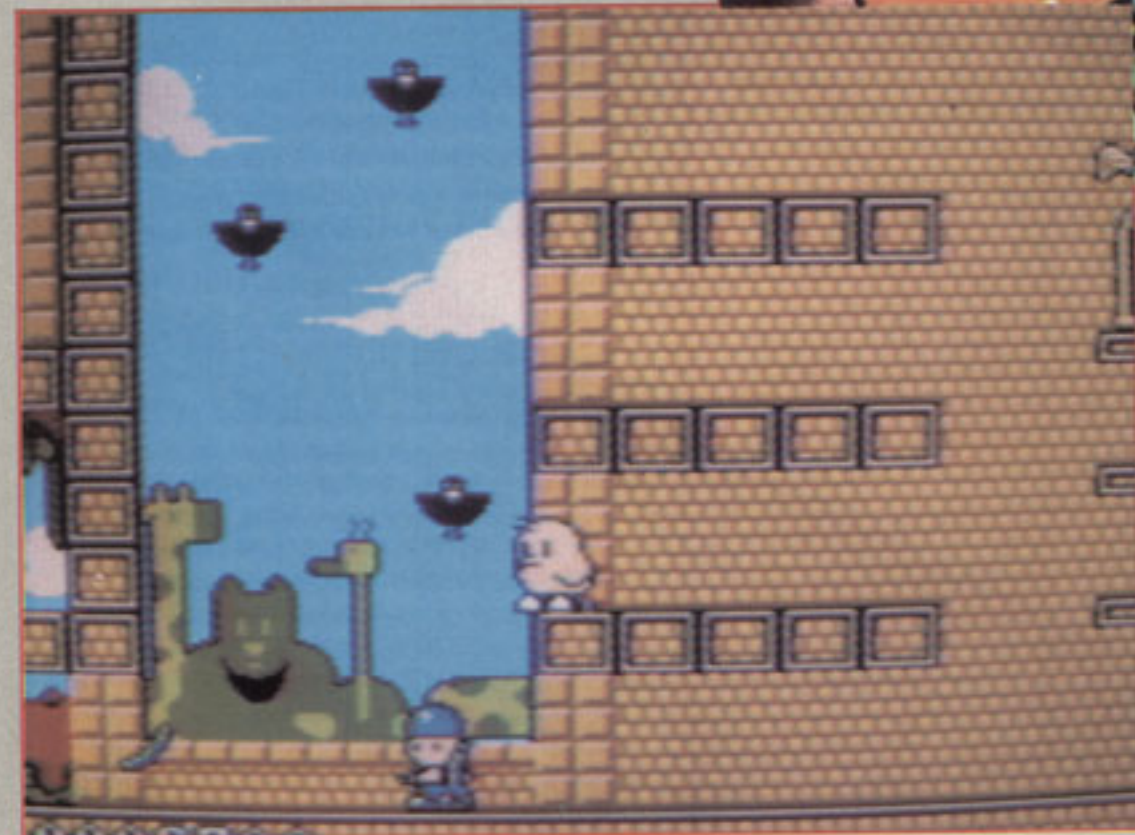


▲ A dreamy apple tempts Tiki towards a killer snail.

Tiki the Kiwi is in a bit of a dilemma. Why? Gos' evil and mean Sammy the Seal has kidnapped all his chums as has locked them up in cages all around a surreal landscape. Sounds weird? New Zealand Story certainly is.

But who cares when it's as much fun as this. The idea is to rescue all of Tiki's chums by running and jumping around the multidirectionally scrolling landscape and reaching the cage before the timer for that particular screen reaches zero.

There are all sorts of horrid baddies making life difficult, but Tiki is armed with a bow so he can spang off arrows at the aggressors. A variety of cute power-up weapons are also available, including balloons and flying craft which Tiki can use to get to the more inaccessible parts of the landscape.



TAITO

THE NEWZEALAND STORY



TIKI ON MEGADRIVE

A great version of New Zealand story is available for the Megadrive, although sadly on import only at the moment. Rather than being a straight arcade conversion, it features completely new specially designed screens to offer even more challenge than the arcade original! If you're interested in acquiring a copy of the game, ring your local import specialist.



▲ One of Tiki's chums is guarded by Mr Boomerang.

**EXTRA!
EXTRA! EXTRA!**

Tiki has a variety of different power-ups available to stick under his wing, and these include:

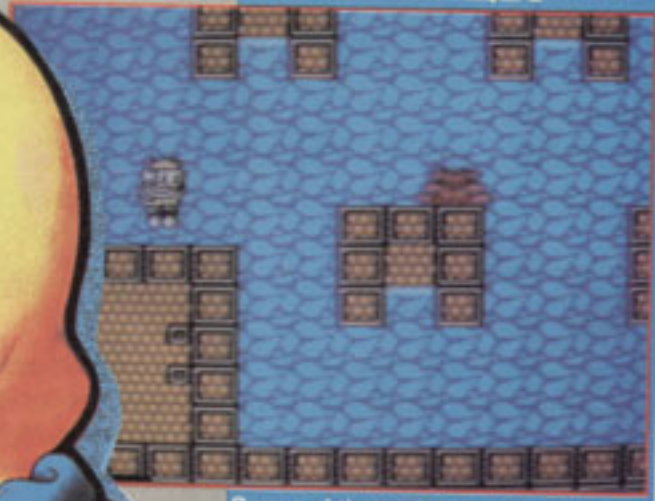
BOMBS: These are great for taking out enemy sprites beneath you, but if it's long range destruction you want, try something different.

LASER: The most powerful weapon in the game! It literally burns through those enemies, so grab hold of it while you can!

ARROWS: Tiki's conventional weapon is pretty average to begin with, but it is powered-up later on in the game.



IN DEEP WATER



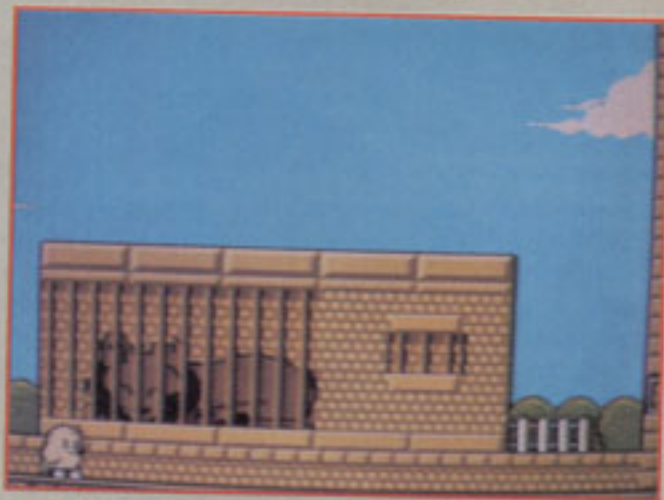
Some of the routes through the platform levels of New Zealand Story are submerged in deep murky water. Thankfully, Tiki is able to hold his breath and progress through the water, but he can't go without air forever, so finding the surface exit is essential.

▲ Here he is in all his glory - Tiki the Kiwi!

FLYING KIWIS



Various flying devices are available in New Zealand Story that make getting around the platform levels a mite easier. Balloons are the most common, but one hit from the enemy causes these fragile objects to explode! A laser-powered, anti-gravity buggy is also available with its own built-in weapon. However, the best form of flying device is the armoured balloon. This is impervious to all forms of fire, but remember, Tiki himself remains open to attack!



▲ Not much happening here, is there?



▲ Tricky moving platform japes await Tiki here.





REVIEW



▲ Jumping through the walls is the key to success here.



COMMENT



JULIAN This conversion certainly captures the look and feel of the coin-op original. The graphics are completely faithful to the arcade game from the whacked-out backdrops to the super-cute sprites and the music has been remixed and sounds even better than it did before! But there is a problem - the game's just a bit too easy. On your first session you can get miles into the game, and it doesn't take too long until you complete the game entirely. It's a real shame that there isn't more of a challenge, because as it stands I can only recommend this to Nintendo novices. Those who've played the New Zealand Story coin-op for any length of time just won't get their money's worth.

COMMENT



RICH

New Zealand Story is quite a credible conversion of the ageing coin-op, with plenty of decent levels to travel through and lots of variety. The graphics are great, with large sprites and excellent backdrops that are very similar to the coin-op's. The sound is superb - the annoying tinkly tunes of the coin-op have been "re-mixed" for the Nintendo with swingsome drums and decent instruments. The problem with New Zealand Story is that the action is just a tad too easy - I'll warrant that any decent games player will see most of the game during their first gaming session. Other than that, there is little wrong with New Zealand Story. Newcomers to the platform genre should lap it up.

◀ Collect that bonus apple!



▲ Watch out for the laser traps here!



▲ Looks like airborne combat ahead.



BY: OCEAN

PRICE: £34.99

RELEASE DATE: MAY

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



PRESENTATION 69%

Not much in the way of either presentation screens or options.

GRAPHICS 85%

Not very colourful, but the backdrops and sprites are quite faithful to the coin-op.

SOUND 89%

Funky re-mixes of the original coin-op tunes and decent effects.

PLAYABILITY 88%

The game is quite easy to get into and the action is enjoyable.

LASTABILITY 69%

There are plenty of levels to conquer, but the game is quite easy and New Zealand Story veterans should complete this pretty quickly.

OVERALL 79%

An excellent conversion of the coin-op, that's let down by its lack of long-term challenge.