

# THE SETTING

It's a dull but close Thursday in the NMS office. Somewhere in the office, Andy McVittie and Steve Merrett are whining about feeling rough, whilst Rad has again gone AWOL. To think these people are supposed to be the be-all and end-all on Nintendo games...

Despite such lethargy, there's still a hush of expectancy in the air. It can't be lunchtime as their many desks are still stacked high with assorted crumbs and wrappers. No, today is challenge day and as our two sixteen-year-old challengers, Faz and Brian, walk through the door it's hard not just to give them the trophy and tell them not to bother.

As the challenge is arranged and the rules set, 'Mary' Merrett draws the short straw and is given the job of organising the rounds and drawing who plays who. Sitting in the corner of our games room, you see, is a rather smart SF2 Turbo machine, and this will prove the hub of the day's activities. Each player is given a character and must battle it through to the grand final. Steve makes the draw and the battle for office supremacy begins...



## ROUND 1

**FAZ (Zangief) Vs JAZ (Vega)**



Our brave challenger is given Zangief as he takes on Vega. A foregone conclusion bearing in mind Vega's speed? Nope. Using a succession of spinning punches, Vega is repeatedly felled and Jaz mutters away to himself. The first round goes to Faz, but in the second round, Jaz uses Vega's throwing skills to the max to bring Zangief's health down to a critical level. Alas, it all goes horribly wrong, and a Zangief throw ends the tournament, and Jaz goes pale as he realises he has lost 2-0.

**GARY (Blanka) Vs ANDY (Honda)**

Battle of the bulk, as office champ Gary prepares to destroy Prod Ed. With 63 seconds on the clock, Gary whips poor Andy's butt with Honda barely getting a hit in. Even more rolls from Gary ensure the second round is over equally fast. As Gary cheers, Andy mopes off muttering that he didn't



want to play anyway and besides he's not feeling very well.

**PAUL (Sagat) Vs RAD (Bison)**

It's battle of the bosses as the two long-haired jessies (honestly, you can't tell if they're boys or girls these days) take to the SF2 machine for a battle royale. As Rad wows us with the most tedious selection of Flame Tordedoes Bison has ever performed, Paul reacts with Tigers and Uppercuts. Ho hum. Because of his Tiger prowess, Brett from out of Suede - sorry, Rad - eventually loses, but the Senior Staff Writer returns with more Torpedoes to make it one apiece.



It all rests on the final round with Rad employing more Torpedoes, as Paul once again pulls off Tigers. Still, Paul's minimal tactics outweigh Rad's, and the Kirby groupie scrapes through to the next round.

**BRIAN (Ken) Vs STEVE (Balrog)**

'I hate Balrog', whines 'Ferret' Merrett. As Brian grins confidently at Ken, Merrett leaps in with a succession of punches which sap Ken's energy rather quickly. However, retreating and unleashing a series of fireballs, Balrog is eventually stunned and a Dragon Punch puts an end to Merrett's misery. Round two arrives, with the weasel-faced

Dep moving in close. With 50-odd seconds left, Merrett makes things even. More basic tactics from Merrett mark the start of the round, but even more Dragons soon drain Balrog's strength. Merrett goes on the defensive, but it's all over and our Dep shuffles off saying he has more important things to do anyway...

**DAVE (Guile) Vs TIM (Dhalsim)**

It's time for the battle of the Baboons! Tim 'Ba' Boone versus Baboonman himself, Dave Kelsall. Tim takes a slight lead using Dhalsim's long arms (and his own to reach past his bellies to get to the joystick), and it doesn't take long to finish Guile off. However, it's Sonic Booms ahoj in the second round, with Guile cornering Tim's character and knocking him out. In the third, Tim seems to lose all his hand-to-eye coordination and more Booms from the designer finish him off. Dave wins and stomps off to celebrate by swinging from the rafters.

**OZ (Ken) Vs TOM G (Dhalsim)**

Oh dear, this really is a sad pairing. Mean Machines' man Oz can barely hold a pen let alone use a joystick, whilst Tom Guise is the comic relief. As Dhalsim, Guise is sliding a lot, but Oz is somehow keeping him at bay with loads of fireballs. After more of the same, Oz wins the first

round, closely followed by the second. Obviously Tom's Streetfighting abilities match up to his feeble writing "talents".

**RICH (Zangief) Vs GUS (Chun-Li)**

With Gus leaving us to move to Mean Machines, it is ironic the Editor of that journal is his opponent. Rich enters the fray moaning about his character and Gus responds by unleashing Chun-Li's newly-acquired fireballs until he wins the first round. To say Rich is slightly miffed is an understatement to say the least, so a rapid succession of Lariats placates Witham's witless wonder and grants him the equaliser. It's on to the third and final round, where Gus uses Chun-Li's many attacks to win the game.

**DAVE KELLY (Ryu) Vs LUCY (Ken)**

One of our contestants dropped out, so Merrett recruited our Publishing Director, Dave Kelly. Drawn against Mean Machines' girly Dep, Dave felt quietly confident even though he hasn't touched a joystick since he left Sinclair User forty-nine years ago. Kelly takes the first round in a battle which is nothing short of inept, but Lucy equalises. Using little sweeps, Dave eventually realises Lucy doesn't know how to block and it's all over.



# THE MEAN MACHINES ARCHIVE

# STREET FIGHTER

# CHALLENGE

## ROUND 2

New characters are given for the next heats, here's what happened...

### FAZ (Ryu) Vs GARY (Ken)



Gary goes into his extremely dull Dragon-after-Dragon move, which is thwarted by a Faz leg sweep. All of a sudden, Gary is on the ropes, but a swift come-back wins the first round. For the second round, Faz and Gary are level, when all of a sudden a throw from Gaz sends our plucky challenger out of the game.



### PAUL (Bison) Vs Brian (Zangief)

Paul sends Bison in for the kill - only to see the Russian fighter stop the boss in his tracks. Yes sirree, whereas Brian claims to be hopeless with Zangief, he soon has Paul out of the first round thanks to his good use of jumps. The second round follows a similar pattern with Paul using Torpedoes to no effect, and Brian using kicks to sap Bison's strength little by little. It's all over for dismal Davies...

### DAVE (Blanka) Vs OZ (Dhalsim)

Following jeers from gobby Dave, Oz is amazed to see a cannonball to the gonads stun his on-screen alter ego. Celebrating his minor victory, Dave - the 1993 Shrewsbury Gurning Champion - proceeds to pull his top lip right over his head whilst baring his teeth to put Oz off - as if he needed to! Just looking at him is bad enough! Following this japey, in the second round Oz is out with 70 seconds still on the clock. Still smiling, he enters the second round but is white-washed by our NMS boy. 2-0 to Dave, but that's hardly surprising as Dave and Blanka could quite easily be twins.



### GUS (Balrog) Vs DAVID KELLY (Chun-Li)

Basically, this was the walk-over everyone expected. Now, I'm not saying that David Kelly has a lot of influence over my journalistic integrity, but he did play really well and wasn't at all slapped to bits by Gus's skill. In fact, it is indeed a credit to Mr Kelly that



he managed to get that rather cheeky slap to Chun-Li's face in the second round. Mind you, that one small slap disconcerted Scots relic Gus more than any of the Caledonian's artful combos ever could. Besides, he was also the only loser not to teach the rest of the ensemble new words as he walked away from the machine.



# SEMI-FINALS

Guess what? Yep, we changed the characters again.

**GARY (Ryu) Vs BRIAN (Honda)**



Expecting more Dragons from Gary, we were rather surprised when he used fireballs instead - perhaps he was scared of letting Brian get too close? Brian attempted to send Honda in for the kill, but Gary simply Dragoned him out of the bout with 55 seconds to go. Unperturbed, Brian sends Honda in with his new Bum Bounce move, but Gary parted his descending cheeks with another Dragon. Honda returned with a neat slap and Gaz started to worry. More Dragons followed, though, and Honda was felled and our last challenger bombed out of the championship.

**DAVE (Guile) Vs GUS (Balrog)**

With Dave's animal noises ringing in his ears, Gus is amazed to see the gibbon-like chap take the lead with a series of low sweeps. Speed eventually wins out with Balrog copping more sweeps and Booms, and Dave roars again in victory. In the



second round, Gus goes straight for the kill with a series of big punches which leave Guile stunned. Dave valiantly fights back, but a massive gut punch knocks the GI into the final round. This next one isn't so gripping, and Dave's many Sonic Booms send Gus out of the contest with Dave's bestial taunts echoing behind him.

biggest git after finishing the rubber-faced Crayola-pusher off with another throw.

## THE FINAL!

We decided to dispense with Merrett, and let Gary and Dave choose their characters.

**DAVE (Bison) Vs GARY (Vega)**



Gary chose Vega and Dave had Bison, and we sat back to watch the Art team battle it out for supremacy. After a little haggling over seats, the game commenced. Vega's speed gave Gary a slight advantage as he sent the masked warrior leaping across the screen, swooping in for the odd kick or throw. Dave eventually hit back - once - but a back throw from Gary makes it 1-0. The second round then follows an almost identical pattern and is almost as much fun to watch as the Cup Final. Gary takes the title of best Turbo player and



## WANNA GO?

Well, that's how this month's contenders fared, think you can do better. If so, list a series of games you want to take us on at, and mark which person in the NMS team you want to play. Tim, Jaz, Rad, Steve, Gary, Andy and Dave all await your challenge, and if you win we may even take you down the chippie to celebrate.

I want to play ..... at one of the following:

I realise, though, that if I lose I may be subjected to much taunting and even the odd Chinese burn.

Having done so, send it in, with your name and address, to:

COME ON THEN, YOU BIG GIRLS,  
SCOREMONITOR CHALLENGE,  
NMS,  
30-32 Priory Court,  
Farringdon,  
London,  
EC1 3AU

THE  
**MEAN**  
MACHINES  
ARCHIVE