to slow your descent.

I had a thought, and suggested that James bring over his Super Wildcard unit for the day. When he arrived, we connected the Super Nintendo to the TV, and I went to my favourite ROM website on the PC. We spent the day perusing Super Nintendo titles, downloading the ones we liked the look of, and playing them on the Super Wildcard. I kept a copy of the ROMs on my computer, and James filled up a bunch of blank discs with some obscure Super Nintendo classics, including Super Bomberman 4.

Only the first 3 games were released in the West, but Super Bomberman 4 had a feel that set it apart from the earlier 3. The rooey characters from the third game were gone and you now had the ability to capture certain enemies once you had bombed them. Your bomber would jump on the back of the enemy and take advantage of the animal's special abilities. The concept was similar to the rooey, but the execution was slightly different. You could capture additional enemies

and they would trail you as eggs. These eggs were vulnerable, so you had to be careful not to allow them to get in the path of any blasts.

After having a few plays of Super Bomberman 4, James and I also downloaded and played the sequel, aptly titled Super Bomberman 5. While graphically superior to its predecessors I just seemed to enjoy the 4th title more. With that said, the 5th and final game in the series is far from being bad. The rooeyes are back, and the graphics have that borderline 32-bit era feel that came from later Super Nintendo titles. If you get a chance to play it, definitely give it a go.

If you want to see more retro gaming goodness then give me a follow on Twitter. I can be found @dizrythmia or at [www.retrospekt.com.au](http://www.retrospekt.com.au).





# 1996 - 1997

WRITTEN BY  
PAUL MONOPOLI

# THE GAMER DIARIES

## 1997 – 1998

The Nintendo 64 era was upon us, yet James and I continued to persevere with the Super Nintendo. The internet was providing us with a plethora of ROMs that we could download and try on the Super Wildcard. James and I had enjoyed *The Legend of the Mystical Ninja*, otherwise known as *Ganbare Goemon* in Japan, but we now had access to the sequels. While the original title was a 2.5D game, the sequels varied in their approach. The second and third games in the series began as traditional platformers, though the fourth title is similar to the first. The sequels introduce a giant mecha Goemon, making it feel like it was inspired by the *Super Sentai / Power Rangers* series. They were a little confusing, but quite fun.

I have already mentioned my interest in anime, and thanks to import reviews in the pages of *Super Play* magazine I knew that many anime based titles were never released in the west. Now that we had the magic of the dial up modem, James and I could finally play some of these classic, and not so classic titles. One of

the ROM sites was heavily promoting *Ranma 1/2 Hard Battle*. It was the release for this particular site. We decided to download it and give it a try.

*Ranma 1/2 Hard Battle* is the second fighting game on Super Famicom, and while it is vastly superior to the first, it is quite inferior to the third. Graphically it looks quite nice, but at the time I had no idea who the characters were. It would be several more years before I discovered the animated series. In the meantime we tried to enjoy the game. It's a typical *Street Fighter 2* clone, and it was the first of many that we found. The biggest problem was that you have to push a button to jump. As well as that, the game felt a little sluggish, and after *Street Fighter 2 Hyper Fighting* sluggish clones were definitely not acceptable.

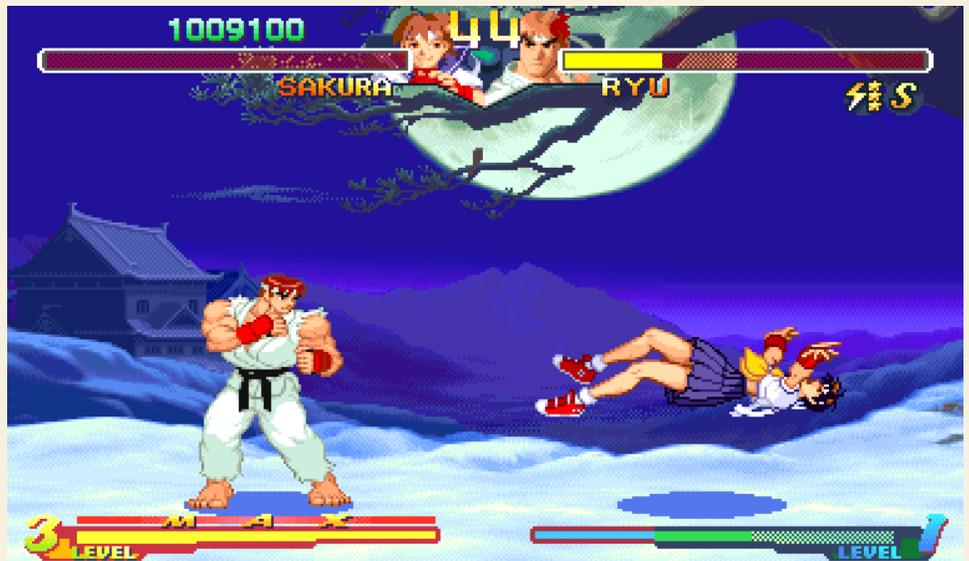
Another anime that caught my eye was *Dragon Ball Z*. I had already heard of *Dragon Ball*, but I couldn't honestly tell you where. The anime started in 1985 and official and bootleg merchandise had been released all over

the world, so it's possible I stumbled upon something dodgy that had *Goku's* face planted on it. James and I tried the *Super Butoden* series, and found them to be somewhat of a mixed bag. *Super Butoden 1* looked nice, and it elaborated on the standard 2D fighter by allowing you to fly in the air. If you backed right away from your enemy the screen would split and you would keep moving backwards. This meant that you could put a lot of distance between yourself and your opponent, allowing you to charge energy or attack from afar. The *Ki* blasts looked good, when we managed to execute them, but the gameplay felt very rigid.

The game engine for *Super Butoden 2* felt looser, though the game was similar to its predecessor in every other way. I remember the character select screen having a bunch of blonde people and a big green guy. The *Super Play* review mentioned that he was called *Piccolo*, so I tried him out but found him too slow. We played this one for a bit longer than the previous title. The third game in the series is pretty much the same, but with different characters. With the *Super Butoden* games out of the way, we moved on to *Sailor Moon*.

I had watched *Sailor Moon* on *Agro's Cartoon Connection* in the years prior. I was aware of the story, and the game followed the first arc as closely as a *Final Fight* clone could. The graphics were nice and colourful, and they reflected the source material nicely. The game looked like *Sailor Moon*, and for a semi fan it was a joy to play. Each of the





Sailor Guardians play slightly differently. I preferred Sailors Mars and Venus, as like Donatello in the TMNT arcade game, they had the best reach. We never ended up completing it, but we played it more than Ranma 1/2 or Dragon Ball Z.

With our games libraries growing, James and I didn't really have much interest in the Nintendo 64. We were both curious, and I can recall us both wanting one, but there was no rush. There was clearly more to explore in the Super Nintendo library. Over the next few months James and I would regularly catch up and explore more downloaded Super Nintendo titles.

1998 was a year of changes for me, the first of which was James moving away. His family had purchased a hotel a couple of hours out of the city. I was told that I was always welcome to go and visit, but my mother had an issue with me driving so far away, so I never went. As a consequence we grew apart rather quickly. I wouldn't see James again for about 18 months.

The second change was that I met my first girlfriend. Amy lived a reasonable distance away as well, though not as far as James. Each weekend I would endure the 2 hour drive, and though her parents allowed me to stay over, we never ended up doing... stuff... We only really dated for 6 months before she ended it. Amy came from a close knit family, which was totally foreign to me. They would all sit around the table and

play Trivial Pursuit, or settle down in the lounge room and have a bash on the Playstation. One regret I have was that her brother was selling his boxed Atari Lynx, with games for \$50. He offered it to me, but I turned it down. I was still very heavily into my Gameboy, and there was no room in my life for 2 handhelds. If only my past self could see my collection now...

One weekend, as I was driving back to Adelaide, I went through a small town called Kulpara. I approached the town's main intersection and saw a blue Commodore to my left. I had the right of way, so I continued through, then tragedy struck. The girl driving the car didn't stop and ploughed straight into the rear of my car. I remember the vehicle spinning 2 or 3 times, but that might have been my head. When it stopped I found myself in front of a house. The elderly gentleman who lived there came out and hurried us both into the house. The girl and I settled down, and I admit that I spat a little venom her way. Her excuse was that she was a country girl who rarely sees any cars going through that intersection at that time of night, so thought it would be OK to keep going. My first car was a write off, so for the remainder of my time with Amy I would catch the bus.

TAFE was proving interesting, though I was starting to gravitate away from coding. It just wasn't something that I enjoyed doing, which is a bit strange considering how much I used to enjoy programming in BASIC. I suppose



interests change, and communications and networking were looking like better options for me. I also enjoyed the arcade machines at TAFE. Street Fighter Alpha 2 was in the student lounge, and as a result so was I during my breaks. This latest addition to the Street Fighter Alpha series had me hooked, and I pumped many coins into it. I still enjoyed playing Street Fighter 2 on my SNES at home, but this just blew it out of the water.

Set as a prequel to Street Fighter 2, the Alpha series takes place between the first and second games in the series. Returning warriors from Street Fighter are present, as are some future SF2 alum. The controls feel very fluid, which is a stark contrast to the Mortal Kombat series. I am still convinced that without the blood and gore there never would have been an MK2. Those games feel so rigid, while the animated goofiness and smooth controls of the Capcom's fighting series just appealed to me so much more. The graphics were a step up from Street Fighter 2, while the Q-Sound music blared out of the speakers. The game is full of battle tracks that set the tone, and the sound effects are crisp and clear.

Bering that Amy was my first girlfriend, I found being dumped quite hard to take. I wasn't to remain single for too long, but that will be covered in the next episode of The Gamer Diaries. In the meantime a couple of the guys in my TAFE class had CD burners, something that was still a bit of a luxury in the mid to late 90s. I can remember one of my buddies, Ar-

thur, coming to my front door with a pile of about 10 CDs full of pirated games. A few games stood out of the pack, and the first one that grabbed my attention was Fantastic Dizzy. Having missed out on playing the Dizzy adventures on the Amstrad CPC, I wanted to give this one a go and see what the fuss was about.

Released a number of years earlier, Fantastic Dizzy features the adventuring member of the Yolkfolk out to rescue his girlfriend Daisy from the evil sorcerer Zax, the villain from the first game. The Dizzy games are arcade adventures that require you to collect items and use them in key locations, which will unlock newer parts of the game for you to explore. As with all of the other Dizzy games, once you've made your jump you have no further control over Dizzy until he lands. To the casual Mario and Sonic fan, this gameplay element can be a little frustrating, but accurate jumping is a skill that you will need to master. Fantastic Dizzy also featured stars that the player needed to collect. I've read that different versions of the game had a different number of stars to collect, either 100 or 250.

Another game featured on this CD collection was Crusader No Remorse. Having enjoyed 3D isometric games from my Amstrad days, I really got into the game. The controls weren't confusing, something that isometric games can suffer from, the graphics were nice and sharp, though the sound effects were pretty standard fare. I can remember thinking about how far we had come since Gunfright, another isometric shoot em

up I used to enjoy. One big problem with Crusader No Remorse was a bug that prevents you from getting any further. I did find a patch, but it wouldn't work on my copied version of the game. That was pretty much the end of that... Another standout title was Gobliliins. A point and click puzzler, Gobliliins had you controlling 3 goblins, hence the triple i in the title. Each goblin had their own abilities, and you would use them to punch or use magic on items. These could then be picked up and used to solve puzzles, all in an attempt to save the king. Oh, don't worry, he hasn't been kidnapped. This king has gone stark raving mad, and the goblins need to find a way to get him back to normal. The bright, colourful graphics were a delight to behold, and the animations were quite humorous. The only complaint I had with the game was that a majority of the puzzles were a little too easy.

Without James around, my Super Nintendo was starting to become neglected, as much of my gaming was now done on the PC. I had played my SNES cartridges to death, and I could download ROMs for free on my PC. Emulators were getting better with each

**"I HAD PLAYED MY SNES CARTRIDGES TO DEATH, AND I COULD DOWNLOAD ROMS FOR FREE ON MY PC."**



release, and releases were coming weekly or monthly in the early days. I was also starting to play around with MAME, the multi arcade machine emulator.

If you like what you read then feel free to give me a follow on Twitter @dizrythmia. A lot of my other ramblings can be found on [www.retrospekt.com.au](http://www.retrospekt.com.au).



# 1997 - 1998

WRITTEN BY  
PAUL MONOPOLI

# WAN

## YOUR RETI & CONS

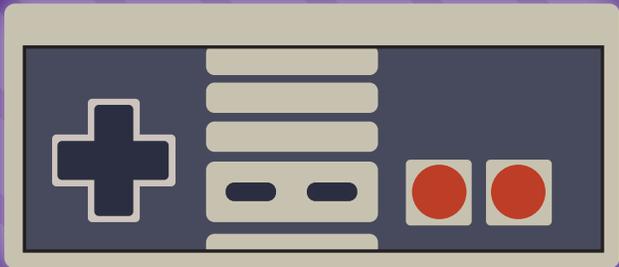


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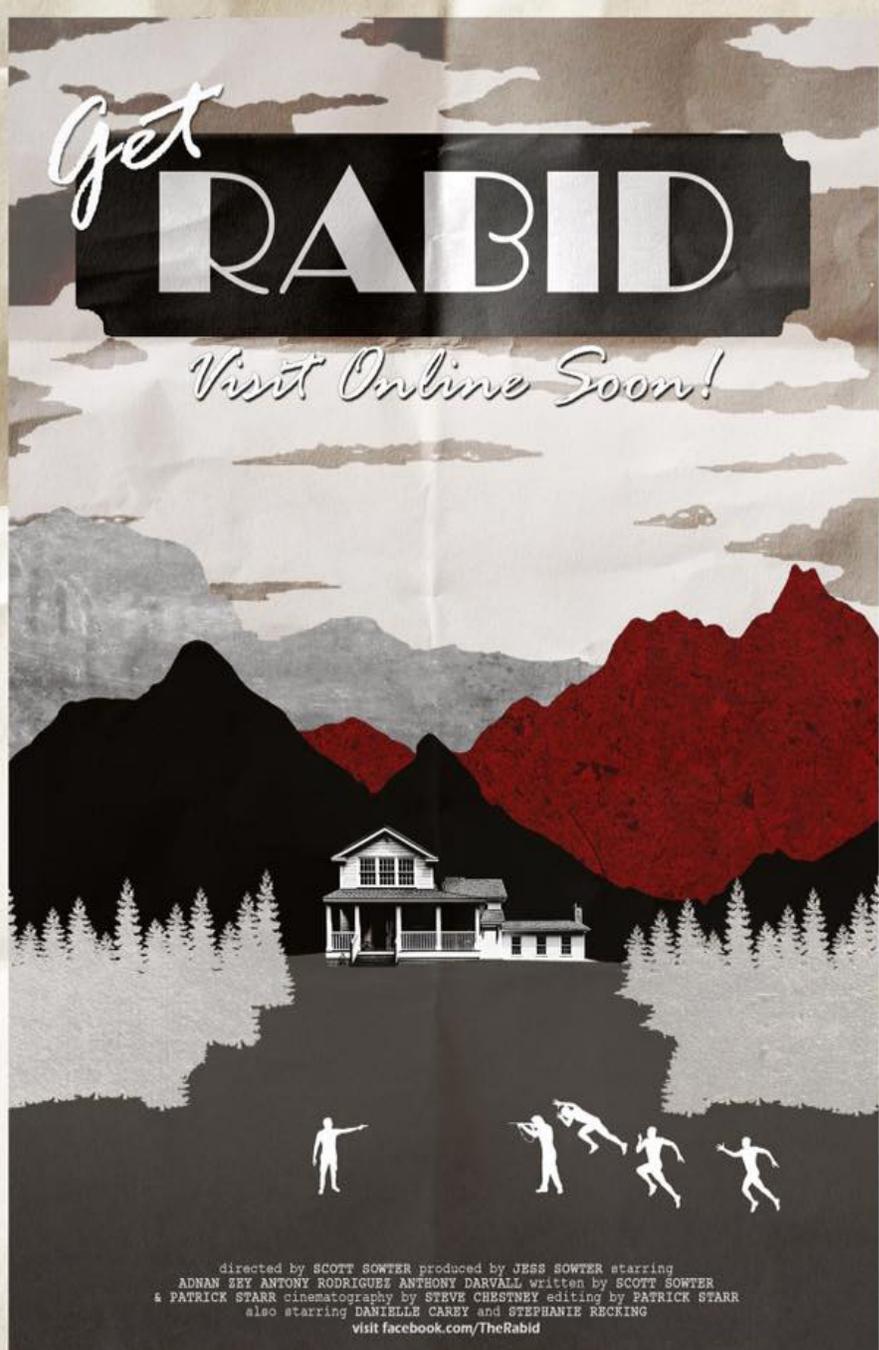


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# #GETRABID

WWW.FACEBOOK.COM/THERABIDMOVIE



Poster by Steve Chestney

**Movie and Comics Editor, Scott Sowter, is in the process of producing a movie. We asked him to tell us all about the project!**

In 2012 I was shooting a short film for my thesis. On film sets there is always nothing but time to kill. I started a conversation with one of my actors who was of Indian decent. We were talking about real life horror stories and he told me a story that just stuck with me. A relative of his in India was bitten by a rabid dog and contracted rabies. He proceeded to tell me in graphic detail the details of his relatives horrifying and painful death. This story stuck with me and I began to read up more on the historical accounts of the rabies virus as well as the damage it causes to the human body. I then with good mate and co-writer created "Rabid".

We conceived the idea as a feature film. So, we wrote the script and began to work out who we would go about getting the money needed to make our dark horror story. So, we made Rabid as a short film, highlighting the disturbing violence and ultra-gore that we wanted to showcase in the feature film. It has been a long road but we are now facing down the launch of the short film and the hard journey forward of trying to get the funding for a feature film in a country where film-making is a difficult slog. But you can help! Later in the year we will begin a funding campaign. In the meantime, though we will dish out some of the stories and violence of The Rabid with cast interviews

and behind the scenes insights.

Moving forward, we will be covering the film here at GT Live and I am very grateful to Gametraders for giving us this opportunity. So now, the story!

Rabid tells the story of a group of university friends heading off to a farm house for a weekend away to celebrate the end of their studies. The night takes a turn for the worse however when a sick stranger turns up on their doorstep. The man attacks the group and infects them with rabies. As the infection spreads and one by one the friends turn on each other. Paranoia breeds fear as the group slowly tears itself apart until only Nate is left to defend himself from what his friends have become. There will be blood. Lots and lots of blood!

The short film took place out at Windsor where we rented a farm house for a three-day shoot. We had to stick garbage bags everywhere to make sure the actors who were absolutely covered head to-toe in fake blood didn't drip on anything. From the fields of the farm to the old work shed we left litres of blood everywhere. Thanks to two amazing makeup artists Jess Zigmantas and Becky English, they managed to really mangle our actors!

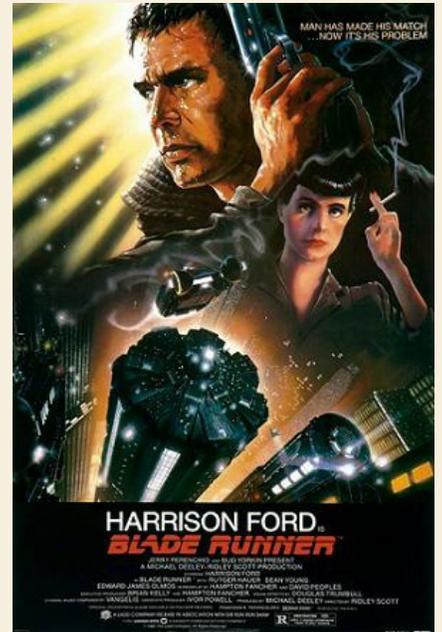
I'll leave you now with some pictures of the carnage and stay tuned for more RABID. Remember #GetRabid

**WRITTEN BY  
SCOTT F. SOWTER**

OLD SCI-FI MOVIES THAT S

# BLADE RUNNER

RELEASED 1982



# TANDS THE TEST OF TIME...

Set in the city of Los Angeles in 2019, Ridley Scott's Blade Runner is a science fiction masterpiece.

From the opening synthesizers of Vangelis, the thud that reverberates as the titles come on screen. The futuristic electronic sounds and the fire exploding across the landscape from factories as you're drawn forward into the city of Los Angeles in 2019. In the distance the massive Tyrell buildings are seen and then in a smokey room a Blade Runner is standing with a cigarette about to interview Leon Kowalski ... test him to see if Leon is a replicant. The Blade Runner doing the test, Dave Holden is there to test new employees at Tyrell Corporation. Holden's job is to see if any of the escaped replicants are trying to infiltrate the Tyrell Corporation. It doesn't end well for Holden, Leon is an escaped replicant, one of six.

The replicants, led by Roy (Rutger) are there for one reason only, to find out how long they have to live and to see if it is possible to have their lives extended. Replicants are given a four year lifespan.

The Tyrell Corporation builds in an end date for replicants. The movie is based on the sci-fi novel by Philip K. Dick - Do An-

droids Dream of Electric Sheep. Director, Ridley Scott creates a world that is dark, seemingly always raining and overcrowded. Ads for "starting a new life" off-world are shown on massive screens outdoors, tempting those fed up with their lives to move to another world. In the novel, those moving are offered replicants as servants to encourage people to move. Scott's Earth is depressing and dark. The cinematography by Jordan Cronenweth brilliant conveys a possible future where everything seems bleak and shadowy and looking at it you'd be mighty tempted to take up one of those off world offers.

Blade Runner won quite a few awards including:

Best Film Editing - Terry Rawlings - BAFTA

Best Score - Vangelis - BAFTA

Best Original Score - Vangelis - Gold Globe

Best Art Direction - Set Decoration - Lawrence G. Paull, David L. Snyder, Linda DeScena - Oscar 1983

Best Effects - Visual Effects - Douglas Trumbull, Richard Yuricich, David Dryer - Oscar 1983

As well as Saturn Awards including Best Science Fiction Film, Best Director and best supporting actor for Rutger Hauer.

It wasn't an initial success in North America but grew to cult status. Some critics liked it and others like Sheila Benson from the Los Angeles Times called it "Blade Crawler" due to its pace. Roger Ebert added the Directors Cut to his "Great Movies list and it holds an 89% rating on Rotten Tomatoes.

Coming soon is Blade Runner 2049 featuring Ryan Gosling with Harrison Ford reprising his role as Deckard. It's now 30 years after the first film and Gosling is LAPD Officer K who unearths a long-buried secret that has the potential to bring an end to humanity. We're looking forward to the new movie ... for some fans is the most exciting movie news in years. The hope is they do the original justice with this sequel. Live Magazine will be featuring a full run down of the new movie in coming issues, so keep an eye out for our October issue.

**THIS WAS  
NOT CALLED  
EXECUTION IT  
WAS CALLED  
RETIREMENT...**

The image features the words "ARE COOS" in a large, stylized, retro font. The letters are white with a thick, dark red outline. The background consists of a sunburst pattern of radiating lines in shades of teal, orange, and light beige. The text is positioned in the upper half of the frame.

**ARE  
COOS**

A solid black horizontal banner spans the width of the image, containing the text "SPECIAL FEATURE!" in a bold, white, sans-serif font. The banner is positioned in the lower third of the image.

**SPECIAL FEATURE!**

# STRO SPLAY

**SPECIAL FEATURE!**



# RETRO COSPLAY

## AN AUSTRALIAN COSPLAY FEATURETTE BY ANNY SIMS

In this modern age of virtual reality and online gaming, we sometimes forget how far gaming has come in a considerably short time. I grew up alongside games despite none of my family ever being gamers, with a GameBoy and Playstation being my first consoles I exclusively owned. Greedy eyes watched amazing sights on the tiny box television we had, soaking up dragons and animals and humans all saving the world and performing amazing feats. Like me, many cosplayers grew up alongside games and continue to honour them by recreating themselves in their image.

# SPYRO THE DRAGON



Spyro the Dragon is one of my favourite games of all time, first available on the Playstation in 1998. Featuring the named young purple dragon who could breathe fire and spike things with his horns, he was the game I replayed again and again. Smilesarebetter Cosplay took her own twist on Spyro for the Australian heat, photographed with wings and all by Senergy Photography.



Photographer: Senergy Photography  
[www.facebook.com/Senergy-Photography-1565467533734442](https://www.facebook.com/Senergy-Photography-1565467533734442)

Cosplayer: Smilesarebetter Cosplay  
[www.facebook.com/Smilesrbetter](https://www.facebook.com/Smilesrbetter)



# SPACE CHANNEL 5



In 1999, Space Channel 5 released on the SEGA Dreamcast, a that featured Michael Jackson as 'Space Michael'. Set in the interstellar future, you play as the groovy space reporter Ulala who combos dance-offs and shoot-outs to save hostages and report on the world. Angel Pixie makes a fantastic Ulala, photographed by Creed Photography.



Photographer: Creed Photography  
[www.facebook.com/creedphotography](http://www.facebook.com/creedphotography)

Cosplayer: Angel Pixie  
[www.facebook.com/ANGELPIXIEART](http://www.facebook.com/ANGELPIXIEART)

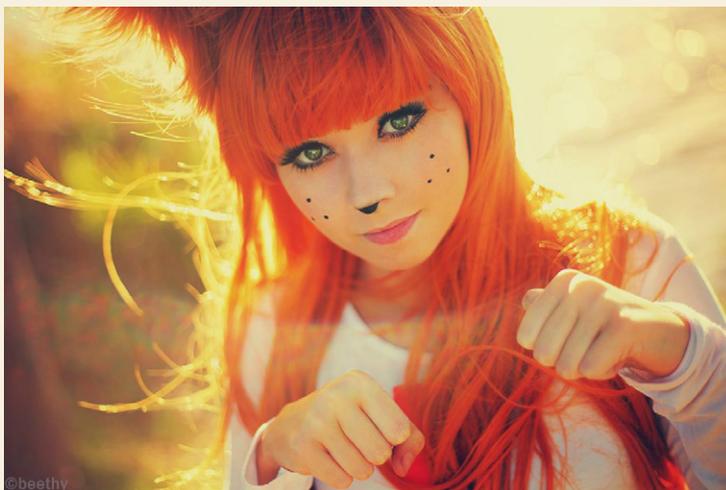
# BUBSY

An anthropomorphic bobcat wouldn't be who you would expect to be a hero, but who else is going to save the world's yarn? The Bubsy series follows such a creature of the title name who owns the world's largest collection of yarn balls, and when aliens turn up to try and steal it he fights back in this side-scrolling game. Amy Thunderbolt makes a super cute Bubsy, captured by Beethy Photography.

Bubsy from the 'Bubsy' series on SNES, Sega Genesis and Atari Jaguar.



©beethy



©beethy



©beethy

Photographer: Beethy Photography  
[www.facebook.com/BeethyPhotography](http://www.facebook.com/BeethyPhotography)

Cosplayer: Amy Thunderbolt  
[www.facebook.com/PixelThunderbolt](http://www.facebook.com/PixelThunderbolt)

# CRASH BANDICOOT



Living on the fictional Wumpa Islands, Aku Aku is benevolent witch doctor whose spirit lives inside a wooden mask, guiding his friend Crash Bandicoot along the path to saving the world in the same-name game (1996) for the Playstation. Aku Aku's sibling, Uka Uka, is his complete opposite – an evil voodoo mask spirit who works to take over the world. Banshee Cosplay and Skybrown Cosplay bring to life what these siblings might have looked like alive, and look fantastic doing it thanks to Nathan Atkins. Smashing Cosplay looks great as our hero Crash Bandicoot.



(3 photos above)

Photographer: Nathan Atkins – Photo  
[www.facebook.com/Nathanspage11011](http://www.facebook.com/Nathanspage11011)

Cosplayers: Uka Uka: Banshee Cosplay  
[www.facebook.com/bansheecosplay94](http://www.facebook.com/bansheecosplay94)

Aku Aku: Skybrown Cosplay  
[www.facebook.com/skybrowncosplay](http://www.facebook.com/skybrowncosplay)

(left photo)

Photographer: I Got Superpowers  
[www.facebook.com/gotsuperpowers](http://www.facebook.com/gotsuperpowers)

Cosplayer: Smashing Cosplay  
[www.facebook.com/pg/SmashingCosplay](http://www.facebook.com/pg/SmashingCosplay)

# THE LEGEND OF ZELDA



From 1986 until now in 2017, Nintendo have been producing amazing Legend of Zelda games. A Link to the Past, the second in the series, was released in 1988 for the NES and later Game-Cube. With voluptuous hair and a destiny to protect Princess Zelda, main character Link was gifted with the Triforce of Courage and set out to defeat evil. All that courage (and hair) is portrayed by PermanentlyDreaming alongside A Link Between Worlds' Princess Zelda Rei Ushi, photographed by Magic Missile Studios.

Photographer: Creed Photography  
[www.facebook.com/creedphotography](http://www.facebook.com/creedphotography)

Cosplayers: Link: PermanentlyDreaming  
[www.facebook.com/permanentlydreaming](http://www.facebook.com/permanentlydreaming)

Zelda: Rei Ushi  
[www.facebook.com/ReiUshi](http://www.facebook.com/ReiUshi)



# STREET FIGHTER

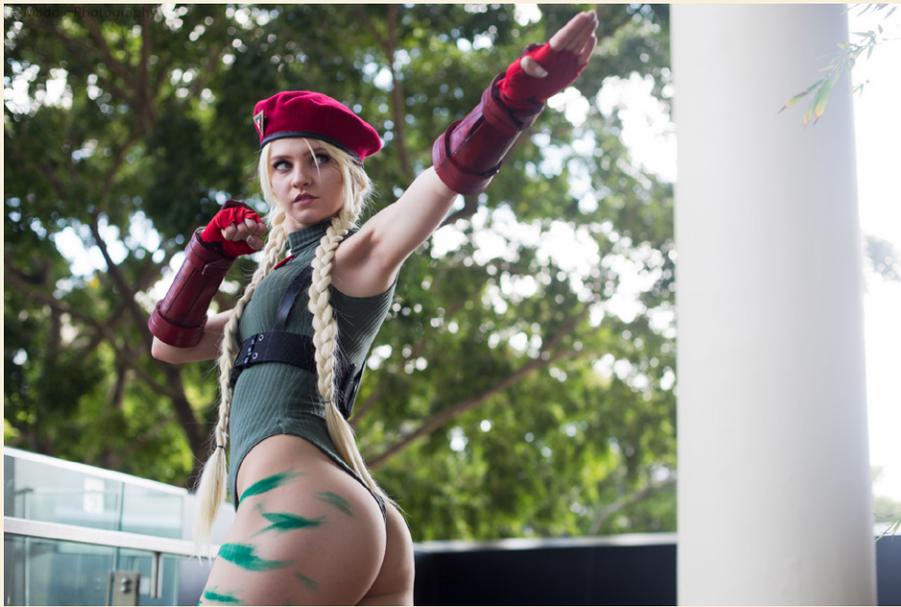
Street Fighter was one of the first fighting game series, originally being released for arcade before finally making its way to SNES, Sega Saturn and Genesis, and Playstation in later revamps. Chun-Li was the first female fighter of the series, appearing in 1991's Street Fighter II as an expert martial artist and Interpol officer seeking revenge for her father's death. Photographed by Cosplay Australia, Jutsu Cosplay makes a fantastic Chun-Li kicking her way to victory.



Photographer: Cosplay Australia  
[www.facebook.com/CosplayAU](http://www.facebook.com/CosplayAU)

Cosplayer: Jutsu Cosplay  
[www.facebook.com/jajutsu](http://www.facebook.com/jajutsu)





(Photo above and right)  
Photographer: Maddic Photography  
[www.facebook.com/maddicphotography](http://www.facebook.com/maddicphotography)

Cosplayer: Malfoycius Cosplay  
[www.facebook.com/MalfoyciusCosplay](http://www.facebook.com/MalfoyciusCosplay)



# STREET FIGHTER

The second female fighter to appear is Cammy, an amnesiac MI6 operative who works for the British government. Known for her sex appeal and killer grace, Cammy struggles to remember her past as an evil deadly assassin. Malfoycius Cosplay, Shiiva Cosplay and Kayla Erin all show us the different iterations of Cammy through her time fighting, photographed by Maddic Photography, Aperture OneEight and Beethy Photography respectively.

(Photo far left and below)  
Photographer: Aperture OneEight  
[www.facebook.com/apertureoneeight](http://www.facebook.com/apertureoneeight)

Cosplayer: Shiiva Cosplay  
[www.facebook.com/ShiivaCosplay](http://www.facebook.com/ShiivaCosplay)





Photographer: Beethy Photography  
[www.facebook.com/BeethyPhotography](http://www.facebook.com/BeethyPhotography)

Cosplayer: Kayla Erin  
[www.facebook.com/kaylaerinfanpage](http://www.facebook.com/kaylaerinfanpage)



# METROID



Ex-soldier of the Galactic Federation turned bounty hunter, Metroid's (1986) Samus Aran is a force to be reckoned with. Usually depicted wearing exoskeleton armour equipped with missiles and energy-weapons, she hunts down parasitic aliens called Metroids to protect the universe. Nichameleon shows Samus in her under-armour Zero Suit, ready to fight and photographed by Cosplay Australia.

Photographer: Cosplay Australia  
[www.facebook.com/CosplayAU](http://www.facebook.com/CosplayAU)

Cosplayers: Nichameleon  
[www.facebook.com/Nichameleon](http://www.facebook.com/Nichameleon)



The image features a vibrant, retro-style background with a sunburst pattern of rays in shades of light blue, orange, and yellow. Overlaid on this background is the text "RETRO LARA PHOTO SHOOT" in a bold, rounded, sans-serif font. The text is dark red with a thick, white outline, giving it a 3D, bubbly appearance. The words are stacked vertically, with "RETRO" at the top, "LARA" in the second row, "PHOTO" in the third row, and "SHOOT" at the bottom.

**RETRO  
LARA  
PHOTO  
SHOOT**

# TOMB RAIDER

Inspired Cosplay



© [www.robjenkinsphoto.com](http://www.robjenkinsphoto.com)

Cosplay by Tiffany Dean

# TOMB RAIDER

Inspired Cosplay



© [www.robjenkinsphoto.com](http://www.robjenkinsphoto.com)

Cosplay by Tiffany Dean

Retro is big at the moment. Retro games, consoles and even photography seems to have a lot of fans when it comes to the old film looks from the past. Camera makers like Fuji and Olympus include retro effects or film modes in their digital cameras and if you wedding photos you'll see a bit of a trend with some people using crushed blacks and hazy overlays to give photos that slightly old school feel. In fact Fuji's latest camera I'm using, the X-T20 even has a "grain" setting so you can add that grain look to photos... the only problem is you have to remember to turn it off!

That got cosplayer Tiffany Dean and myself thinking of retro cosplay. Is there such a thing I wondered and she suggested doing a retro Lara cosplay. I remember back to the PS1 and playing Tomb Raider with those blocky graphics ... Lara all angles on her face. But for me at least, this is where Lara started. The iconic green singlet. The shorts with guns hanging by her side, ready to be whipped out when danger was near. Tiff said she had that old outfit and some headed off to the Botanic Gardens to shoot some simple, but retro feeling cosplay photos.

Using a Fuji X-T20 and a variety of lenses including the 56mm 1.2, my old faithful - 35mm 1.4 and the wide angle 10-24 we messed around grabbing a few shots with only a few people also visiting the Gardens wondering why Lara Croft was visiting on that weekend...

## PROCESSING

In post processing I experimented with some retro haze and colours and these are the results. Some tips for those wanting to experiment with retro shooting:

Colours are important. While film didn't look like my photos, most people wouldn't know what film did look like, Instagram has ensured that when we think of retro we think of their filters that give that look. In Photoshop you can experiment with actions and even find a bunch of free retro actions like these: <https://designbump.com/photoshop-actions-for-instagram-effects/>

Many actions will allow you to add haze and Lightroom has a haze slider that allows you to de-haze or add haze. I think a key point here is don't over do it.

## GUNS

Taking out real looking guns is a big no-no in public. The police will likely be called so it's always good to use the ones with red tips. Then you can remove them in Photoshop for realism if you like.

## COSTUME

Lucky for me Tiffany is one of Australia's best cosplayers and takes a lot of care with her costumes. Even on a quick shoot like this one, she does her best to create a look that resembles the original. But remember art is subjective. For some of us we might like to experiment and add to the

look and make it our own. This is where you grow as an artist. Many of us start out by copying images we see and working hard to recreate them. This is good for learning but remember to go beyond that and make the image yours. For my pictures I didn't even look up any Lara cosplay, I knew the game, the character and talked to Tiff about posing and location. Then we walked around trying out different spots so as to get that jungle feel.

## THE MOST IMPORTANT THING IS HAVE FUN, GET OUT AND SHOOT.

Make friends with cosplayers you like and experiment with ideas. Use Pinterest for mood boards to generate thinking - invite your friends to also pin photos that inspire your shoot so that on the day you have some starting ideas to begin working with and then work your own ideas.



**LARA  
CROFT  
REVISITED  
BY COSPLAYER  
TIFFANY DEAN**

The image features a vibrant, abstract background with diagonal stripes in shades of light blue, orange, and cream. The text is rendered in a bold, rounded, sans-serif font with a thick white outline and a dark red fill. The words are stacked vertically, with 'LARA CROFT REVISITED' in the largest font size, followed by 'BY COSPLAYER' and 'TIFFANY DEAN' in a slightly smaller font size.

Lara Croft was my first cosplay. Ever. I cosplayed her years before I had even heard of the term Cosplay. I grew up playing the Tomb Raider games and from that early age, she was an inspiration to me. I knew she was the type of woman I would strive to be.

Her Legend outfit was the first I ever made, and it wasn't long before I realised that I could actually cosplay her more classic outfit with a few minor changes. It's not perfect, but it's a heartwarming reminder of where I started.

When Rob mentioned the Retro magazine and retro games, the first that came to my mind was the original Tomb Raiders. Pixelated boobs and all. Whilst I don't have the awesome cardboard pixelated cosplay (yes those cosplayers are amazing!), I did my own take on the Anniversary costume – which was pretty much the retro classic redone in high definition. There was no way I could pass up a chance to bring out my old Lara costume and change up the tops to make it closer to the Anniversary and classic era. I had spent many hours making the shorts (which in all honesty are the most uncomfortable shorts I have ever worn – that's what happens when us noobs try to sew shorts!). I had spent many more hours painstakingly making the belt and holsters – one knows the meaning of pain when trying to hand sew vinyl fabric! Despite the imperfections, this costume has held up for around six years. It's still not perfect and it is absolutely a costume I would love to revisit some day with the skills I've learnt now...but in the mean time I love that for me it's a retro costume on a personal level. It is a reminder that great things come from small beginnings (Uncharted much?? LOL). It's a fond memory of my childhood and those retro Tomb Raiding days with my sister and family friends. I wouldn't have my first costume any other way – it's gone through time and memories and that is something not to be changed ☺





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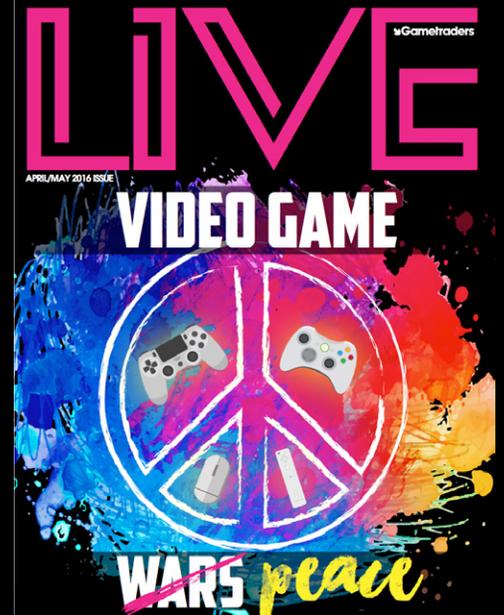
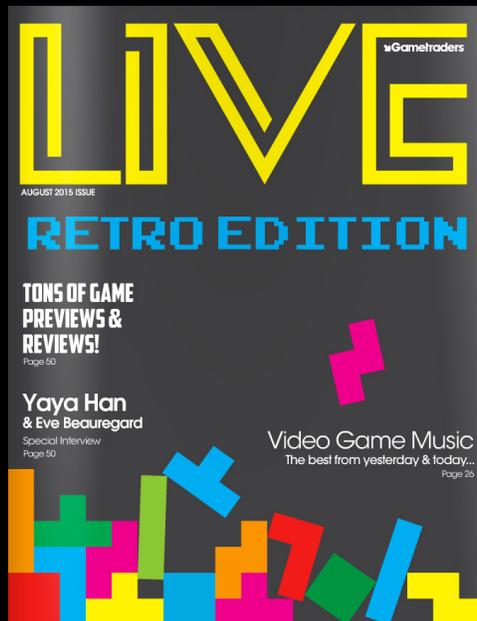
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