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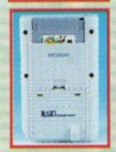
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# CONTROL

**THE ONLY MAGAZINE DEDICATED FOR THE SUPER NES WITH ALL THIS AND MORE...**

***Welcome to Control, the first independent magazine geared specially for the Super Nintendo (SNES). For everyone remotely interested in the SNES, this is the only mag you'll ever need. We offer more pages of pure SNES than any other mag, but we include more in the way of news, features, previews and players guides. You'd be a mug to look elsewhere.***

## SO WHAT'S SO SPECIAL ABOUT CONTROL?

### FASTER REVIEWS

We have a stricter editorial policy than other games magazine; we're ridiculously honest in our in-depth reviews where we try to complete a game before putting pen to paper, and you can see the breakdown of the final score in front of your very eyes.

### CONCISE GUIDES

No-one can claim to produce more accurate players guides, nor would anyone dare say their layouts are more visually pleasing with more in–depth precision for solving all those tricky games.

### GLOBAL NEWS COVERAGE

Our news and preview coverage is second to none, with hot off the press info from native software houses, as well as bulletins direct from the States and Japan.

### OPEN HOUSE

We welcome full feedback from all our readers. You too can be part of the magazine by sending in maps, tips, problems and letters.

### OUT AND ABOUT

We'll travel all over the United Kingdom to meet you in your favourite console games store for our Remote Control feature where you'll tell us all your hopes and fears for the SNES and we'll lend a sympathetic and understanding ear.

We might not agree with your opinions (in fact its an absolute certainty), but that's all part of the fun, isn't it?

### INTERNATIONAL OUTLOOK

Don't expect to see simply official British releases, because you won't. We cover the whole world of the SNES, and if that means new American and Japanese games, then so be it. There's a wealth of converters out there, so you'll be able to play games up to a year before they officially even reach our shores, and they'll be at a similar price.

### DEVASTATINGLY HOT

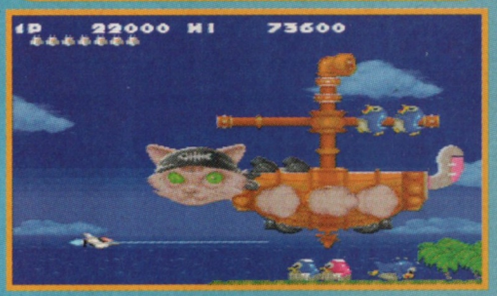
Every month we strive to give you more exclusive reviews and news than any other magazine currently available. Other mags may claim an exclusive, but remember where you saw it first.

### SNES ONLY

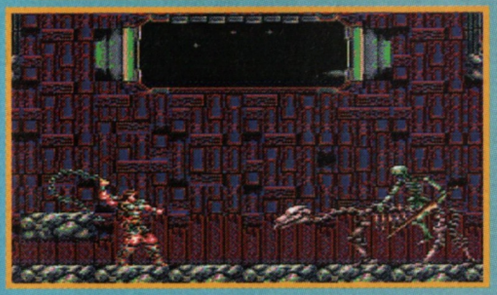
Remember Control is solely SNES and isn't diluted by lesser machines so relax, put your feet up and enjoy this first issue. It's the only mag for you and it can only get bigger, and better, with your support.




### REVIEWS




### GUIDES



### NEWS



### OUT AND ABOUT




### GLOBAL SCENE



# The CONTROL PAD

Control – the very first completely unofficial Super Nintendo magazine has been brought to you by:

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# in CONTROL

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**PERIPHERAL VISION**
**12** You've got a new SNES, but how will you make the most out of it? Control tells it to you straight.

**REVIEWS GALORE**
**15** All the latest, most exclusive imported SNES games to hit or about to hit our shores. Check it out here before the others even get a sniff of them. Balanced and concise, they also have a revolutionary scoring system that gives you real hard hitting honesty.

**COMPLETE CONTROL**
**38** Stuck in your favourite game? Check out the Control players guides for a complete low down on how to beat it. Also, some incredibly handy hints and tips

**All this PLUS your FREE supplement featuring the best IMPORT games available for your SNES.**


## WIN!

**10 Super Nintendos or Heaps of Software**





**62**

ISSUE NO. 1 AUGUST 1992

The ONLY Mag SNES Owners Need!

# NTROL

For SUPER NINTENDO® Junkies!





## REMOTE CONTROL

**58** Control goes out and about to chat to SNES players throughout the United Kingdom – the boys may be in your town next month...

## COMPETITION

**62** Have we got a competition for you or what? Lots and lots of splendid SNESs to give away plus tonnes of cartridges – why not give it a throw?

## OFFICIAL GAMES

**64** What's officially available for your SNES in the UK. Not many at the moment, but tasty nevertheless.

## CONTROL ROOM

**66** We get things off our chest, spread some wicked rumours and check out what's going to happen in the next whopping issue of Control.


Complete CONTROL





Super Mario World
Super Contra III
Castlevania IV
Krusty's Fun House
& F-Zero

get the complete control treatment

15

# REVIEWS

## BATTLETANK

The Battlezone for the 1990s. There ain't no wire-frame graphics here, my children.

## DUNKSHOT

Possibly the best basketball simulation ever. Will you fastbreak, crash the boards or slam dunk? Have a time out and see.



## PARODIUS

An enjoyable horizontally scrolling shoot'em-up in a weird and wonderful setting.

## PGA TOUR GOLF

Score birdies galore in this marvellous golf sim that takes place on real life courses.

## PRINCE OF PERSIA

Marvel at the incredibly life-like sprite who is trapped in a harrowing labyrinth.

## ROMANCE II

They said that Risk was the greatest ever World Domination game. Think again.

## STREETFIGHTER II

Ryu, Ken, Guile, Chun Li, Dhalsim, Blanka, Zangief, Sagat, Bison, Balrog and Vega all fall



foul of Honda's thousand hand slap.

## TURTLES IV

An exclusive look at the heroes in half shells' brand spanking bodaciously new SNES

## SUPER STRIKE EAGLE





Microprose, those masters of the simulation art are finally turning their hand to the SNES. As is the wont of SNES games, they can't just call it Strike Eagle, oh no.

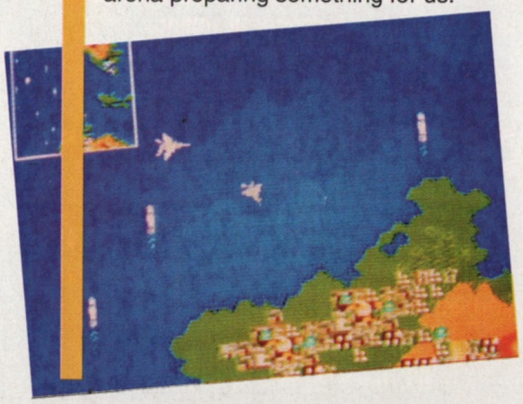
They have got to call it *Super Strike Eagle.* Admittedly, Super is what it really does look like at this early stage.

Super Strike Eagle puts you in the cockpit of one of these almighty flying machines in a realistic combat and flying simulation.

There is a real dearth of flight sims on the SNES, so it's good to see a company as accomplished in this arena preparing something for us.

Featuring fast game play and accurately portrayed graphic realism it looks set to stun. Provisionally set for an official release in Spring next year we wait in eager anticipation to get our sweaty mitts on a full working copy.

Also in the pipeline is Sid Meyer's Railroad Tycoon, a classic simulation of building up a train network. Sounds dull, but it's excellent engrossing fun.



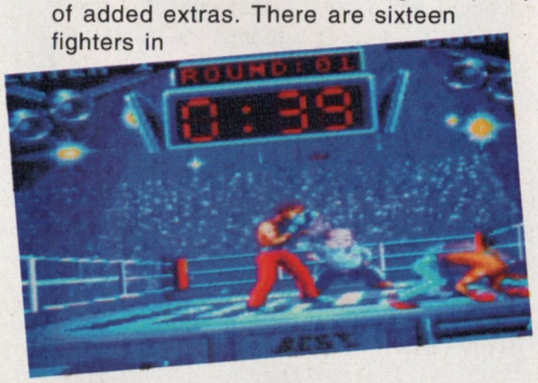
***Development for the SNES isn't based solely in Japan and America, there's quite a bit going off here in Britain and in Europe. To grab the low down on all things Nintendo, we search high and low to bring you all the important news.***

## CHAMPIONSHIP KARATE



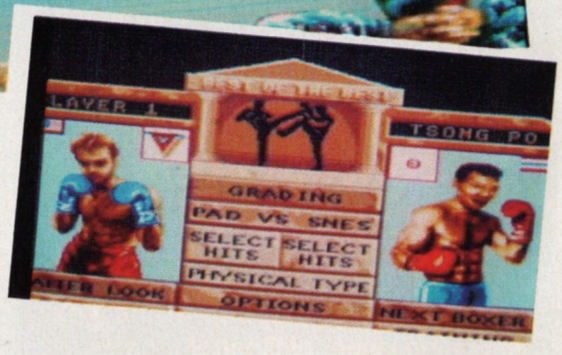

Loriciel, our Gallic friends, are all geared up for a complete assault on the SNES. Their first release, all being well, is going to be *Championship Karate* which is, you guessed it, a Karate fighting game.

Actually it's just a souped up version of the existing game; Panza Kickboxing with plenty of added extras. There are sixteen fighters in total, fifteen computer champions from 16 countries who you have to punch, kick and generally smack around into submission. Depending on their representative country they attack in a variety of ways and all the backgrounds are well depicted, including fan activity. You can also train your fighter and dabble in Kumate.




Kumate is a no holds barred unsanctioned fight with anyone; including some fighters who indulge in Kung Fu.

There is a full option mode, so you can adjust the damage inflicted and have action replays of your favourite fights. Championship Karate has been sent to Nintendo for validation so hopefully you'll catch a glimpse of this eight meg cartridge towards Christmas.



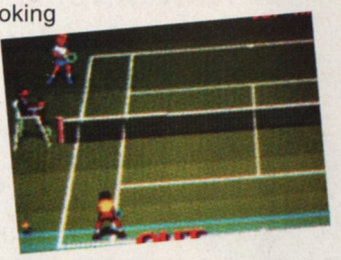
# GENERAL TROL WS

## JIMMY CONNORS PRO TENNIS TOUR

More silence was offered from Ubi Soft. 'We have nothing to tell you about, yet' was the cry from the phone. A swift parry by our *Super Tennis* fanatic news hound was, 'well, what about *Jimmy Connors Pro Tennis Tour*? Stunned Silence – how do you know about that?

However, Control can give you the low down anyway. Presently being developed by Blue Byte it will feature players each with their own special characteristics who will look quite different to one another as they are loosely modelled on real people.

For example there are right and left handed players, strong servers and baseline stars. Accuracy is rather good, Jimmy Connors is left handed with his signature yellow racquet. Looking quite similar to Super Tennis, it is apparently going to be an improvement. If so, what an achievement that will be.









## DRAGON'S LAIR

Now entering the final lap of development, Elites Dragons Lair looks a tasty morsel to sample. We've got our hands on an in–progress copy and it does look like it's going to thrill.

Very loosely based on the original Video Disk game, it's set on 24 levels and you play the hunky Dirk in his quest to save his beloved Daphne via a good deal of hacking and slashing. As with the original, you really have to have excellent timing with your moves and jumps or you might as well say ta-rah to life.

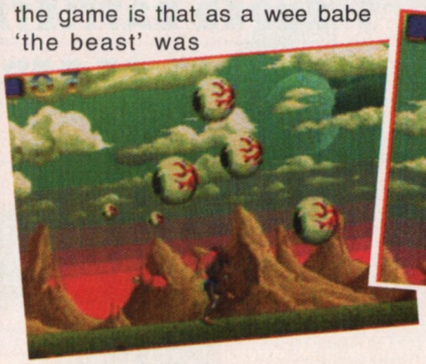
Expect it to be tough, entertaining and eminently addictive. Graphically it has some spectacular effects.

No specifics yet, though. Wait for the full Control review of the complete game as soon as we get a shop ready version.

## SHADOW OF THE BEAST

Psygnosis are keeping quiet about their latest SNES development, *Shadow of the Beast.* They have even denied its existence. Never to be thwarted, Control confronted them with some facts wormed out of various contacts. Until this discovery, Shadow of the Beast (SotB) was previously only available on home computers and the Mega Drive. The general gist of the game is that as a wee babe 'the beast' was stolen and transformed into the ugly mug it is now so it wants revenge. SotB really does look impressive and is set for release by the Japanese company IGS some time in the distant future.

This graphic adventure will have different problems to the original and will make full use of the SNES' amazing graphic qualities. We give you more facts as and when we hear them.





## MINDSCAPISM

Mindscape have many things in the pipeline, but one which will stand out is *Gods.* It is being produced on the SNES by the original developers, the Bitmap Brothers. Unlike other conversions, this is being seen through by the original team and not others as previously. Especially rewritten for the SNES from scratch, the game will look and play like a distinguished SNES game but still have the quality of the Amiga original.

Gods is an beat'em/jump'em arcade adventure set in Mythological times. You have to biff your way over platforms, solve puzzles and meet a shop keeper. The action is accompanied by the Bitmaps' graphic and musical excellence. Also by Mindscape is Outlander which is set in a post apocalyptic desert and is a combination of driving and beat'em-up action. The nasties are based in the Outlands, a wasteland which houses the world's penal colony. The baddies have kidnapped a scientist to coerce him into building a murder weapon. You, a mercenary, have to rescue him. Look out for a preview.

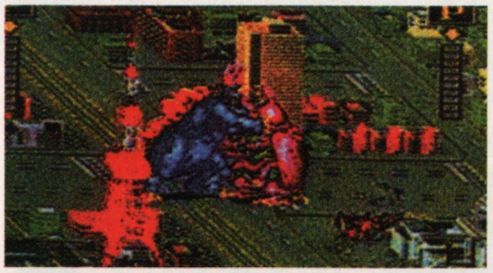
# OUR MAN IN JAPAN

***Japan, the spiritual home of Nintendo, is a hotbed of SNES development. Although we're a good few thousand miles away, we've got our feelers in there to report on what's bubbling on the hob.***

*King of the Monsters* looks set to stun. A wrestling game for those sick of seeing grown men pumped full of steroids wearing thick make up and bellowing into a microphone. These are real heavyweights – wrestling monsters.

## KING OF THE MONSTERS

To kick and pummel your way to victory, you have a choice of six monsters each with their own special moves and attacks. The arena is set in city blocks that get crushed with the stomping creatures. It looks like a great laugh.



King of the Monsters will be released in August by Takara; eight megs of scaly action. Look for a full review soon.

## F1 SUPER DRIVING

Staying on a scrapping theme, *Street Fighter* clones seem all the rage at the moment, and two presently in the pipeline will draw your attention. The first, scheduled for release towards the end of October, is *Power Athlete*



by Kaneko. It's not as complex as the main Street Fighter II game, but it looks to keep up the adrenaline rush for action addicts.

Basically, as a misfit child you want some revenge for your father's demise, so you biff your way through nine champions until you come across the big Boss Man. Interesting, but hardly novel in any way.

## HIRUYU'S FIST

More appealing and in direct competition to Street Fighter II is Culture Brain's *Hiruyu's Fist – Super Golden Fighter.* Being touted almost as much in the Japanese mags as SFII it's bound to be a big seller when it's released the week Control hits the streets. Look out for a complete review in the next issue.

## SUPER F1 CIRCUS

With the Formula One season now in full swing it's no surprise to see lots of driving goodies ready for release in Japan. Two will




be released any time now, *Super F1 Circus* by Nihon Bussan and Aguri Suzuki's *F1 Super Driving* by Logique. Later in the year there's going to be Satoru Nakajima's *F1 Hero* to be released by Barie together with Gremlin's own *Nigel Mansell's Grand Prix* as previewed elsewhere in the mag.

Super Driving looks a typical cockpit view driving sim with either a split screen for two players, or one huge screen for taking on the cream and Suzuki himself. You can tune your car according to the relevant situation and choose from 18 circuits, each with random weather. All this on an eight meg cartridge with battery back up, it looks to be a winner.

## PIPE DREAM

Bullet Proof's *Pipe Dream* is a classic which almost everyone must have played at some time or another on just about every computer format and it is finally making an appearance on the SNES. The game is classic simplicity – you have to connect a series of pipes that are selected at random. Keep on building until you reach the tap before the water comes out. Simple, irritating but great fun. Should be reaching the white cliffs any time now.

There are loads of others ready for release soon but space limits their inclusion. I'll give you a taster of some, especially the real tongue twisters that will be unofficially winging their way over. These are: Dinowars – Adventures in Dragonland, Sandra's Big Adventure – Encounter with the Valkyrie, Momotaro the Train Engine, and even Dodge Danpei – the Fighting Baseball Kid. Ask for those and keep a straight face.




## TOP 5 IMPORTS

| | |
|---|---|
| 1 | STREETFIGHTER II |
| 2 | SUPER BATTLETANK |
| 3 | PRINCE OF PERSIA |
| 4 | PARODIUS |
| 5 | ZELDA III |

Courtesy of Megacom, Nottingham

# GLOBAL TROL WS

# ENTERTAINMENT USA

***The Americans have already taken to the SNES like fat slugs to salt, totally immersing themselves and dissolving into disgusting gooey blobs staring at their television screens. Surely there must be plenty in the pipeline to attract our attention in Control? Well, yes there is.***

Konami are a well respected company both here and overseas and they are shaping to keep up their respect with several new titles for launch over in the states in Autumn.

## PRINCE OF PERSIA

Firstly, there is *Prince of Persia*, set for a States launch in the second half of 1992. It's an eight megabyte scrolling beat'em-up with



class and smoothy style which will leave you gasping, some of the most fluid animation you're likely to see for quite some time. See a full review in this very first issue, and check to see just how good it is.

## CYBERNATOR

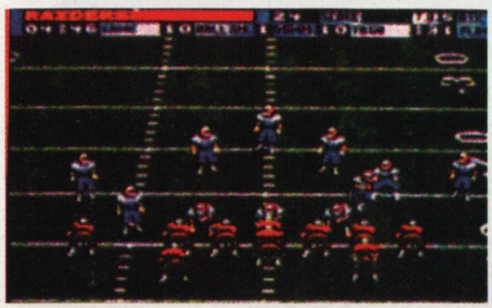
Still with Konami, their *Cybernator* cartridge looks primed for sweaty shoot'em-up action in October. In this eight meg cart you pilot a robot built out of all the strongest materials and alloys. You'll fight your way through the earth's atmosphere, through the surface and even in the deepest oceans. Looks like it's going to be really pulsating stuff.

## SUPER SLAM DUNK

Electronic Arts and Halken aren't the only people to be pushing forward their Basketball games, Virgin of America are also getting in on the act. With *Magic Johnson – Super Slam Dunk* just about ready for release over the pond, the competition will be immense. Halken's *Super Dunk Shot* or *NCAA Basketball* (as it's called over there) looks the best, but how will it compare to the rest? We're eagerly waiting for our copy.

## AMERICAN FOOTBALL

Continuing in the sports field, Capcom will be releasing an American Football sim in the autumn. Untitled at the moment, this is



expected to include special features never before seen in a football simulation. Like what?. Our sources mentioned putting a MVP Player right in the thick of it in differing situations while you coach from the sidelines.

## FINAL FIGHT GUY



Fans of the original *Final Fight* will be glad to know that the follow up, *Final Fight Guy*, is being prepared for release by Capcom in the States. OK, so we know that it has been out in Japan for a while, but it'll be jolly nice to get an English speaking version months before the British one appears on the shelves.

## SF STICK

Stateside rumours regarding the special joystick specifically designed for Street Fighter II are flying around like static sparks. The pad is converted for the game so all the special




moves are easy to get at. Unfortunately, Nintendo of America have held back on its release, but it looks like a must for all SF II fans. Look out for a review!

## TECHNICAL STUFF

The *SNES CD-ROM* has been announced stateside for a possible release in 1993 at a ridiculously low price of $200, unlike the Sega CD unit which is selling for almost double that at the time of print.

The SNES' CPU runs at 3.58 MHz, but this will be zapped up something chronic. The speed of the CD co processor will be massive, at a huge 21 MHz. This, compared to the Sega's 12.5, is quite something.

To cover advances in technology there will be a system cartridge containing the brains of the system, all the RAM and ROM chips, and the coprocessor and custom chip. If the technology goes haywire, you'll have to invest in a new cart without getting rid of the CD player proper. The advantage of the CD over the SNES will be obvious. The speed will reduce screen flicker and character slow down when the screen gets full, animations will be more fluid and the games, crammed on a CD, will be huge. It sounds great, but will it deliver, and more to the point, when in Britain?

PREVIEW

CONTROL

NEWS

***Gremlin, the Sheffield based game maestros, are rumoured to be developing for Nintendo. To check up on this and other things on the treadmill, Nick visited his beloved home city to spy on their developments.***



*Play God or a major league town planner to build a perfect place, or Utopia. Dull? No. It's a darn sight better to play than it actually sounds*

# A Grem The

Gremlin have grown meteorically over the years. From a small outfit producing innovative games back in 1984 they are now a truly global interest with their games distributed, bought and played the world over.

Previously they've dabbled on the Nintendo market as a developer producing for US and Japanese software publishers. On the Super NES system they've dazzled with gems such as Top Racer and Lil' Devil.

Now it's full steam ahead for Gremlin, they're covering all three Nintendo formats; the NES, Game Boy and SNES. Of the wide range of game genres it is the driving game for which Gremlin are most famous. It all started with the sensational Lotus Turbo Esprit, a game with slick graphics and stomach churning speed. Following this was a succession of other star games including Super Cars, Team Suzuki and Lotus II.

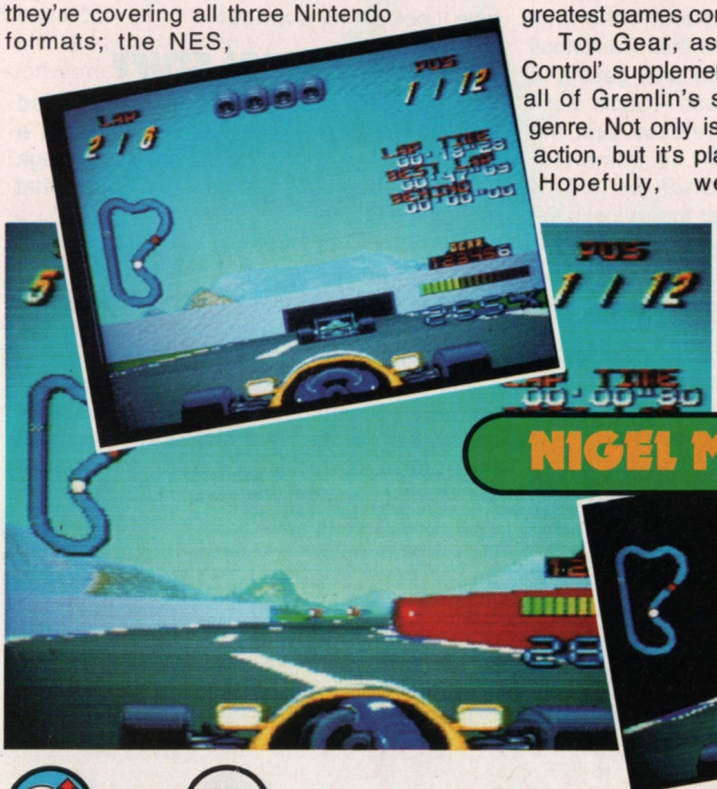
***On all formats Nigel Mansell's World Championship just oozes class***

Unfortunately, none ever made the Nintendo consoles until Top Racer, now Top Gear, appeared on the Japanese SNES (Super Famicom). Now all is changed, and Gremlin are committed to the greatest games consoles on earth.

Top Gear, as reviewed in the 'Out of Control' supplement, is a fine game, utilising all of Gremlin's skills in the driving game genre. Not only is it slick with incredibly fast action, but it's playable to boot. Pure class. Hopefully, we shall see further developments in that line. Top Gear is available in the states, but you can expect to see it on the British SNES later in the year.

And that's not all. Of all the endorsements a company can possibly get, Gremlin must have the scorcher of the moment. In a safe somewhere in Sheffield is the signature to create the official Nigel Mansell, he who is storming the Grand Prix championship, game. Surely a licence for Gremlin which must be covered in gold dust and sing hallelujah!

What's more, they're really squeezing it for juice. Not content with just one or two conversions, they're covering all bases by developing for every Nintendo machine as well as the other insignificant consoles.




***Nigel Mansell may be storming the driver's championship at the moment, but I'm sure even he would be stunned by the realism of the in cockpit views of the tracks, undulations and other cars***

## Mansell – On The Podium

Naturally, Nigel Mansell's World Championship is a Formula One Grand Prix driving game covering the respective sixteen race tracks. No-one ever said driving a Williams formula one car was as easy as toddling down town in a mini, so don't expect an easy ride. Due to the realistic driving accuracy it isn't as immediately thrilling as Top Racer or Lotus. This differential steering control caused by less tyre grip ensures a challenging game.

Thankfully you aren't expected to launch straight into a season with the worrying control method. You are offered a driving school where Nige shows you




# nlin In Works

takes the best out of the top existing strategy games on the home computer scene, namely Populous and Sim City, although it's great in its own right.

Utopia is currently looking remarkably like the Amiga version. It might as well *be* the Amiga version (a strategic sim where you must create the perfect society) because its thoughful icons and incredibly firendly interface are so similar. It's conversion to the SNES looks a walk in the park, with slight adaptations for ease of use with the control pad and different end part music.

## Brave New World

Utopia is a game that tests your mental guile, and is a welcome addition to the brainless slaughter of classic SNES stuff. An open yet friendly game to keep your eyes peeled for when they get a publisher.

Video Kid wasn't very good on the home computer front so Gremlin have decided to test the water in the US. If it goes down well you may see an official British version. Don't hold your breath, it'll be best if you wait for the Control review of the imported version when we get our mitts on it.

In Video Kid you play a little green haired monster who is addicted to television. After his father brings home some video tapes, the kid gets sucked into them. It's a platform game with guns and cutey effects that emits an aura of professionalism. I must admit, I'm looking forward to seeing the real thing in glorious SNESovision. Lots of goodies are winging their way from the Steel City, and judging by the results of Control's espionage, Gremlin promise plenty of action for Nintendo junkies everywhere and more.

the ropes. Here he teaches you such necessities as what speed to take corners and the 'best line' to attack each turn. You can also choose from a selection of difficulty levels which can be varied in game by adapting F1 driving necessities such as tyres, aerodynamics, gear torque and engine tuning. You can also practice a course with your selection until you believe you have reached the required standard which, believe me, looks very high. On all formats it oozes class, but compared to the SNES version there is a massive chasm in graphics quality although there are only slight differences in game play. On the SNES the quality of the product looks well slick. With a 3D in cockpit display, the animation is silky. Even Mansell's hands move with slick precision.

Together with great graphics, there's also hair raising speed and challenging gameplay. A wise choice if you fancy fast action without splashing out on petrol. Gremlin claim that Nigel Mansell's World Championship will be 'the best interpretation of what it really feels like to be a Formula One driver.' We'll have to wait and see when it's released late autumn. Also tucked up in the development closet is Utopia, a classic strategy game which

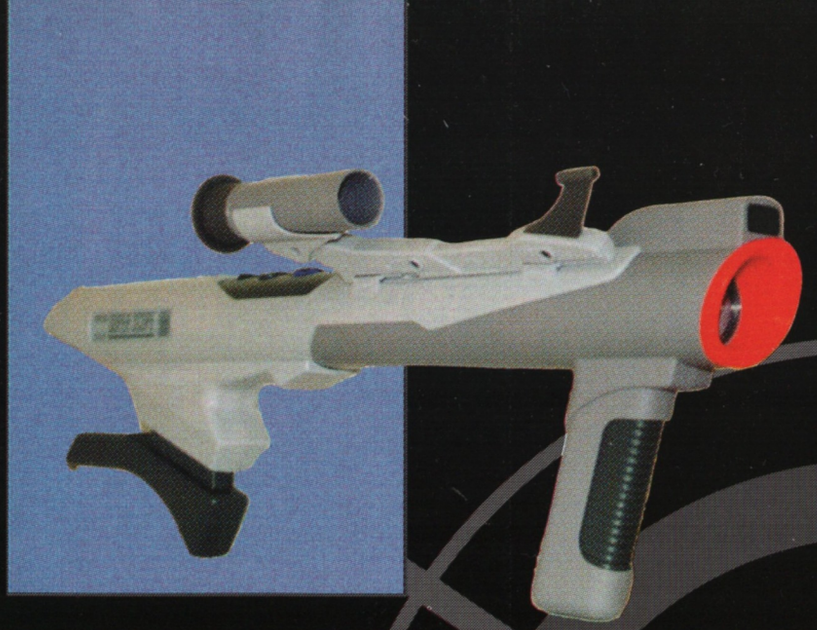
***Utopia is a welcome change from the brainless slaughter of classic SNES stuff***



***Green haired Video Kid is fully in development for the US SNES, whether it will be released officially here remains to be seen***

**Read it here first! All the latest up-to-date news from around the world for your Super Nintendo!**

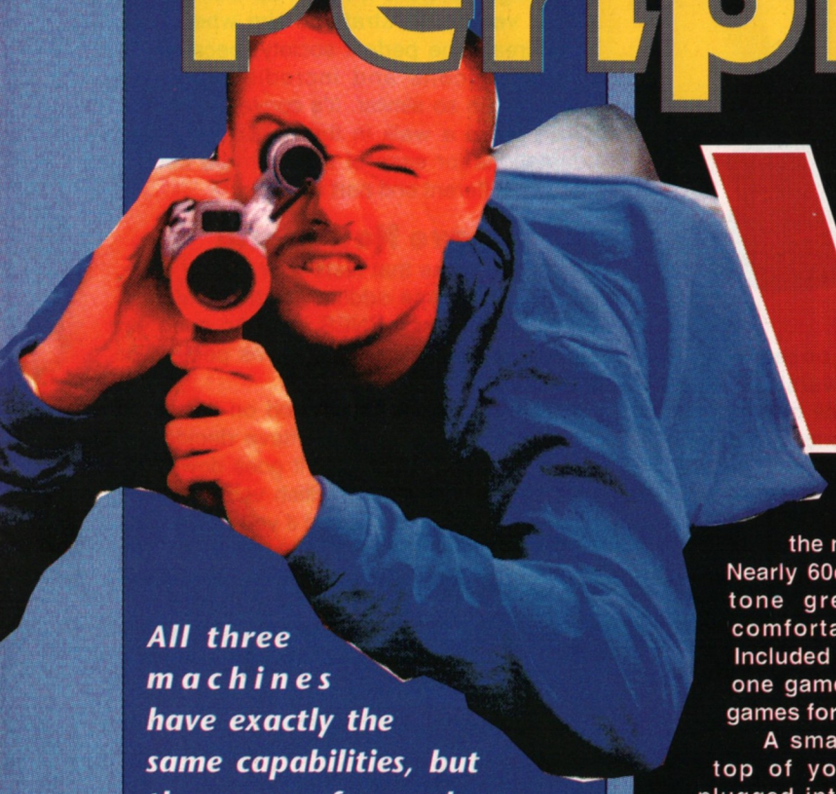
Super Scope



# Peripheral VISIO

*Your SNES may be all fine and groovy but to utilise its full capabilities and be the envy of your friends it may be worthwhile investing in a few pieces of rather nifty kit.*

*There are a lot of rumours going around concerning the differences between the UK Super Nintendo, the American SNES and the Japanese Super Famicom.*



*All three machines have exactly the same capabilities, but the games for each are incompatible with the others.*

*If you own a British SNES you can only use British carts, which number less than 10 at the time of writing - there are far more SNES and Famicom games available through import outlets but you'll need a convertor. Read on to see what's available...*

The Super Scope 6 is the next generation light gun. Nearly 60cm in length, it is a two-tone grey bazooka that sits comfortably on your shoulder. Included with the gun is a six-in-one game pack with six blasting games for use with the scope.

A small receiver is placed on top of your TV/monitor and is plugged into port 2 of your SNES. The bazooka runs on six AA batteries (included) and is thus separate from the SNES; offering freedom of movement. The six games you receive with the gun are simple fun. There are two types: Blastris and LazerBlazer. Blastris (both game A and B) is a relative of Tetris. The gun is used to move the blocks to form rows of three of the same colour. Also under the Blastris heading comes Mole Patrol, a rodent blaster similar to fairground Mole bashing games.

LazerBlazer offers a further three games: confront, intercept and engage. You must defend your position from aliens when they attack from the front or the side, then turn on the offensive yourself as your skim across the swamps during the engage section. Other games will be available soon on import, with the Operation Wolfesque Battle Clash looking impressive. Presently, available products are limited; devaluing the Super Scope 6 to a pricey toy for thugs. Sadly it will not run on a British SNES, even with a convertor. The problem lies in the receiver, as most US/Jap peripherals send different signals to the machine. This also means you will struggle using replacement pads specifically designed for use on the US SNES or Famicom.




*One of the Super Scope's six games on one cartridge and a damn good blast at that!*

## Honey Bee

### US/JAP CONVERTER £14.95 KC's




The Honey Bee converter allows you to play Japanese games on the US SNES and also American game cartridges on the Super Famicom – it's just no good for the UK Super Nintendo.

A simplistic piece of equipment, the Honey Bee bypasses the plastic blocks that normally prevent you from slotting an import game in one console or the other. This means that you don't have to hack away at your machine risk damaging it in some way.

The three units detailed are just a selection of the convertors currently available. There are a lot around, but make sure you check out the convertor first - there are some dodgy units on sale. Also prices may vary from shop to shop.

## Standard UK

### US/JAP CONVERTER £24.95 KC's



This, in the same way as the Datel Action Replay, slots into the top of your machine with a British cartridge in the back and the import game on top. The standard converter is not protected inside a plastic casing, but is instead just the bare circuit board with two connectors protruding from the top and side. There are cased units available but these are obviously slightly more expensive.

Because of its construction, the convertor is rather fragile and should be handled with care. It is for this reason it may be the better bet to opt for a unit with a plastic surround. Console Concepts (0782 712759) can supply you with one for roughly the same price.

## Action Replay

### US/JAP CONVERTER £49.95 KC's




The Datel Action Replay Pro is a glorified converter that enables you to play American and Japanese cartridges on your British SNES. The convertor is the same size as a normal cartridge and therefore fits snugly into the game slot on the top of the machine. A UK cartridge, more than likely Super Mario World, is slipped into the back of the Action Replay, facing upwards. The import cartridge is then slotted onto the top of the convertor. Just power up and you're ready to play!

It could be said with justification that £50 is rather expensive for a standard converter, but Datel's Action Replay allows you to 'hack' into the game and award yourself infinite lives, invincibility or other useful cheats. The hacking is done by entering codes on the Replay Pro menu screen that appears when you power up. A selection of pre-determined number codes are included with the convertor allowing you to hack into numerous popular official and grey releases, with the option of working out your own codes by following the simple step-by-step guide in the manual. A superb piece of equipment worth every penny.

# Peripheral VISION

## Supercon 2




### QUICK SHOT £19.95 KC's

The Supercon 2 is Quickshot's answer to the SNES pad. The buttons and d-pad are laid out in exactly the same way as the originals, with the additional slow motion and turbo fire buttons being found in the middle.

The pad is constructed of depressing, functional black injection-moulded plastic and features a wholly horrid red d-pad and multi-coloured fire buttons. The Supercon 2's slow motion and auto-fire perform in exactly the same way as the ASCII pad (explained more fully below). Now for the inevitable catch – it's only compatible with the imported machines, so it's not worth purchasing if you own a US SNES unless you're either very rich, extremely stupid or you have some sort of depraved perversion for needless peripherals. Don't be a complete and utter nincompoop. Stick with the ASCII, the best of the bunch.

## Stealth Joystick




### £29.99 KC's

Unlike most other accessories the Stealth is a joystick, not a pad.

Triangular in shape, the Stealth cannot be held in your hand, you have to rest it on your lap or table top. The layout of the buttons remains virtually the same as on the original pad, with the four fire buttons on the right and the stick on the left. Both the left and right buttons are at the top, making them difficult to reach, while down the centre of the unit is the turbo fire option for all six keys. The slow motion works in the same way as the ASCII pad, reducing the game's pace by flicking the pause button on and off.

Some will find the Stealth too bulky as it will not sit neatly in an average pair of hands. The left and right buttons are poorly located as games like F-Zero, which require use of these two keys during the action, cannot be played effectively as they are too difficult to reach. The stick is a little too loose for adequate control and, like many other peripherals, doesn't work on the British SNES. To conclude, the Stealth is a poor choice (and a misnomer) for a replacement joypad or joystick.

## Asciipad




### IMPORT ONLY £24.99

The ASCII pad is a joypad upgrade for either the US or Japanese SNES and features independent turbo fire (up to a phenomenal 20 shots a second!) for all buttons, so you can switch on the turbo, leaving you to concentrate on the d-pad.

Also featured is a unique slow motion feature. This option toggles the pause on and off many times a second, thus effectively portraying the game in slow motion. There is, therefore, more time to react to what is happening on-screen.

The ASCII is not entirely compatible with the UK SNES. It will work with a lot of the games altough it does occasionally seize the action, sending Mario, or whichever sprite you happen to be controlling at that time, off in a whirling spasm! An ideal replacement pad for your SNES.

**Contact KC's Computers on 0509 211799.**

# REVIEWS

# CONTROL

## SCORING SYSTEM

***At last! A scoring system that actually works. The first ever honest rating system. We're not sycophantic suckers who give everyone scores in the 90's – oh no. An average game gets a score of 50%, only a perfect game in nearly every way warrants something above 90, and we haven't seen it yet! If you don't like it, ya boo sucks to ya.***

| | |
|---|---|
| 100 - 90% | Phenomenal |
| 80 - 89% | Excellent |
| 70 - 79% | Very Good |
| 55 - 69% | Good |
| 45 - 54% | So-so |
| below 45% | Shit |

There are plenty of other magazines that give the same score to just about anything. We tell it the way it is. Other magazines may make a bobbins game seem all fairy lights and tinsel, but rot is rot and when we review a game we show warts and all.

The idea behind the control scoring system is to offer you, the punters, an impartial and totally different scoring system. We've split the scoring system into two general areas; presentation and gameplay. Gameplay is what it's all about so that gets most of the score, 70%.

***Immediacy: 20%: How easy it is to get to grips with the game as soon as you start***

***Longevity: 20%: How much lasting appeal the game has in the long run***

***Entertainment: 30%: Speaks for itself. How much you loved or loathed the game***

Presentation is still important on a state of the art machine, so it gets its say in the remaining 30% per cent.

These two areas are broken down again and weighted according to the necessary merits to add up to the final score. Presentation is basically the acoustic qualities of the sound and music coupled with the backgrounds, sprites and scrolling qualities of the graphics. These, of course, are of greater importance to the player than the sound, so they get a greater allocation of the score.

***The Final Analysis will offer an objective and more scientific scoreline and, what is more important, keep the ridiculous high ratings seen in other mags to a minimum. Only a truly exceptional game in all aspects will be above 90%, a stunning game will score between 80-90%, excellent games between 70-80% and good games will be above 60%.***

### CONTROL PANEL

| | |
|---|---|
| ACOUSTICS | 5/10 |
| VISUALS | 12/20 |
| IMMEDIACY | 11/20 |
| LONGEVITY | 10/20 |
| ENTERTAINMENT | 19/30 |

*This isn't my kind of thing – it's nothing more than a jumped up version of Risk. This isn't the kind of game you can expect to play competently in a few minutes, a few hours yes – it's very inaccessible. For me, there wasn't enough going on to hold my attention, continuously plotting out strategies for your population as well as your army became tedious, don't expect to go into battle every five minutes. Definitely for strategy freaks.*

**FINAL ANALYSIS 57%**

***Acoustics: 10%: Sound effects and music; Cabaret Voltaire or The Clash?***

***Visuals: 20%: Graphics and general appearance and quality; Neville Brody or Marc Keating?***

The gameplay aspect is broken down into three. It's no good saying a game plays brilliantly if it takes hours to get into or if it turns dull after a day. Our system caters for this, as well as the important entertainment factor. This is vital, and thus gets the king sized share of the spoils. The split weighting makes for an honest score system. Problems do arise whereby there is a clash of opinion, or a need to stress a point further. These viewpoints are catered for by special comment boxes in the review text, namely *Nick Sticks His Oar In, Allievaluates and Alexplains* – thus the objectivity and validity is expanded.

***Control also has special awards for the best and the worst. How much will it set the gamer alight? Nuclear mushrooms (80%+) and exploding cherry bombs (70%+) will be given out to the best, and a damp fizzling match will go to the worst turkeys (45% and below). Also, a special reviewer's accolade will be awarded if they feel it deserves special attention separate from its scoreline.***

***The Control scoring system makes the other mags' ratings look staid, old fashioned and totally biased. Whose scores would you trust?***

## Too Much Russian About



*(Left) Brawn is never a match for brains, as Ryu proves with Zangief. Waiting for the Russian to approach, Ryu pauses for thought. Zangy leaps into attack but is met by a swift kick to his gut, breaking three of his ribs...*

*(Right) Stumbling backwards under the force of Ryu's blow, the Russian composes himself and waits for the Young Jap to attack. Ryu Leaps into the air, diving towards the muscleman with a scintillating flying kick. Zangief can do nothing but collapse into the corner, a massive sobbing mess. That is how you beat the Russian*



***You've never seen one this big and boy, is this beast impressive? Streetfighter II is the beat'em-up cartridge on everyone's mind, offering a breath-taking (gasp!) 16 megs of bone-crunching violence. Yup, SFII has finally arrived on our shores, promising to be the closest conversion the console market has seen. Then again, wouldn't you want perfection for £85?***

Capcom

# Streetfigh

## Blanka T Blank




*'He's fat, he's round, he's always on the ground, Blubber Boy'. Ken takes the mick out of Blanka's inability to stand...*



*Blanka and Guile get intimate. Blanka grabs the Yank soldier and pulls him in for a snog. Guile is powerless against the big monster's muscles and waits for the weirdo to start tickling his tonsils...*

Good beat'em-ups are very few and far between. Okay, there's IK+ on the ST and Amiga, but what about the SNES? Final Fight is thumpingly good but it's for one fighter only, while Rushing Beat is for two players but fails because it's dead boring.

So here we have the ultimate beat'em-up, an arcade conversion that's better than the original, or so they say...

### D'you wanna fight?

Streetfighter II is one helluva sequel to the immense original and is widely known as *the* beat'em-up in the arcades. Before now you could only experience the sheer graphic brilliance of a game like Streetfighter on a coin-op or by using one of those over-priced wonder machines, the Neo Geo. Thanks to this all-singing all-dancing sixteen meg cartridge, Capcom have managed to bring an almost perfect conversion to the SNES.

All the characters are present, with Ryu returning from the original along with seven other fighters. Unlike the coin-op version you cannot choose the four finalists; Vega, Bison, Balrog and Sagat, as they remain the ultimate challenge at the end of the one player game.

The options menu is entirely in Japanese (what do you expect from a Japanese import cartridge?), so unless you can read the language of the Rising Sun, I suggest you stick to the other two selections, Game Start or Vs Battle.

Pick the first and you'll compete in the Streetfighter league, a series of 11 fights as you punch your way through the seven other player characters, then fight the final four champions. The latter option, Vs Battle, is a two player one-on-one competition. Both competitors choose a fighter from the awesome eight in a battle to earn the most medals by kicking his or her opponent into excrutiating oblivion.

### Back to basics

The basic moves are simple. The fighters can punch and kick to the stomach, face and legs, or block by retreating backwards.

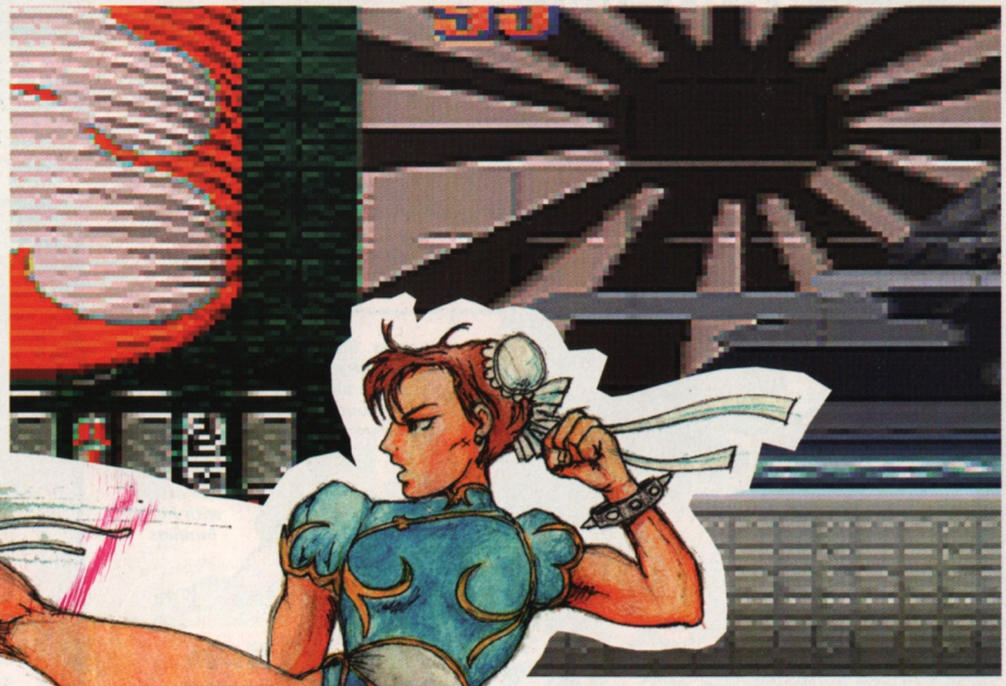
Jumping is also a vital move, as you can also punch or kick as you descend on your unwary foe. There are more complex moves requiring at least two pairs of hands (freak!!!), lightning reactions and superb co-ordination so it does take hours to learn each of the fighter's attacks.

In addition they can all perform the super-duper 'Eat plutonium death and Die!' specials which once again require nimble, yet furious, finger tapping and lots of practice.

The special moves are a must when facing the final four fighters as only constant, unadulterated pummeling will result in your victory.

ALEX





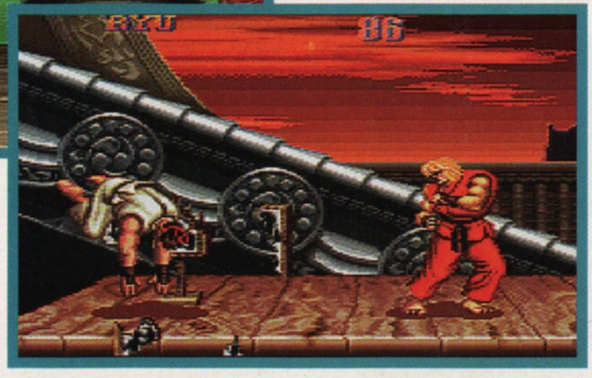
(Right) The beautiful and deadly Chun Li. Admittedly the only woman in the line-up, but don't underestimate her awesome kicking ability

# ter 11



The Russian Beefcake charges in for the final blow while Blanka, rock-hard warrior that he is, covers his eyes and waits for the inevitable






(Above) Upset about the remark Guile made about Ryu's mother hanging around on street corners, the skilled Japanese man flies into combat with a powerful roundhouse kick

(Right) Streetfighter II is graphically orgasmic. Gaze in delight as the huge fighter moves nimbly across the beautiful landscapes and gasp in awe (ooh) at the multi-level parallax portraying the feeling of perspective

Check out the next two pages for the CONTROL lowdown on the fighters and their special moves...

CONT.

## CONTROL PANEL

| | |
|---|---|
| ACOUSTICS | 8/10 |
| VISUALS | 19/20 |
| IMMEDIACY | 13/20 |
| LONGEVITY | 15/20 |
| ENTERTAINMENT | 27/30 |

It's the game you've all been waiting for but I bet most of you cannot afford the hefty £85 price tag. Eh? No, I didn't think so. This is the definitive beat'em-up on any home computer system, the conversion being so perfect it could easily be mistaken for the arcade original. The controls are rather complex due to the sheer number of moves but most players should get the hang of the special moves within an hour or so. SFII is pure quality, at a price.

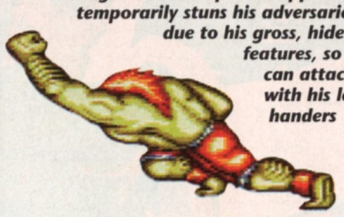
FINAL ANALYSIS 82%

# The Awesome Eight

## Blanka



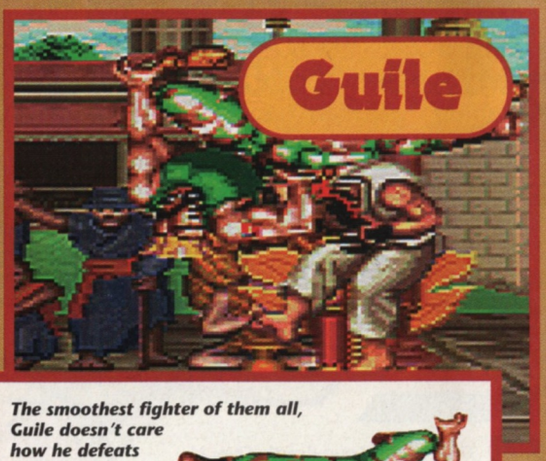
*Originating from the rainforests of Brazil, The Hulk's twin brother, Blanka, is one huge weirdo. His reactions are slow but his Avacado green skin allows him to blend in with the background. His ape-like appearance temporarily stuns his adversaries due to his gross, hideous features, so he can attack with his left handers*



### Special Move

*Thanks to an unfortunate accident involving 20,000 volts of electricity, two crocodile clips and his genitalia Blanka can now spark energy through his body by crouching down, which makes him awesome in close combat*

## Guile



*The smoothest fighter of them all, Guile doesn't care how he defeats the enemy as long as he doesn't mess up his short-back-and-sides. Ever ready with his comb, Guile can match the speed of Ryu but has greater strength. This, combined with his supreme agility makes him a first-class Streetfighter*



### Special Move

*The boomerang punch sends a wave of devastating energy surging across the screen. His kicks are capable of ripping an opponent to shreds as they lash out in all directions*

## Ken



*Ken is a great fighter, learning the martial arts from Ryu. He is the 'safe' choice as he is arguably the best all-round fighter, and is quick on his feet too. His round-house kick is powerful and a choice move when the opposition is dazed, while the fast jabs are useful to beat off persistent enemies*

### Special Move

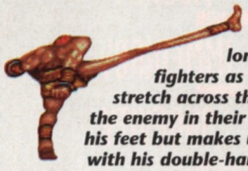
*Like Ryu, Ken can throw a ball of mystic energy at his enemy. Taking a while to perfect, this move is best used against the slow characters like Honda, as Chun-Li and other agile fighters can easily avoid the shot. He can also spin-kick his way across the screen, flattening his foe on contact*



## Zan



## Dhalsim



*This rubber bendy Ghandi man has the longest reach of all the fighters as his arms and legs can stretch across the screen to pummel the enemy in their corner. He's slow on his feet but makes up for his sluggishness with his double-handed power punch which, if used correctly, can daze the opposition, leaving them open to attack*

### Special Move

*Providing you can tap all the buttons in the correct order (easier said than done, especially in the heat of the fight) Dhalsim can spit fireballs or blow a jet of flame from his mouth*



## Ryu



*Returning from the original Streetfighter, Ryu uses his speed and skill to pummel his opponent to death. Like Ken, Ryu's round house kick is probably his best move for the slower opponents while his fast kicks are great for disposing of the speedier characters*

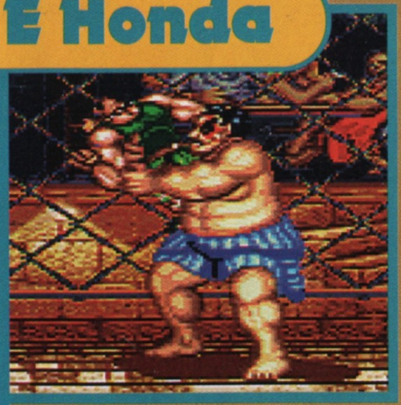
### Special Move

*The energy bolt is Ryu's special move and is most useful against sluggish enemies. He can also spin-kick his opponent to death, although this moves takes a few bouts to perfect*

# The Fearsome Four



## E Honda



*Skilled in the art of sumo, Honda is the calorie counter with the slim waist-line... NOT! Sluggish in combat ,the blubber-ball beats his opponent by smothering them with layers of lard or squeezing every inch of life out of them with his deadly bear-hug.*

### Special Move

*Honda can perform the dazzling Hundred Hand Slap, a lightning fast open palm with devastating results. His flying head-butt is, however, equally impressive*



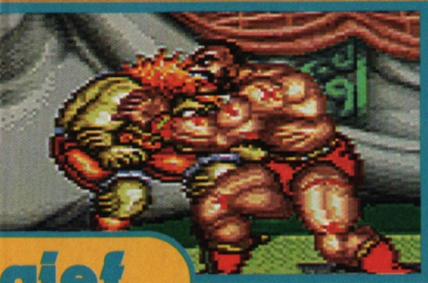


## Chun Li

*This girl has talent, she makes a grown man tremble just by grasping him between her legs. She's lightning fast and prefers to attack with her feet, leaping in on the opponent from above. Due to her small frame, Chun-Li's fighting tactic is to dodge the enemies' blows, as one powerful right-hook could snap her in two!*

### Special Move

*Chun-Li shows a stunning display of footwork with the One Hundred Kicks, but for some odd reason barks while performing the manoeuvre. She also performs the dazzling Spinning Bird kick, a gravity-defying move where she spins upside down across the screen like a human helicopter*



## gief

*Zangief, the brainless Ruskie beefcake, prefers to beat his opponents with pure strength rather than fancy moves. With fists the size of cannon balls, one of Zangief's most powerful moves is his testicle-wrenching grapple where he grasps his foe by the knackers and squeezes until their eyes pop out*

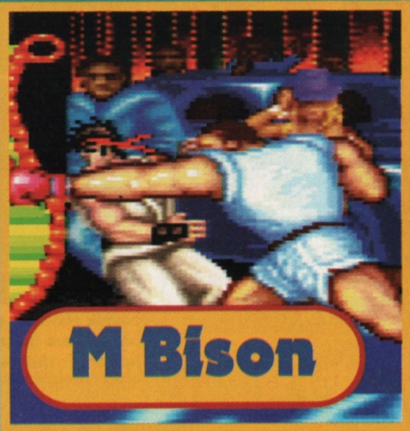


### Special Move

*Zangief bites his opponents or spins around flailing his arms in a deadly whirlwind. He also locks his enemies in his arms before smashing them to the ground*



## Ryu



## M Bison

*Bison has got a big punch, so steer clear of his hefty jabs. He'll crouch down low and wait for you to approach before attacking with his long reach. Bison's special move is a frenzied charge; fists swinging all over. If you get caught in the corner and he attacks in this manner try to leap away from his blows. Guile is perhaps the best character to fight him with, leaping over his punches and kicking as you fall.*



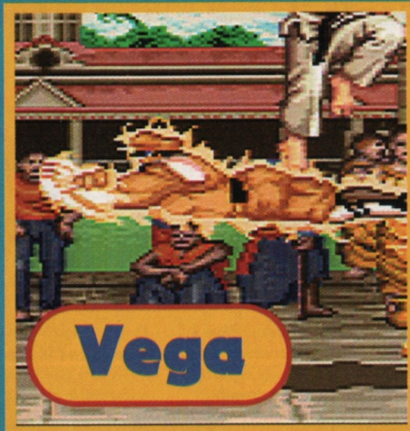
## Balrog

*Balrog is extremely agile, making it hard to pin him down. His finger-blades are deadly, as is his special move – scaling the fence then leaping on his opponent. This can be avoided is by waiting in the corner of the screen and just before he leaps down, run away. Guile is again best to use against Balrog due to his pace. Use the same move as for Bison, the flying kick, but because of his speed you'll have to time the attack more carefully*



## Sagat

*Sagat's mean Tiger upper-cut often prevents you from attacking from above. He's quick on his feet, his blows are powerful and Chun-Li is one of the only fighters to match his speed. Using the girl, try and lock him in a corner before using the One Hundred Kick. Because Chun Li is weak, avoid Sagat's Tiger Blow. He can also be easily beaten with Ryu. Retreat to avoid his tiger balls then leap into combat using the power kick*



## Vega

*The final challenge and the toughest all-round fighter. Every element of Vega's skill has been honed virtually to perfection, leaving no weaknesses for you to exploit. He combines power with speed, leaving you the sole option of attacking with Chun-Li's Hundred Kicks. Wait for an opening then charge in close. Fat Boy Honda is also a choice fighter to use against Vega, squashing him in a corner using the belly-flop*

REVIEW

CONTROL

IMPORT

SUPPLIED BY MEGACOM

***Golf, the sport of stars and celebrities, and generally wealthly people able to afford the extortionate club membership. Well, not any more. Now you can grab your clubs and mindlessly wander around 7000 yards of course just to hit a little white ball around. Whatever turns you on!***

# PGA Tour Golf

## Electronic Arts




*Here we can see an overview of the course showing you just what these players are up against. The main hazard is that water to the left*




*Ooops, in the bunker! Well, he definitely didn't need this, but it a relitively short shot, just 24 yards so a nice easy blast out of the sand should land him within a few feet of the cup*

*This for a birdie! As long as he keeps a straight line for these five yards he'll make it in perfectly. A nice easy shot, about half power and it should gently roll into the cup*




Good afternoon and thank you for joining us for the Control Championship. The venue for today is one of America's finest and most difficult courses, the prestigious Eagle Trace in Coral Springs, Florida, a course that has humbled some of the best players ever to grace the golfing world. And here come the first of our players now. Nick "Whirlwind" Walkland takes position on the first tee with his opponent Alex "Ray-Ban" Simmons.

There's a tremendous buzz now as Nick prepares to take the first shot of the match – he carefully studies the first tee. It's quite a long par four this one, 404 yards to be precise




*Oh dear, he's landed in the water and has favoured the drop shot rather than a re-shoot. This is a very tricky shot and our player must be careful not to chip the ball - a chip will put him straight back in the water.*

### Sawgrass, Ponte Vedra, Florida



*Set in the tropics Sawgrass is a tough course. Three holes are rated among the 100 hardest courses in America so you can imagine what you're up against. Watch for the narrow fairways and wide bunkers*

### Avenel, Potomac, Maryland



*Don't whack around in the dark, good consistent form is required if you're to make par. The major hazards here are the tiered greens, so make sure you plan your approach carefully*

### Stadium Course, La Quinta, California



*Take great advantage of the preliminary views of each hole. Most of the greens are hidden so you'll have to plan each shot with the utmost care to bring you in at the right angle*




**1** Direction Finder

**2** Hole Par

**3** Wind Speed & Direction

**Par For The Course**

**4** Shot Power

**5** Yardage To Hole

– he'll have to watch out for the water to the left of the fairway and the bunker to the left of the green. Let's have a few words from one of our guest commentators Tommy Armour III:

"Thanks Bing, well this starting hole seems open and almost easy but the players mustn't get too over confident."

Cheers Tommy, now here comes Nick. He's decided to use a three Wood to drive off with. Fully extended, he swings down to make a perfect punch right at the base of the ball. As we follow the path of the ball with our overhead cameras you can see just how straight the shot is, taking a perfect line down the centre of the fairway. Just over halfway and lying dead centre Nick could score a birdie if he continues that driving form. And now to the tee comes Alex. Favouring a Driver as opposed to Nick's three Wood, Alex prepares to take his first shot. He shuffles about to get a good footing, and he's caught that one slightly wrong, bringing the club up in a lovely backswing but making the punch too soon causing the ball to hook to the left.

## Psychedelic Plus Fours

Again, using the overhead cameras you can see the ball veering to the left of the fairway and landing in the water. He's going for a drop shot rather than a re-shoot, strange tactics there. Mmm, Alex won't be pleased especially at such an early stage in the game. Nick takes his second shot. Again, he studies the course.

## Stupid Pringle V-Necks

He'll probably favour the right hand line to miss the bunker; a careful shot will land him on the green with a chance of a birdie. Using a three iron he plays a fine shot and the ball lands on the green and gently rolls within four feet of the pin. Now it's Alex again. A bad opening shot left him struggling so he'll have to play a superb shot to get back in contention with Nick. He doesn't seem to be happy with his grip; he's chipped that one and the ball has been hooked to the left landing in a bunker. And now Nick. Our computer grid shows you just what these golfers are up against. Here you can see the green's contours and the position of the ball in relation to the pin. In this case Nick is going to have to make a long shot round to the left in order to curl the ball back to the cup. This for a birdie...

The ball careers to the left, turns and Nick gets a birdie on his first hole. With this form it is obvious why Nick is US Open Champion. Back to a disgruntled Alex. Again he shuffles, makes his shot and the ball curves to the left and gets a bad lie in the light rough. This boy needs serious driving and putting practice. Can I go home now?

ALLJE

## CONTROL PANEL

| | |
|---|---|
| ACOUSTICS | 6/10 |
| VISUALS | 14/20 |
| IMMEDIACY | 13/20 |
| LONGEVITY | 17/20 |
| ENTERTAINMENT | 24/30 |

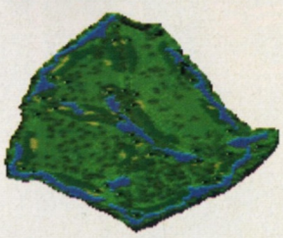
*The immediacy of PGA is low but with practice the structure and controls will become second nature – the manual is descriptive thus leaving the game less daunting. The graphics and scaling are not brilliant but the game play is ace. The sonics are effective such as applause when you make a good putt and a splash when you land in the water. The two player mode is gripping and the tournament play makes you feel like a real pro! I was impressed.*

**FINAL ANALYSIS 74%**

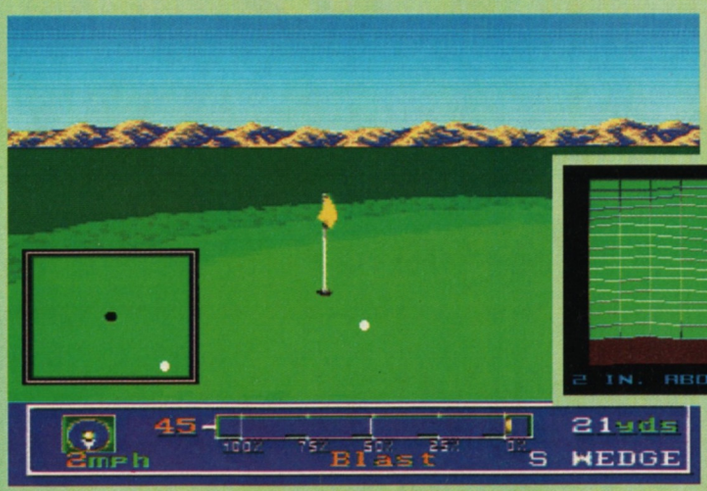
## ALEXPLAINS

*Initially frustrating, PGA Tour Golf improves after only a few rounds having mastered the control system. Graphically PGA Golf is okay, using the SNES' mode 7 to scale and rotate the course. And the sound? Well, there's not much to comment on really. A few spot effects but that's about your lot. PGA plays well, is competitive in multi-player mode and is a neat golf sim, but is still a game I'd only recommend to fans of the genre.*

## Eagle Trace, Coral Springs, Florida



*Probably the best course to play, it demands skill and accuracy. Many water hazards have been included; most of them being very close to the greens. Watch out for the tricky par threes*




*(Left) Oooh, would you look at that! A lovely blast off the fairway has put the ball five feet away from the pin. Perfect for a nice sharp putt for a birdie*




*(Above) With the help of our green grids you can see the hidden countours. This ball will have to be curled to the left*



The gold bells award points, blue ones explode, destroying all enemies on screen while green ringers increase the size and power of your ship, so you can plough through the enemy without incurring damage



Parodius is set across a single huge, seemingly everlasting level. Changes of scene occur frequently, with gigantic guardians protecting the entrance to the next setting

# Parodius

## Konami

***Originality? Pah! Who needs to be original when you've got the ingredients that make up a great game? Take one ship, an entire alien race, loads of blasting action, a tacky storyline and what do you get? Just about every shoot'em-up available...***

Parodius is, as the name suggests, a parody of the Gradius series. It's therefore hardly surprising that some of the original Gradius programming team were involved in the humorous project.

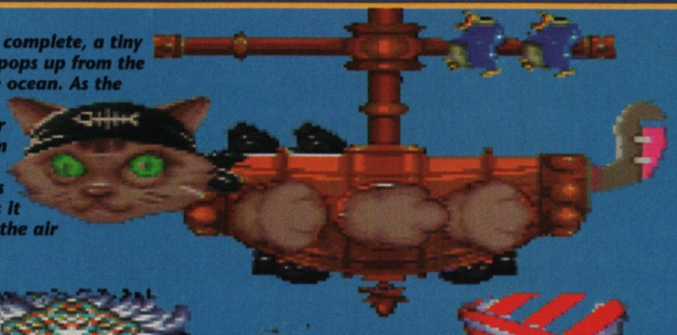
The basic elements of the game remain the same. You control a lone craft, but unlike Gradius you have a choice of three. First off there's Vic Viper, a clone of the original space craft. In my opinion a rather dull option, the Viper offers good all-round specifications. Next is the Octopus, an eight-legged fiend with excellent weapon bolt-ons. This is followed by the Twinbee, a small but effective fighter with a superb force field. Last it's the Pentarou, a flying penguin (or is it a porpoise?) that can fire proton missiles.

Parodius is set over one long, stretching level that is divided into scenes rather than stages. In fact it's like embarking on a mystical journey full of weird creatures.

Odd is the best way to describe Parodius, as from the word go things start off strangely, then veer inexorably into the ridiculous. Replacing Gradius' alien horde is a selection of far-from-horrific enemies, including vicious ice-cream cones, cute little penguins and fairies that ride along in soap bubbles. Looks are deceiving, as even the prettiest adversary will rip your lungs out given half the chance.

Power-ups play a vital part in Parodius; each ship having seven stages of

## Parodius - A Parady of Gradius?



*Section 1 complete, a tiny periscope pops up from the surface of the ocean. As the 'scope rises, the Cat-copter splashes from the water, its huge paws flapping as it flies into the air*



*Weird City for stage 2. The Parodius Pink Parrot attacks, pecking at your ship. Aim for the belly button, the bird's only weak spot. Watch out for the feathered fiends that circle around, protecting the pampered parakeet*



*Fly in between the dancing girl's legs, dodging her grip and stilettos. Stay alive until she walks off screen by moving from side to side*



*More trouble from above as the bald eagle, kitted out in stars-and-stripes top hat and tails, attacks talons first. Lobbing feathers, the Eagle swoops towards your ship trying to grasp you in it's beak...*



*You're assaulted by ten pairs of pouting lips as they come sucking onto the screen, hoping to slobber you to death. Watch out for their false gnashers, and mind you don't get tongued to oblivion!*



*Weird and whacky, Parodius will have you laughing at the humorous animation, the neat little graphical touches and the plain strangeness of such a strange shoot'em-up!*

development. Bolt-ons can be equipped by collecting the bonus pods left behind by defeated enemies, the more you get the better the reward. For a single bonus you'll receive a speed up, for two you'll be given a missile launcher. For a mere three you'll double your fire-power and for four, a tasty laser will be strapped to your ship.

Drones that imitate your fire patterns are given for five pods, while the six pod bonus remains something of a mystery – the reward is random, the result good or bad. The final stage of power-up is for seven pods. For this you are awarded defensive shields, a must for the beginner.

Parodius is packed with end-of-level guardians, these absurd adversaries attacking in a suitably strange manner. As well as including a one and two player mode (one after the other, not simultaneously), Parodius includes an Omake mode.



*Bursting through the wrong door you stumble into the penguin's shower room. The flightless birds stare as you casually glide past, then return to rub down their steamy bodies (bleugh!)*

What, you're probably thinking, is an Omake mode? Simple. You have three lives to get as far as possible, with extra 1-ups available as you fight. No matter how odd you may think Parodius is, the final icing on the cake is the game's difficulty – it gets easier the further you progress!

ALEX




*Grabbing the white bell, a huge megaphone is strapped to the front of your ship. Not very useful you might think, but you can kill the aliens by hurling obsenities at the top of your voice*

## CONTROL PANEL

| | |
|---|---|
| ACOUSTICS | 7/10 |
| VISUALS | 13/20 |
| IMMEDIACY | 15/20 |
| LONGEVITY | 8/20 |
| ENTERTAINMENT | 20/30 |

*On one hand you have a shoot'em-up full of hilarious animation and superb graphics and on the other, stripped to the bare bones, Parodius is an average shoot'em-up – and easy. Parodius offers no originality, but plays well: The presentation is also top quality. What annoys me is that someone will charge over £40 for a few hours of enjoyment. Okay, there are harder skill levels and Omake stages, but I'll be seeking my thrills elsewhere.*

**FINAL ANALYSIS** 63%



*This oriental's fiery breath is best avoided or shot, while the large lady circles after you, following your movement pattern. Easy to defeat; aim right between the eye and let rip with your laser*



*A prime case of indecent obesity, this overweight warthog chooses to use his bulk against your brains. Slow moving, simply hold back and shoot the lump of lard from afar*

*Not content with ripping off Gradius, the seventh guardian, a huge faced spaceship a la R-Type, glides around the scene, attempting to crush your small craft in the corners of the screen. Shoot the gun turrets to destroy the beastie*



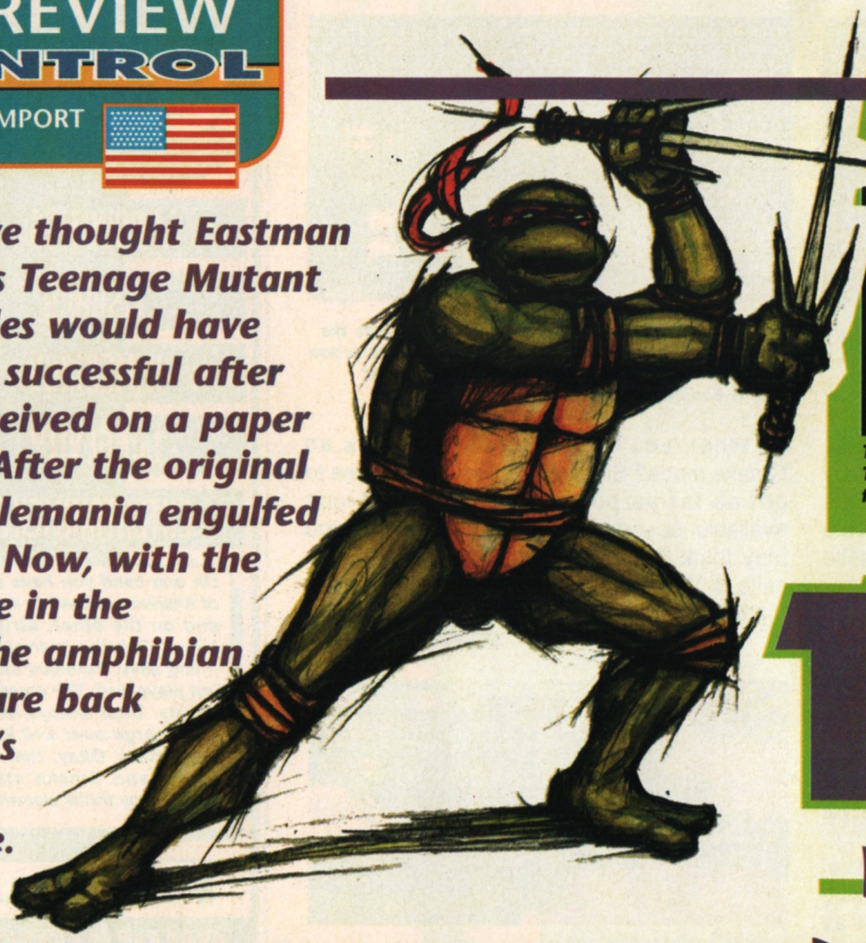




*Underwater adventures for the next stage adversary, a spiny puffa fish. Watch out for the spines this bloater shoots at your sub, and stay well back because the scaly aquarian puffs up to fill the screen*

*This Octopus likes to wash and blow – bubbles to ensnare your fragile spaceship. Aim for his bulbous eyes but watch out for the deadly lather he bulids up while rinsing his bald head*





***Who'd have thought Eastman and Laird's Teenage Mutant Ninja Turtles would have become so successful after being conceived on a paper serviette? After the original movie Turtlemania engulfed the world. Now, with the third movie in the pipeline, the amphibian foursome are back in Konami's all-action SNES game.***

## Donatello



*Thanks to his Bo staff, Don's reach in unmatched. The slowest of all four turtles, Don has excellent fighting technique*

# Turt

## Konami

## Spreading Foot Disease



**BOMB FOOT**
*Sneaking up behind you, these bombardiers drop their explosive and run*

**PURPLE FOOT**
*The bog-standard Foot ninja - using only his fists and easy to beat*





**ORANGE FOOT**
*Watch out for this guy's long reach - jump kick over his scythe*



**YELLOW FOOT**
*Attacking with a discus, this foe can tough unless you can get in close*



**BOMB FOOT**
*The Blue Foot soldiers wield Katana blades, but are easily defeated*

Krang, the arch-rival and servant of the Shredder, has stolen the Statue of Liberty.

Fortunately, April O'Neil, reporter extraodinaire and friend of Raph, Leo, Mike and Don, was on the spot to see the landmark disappear...

"This is April O'Neil reporting for the American News Network. It's chaos here at Liberty Island, as I look to where the Statue of Liberty once stood. Just minutes ago Miss Liberty was stolen by one of the infamous Foot Clan and dragged off into the sky.

What is the meaning of this incident and more importantly, who's going to get the symbol of American independence back? More news as we get it..."

Come on, it's bloody obvious who is going in search of the statue, so we join two of our shell-backed heroes as they fight against the Foot in the hope of finding for Oroku Saki (aka The Shredder).




*Shredder warns the turtles of his power, but his sentence is muffled as he's wearing a tea-cup over his mouth*



*Avoid the Foot's axe attack and his weapon will stick in the ground, leaving him open to attack*



*Whatever happened to team work? Raph stands around while Leo gets his lights punched out by Slash*



*Raph smacks himself square in the face with a loose floorboard, allowing Leo to attack the amused Foot from behind*

Leonardo | Michaelangelo | Raphael



*A natural leader, Leonardo is an excellent (twang!) fighter. He initiates his attacks with the devastatingly deadly Katana blades*



*While not particularly good at charging and fairly slow on his feet, Mike makes up for his inability's with his spectacular throws. Mikey uses Nunchukas*



*Raphael is an aggressive character, preferring to attack rather than attack. The fastest of the group, he uses a pair of Sai*

# les In Time

## Teenage Mutant Ninja Turtles IV

### Big Apple, 3 AM

New York – home to the turtles and starting point for the fourth TMNT game. A horizontally scrolling beat'em-up, Turtles in Time is based around the popular coin-op but features new, exciting enemies and much more. High above the city streets, Leonardo, Raphael, MichaelAngelo and Donatello are confronted by unarmed Foot ninja. Krang sneaks up behind the turtles, hoping to fry them with his burning glare while the initial band of Foot Soldiers help the four practice punching, kicking and some of the more complex throws.



### Alley Cat Blues

Side street scrapping in the second stage. The Foot ninja attack with swords, matching Leonardo's deadly Katana swipe. Pizza can be collected to top up your energy, while extra lives, of which you start with 3 to 7 (depending on difficulty) can be collected by totalling over 200 points.

### Sewer Surfin'

Scramble onto your hover board for the bonus stage. Hack'n'slash as many ninja and pizza monsters as possible to earn points, while collecting pizza to see your score rocket.

### Technodrome – Kick shell!

Emerging from the sewers you see the silhouette of the Technodrome threatening the city. Climbing aboard the automated defences, wall-mounted lasers shred anything in their path. Mousers scuttle along the back wall before smashing through the glass and clinging to the nearest turtle.



### 250,000,000BC – Turtlesaurus

Having smashed the Shredder to a pulp, you are pushed into a time warp, appearing way back in time without a hope of getting back to 20th Century Big Apple. Strangely enough, the Foot clan still haunted these desolate wastelands, riding dinosaurs into combat. Giant rock Golems, slow they may be, pack a hefty punch and can only be beaten with a well-placed blow.

### 1530AD – Skull & Bones

Next stop the high seas. Pirates storm across the creaking deck, led by Captain Japseye. Just when you thought the seas are calm, your ship is attacked by a hail of cannon balls,

CONT.



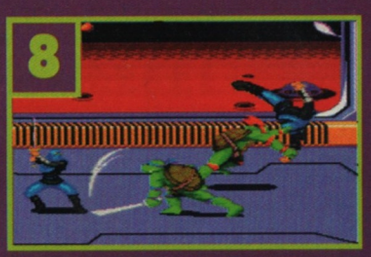

*As another ship opens fire a huge cannon ball lands on Raph's head, reducing him to a novelty doormat*




*Neanderthal Golems Show that they've grasped new technology as they attack with their bazookas*

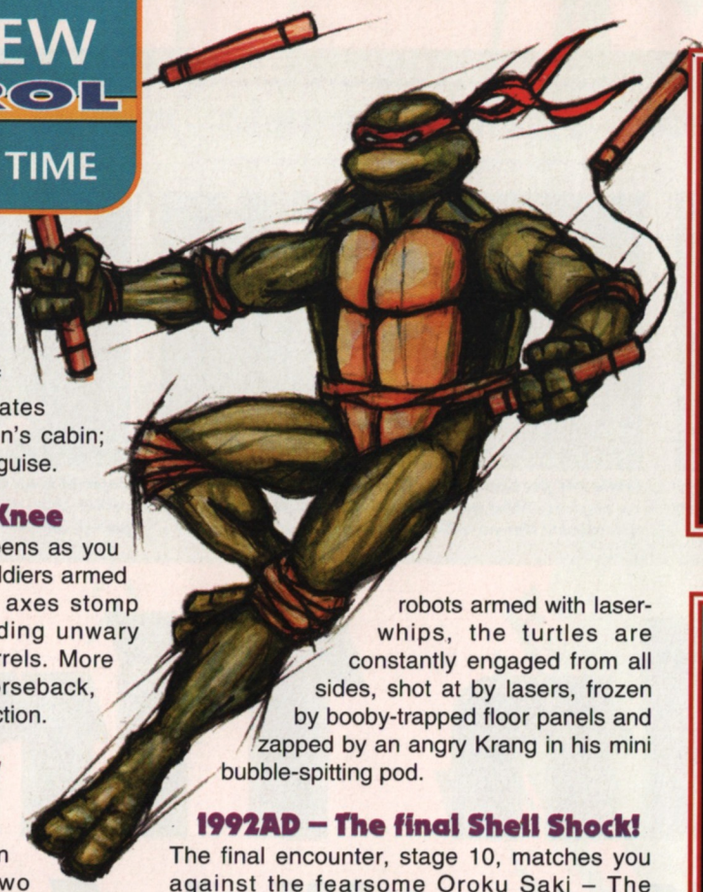



*In Neon City. Raph and Leo take to their hover boards to grab the pizza whilst avoiding the Electro-mines... Oops!*




*Grappling with the Foot is the best way to beat them. Get in close, grab his collar and fling him over your shoulder*

# REVIEW
## CONTROL
## TURTLES IN TIME



CONT. rocking the boat and causing the deck to shatter – watch out for those dodgy floor boards that'll spring up if you step on them, and the pirates that attack you near the Captain's cabin; it's Bebop and Rocksteady in disguise.

### 1885AD – Wounded Knee

Get ready for the ride of your teens as you cling to a runaway train. Foot soldiers armed with scythes and huge battle axes stomp along the carriages, bombarding unwary heroes with heavy wooden barrels. More attackers ride alongside on horseback, before leaping off and into the action.

### 2020AD – Neon Night Riders

Another hover board stage, this time viewed from behind. In similar vein to F-Zero, the two turtles skim across the Neon City Skyline, bombarded by bullets, fired from the massive single-man helicopters, piloted by the Foot Clan. Complete the bonus pizza-collecting stage and you'll face the evil Krang!

### 2100AD – Starbase

Journey into unknown territory for the penultimate level, the Starbase. Protected by robots armed with laser-whips, the turtles are constantly engaged from all sides, shot at by lasers, frozen by booby-trapped floor panels and zapped by an angry Krang in his mini bubble-spitting pod.

### 1992AD – The final Shell Shock!

The final encounter, stage 10, matches you against the fearsome Oroku Saki – The Shredder. The master of the Martial Arts is the final test and only the fastest, most competent fighter will withstand the mighty one's blows. Dodge his ninja magic and attack in between his spells.

As well as the standard one or two player game, TMNT IV features a one-on-one combat round between any two of the turtles. Choose your favourite mutant amphibian and battle against a friend in a bout set over a gruelling three rounds.

### Race Against Time

There is also a time trial option, a race against time to defeat all on-screen enemies before the clock reaches zero. You have three mintues to complete a total of six scenes.

The game features three difficulty settings, easy, moderate and damn right impossible, but the easier the level, the less continues so beware all namby-pamby so-called fighters, you won't defeat the almighty Shredder on your first go...

ALEX

### ALIEVALUATES

*I love it! It's mad, whacky, oodles of fun and not too easy. The character animation is smooth and witty while the backgrounds resemble the arcade original almost perfectly, the only downfall is the distinct lack of moves for each character. Some of the guradians are unbelievably hard to defeat especially if you're only in one player mode – this is another downfall. Nevertheless, whether you love or loath the turtles, this is one hell of a beat'em-up! There's something for everyone here – action, humour, great graphics and sound. Can I have Mikey now?*

### CONTROL PANEL

| | |
|---|---|
| ACOUSTICS | 7/10 |
| VISUALS | 17/20 |
| IMMEDIACY | 15/20 |
| LONGEVITY | 15/20 |
| ENTERTAINMENT | 25/30 |

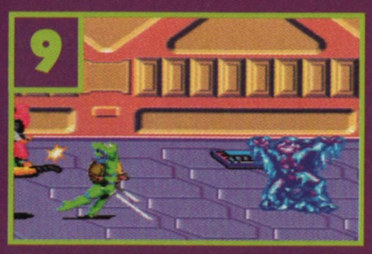
*The SNES version is stunningly close to the coin-op. Combining some of the best animation on the SNES with colourful backdrops, the presentation is superb. The sound is great, with sampled speech and the original theme. In terms of gameplay, it holds its own, although it is hard to find all the moves – especially trying to lob the Foot out of the screen while being attacked. TMNT IV captivated me – a worthy sequel to the arcade classic.*

**FINAL ANALYSIS 79%**

### NICK STICKS HIS OAR IN

*Sorry to put a dampener on the party but I wasn't completely enthralled. Okay the portrayed graphics are amusing, the sounds have their moments and there are plenty of moves to get to grips with. However, I soon discovered Turtles becomes a tedious game. Very boring after only a short while, it's just more of the same old thing with green things with bandanas. Roll on originality!*






*Don't just stand there! One of the guys gets frozen, while the other is booted in the back of the skull*




*More balls, this time Raphael falls uncomfortably under the over-sized ball bearing on the Star Base*




*Ignoring the fact that the statue's back in place, April tries to ignore the size of Splinter massive nose*




*All four guys celebrate the arrival of a whopping great anchovy-topped pizza. Cowabunga – Yeah, right...*



*This is the first you'll see of Oroku Saki, otherwise known as the Shredder. You must throw the Foot soldiers out of the screen in order to damage his pod, whilst dodging the grappling hooks, laser fire and the Foot ninja*



*Krang appears in his massive robot body, soaring across the skyline of Neon City. His flying kick packs a hefty punch but otherwise this overgrown thug should prove no problem to beat, using the standard punches and kicks*

## Krang & Co

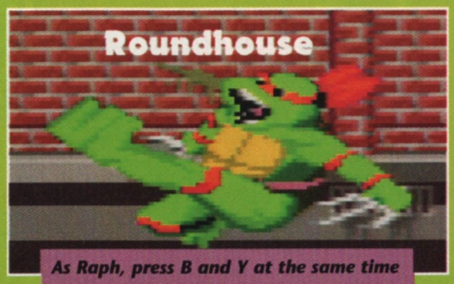


*Inside his bubble-blower Krang hopes to snare the turtles. When the ship hovers low attack with your sword. If he retreats into the air, leap up and kick his butt. Destroy the mines he drops and dodge the bubbles he spits at you*



*Super Shredder's difficult to beat but while he's firing his ice bolts upwards, dive in and attack his chest. You'll only get a few attacks in but repeat the process and eventually Shredder will fall to the awesome Turtle power!*

## Turtles Got The Moves




*As Raph, press B and Y at the same time*




*As Donatello, run along then hit Y*




*Jump high, then press Y as you fall*




*Leo's special move, performed by pressing B and Y simultaneously*



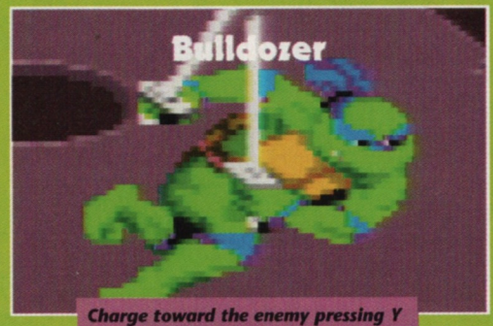

*While standing still, hit B then Y*



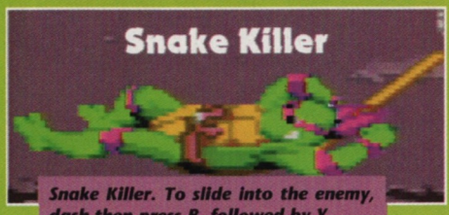

*To dazzle your opponent with swordsmanship, press Y rapidly*




*Get in close, then press Y and up or down*




*Charge toward the enemy pressing Y*




*Snake Killer. To slide into the enemy, dash then press B, followed by Y*




*One-on-one practice using the versus option. Choose your favourite character and battle it out with a mate*




*The time trials are a race against the clock. Simple defeat all the on-screen enemies in the fastest time possible*



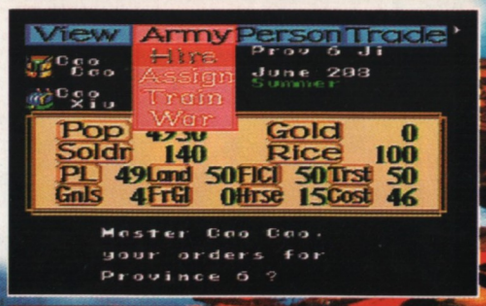

*The turtles hurl insults at the Shredder, calling him a bloated bean bag. At the least his hasn't got boss-eyes, eh Raph?*




*Make one mistake and your lights could be punched out, or maybe you've just fallen down the manhole?*

# Let Battle Commence...

***A game for up to 12 people, Romance of the Three Kingdoms II will have you kicking and punching your pals as they try to take China right from under you. A game for the untamed strategist, more of an oriental flavour than in a packet of Ross Stir Fry chicken...***




*Wuth the army option you can increase your force with enough money. Generals can have a maximum of 100 troops, each costing 10gp*



*You've got the brawn but what about brains? Bundle men into the adjacent territory to begin the siege on your opponent's castle*



***(Right) As you enter battle you can choose to enter into personal combat with the enemy leader. If you win you are considered a greatleader whom your forces will admire***



Shoei

# Romance II

## Of The Three Kingdoms

**HOW MEIN**: Scissors cuts paper, paper wraps stone. I win!

**EGG FU YUNG**: Shut up. I need a game that tests my intellect. Okay, who's ready to play Romance II?

**CHOP SUEY**: Well, up to twelve players can battle against each other but there're only three of us. Two because you can forget peanut brain.

**CM**: Take that back before I deck ya...

**EFY**: Quit bickering! I'll go for the sixth scenario, a three-way contest where I can be a great Samurai leader. I control most of the provinces so I'll place my armies next to the weakest enemy...

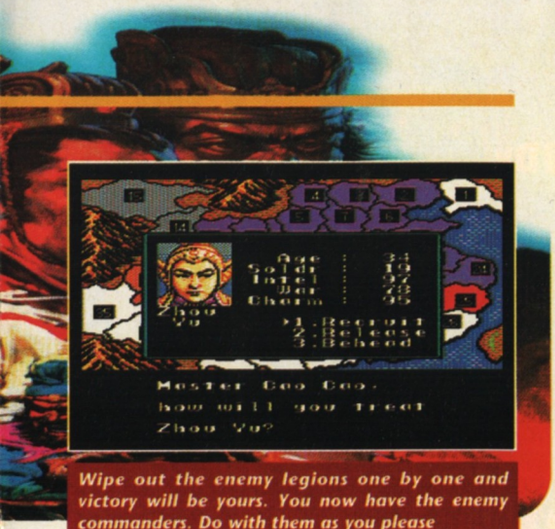
**CM**: Why start there? Out of 41 provinces you choose the namby pamby pink one. I don't want to start there, I prefer blue.

**EFY**: I don't care what you think. Should I make a mistake I can load up a save game from one of the two-battery backed-up save slots. Where are you starting, Chop?

**CS**: I'll start on the South Coast.

**CM**: I wonder if there's a Butlins nearby...

**EFY**: Erm, yes. The armies are in place, we're




*Wipe out the enemy legions one by one and victory will be yours. You now have the enemy commanders. Do with them as you please*

ready to start. I'm first. Right, let's see. I think I'll view my legion to begin with.

**CM**: What does that mean?

**EFY**: It's pretty self-explanatory. You can call up the stats of your army and see how many provinces you control. It also informs you which generals obey you and the amount of soldiers that make up your war horde. On top of that the option details your present gold and rice quota; both vital for a successful army.

## Spiele Ohne Grenzen

**CS**: When you're done I'm going to build up my battalion. Each of my generals starts with 500 gold pieces; enough for 50 troops. I'll use my leader to hire the mercenaries and with the other three generals I'll train them. The more generals that train the better your Samurai become, so mine'll be rock hard! Let's see what the computer thinks...

**EFY**: The bugger, he's attacking me! I'll bring my army back to my fortress so he'll have the disadvantage of crossing the Great River Wee in order to reach me. His armies are small, about 20 troops in each, so he'll be able to cross the river, albeit very slowly.

**CM**: Luckily he hasn't got a huge battle force because he'd massacre your puny legion.

**EFY**: Ah, but larger groups can't cross the water. I could prevent him from surrounding me by blocking off his way across the river. Now I'll have to beat off the attackers using brute force.

**CS**: Watch out, because he's charging straight towards you.

## Oriental Optimism

**EFY**: No problem. I'll advance slowly using the attack option, and set fire to the forest he's waiting in. This should reduce his numbers. I could have used the simultaneous attack option and fought with more armies, but I'm keeping the others to protect my castle.

**CM**: Ah, you coward. Get out there and fight like a man.

**EFY**: There's no point in rushing out in the open only to get sliced 'n' diced. I'm better off holding a fortified position.

**CS**: I've got an idea. Why don't you try to bribe the opposition...?

*A few thousand Katana swipes later...*

**EFY**: That's it, the last enemy samurai defeated. Over to you, Chop.

**CS**: I'm now going to try to gain another General. Free generals stroll around the land and will often join you, if your army looks powerful. I think I'll also get one of my other Generals to use his diplomatic skills. This allows me to marry into one of the other families and form an alliance. I can also request help from other clans, and form a joint invasion against the other enemies.

## Yellow Bellies

**EFY**: Right. Now you're trying to increase your power, I'm attacking your home castle. I'll send a spy to relay the info about your army's strength back to me before charging. The locust swarms have depleted your power and I should defeat you with ease.

**CS**: What! You can't do that, it's not fair.

**CM**: Way to go, show no mercy!

**EFY**: I'll send my highly trained ninja in first, then sap up the remains with the samurai...

*Another thousand Katana swipes later...*

**EFY**: I've won! All that remains now is to shower the remaining peasants with gold and China will be mine.

**CM**: Long live Egg Fu Yung!

**CS**: I can't believe you stabbed me in the back – I was only trying to increase my strength.

**EFY**: Strategy is the name of the game. Working out in the gym will get you nowhere if your troops run away at the sight of a few samurai. Care for another?

**CS**: Sod this for a game of Samurai, where's my Scrabble board?

ALEX

## CONTROL PANEL

| | |
|---|---|
| ACOUSTICS | 4/10 |
| VISUALS | 8/20 |
| IMMEDIACY | 16/20 |
| LONGEVITY | 14/20 |
| ENTERTAINMENT | 20/30 |

*Romance II isn't instantly accessible. It takes time to learn where all the options are and precisely what they do. However, the game is simple and addictive after the initial confusion. In terms of graphics the game is very simplistic, comprising of campaign maps and drab text boxes. The sound is irritating; the tune bounces along annoyingly throughout the combat scenes. Ignoring the game's poor presentation, R II remains an excellent strategy product.*

**FINAL ANALYSIS 62%**

## What Do I Get?

- ***VIEW: Select to reveal vital information on surrounding provinces***
- ***ARMY: Can improve the quality of your troops by training, or engage in combat by tapping on WAR!***
- ***PERSON: This option allows you to recruit a free general, search for new leaders and/or appoint a new advisor***
- ***TRADE: Allows you to buy or sell rice and equip your army with horses and weaponry***




- ***POP: Civilian population of your current province***
- ***SOLDR: Soldiers presently under you***
- ***GOLD: Gold for purchasing new equipment***
- ***RICE: The rice supply used to feed troops***
- ***PL: People's loyalty, ranging from 0-100***
- ***LAND: Level of land development, from 1-100***
- ***FLCL: Flood Control is your protection against natural disasters***
- ***TRST: Trustworthiness effects your diplomatic relations with other rulers***
- ***GNLS: The number of Generals under your command***
- ***FRGL: Number of free Generals currently available for hire***
- ***HRSE: The quantity of horses equipped in your battle force***
- ***COST: The going rate for rice at the market***

# Super Bat

***A tank simulation on Nintendo's glorified games machine? Surely not. Many thought the Super NES was capable of producing arcade quality coin-op conversions and nothing else, but here's an all-action M1A1 Abrams tank sim set in the Gulf.***

## Saddam's Arsenal



*(Above) The first two missions are simple search-and-destroy objectives. Tanks patrol the Gulf but are easy to destroy. Approach them from behind and open up with your 120mm*

*(Below) Scuds must be destroyed before they shoot their load. They won't retaliate and take a mere three cannon shells before exploding*



Super Battletank is more of an up-to-date version of the Atari classic, Battlezone, than a fully fledged simulation. Long gone are wire-frame graphics, these replaced by digitised shots of enemy tanks and other fighting vehicles as well as video quality out-of-game sequences.

Dedicated to the brave people that fought in the Gulf War, Super Battletank offers ten missions of tank-trundling action. The first task is a simple search-and-destroy mission in which your lone MBT is confronted by three enemy tanks. Scud launchers are introduced on the second stage, with helicopters appearing from the third mission onwards. Objective difficulty increases as you complete the tasks set, the enemy becoming faster and more accurate.

Your tank is heavily armed and armoured, and able to sustain five hits before exploding. The 120mm cannon is the tank's main gun, destroying most of the enemy forces in only a few shots. It is, however, useless against airborne targets such as the Hind-D tank buster helicopter.

### Battlezone for the Nineties

The Abrams also sports laser-guided fire-and-forget shells which automatically home in on the locked target, destroying it on contact. Most useful against the helicopters and fortified strongholds, these appear only in very limited quantity.

Smoke dischargers strapped to the side of the tank allow you to temporarily disorientate the enemy, leaving you precious seconds to attack while they regroup. The last resort is the 7.62 cannon, a low-powered but rapid firing machine gun. It too is good against the helicopters but take care not to overheat the weapon. This will result in malfunction.

### Gulf Cartography

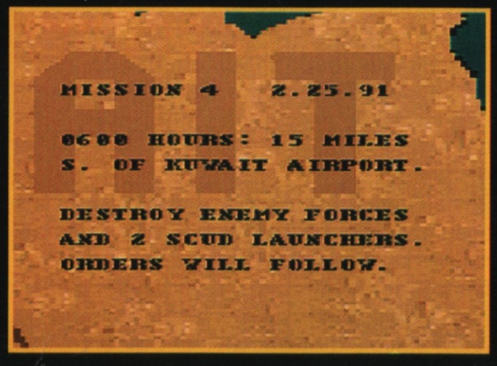
The long range radar details the location of the various objectives throughout each mission. Movement around the Gulf is speeded up while on the map, making inter-task travel faster. The short-range scanner only shows an immediate threat, detailing its location in relation to your heading. Also shown on the map is the position of mine fields and allied bases. Stray into the mine field and your tank will

## In The Commander's Cupola




1. *MESSAGE CENTRE: All messages from Headquarters are shown here*
2. *WEAPONS: The M1A1 has three offensive weapons as well as smoke dischargers*
3. *SHOTS REMAINING: Each weapon has limited supplies of ammunition*
4. *SHORT RANGE MAP: All immediate threats appear on the short range radar*
5. *DAMAGE INDICATOR: Your tank can sustain up to five hits, after which it explodes*
6. *FUEL GAUGE: For the longer mission, make sure you keep an eye on your fuel level*
7. *SPEEDOMETER: It indicates your speed, duckweed kjh jghb ikuh oiuh uioh*
8. *GUN ANGLE: The main cannon can be adjusted by 10 (degrees) for long range shots*
9. *ENEMY TARGETS: Detailed on the blue panel is the number of enemy units*

*Super Battletank is set in the Gulf, throughout Kuwait and Iraq. The missions are set at dawn, mid-day and dusk so a variety of battle scenarios can be employed*



Absolute Entertainment

# tletank



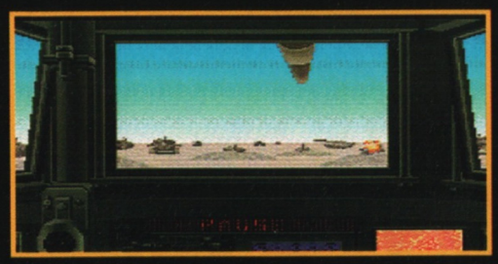

*"Well, I don't know about you but I like the desert yellow with fuzzy stripes." General Fox contemplates the colour of his HQ tent but to his disgust is out-voted by the grunts. They settle for swamp brown*

be strewn with shrapnel, thus drastically reducing its armour. The Allied base is the only place of refuge on the battlefield. Make it back to the base and your fuel will be topped up, ammunition supplies increased and all damage repaired.

Complete the primary objectives, usually by clearing the area of armoured defence, and you'll face the final task before successfully completing the mission. The 'guardian' is a fortified stronghold which must be destroyed by taking out each of the gun emplacements that attack. Smoke is vital to prevent the enemy from hitting your tank, while it is recommended you visit the Allied base just before you attack the stronghold – that way the M1A1 will have full armour and weapon capabilities.

Each gun emplacement only requires a single cannon hit to destroy. Take out each one and your mission is deemed successful. Sustain too many hits and the Abrams will explode. As General Fox will inform you, never give up.

ALEX



*Guarding missions 3-10 are fortified strongholds which attack with numerous gun emplacements. Ripping through your armour with ease, the only effective way to defeat these is by dropping smoke then aiming for the machine gun flashes with your main gun*

*(Right) For the longer missions you have the option to enter the allied base. Simply locate the HQ on your map and trundle across at top speed. Switching back to the battle screen, drive towards the friendly units*





*Once inside your tanks damage will be repaired, fuel will be topped up to the full and used ammunition replaced*

## CONTROL PANEL

| | |
|---|---|
| ACOUSTICS | 5/10 |
| VISUALS | 13/20 |
| IMMEDIACY | 14/20 |
| LONGEVITY | 8/20 |
| ENTERTAINMENT | 14/30 |

*What the hell is this, Battlezone appearing on the Super NES after a decade of classic arcade action? Well, I say Battlezone because that's basically what this game is. Agreed, the graphics are a huge improvement on the wire-framed originals, featuring some superb out-of-game sequences, but gameplay is very shallow – it only takes a few minutes to find all the controls and the game is very similar throughout all ten stages.*

**FINAL ANALYSIS 54%**

## NICK STICKS HIS OAR IN

*A pitiful attempt at bringing a classic arcade game alive again into the nineties. It should work with the SNES' fantastic 16 bit graphic capabilities but it doesn't. The graphics are dull, samey and sluggish, and the sounds are repetitive. I'd rather play with a dead cod, but there you go. You'd be guaranteed hours more fun than with this yawno effort. Not very thrilling at all. Keep that cart out of my sight!*



*The destruction on an enemy vehicle is signified by a huge explosion and a rip-roaring blastof sound. The next target is then detailed on the scanner*



REVIEW CONTROL

IMPORT

SUPPLIED BY MEGACOM



Halken

***Basketball really is a funny old game. Dang! Wrong sport. Well, it's weird anyway. You've got to be big, at least seven feet tall, and wear expensive trainers. Now you can play Basketball even if you're a dwarf.***

# Super Dunk S

## The Ball's In Your Court...




*You've got the ball back deep in your own half. Keep possession to see where your team mates go and grab a vital few yards*




*Approaching the semi circle there's a number of options. You can either run or pass to the left or right. The guy on the right looks like a good option*

Sport simulators claiming to be the definitive basketball game will wake up with heavy heads when they see this latest offering on the SNES. Super Dunk Shot is truly impressive in the graphic and strategic aspects but the question remains, how well does it play?

For the uninitiated, basketball is a fast, exciting game involving the bouncing, throwing and passing of a large ball from one side of a court to the other. Two teams of five each strive to get the ball in the opponents' basket by any legal means as many times as possible in the four quarters.

Rules are vital for the match's smooth running and add an element of excitement to the entire proceedings. Super Dunk Shot utilises these to the full. The rules system of Super Dunk Shot caters for a game of four quarters and is quite complex.

Although some people may state that there are no tactics involved in Basketball they'll have a nasty shock when they try out this game. The game's heaving with them so don't expect simply to run up and down the court.

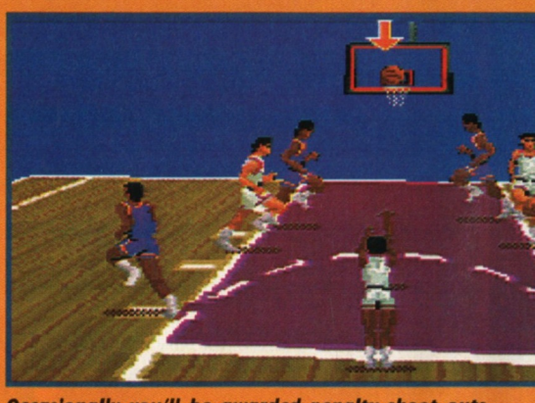
### Do The Harlem Shuffle

During the quarter intervals and Time Outs, you can change any number of your selection of players, adapt their team play technique and also set up formations for forward and defensive plays. Yes, it's all very accurate, even more so when you can call the plays during the game proper.

To suddenly call a play involving a different formation whilst running with the ball, simply click one of the top buttons when some bizarre




*Your plan of attack is being held back by the defence situation, by clicking on the top buttons you can shout out some tactics to freak out your opponent*



*Occasionally you'll be awarded penalty shoot outs. Simply line up the arrow with the basket and shoot the ball for vital points*




*You've passed to the geezer on the right. He's got space, but should he dash a little closer or take a shot from here?*




*Fortunately, it falls to one of your star players who casually jumps back to the basket and dunks the ball for two points*

piccies appear with strange patterns.

These are explained in the rule book and in the view option during breaks of play. Unless you are a regular player these may seem daunting at first. Japanese rule books don't help your cause either, but in little time you'll be sussing out the optimum positioning and tactics for your style of game.

Controlling your b-ball player is relatively easy, passing and dunking the ball is a simple execution. However, stealing the ball back while your opponent is in possession is another thing altogether.

No bodily contact is allowed, so it's not a case of barging in and tackling. You've got to try and grab the ball from a pass, or harry your opponent into making a mistake or waste his time. Everything is timed in this game, and can be adapted at the intro screen. Take too long on a throw at the basket, or spend too much time taking a foul throw, and the referee will give possession to your opponent.

Two player mode is the most enjoyable as you can try out all your new spangled moves on a rival. However, there's also plenty to get your teeth into in the one player games.

You can select your team from four pseudo-American divisions of eight each with star players, best moves and so on. These are all listed in the manual and can be viewed during game breaks, with stats and averages for everyone – in the typically American style of rubber stamping sport.

## Crash The Boards

Enter the league and cup competitions and everything can become exciting. Whereas the longevity would be average if there was only the basic two player mode available, competing in a league adds weeks to the playability. Using the password facility you can pop back again and again.

Super Dunk Shot isn't the easiest of games to get into initially. All the options may seem daunting, scoring long distance shots is next to impossible and reclaiming the ball is a drawn out affair. The length of each quarter is adjustable, but even on the shortest setting it does leave one thinking that each game takes too long to play. It's worth persevering with though. There are plenty of goodies to keep you interested, offering more diversity than most sports games and well, just look at it. Is it impressive or what?

NJCK

**hot**





*Blocking the opponent while he's in possession is tricky but it'll give you vital seconds to arrange your defence and possibly cock up his shot*

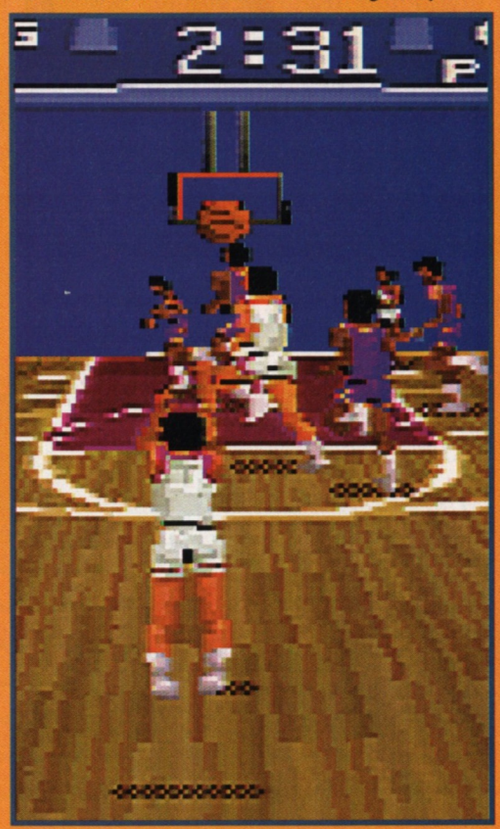
## CONTROL PANEL

| | |
|---|---|
| ACOUSTICS | 7/10 |
| VISUALS | 16/20 |
| IMMEDIACY | 13/20 |
| LONGEVITY | 13/20 |
| ENTERTAINMENT | 23/30 |

*Super Dunk Shot is a great conversion of a complex game. Graphically, with the use of the SNES' mode seven 'rotate and scale facility', it'll dazzle. It smoothly flips around behind the player in possession and those further away shrink with accurate perspective. The sprites lack fine detail however. There is splendid mid-game music after interceptions and scores. It mingles the sport's complexity with an engrossing head to head game.*

FINAL ANALYSIS 72%

*A shot out of hope. A long distance three pointer throw to the basket during the last few minutes can make all the difference, but the odds are stacked against you*



## Turban Charged

***As the moon rises slowly over the harbour a cold wind blows in the heart of of the Prince Of Persia, for he has lost his true love to the Evil Sultan. Yuck, don't make me puke! Just read on...***



*Native Persia. Peaceful, tranquil and very picturesque. The Prince and Princess gaze lovingly into each others' eyes but someone's not very pleased about it*

# Prince O

My GOD! How good is this? No, it's not possible, it's physically impossible for a game to look this good. I flatly refuse to believe that the animation and graphics are that stunning. You can twist my arm as much as you like but I'm not going to believe it. I'm not looking you know. No, no, go away, the SNES can't do those kind of things... What did you say? It can? Oh.

### Arabian Daze

I'm a gibbering wreck – my eyes tell me one thing but my brain tells me another. I'm a mess; what am I supposed to believe? Can the SNES really pump out visuals so pleasing to the eye that you could swear you were watching Ali Baba And The Forty Thieves on TV, or do I merely need some contact lenses?

When the intro sequence first appeared I had to blink twice and then bash my head against the table just to make sure I wasn't seeing things. And then, when you see the animation of the Persian Prince himself, well let's just say that I nearly fell off my chair. Stunned I was, stunned!

By now, unless you're a complete tomato, you should have guessed that visually Prince Of Persia has knocked me for six. The backgrounds are so intricately drawn it's like looking at an airbrush painting while the character animation is uncannily lifelike. A simple walking movement uses at least 15 frames of animation, it's that smooth, while a comprehensive jump just has too many frames in there to count.

### Turkish Delight

But that's not all. Our little friend can run, jump, take a flying leap, hang on to precarious ledges, stumble and fall, crouch, drink a magic potion, shuffle slowly, walk, fight, thrust, parry, get knocked back, climb up and down on to ledges, get skewered on sharp spikes and bash away platforms above him. Phew! Best of all, he's really easy to control.

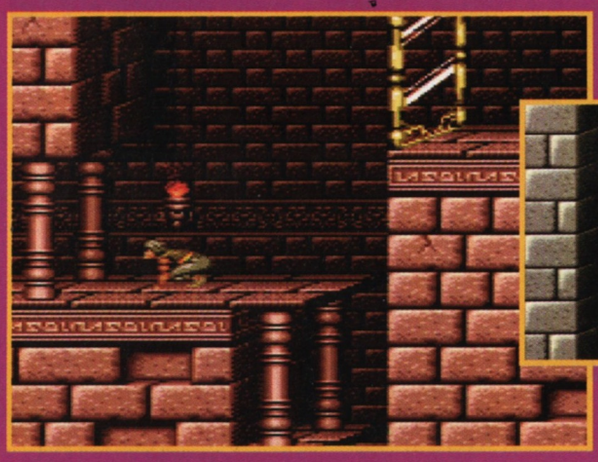
OK, I know what you're thinking, I'm not stupid. You're sitting there in that favourite armchair saying to yourself; 'Yeah, but I bet the game's got bugger all gameplay.' A-hah! That's where you're wrong smart-arse, very wrong. Prince Of Persia is simply dripping with gameplay. It oozes out of the box, drips all over your shoes, positively drowns you in a flood. So what have you got to do?

Well, I'll oblige you just this once and tell you all about it. You're a Persian Prince, your girlie's a Persian Princess, she's been kidnapped, you've been locked in a dungeon, you've got to rescue her in one and a half hours or she has to marry an evil Sultan, and you'll never do it!

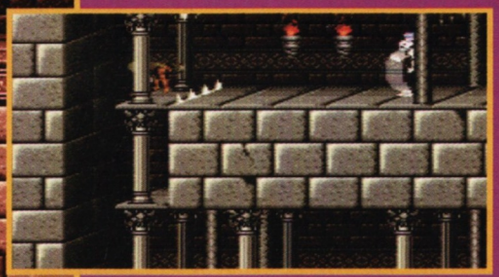
The catch is this; the dungeon is phenomenally huge and you're totally lost, the dungeon is also riddled with deathly traps that all take ages to fathom out how to negotiate, and to top it all there's 20 levels out of which to find your way. Ha! Daunting isn't it?

So is it a platform game? Is it an arcade adventure? Is it an RPG? Is it a puzzle game? Is it a beat'em-up? Yes! That's what is so beautiful about this game, it's got everything you could want, simply placing it in one category doesn't do it justice.

Firstly you've got the puzzle element where you have to work out how to get out



*These mirrors aren't just for staring into, they act as very good obstacles. To pass you must jump through but it takes a lot out of you*



*A health restoring potion is within your desperate sights but no quicker than you can say "Ali Baba" a strange ghostly figure nicks it! Bloody cheek*






# f Persia

of each level. This is done by depressing floor pads to open obstructing gates and sniffing out dead ends and red herrings. Then you encounter the beat'em-up element when you run into the dungeon guards, a skilful section of the game where simple hacks and slashes are not good enough – these guards have intelligence.

Next you have the arcade adventure theme. A sword must be found on the first level if you are to kill the guards and magic potions can be found thus replenishing your health and your hit points. And finally, it's all tucked up tight under the platform game bracket. Perfect? No. No matter how much I rant and rave about the graphics and the design of the game there's that customary something that lets it all down, this time it's the difficulty level.

Arsys

Okay, so we all want a game that's going to hold our imaginations for longer than 30 minutes and a game that isn't going to be completed in under a day but come on, this is too hard. To save your princess all 20 levels have to be done in under 1.5 hours, the first level took me 10 minutes to do; the second took me 13.

I know you get better with practice but by that much! Having said all that, I love it. It has all I could ever want in a game.

ALLJE



*Level 11 and now you're really getting into some hot water. That gate is closing rapidly but you've got to get through the razors first. Can you do it in time?*



*If you appear to have reached a dead end try walking into the wall. Here, on level 6, a long climb is rewarded by finding a secret hidey-hole containing a hit-point potion.*

## CONTROL PANEL

| | |
|---|---|
| ACOUSTICS | 7/10 |
| VISUALS | 18/20 |
| IMMEDIACY | 14/20 |
| LONGEVITY | 17/20 |
| ENTERTAINMENT | 27/30 |

*Prince Of Persia is a stunner – entertaining and exquisitely drawn. The gameplay is frustrating enough to keep you coming back for more – it has to be finished or you'll go crazy. The presentation of the product is one of sheer quality. Prince of Persia also wins in the sound department, some of the sound effects are rather bizarre but coupled with the Arabian music they create a wonderfully eerie atmosphere. I'm in love!*



**FINAL ANALYSIS 83%**

***Turn the page to find the whole of level one unveiled, the perfect introduction to the Prince Of Persia. If you're having troubles with further levels buy the next fabulous issue of Control for an in-depth players guide.***

CONT.

## ALEXPLAINS

*Prince of Persia (PoP) is pure, unadulterated quality. PoP is more than just a conversion from the Amiga original, new graphic styles have been incorporated, the layout of the stages has changed and the animation, as good as it was on the original, is near perfect. The gameplay is best described as frustrating. It's all too easy to slip off a ledge and see all your chances of finishing the stage go down the drain. This was the main gripe that spoiled Prince of Persia for me.*

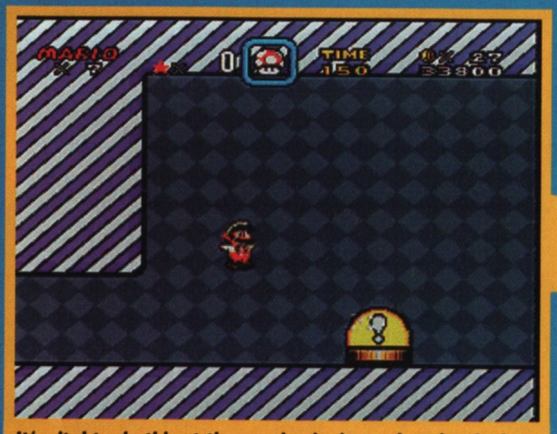
# Complete CONTROL

THE ULTIMATE IN PLAYERS' GUIDES

Super Mario World

*Well, you've finally laid your hands on arguably the best platform game ever, Super Mario World, but you'll soon come to a stuttering halt as you reach the tougher levels. Complete Control examines each world in detail, revealing all the secret passageways and short-cuts located in the game.*

## Yellow Switch Palace




*It's vital to do this at the very beginning, otherwise the later level will be harder to complete. Hit the power pad and grab all the coins then exit to the right. Simply run across to the right and stomp on the Yellow button*

## World One:




## Stage 1




*To grab bonuses from under blocks spin jump on them when you're Super Mario*

## Stage 2




*Pick up the shell and throw it at the row of turtles and you'll gain a 1-up*



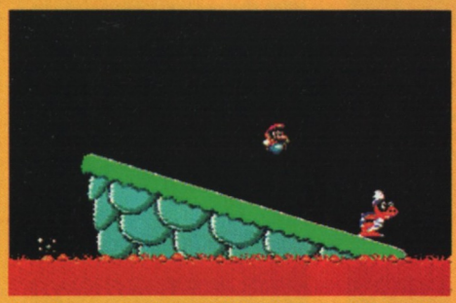

*If you're riding Yoshi, eat a few of the apples to gain coins*




*Some of the tubes can be entered, so try ducking down on each one*



On the wire mesh, jump up and knock all five bonus blocks, then punch the switch at the bottom in order to get the Fire Plant



Iggy is easy to defeat. Either jump on his head or lob fire at him as Fire Mario. Knock him in the direction of the slope in order to push him off



Pennie Smith

## Iggy's Castle

# Yoshi's Island



## Stage 4



(Left) Enter here on Yoshi, who can be grabbed from stage 2. Enter the first pipe and eat the Caterkillers to gain coins



(Right) Pick up the shell and kick it at the power switch – it'll fall down. Stamp on the button, then butt the bonus block to grab the invincibility star. Run to the right to exit the stage

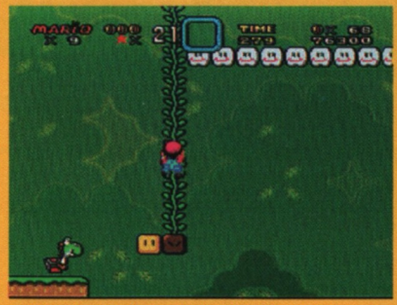


Before you enter here make sure you've completed the yellow switch palace

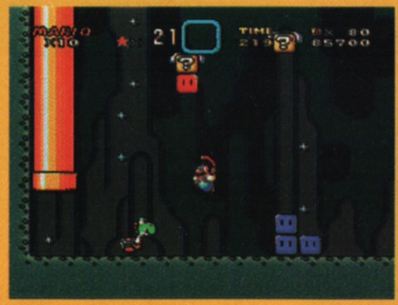
Fall off the third swing and enter the yellow pipe. Jump on the power switch and the coins will change to bricks. Run across and grab the Yoshi coin



## Stage 3



Climb the 'Jack and the beanstalk'-like vine to grab the Yoshi coin



Pick up blocks holding down Y. Jump, hold up and let go of Y and the block will fly up

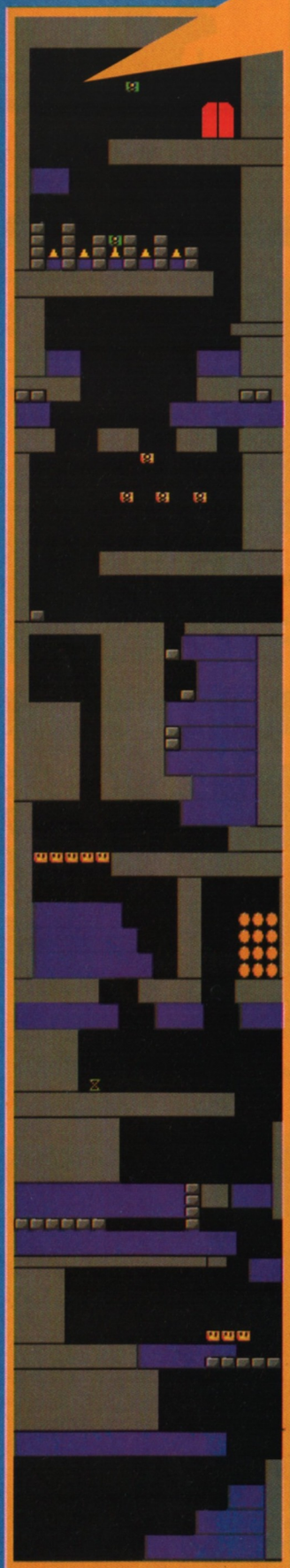


Yoshi can crush Koopas more easily than Mario, and you'll gain coins if he eats them

CONT.

# Super Mario World

## Ghost House



With the cape run from right to left at the beginning of the house. Fly up to the top where you'll find a platform. Run all the way to the right and drop off the end. Butt the block to gain four 1-ups then exit





A bonus stage will appear, allowing you to collect Yoshi, two feathers and two Fire plants. You can visit here as often as you like



## World

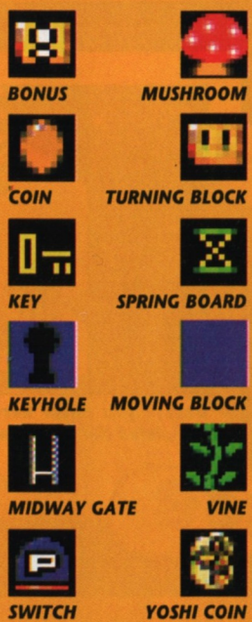
## Green Switch Palace

Ignore everything and run out of the pipe to the right, then jump on the Power switch. Return to the first level and run up the blocks at the end of the level to get the key





### Map Key




## Stage 2



Go up through the second green pipe in the ceiling, but make sure you're riding Yoshi or are wearing a cape

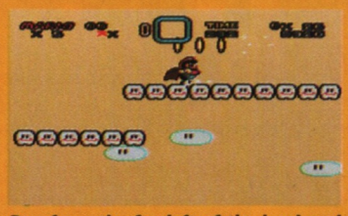


In the secret room, hit the last rotating block to reveal a vine, then jump across the blocks before climbing up and grabbing the key

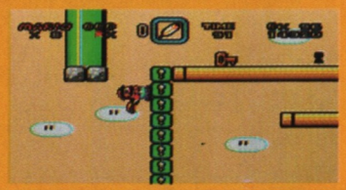
## Stage



Jump on the caped Koopas in order to equip Mario with a feather, as the cape is vital



Run from the far left of the level and fly along the top of the stage to grab loads of coins



There's a secret level just before the exit, but you can only grab the key after you've completed the Green Switch Palace, so return later

Walk through the door on the right, then butt the block to make the switch appear. Walk through the door again and hit the block once more making a vine climb to the top of the screen. Clamber up the plant then exit through the door





Bash through the blocks, then hit the icon on the right to release the vine. Climb to the top to get a load of coins and a Yoshi coin



Hit every switch once and once only, making sure not to fall from the platform



Take the top route here, then drop down the yellow pipe at the end to enter a bonus room

## Stage 3

# Two: Donut Plains



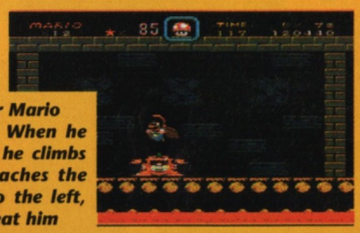


If you have the cape, fly all the way from left to right, stopping to collect coins, then flying again to grab a 3-up moon

## Stage 4

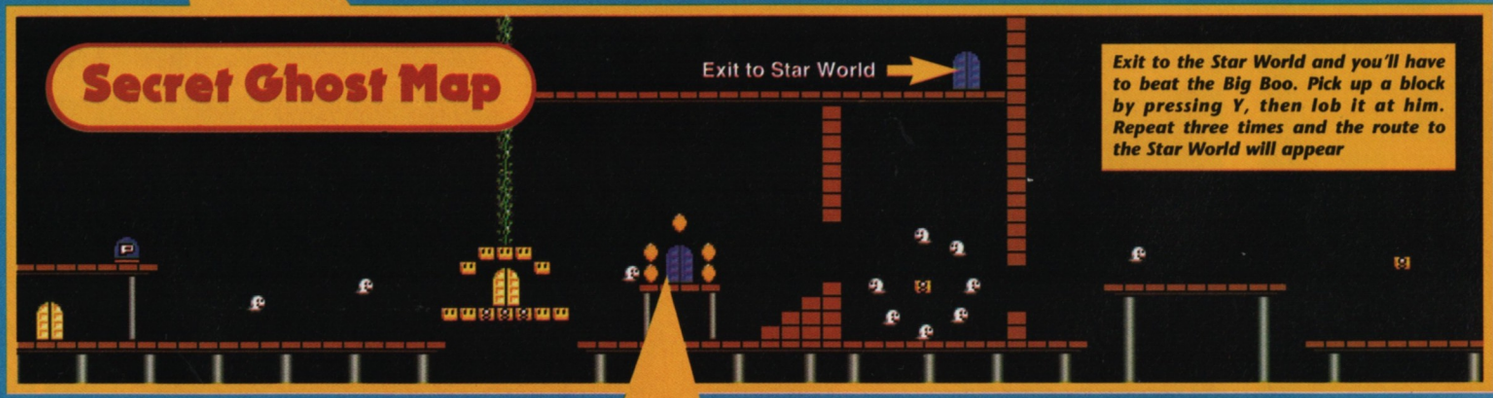
## Morton's Castle



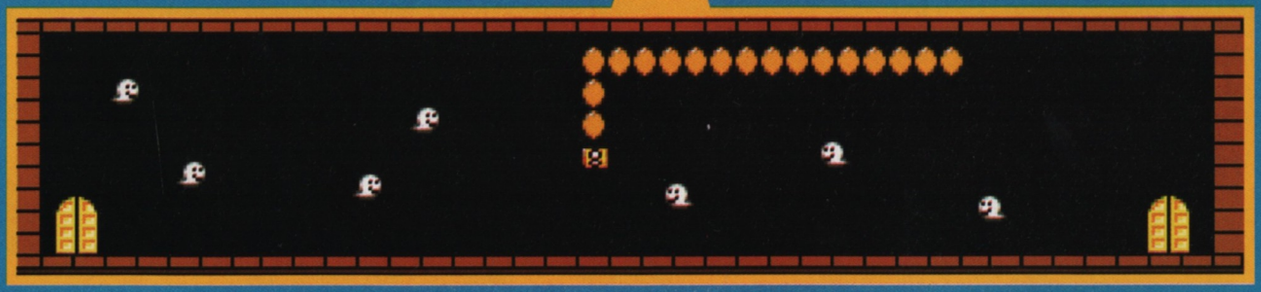


(Above) To kill the Dinosaurs, spin jump as Super Mario
(Right) The guardian takes three hits to kill. When he charges towards you, jump on his head. When he climbs the wall, stand on the right and when he reaches the centre of the ceiling, run (holding button Y) to the left, then jump on his head. Repeat once more to defeat him

## Secret Ghost Map

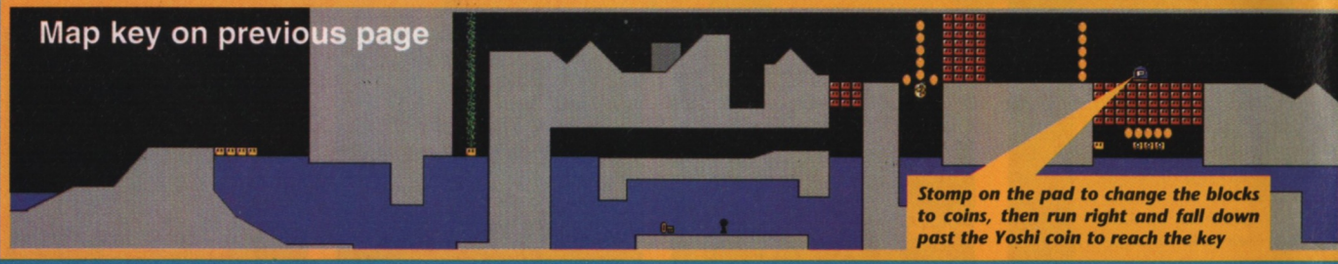



Exit to the Star World and you'll have to beat the Big Boo. Pick up a block by pressing Y, then lob it at him. Repeat three times and the route to the Star World will appear



CONT.

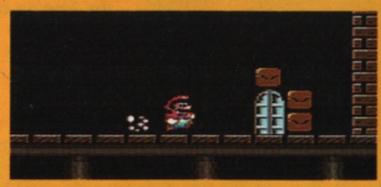
Map key on previous page



Stomp on the pad to change the blocks to coins, then run right and fall down past the Yoshi coin to reach the key

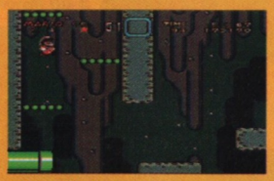
## Ghost House

Butt the middle block and pick up the switch. Carry it across to the far right and collect the coins before stomping on the pad, thus making a blue door appear. Walk through the door to get to the exit





Walk through the green pipe on the left in order to open a path to the Star World. You'll need either the cape or the spring board to get there



The exit is at the very top of the stage. Jump up there by using the springy green boards found on the left

## Secret 1

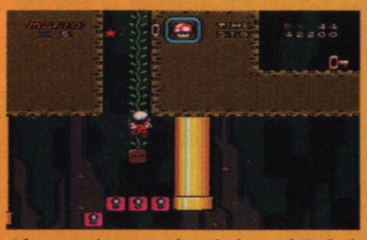
# World Three: Vanilla




## Stage 1



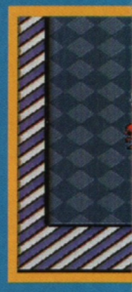
Knock the bonus block to grab the invincibility star, then run across the sinking block as fast as possible to the green exit tube



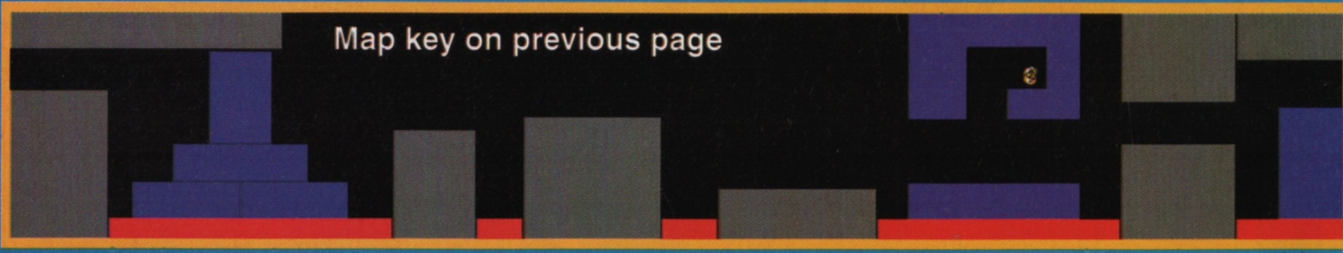
After you've completed the red Switch Palace, return and jump up the blocks. Head butt the top one to reveal a vine and a passage to a secret pathway

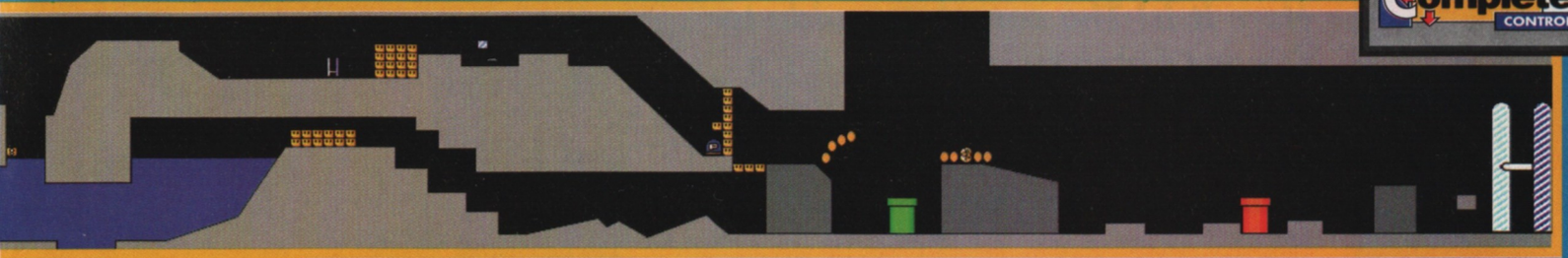
Pick up the shell on the left, throw it right then run after it. Just before it springs back at you, leap up out of its path, then through revolving blocks and out of the top





Map key on previous page



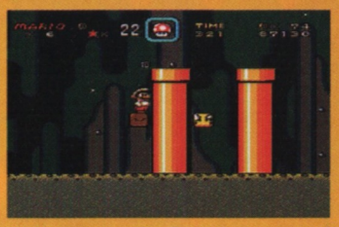


## Stage 2

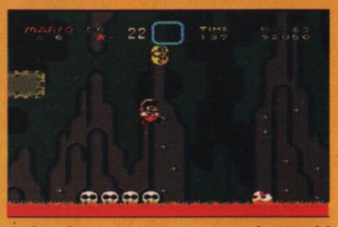
## Stage 3



There's a life in the top block, but you'll have to jump on the other two to get it



Jump next to the first pipe to reveal a hidden block that allows you to leap over the obstacles and continue



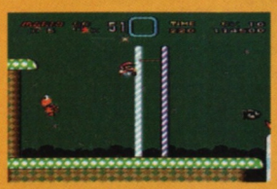
Take the top route to get the Yoshi coin, but make sure you land on the skull raft on the way down

## Dome



Jump on the raft to start it moving, then walk across the platform above before falling back onto it

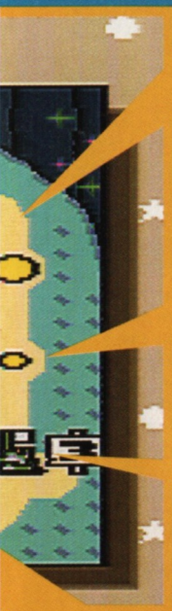
## Stage 4

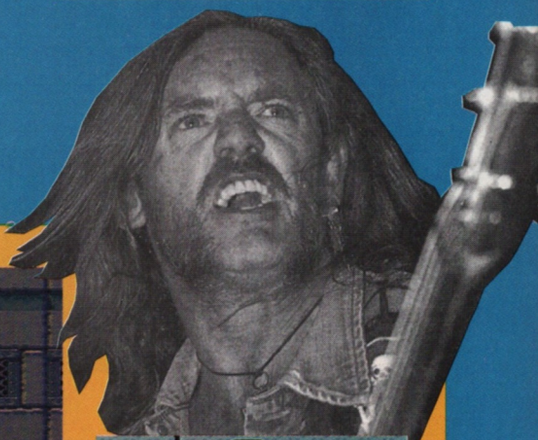


Use a Koopa shell or cape to make the leap over to the midway gate possible



Jump underneath these bonus blocks in order to collect loads of coins and an extra life





## Lemmy's Castle



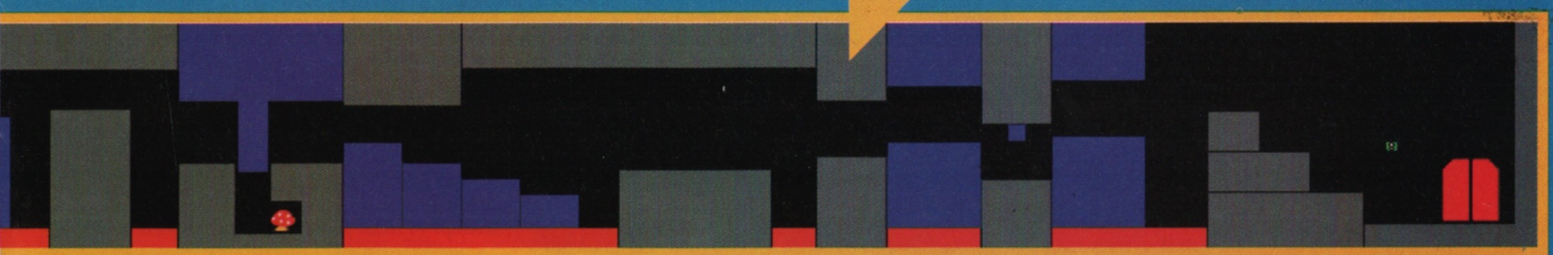


(Above) With the aid of the power switch, enter the door to break the midway gate. Make sure you leave coins underneath the door
(Right) To defeat Lemmy you must stomp on his head three times. Lemmy will appear from the tubes at the bottom, along with two Koopas. Ignore the Koopas and concentrate on Lemmy. Also take care to avoid the ball of fire

## Red Switch Palace



Stomp on the small power pad to change the blocks to coins, then spin jump on the flashing shell to destroy it. Leap on the next Koopa and grab his shell, then lob it off to the right. Run along the top platform, follow the shell and exit out of the pipe. Jump on the red switch to release the blocks



# Super Contra III

***Here it is! The complete guide to Super Contra III. Okay, so it's a smidgen old and the wrinkles are beginning to show, but do we really care? On yer bike, mate!***



**1** When you approach the large fortified building, shoot the guard first, then the guns, then finally the red blob

## LEVEL 1



**2** Jump into the waiting tank and drive right over everything, including the pedestrians approaching from behind



**3** When the wall starts to crumble stand on the far right of the screen. From here you can safely shoot the missile spitting tank without sustaining a single scratch

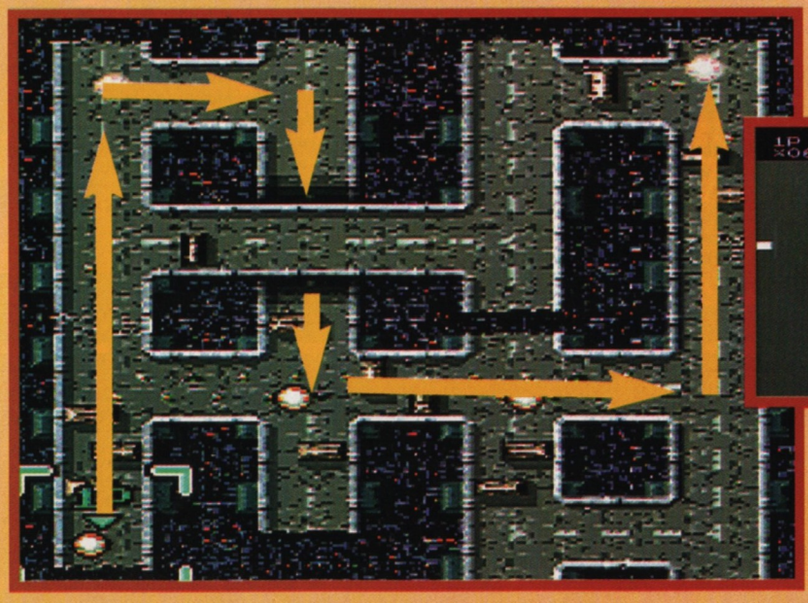


**4** The smaller fireballs can be shot and destroyed but the larger towers of flame have to be carefully navigated



**5** The first Guardian – Shoot at the red brain like growth protruding from the creature's chest while standing on the floor. Every now and again a blue shot homes in on you but a quick jump up to one of the platforms easily avoids this, however try not to jump when the creature has a large fireball in its mouth, as you could get fried

## LEVEL 2



*The easiest way to navigate this stage is to follow our luverly little arrow (a round of applause to the art department there!). Don't forget chaps, if things start getting too heated press the left and right buttons at the same time to do a perfectly executed pirouette. The best bonus weapons to pick up are the flame throwers, nothing can get past you with those!*



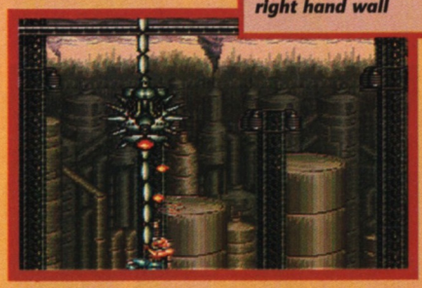
*(Above) The Guardian – this one likes to spin towards you so the best tactics are to keep moving down while firing towards the red eye. Eventually, if you're quick enough the thing will spectacularly explode. If you're not, however, it will start to bounce all over the place in an attempt to crush you. Just follow the same tactics*

# LEVEL 3



**1** *(Top) Beware of the rolling cannons on this stage that come from behind as well as in front of you – they can only be shot when stationary and open. It is best to be carrying a flame thrower here*
*(Centre) As you hang from the precarious looking railings watch out for the swarm of oversized Dragonflies that will try and carry you off screen*
*(Bottom) Swing from one of the spinning arms to shoot at the red eye, when the alien explodes jump back onto the railings. Evade the missiles and then leap onto the right hand wall*



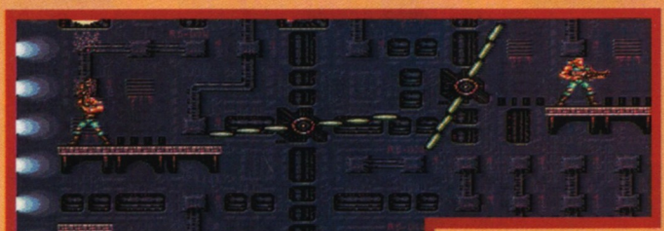




**3** *Watch out for the guards on the right that fire homing missiles towards you*

**5** *Collect the shield and then wade through the squadron of guards and the nuclear missiles. Now shoot the door*



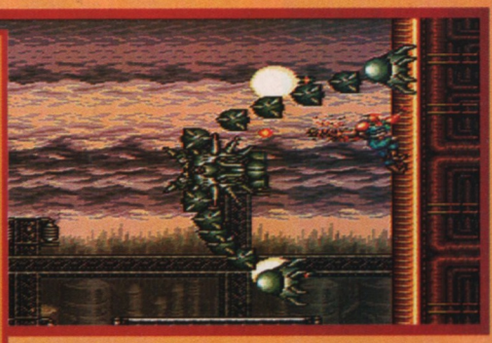






**6** *The next stage in this level scrolls vertically upwards. Should you fall or touch the bottom of the screen at any time you will be killed. Shoot the wall cannons and then carefully make your way up the platforms, using the spinning rails as well. Green guards approach from the left and right, as soon as they appear jump quickly up onto the platform by the second group of guards and then shoot both lots from here*

**2** *(Left) Keep in between the alien's legs and shuffle slowly up the wall when it moves, remembering not to get in the way of the missiles. When the alien swings out he will try and skewer you so the best thing to do is to continuously move up and down the wall. By doing this the alien can't keep up and therefore should not home in on you*
*(Below) When at a safe point, either the top or bottom of the wall, shoot diagonally at the red eye. Again it is best to have a flame thrower here*





**4** *(Below) Wait at the far left of the screen and keep firing, as neither the grenades nor the green guards will reach you while standing here. As soon as the last grenade has been thrown, quickly run underneath the alien and fire a few shots at the red eye, then steam back to the left to avoid the guards. Repeat tactics*



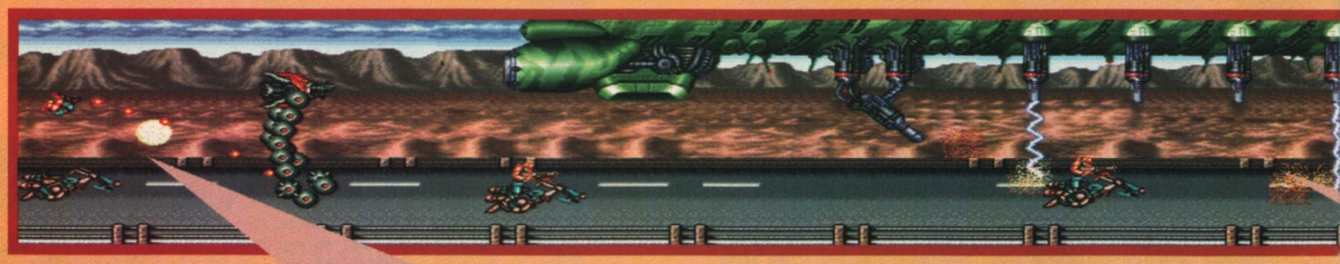
**7** *The Third Guardian – jump onto the left wall and shoot the robots diagonally, as they fire back, quickly dodge around the ceiling and both walls. (Watch out for the red robot as he jumps up). When hit enough they'll disintegrate leaving just their top halves bouncing about; if you hang from the ceiling and shoot downwards they will not touch you*



**8** *The Third Guardian, stage two – follow the same tactics as before only more strictly. The idea is to keep moving in a clockwise motion around the room while firing at the guardian's head – keep in front of the missiles but behind the flames. When the time bombs appear, hare to the opposite side of the room and pray! Repeat tactics until he's destroyed*



# Super Contra III



6 Jump up to shoot the body of the walking allen, but watch out for the missiles. When its legs are recoiled, move over to the other side of the screen and shoot the body again. Keep careering backwards and forwards across the screen to dodge the alien

## LEVEL 4



1 Two different styles of enemy bike come at you – the slanted ones diagonally fire cannons while the level ones lob missiles

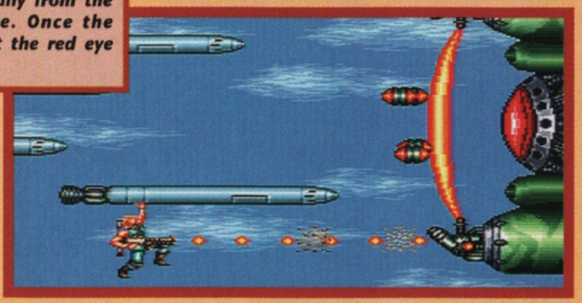


2 Shoot directly at the tank to hit both it and the missiles it fires and jump up while firing to shoot the flying guards

8 Jump around to shoot the bottom gun from the bottom missile and the top gun diagonally from the second to bottom missile. Once the power beam is bust, shoot the red eye avoid the homing missiles



7 When hanging from the missile, diagonally shoot the guard that moves round you. Dodge the grapple and jump when he moves in close



## LEVEL 6

2 Try and shoot the pink mouths as soon as you notice them materialise on screen. Otherwise, they will fire a multitude of mini mouths at you



1 When confronting the huge hanging alien try and stay in one place, preferably the bottom platform, and shoot straight ahead, aiming at its jaws. Use a smart bomb if things get a little hairy

3 Shoot the four pods surrounding the brain-like guardian first to prevent scorpions escaping, then aim at the top of the red brain to kill the alien

4 The next threat can only be killed when its face is in view. You can leap on top of the alien but if you do it jumps up and crushes you, so don't stay on it too long. Watch out for the fire it shoots from its eye – it is best to run to and fro over the alien to avoid its fire



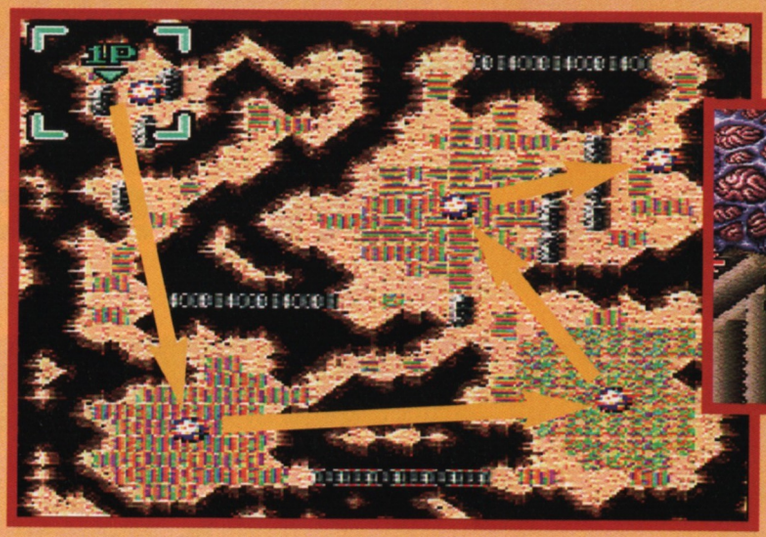




**5** After manouvering between the lasers keep to the right of the screen and then jump left over the fireball

**4** Shoot the guards that leap from the ship – the grey one is the most important, as when he's dead you'll proceed onto the next section

**3** Move to the far right of the screen and then carefully manoeuvre between the lasers and dodge under the snake arm when recolled



(Left) Again, follow the arrow for the easiest route. You will now find spinning pools and sand slides that will throw you into the chasm so take your time and advance cautiously. Also don't fire when crossing the bridges or they'll collapse

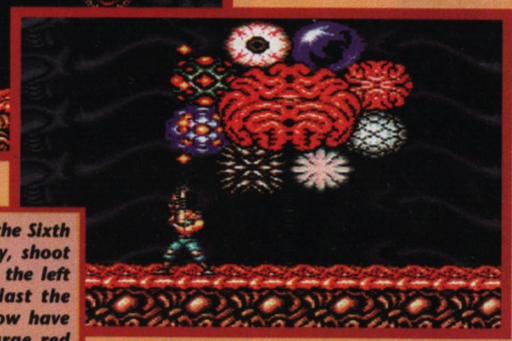


(Left) The Guardian – The most useful weapon is the flame thrower. Shoot the arm first and then aim for the main eye in the centre – if you take too long the guardian will start to spin dangerously

# LEVEL 5



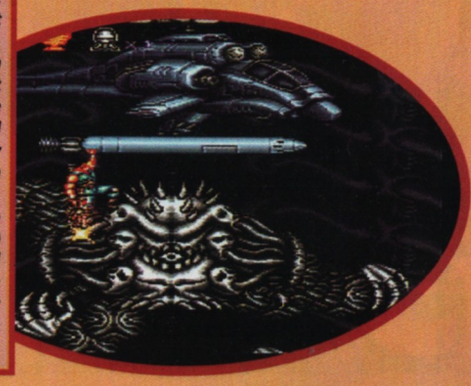
**5** Climb up the wall but do not remain in one place or the beastie will home in on you, swiping you with its tail. Again, shoot diagonally but it is best to do this from the top as its tail protects its body



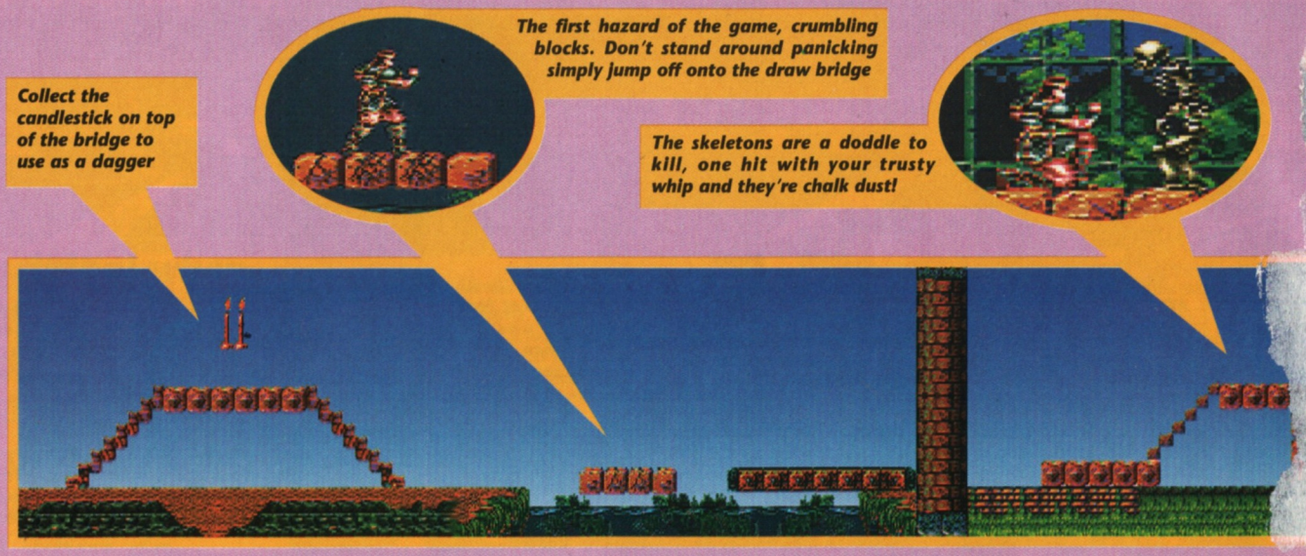
**6** (Above) At last, the Sixth Guardian – firstly, shoot the two arms on the left and right and then blast the two small eyes. You now have access to shoot the large red eye in the centre – watch out for the lizard men that approach from either side

(Above Right) The Sixth Guardian, stage two – shoot the four orbs flying around the brain. Each one is a mini guardian and once all four have been defeated you've won the game!

(Right) If you manage to complete the hard stage (as if!) you will be greeted by a third guardian, just keep to the middle of the screen and shoot down. His flailing arms shouldn't touch you

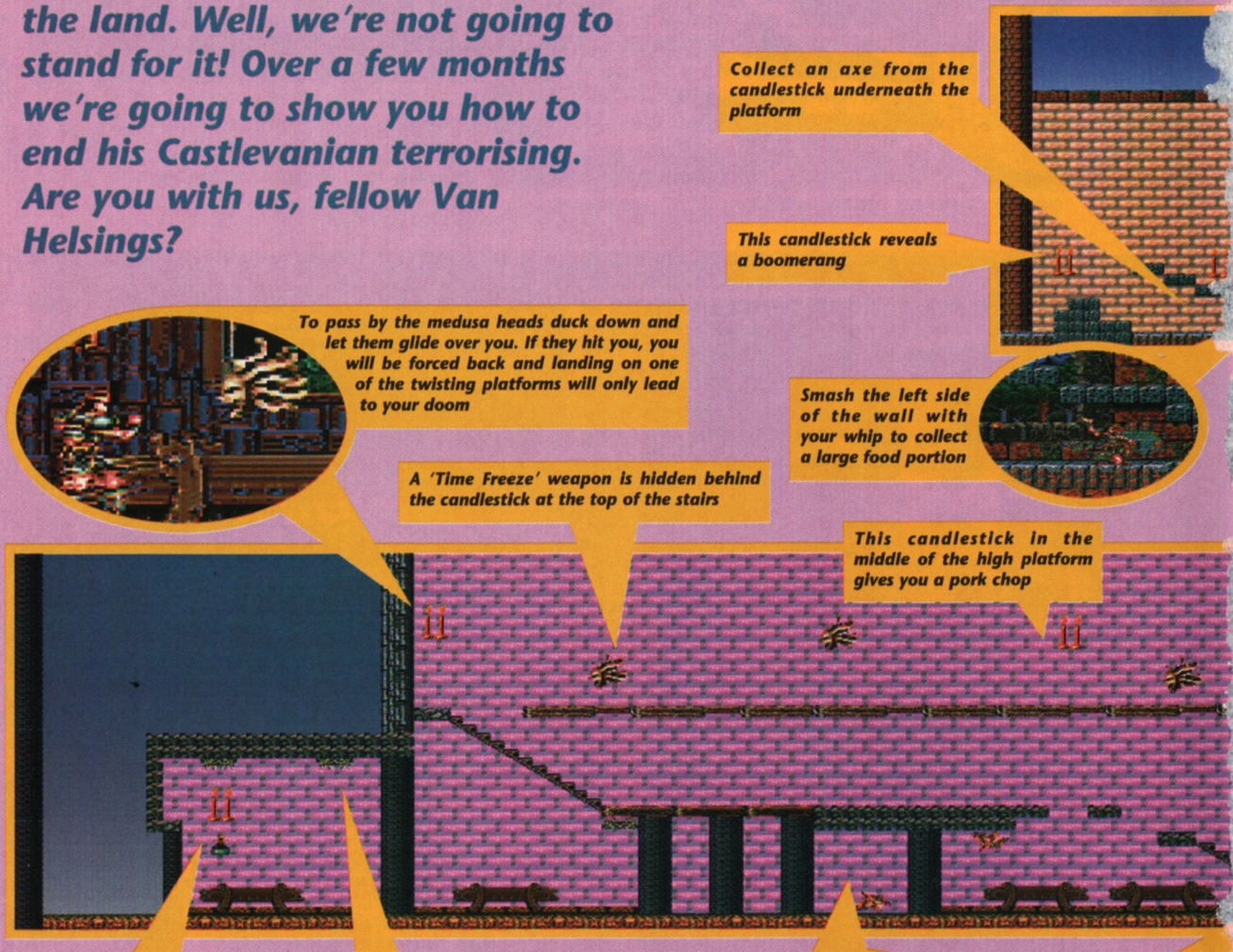


# Castlevania IV




***Dracula's at it yet again. He just can't leave succulent juicy necks alone... he just has to go for the jugular and wreak havoc across the land. Well, we're not going to stand for it! Over a few months we're going to show you how to end his Castlevanian terrorising. Are you with us, fellow Van Helsings?***

## LEVEL 1: STAG



# LEVEL 1: STAGE 1

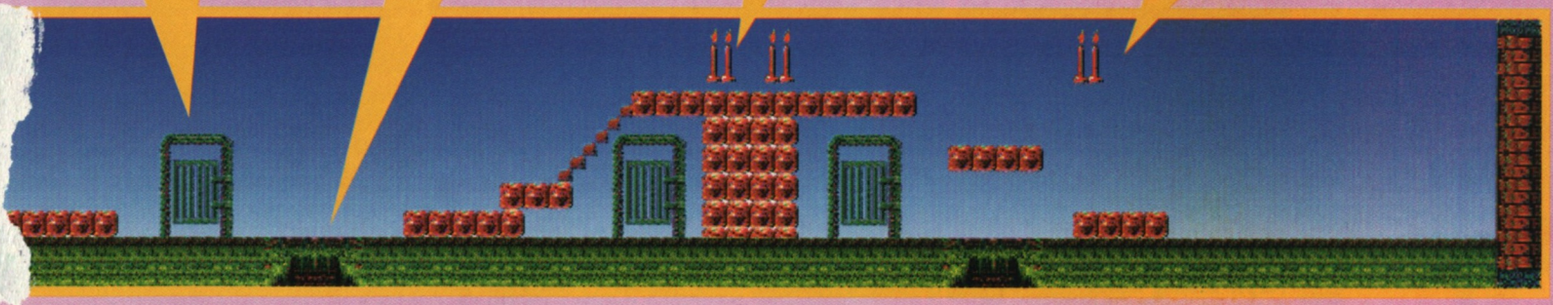


Go through the gate thus allowing you to walk behind the fence

The bottomless pits cannot be jumped over – walk behind the fence

Go back through the gate and collect the pork chop from the left hand candlestick

On the far side of the fence lurking behind a high candlestick is an enemy zap



A monster appears from behind a small wall – do not let him catch you unawares



Whip the candlestick for a nice pork chop



This is a really big gap. Using your whip, swing backwards and forwards to gain enough height before you attempt to jump off





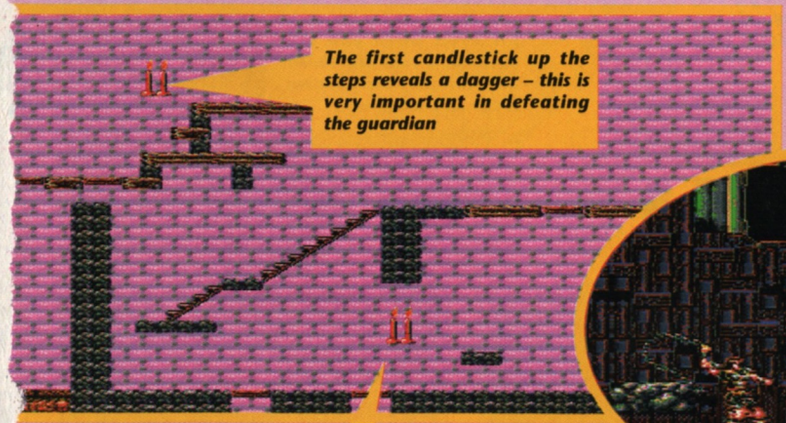
After you've killed the dragon hit the candlestick for an invincibility potion

This candlestick gives you a dagger

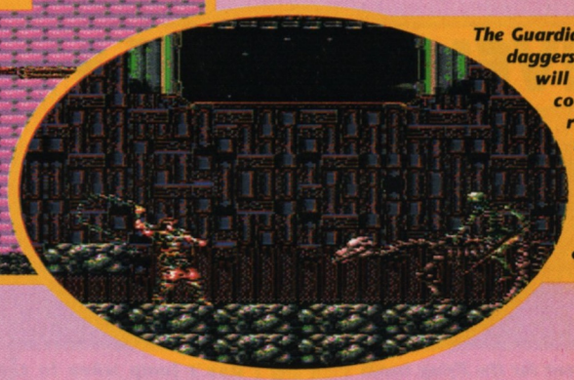
Collect an invincibility potion from this candlestick

Collect the II icon by whipping the wall

# LEVEL 1: STAGE 3



The first candlestick up the steps reveals a dagger – this is very important in defeating the guardian

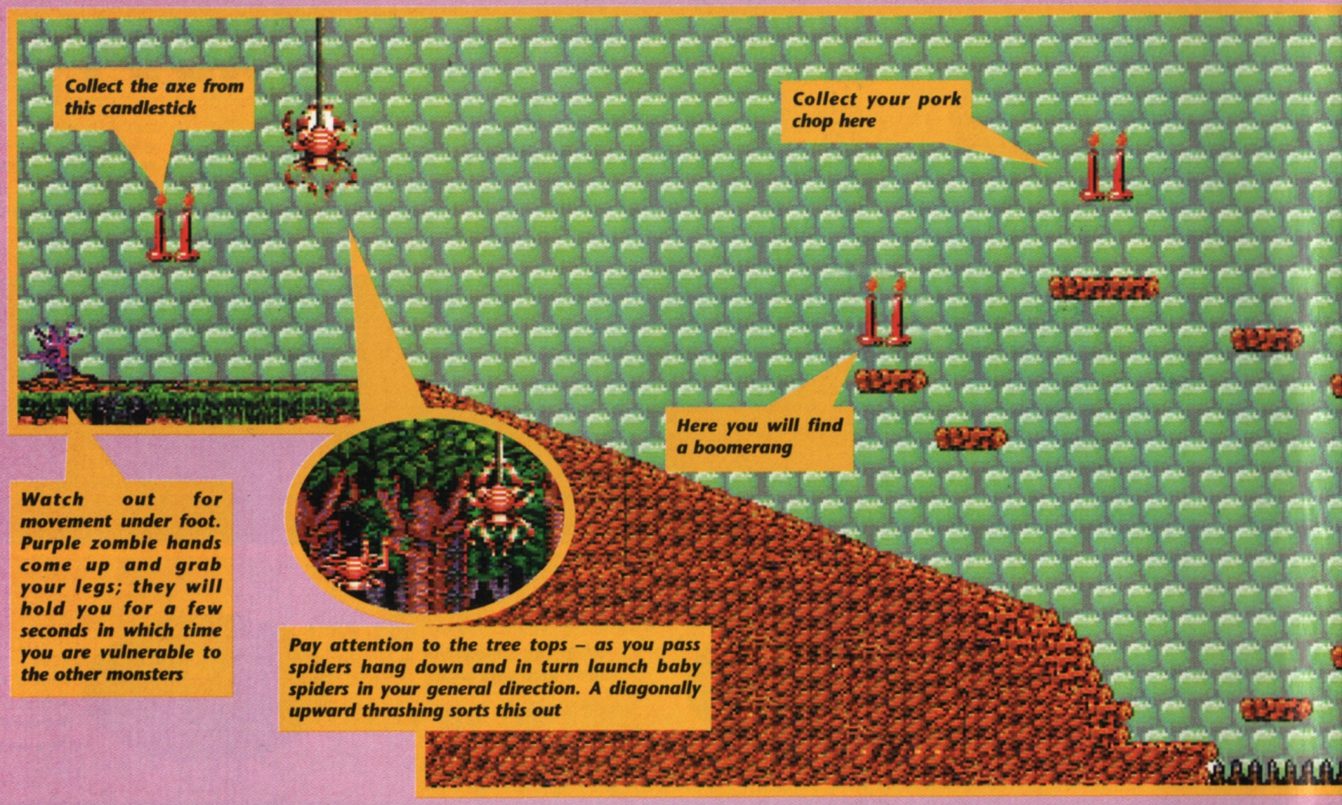


The Guardian – stand on the left and fire daggers at the skeleton horse, as they will destroy the fireballs that it consequently spits out. When reduced to half energy, the horse will disintegrate leaving the skeleton rider on foot, so simply use your whip to hit him but run to the left or right when he jumps, otherwise you'll get skewered

This last candlestick gives you an all important pork chop, vital at this stage as the first guardian now approaches

CONT.

# Castlevania IV




## LEVEL 2: STAGE 2




## LEVEL 2: STAGE 3



**1** Just watch out for the flying hands that will, if they catch you, steal all your hearts. The best thing to do is duck down and let them fly over you

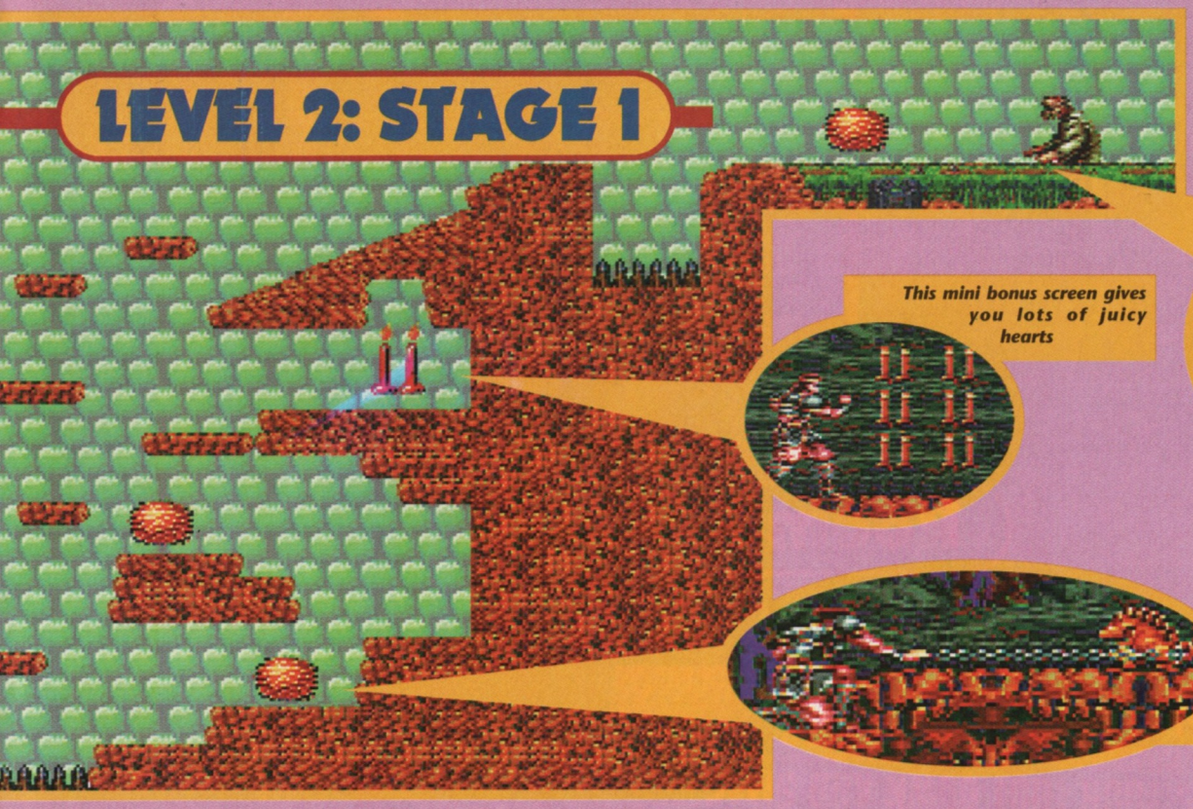


**2** Don't jump when in the direct vicinity of these red spikes even when you're being attacked, simply because they'll kill you



**3** Flying green monsters appear every now and again but one diagonal whip upwards sorts these menaces out once and for all

# LEVEL 2: STAGE 1



Again, watch out for the zombiefied manifestations that rise from the ground

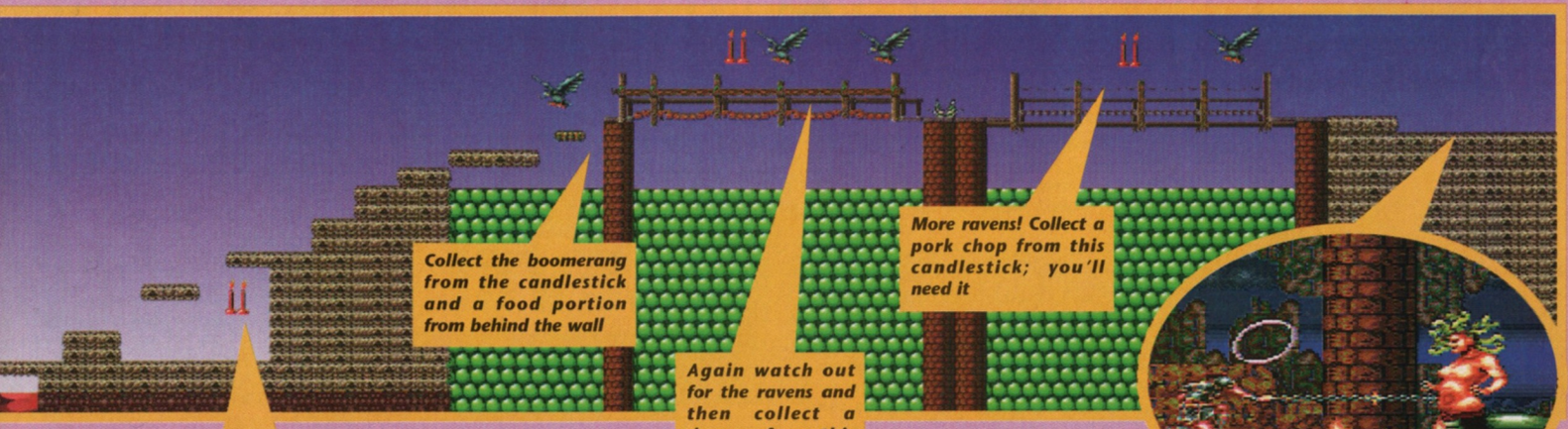


This mini bonus screen gives you lots of juicy hearts





When killing the Armadillos, duck down and whip them a couple of times when they are unrolled

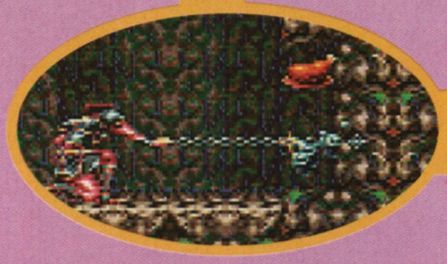


Collect the boomerang from the candlestick and a food portion from behind the wall

More ravens! Collect a pork chop from this candlestick; you'll need it

Again watch out for the ravens and then collect a dagger from this candlestick





Again, watch out for the zombiefied manifestations that rise from the ground

Stage two guardian – why it's at the end of stage two and not stage three (because stage three has not even been blessed with a guardian at all) is anyone's guess, but nevertheless the Medusa must be defeated. Keep to the left of the screen, duck down and whip frantically thus avoiding her spells and killing the small snakes that she fires at the same time. When there are no small snakes rapidly fire the dagger towards her and she'll disintegrate in no time



**4** Every fifteen seconds or so the current of the water changes, involuntarily pushing you left or right, because of this, watch out for the spikes that are situated under the water line



**5** There aren't that many candlestick bonuses on this level but the few that are there hide (in this order) an axe, an invincibility potion, a pork chop and a boomerang



**6** The only other major foe on this stage is the fire spitting dragon. As before duck down and whip him vigorously, but make sure the water current is pushing you away from the enemy

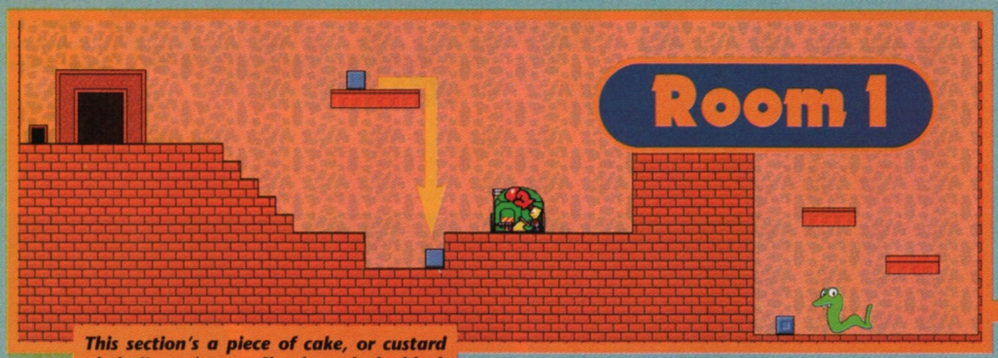
# Krusty's Fun House

***Having problems with Krusty's rioting rodents? Can't lead the rats to the masher? Complete Control will guide you in the right direction. Just follow the maps below to complete the first level...***



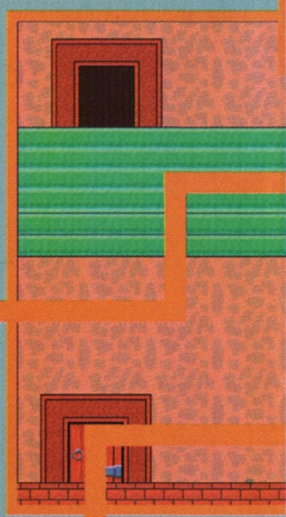
## Room 2

*A little bigger but still very easy. Use the elevator to jump over to the right, then grab the block and place it as shown on the map. The rats will be whisked into the masher thanks to the blower. Run down to the bottom of the stage to grab the goodies but avoid the deadly drips. You'll find a 1-up in the bottom left of the level*



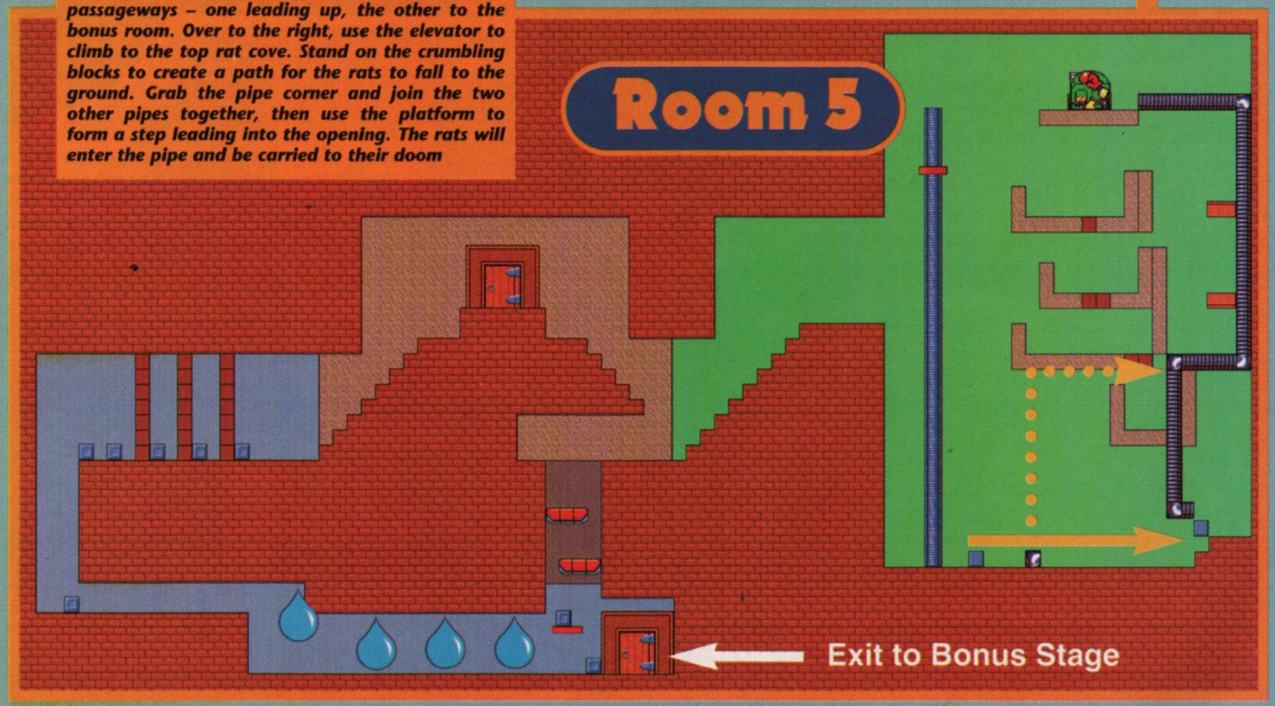
## Room 1

*This section's a piece of cake, or custard pie in Krusty's case. Simply grab the block and place just in front of the Rat Trap. There is also a bonus found on the far right of the scene*

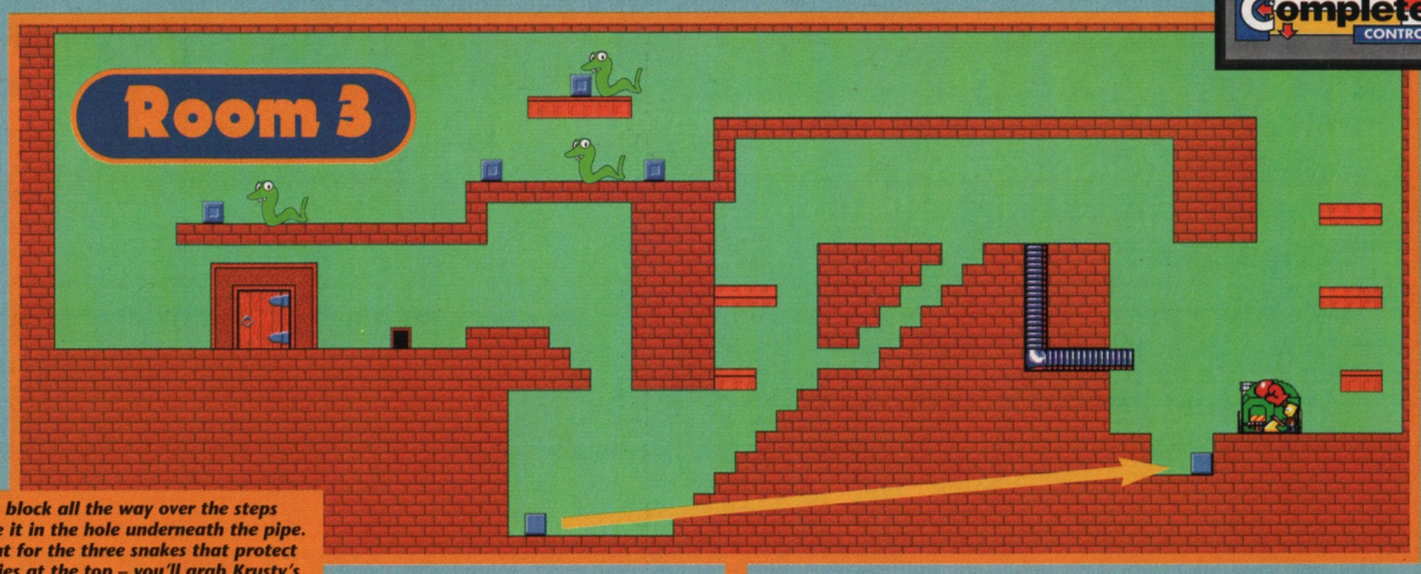


## LEVEL 1

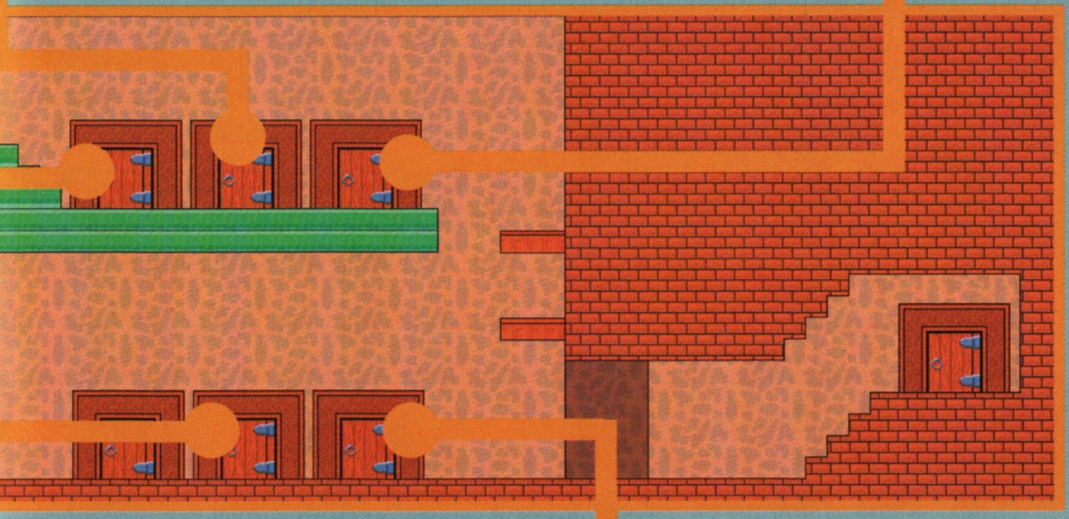
*Using the SuperBalls break through the crumbling walls to the left of the start. Grab the bonuses, fall down the hole and walk right past the drips. Kick open the two blocks to reveal two secret passageways – one leading up, the other to the bonus room. Over to the right, use the elevator to climb to the top rat cove. Stand on the crumbling blocks to create a path for the rats to fall to the ground. Grab the pipe corner and join the two other pipes together, then use the platform to form a step leading into the opening. The rats will enter the pipe and be carried to their doom*



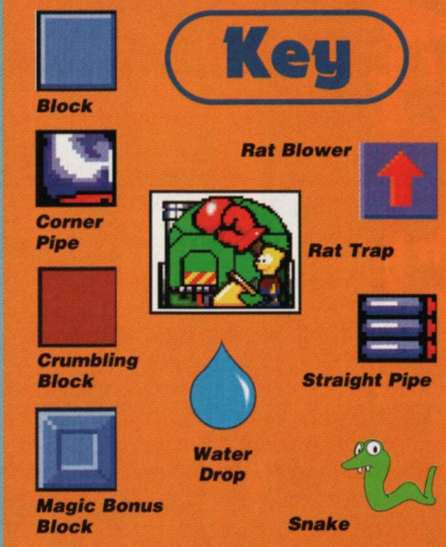
# Room 3



*Carry the block all the way over the steps and leave it in the hole underneath the pipe. Watch out for the three snakes that protect the goodies at the top – you'll grab Krusty's bag of tricks (points) and custard pies*

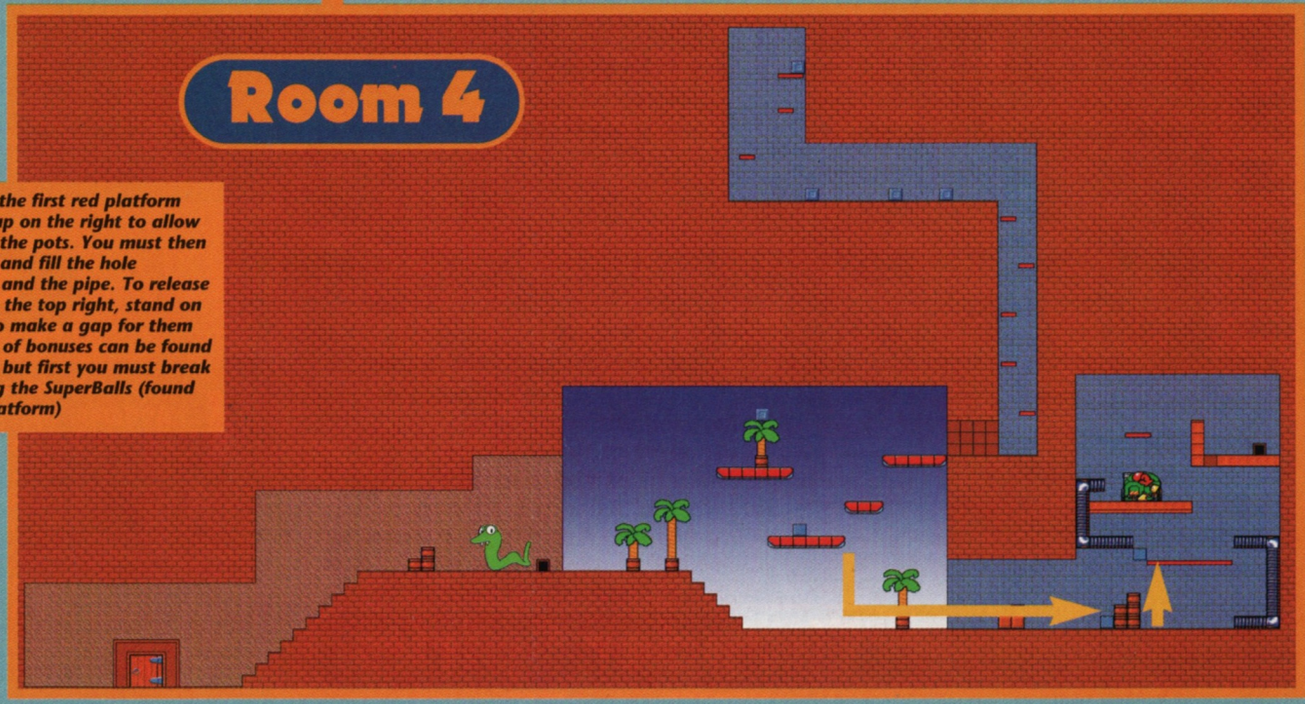


## Key




# Room 4

*The block is found on the first red platform and must be stacked up on the right to allow the rats to climb over the pots. You must then move the block again and fill the hole between the platform and the pipe. To release the rats in the cove at the top right, stand on the crumbling block to make a gap for them to fall through. Loads of bonuses can be found at the top of the level but first you must break through the wall using the SuperBalls (found on the very top red platform)*



# DENNIS SMITH'S HINTS & TIPS EMPORIUM

*This month's special guest hints and tipster is Shopkeeper of the Year, Mr. Dennis Smith. Apart from stocking the finest brands of every conceivable household fruit and veg, he has a remarkable talent for hints and tips...*

## Streetfighter II



Some shops have all the luck! I was recently informed that a rival retailer in Nottingham has sold 250 copies of Street Fighter II in the short space of three weeks. Why didn't you buy it from me? I'm an honest sort of chap and I could of let you have it for 50p cheaper! I ask you... Anyway, here's a splendid little cheat that allows you to play in a two player mode using the same characters. As soon as the Capcom logo appears press DOWN, R, UP, L, Y, B, X, A extremely quickly before the Street Fighter II logo comes up. You'll know if you've succeeded when the screen goes blue and you hear a pinging noise.



## Super Mario Bros IV

Is there an end to this game? Apparently not, for many people out there as we've had quite a few cries of help from troubled gamers when asked for their opinions of Mario. Well I'm not going to give you any help because I'm just an honest shop keeper. Instead, just check out the Yoshi-tabulous players guide looming somewhere within these pages. Pah! Humbug.

## Thunder Spirits



Here's another simple one. If you just press START and SELECT together on both controllers you will get a configuration screen. Better than a tin of beans any day.

## SuperContra

Our Alex is Ace! He's so super, top, fabby and great that we all really love him, because he has just found a groovy little cheat for this excellent beat'em-up cum shoot'em-up. When romping through on a two player mode if you die you can exchange your smart bombs for more lives by pressing button A, however, this only works if your companion is still in the land of the living. Oooh Alex you're wonderful – NOT!

## Final Fight

This one couldn't be easier. Just press LEFT and START together on the title screen for a secret options mode.




### DENNIS' SPECIAL TIPS

SNES owners are only as good as the magazine they read.
Never push your Granny when she's shaving love hearts.
Don't be conned into buying inferior imitation SNES Magazines.

## Addams

I used to know a guy called Addams, he had his leg bitten off by hit pet piranha while taking a bath. Shame really, he was a nice sort... whooah there Dennis what are you jabbering about? Here's a good cheat, when you get to the continue or quit screen just go the far left and keep walking off the screen; you'll end up in a bonus room with four 1-ups. Top form, what?

## 111




This is a little beauty! It's done the missus the world of good as now she can actually finish the damn thing, and I get my tea on time. What a blessing! For full power-ups pause the game and then press UP, UP, DOWN, DOWN, L, R, L, R, B, A and unpause. Voila, Bob's your Uncle... or is he merely your Auntie's live-in lover?




## Gradius III

## Super R-Type

I have it on good authority that this cheat does work, but I have yet to succeed when using it. I can get the first part right but things just go to pot after that so see how you get on with it (because it's a little bit on the duff side I'll let you have this one at a discount price with a free bag of black bullets).

On the title screen, where you can choose which difficulty level to play in, press DOWN, R, RIGHT, DOWN, RIGHT, RIGHT, DOWN, RIGHT, DOWN, DOWN you should hear a start chime.

Now start the game and when you're flying pause it and press R, RIGHT, DOWN, Y, DOWN, RIGHT, DOWN, LEFT, RIGHT, DOWN, RIGHT, RIGHT then press either A (to get a rippling laser), B (to get a vertical laser), X (for a bouncing laser) or Y (for an arched laser, then either R (for a huge bomb missile), A (for homing missiles) or X (for falling missiles).

Unpause and fire away. I can get the chime to sound at the start but that's about it.

## Super Ghouls & Ghosts

This is probably the best cheat of the day for the hardest game of the decade. Get onto the option screen and highlight the Exit option, then hold down L, R, START, and SELECT on controller two and with your third hand press START on controller one. Don't try this on your treacle toffee, it could get messy. You are now able to select which level you want to start on. Wow!



## Super Tennis

Fifteen love... Unless you've been playing tennis since you first started eating solids then it's unlikely that you'll ever be the next Agassi so that's why I'm going to help give your game extra balls. To get a player with the best possible all round abilities, enter the player select screen and using controller 2 press the LEFT button 5 times, X once, the RIGHT button 7 times and X once more. You should hear the music change and now, whichever character you pick should kick serious centre court butt! 30 love... Would you like to play an exhibition match on a lovely red court against a weird opponent? Then just enter this code:
K8XD3HR FTLWJPC 2GNYBQ1 4065C6P DJSTK8X D3HRFTL WJPVKMW 1JJ

## Family




## Super WWF

Got a mate who's just too good at this and is annoyingly smug with it? Now you can wipe that smarmy grin off his spotty faces once and for all. Just get his energy down to about half, deck him and pin him down using X, then immediately press UP and Y and he won't be able to budge an inch! This tactic also works against the computer but not the tag team or survivor series.

*That's it for today kids, it's 5.31pm and time to shut up shop. Remember though, Control would like to hear about your tricky tit-bits and they've always got an open door (before 5. 31 that is). They'll even give away a cart for a really mega players guide – so get cracking, your name and hard work could go to print. Lets make this the best tips emporium in the land!*

*A specially extended Hints & Tips as it's the first issue. F-Zero, the futuristic racing game set on a series of gloriously gaudy technicolour tracks is given the Complete Control treatment, and elsewhere within the emporium is a competition for all you budding games-cartographers out there with a chance to win three games every single month!*

# F-Zero

Firstly, you'll need to select the right skimmer; although the four vehicles are quite evenly matched, the Fire Stingray is the most versatile of the crafts up for grabs. Although it has noticeably slower acceleration than the other three, it more than makes up for that deficiency with its cornering capacity and .

## General Hints and Tips

- Don't crash!
- Plot out your course carefully by following the maps.
- Don't crash!
- Always top up your energy each time you complete a circuit.
- Use your boosters at the finishing line as this is normally the straightest part of the course.
- Whenever you enter a tight corner at a high velocity, release your finger from the accelerate button and use the left or right button to gain added control over your cornering ability.
- Lastly whatever happens, no matter how bad things go or even your computerised opponent is a complete pain in the monitor and gets in your way all the time, DON'T CRASH!



## Electro Lines

*As you're speeding along the track, one of the last things you need is a huge electrical magnet to pull you to one side. Not only will they slow you down, they'll also zap away your precious energy. Aim to steer on the opposite side to avoid them*

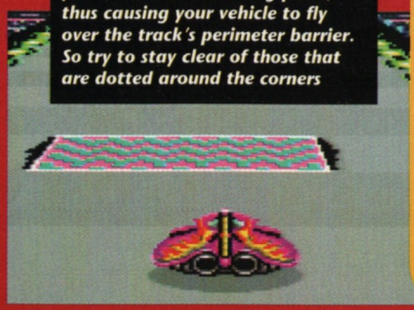
## Go Faster Arrow

*When lagging behind the competition, your best bet is to collect a super turbo boost. Steer your craft over the arrow to be bestowed with supersonic speed*



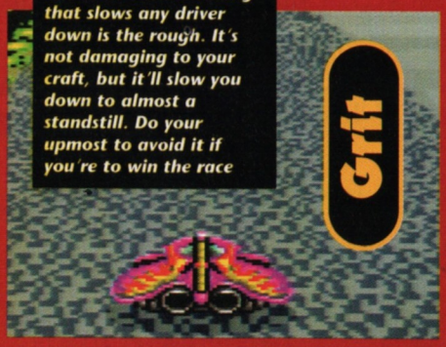
## Jump Ramp

*Although they are rather handy for the purpose of increasing speed, they're also quite deadly should you hit one at the wrong place, thus causing your vehicle to fly over the track's perimeter barrier. So try to stay clear of those that are dotted around the corners*



## Grit

*The most common thing that slows any driver down is the rough. It's not damaging to your craft, but it'll slow you down to almost a standstill. Do your upmost to avoid it if you're to win the race*



## Mines

*These little suckers are a bit of a nightmare. If they're struck during a race, they'll cause your power meter to drop drastically. They may also cause temporary loss of control*



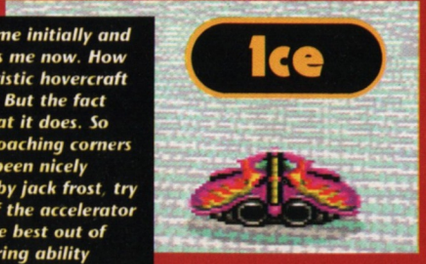
## Water

*Thankfully there is something on the track that isn't harmful. The only reason it has been mentioned is because I like it*



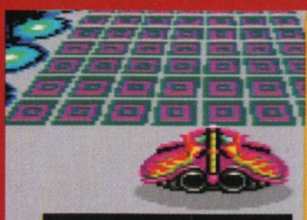
## Ice

*It puzzled me initially and still puzzles me now. How can a futuristic hovercraft slip on ice? But the fact remains that it does. So when approaching corners that have been nicely decorated by jack frost, try to let go of the accelerator to bring the best out of your cornering ability*



## Power Pads

*Passing over these will result in the loss of both speed and energy. Either steer around them or use the jump ramp that may be provided*



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**Good maps mean really stunning prizes!**

So what's required of you? Well, that's simple too. We know that there are hundreds of great gamers out there who are just dying to show off what they've achieved when armed simply with a joypad... so now's your chance.

We want to give you the best magazine possible, the best reviews, the best competitions, the best news and the best tips section, but all this takes time and to create something this good requires a little bit of help. From you!

**We don't want maps of the first levels, we want you to get to the real meat of the game!**

All we are asking is that you put pencil to paper and map your gaming escapades then send them in to us to be printed in Complete Control. They don't have to be anything fancy or complicated (we'll cover the arty side) just clear, concise, informative guides that are going to help fellow gamers. Please remember though, we have to understand what everything on your map is, such as moving platforms, spikes, falling rocks or whatever you must explain the lot including gameplay tactics.

Furthermore, your maps must show all the vital information, important obstacles and traps, hidden bonuses – in fact everything that you think would benefit YOU if you were reading it as a troubled gamer. You don't have to have a degree in art to send in guides, we don't necessarily want budding Michelangelos (or Donatellos for that matter), just good gamers. If you can finish a game then why not show your skills off to the world? We'll be impressed and others will be too.

**Remember information and detail is the name of the game!**

The creators of the best guides could win up to three Super Nintendo games (depending on how big and informative the guides are) so what have you got to lose? We're waiting with baited breath, so get scribbling. Alternatively, if you can't be bothered drawing maps and you've discovered some useful hints and tips that you want to share with the rest of the games playing world then send them in. If they're any good, you could become the proud owner of a brand new SNES cart.

**Hopefully we've impressed you, now it's your turn to impress us!**

**Don't be put off by the art editor's brilliant piece of cartography featured on this page!**

When you've created your gaming masterpiece, send it to us with your name, address and a choice of games (should you win) to:

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***On a glorious English summer's day (not!), Nick 'Journo' Walkland and Alex 'Amateur' Lee, cruised into downtown Stockport in Cheshire to annoy, confuse and bedazzle the staff and customers of the local Virgin Games Centre***




# remote control

## Alex Shaw



Star Performer

AL; Have you got a SNES?
AS; No, but my friend at school's brother has. I've played on that a few times; on the Super Mario World and I found that good, cos you've got to get past the different levels and you have to duck.
AL; Have you got on Yoshi yet (*isn't that a bit personal*)?
AS; Pardon?
AL; You know, the little green dinosaur thing (*very technical, I must say*).
AS; Ah, yeah, when I got there he just ran away, so I was, like, chasing him and there

## Phil Kirwan



A Man In The Know

ALEX LEE; So tell us a little bit about the Super Nintendo.
PK; I thought you were going to ask me some questions (*cheeky monkey*).
AL; Tell us what you know about it.
PK; Er... (*pause*) it's a 16 bit system, you play games on it.
AL; So which games have you got?
PK; I've got Super Soccer and Super Mario that you get with it anyway. There's not much else worth buying (*mmm, obviously oblivious to imported stuff*).
AL; Do you reckon the games you've got are playable?
PK; On the lower teams you can just stand outside the box and score every time. And I've completed Mario; I've got the cassette to prove it. I'll bring it in if you like (*what a show-off, and don't you mean cartridge?*).
AL; Would you like to map it for us?
PK; (*Laughs nervously and changes the subject*) I've bought a converter for the American games.
AL; Have you seen any of the imported stuff?
PK; Yeah, Contra III looks good. The thing is, there's a need for imported games because some of the kids that come in here have completed all five of the official games already.
AL; Right, cheers Phil. Someone's just come in the shop, better go and hassle him.

## George Nelson



He Of Noble Descent

AL; (*Sounding like a Policeman*) Let's have your name first, then.
GN; Err... (*has to think about this one*) George Nelson.
AL; Do you know anything about the SNES?
GN; Yeah, I have a retail shop that sells the stuff.
AL; Is the SNES selling well?

## Ian Martin and Paul Swainston



Rocksteady Crew

AL; I've noticed you're looking at the SNESs. Are you getting one?
IM; Nah... (*productive start*)
AL; Would you get one?
IM; Nah... My mate's got one though (*bingo!*)
AL; Have you played on it?
PS; Nah... err, I had a bash for a few minutes.
AL; How about compared to the Mega Drive?
PS; Graphics are supposed to be better, aren't they?
NICK WALKLAND; (*Stepping in to aid the ailing Alex*) You reckon you're going to get one then?
IM: If I was looking for one, but I'm not.
AL; (*Stepping in to aid the ailing Nick*) Heard about the imported games from America and Japan?
IM/PS: Nah... Why, are they supposed to be better?
AL: (*On same wavelength*) Well there's loads more. There's one, Street Fighter II, and there's eight different 'rock hard' blokes (*so Chun Li's in drag, is she?*) to beat the shit out of each other. It's really good... (*beam us up, Scotty*)

were these mushrooms coming at me and I had to jump on them.
AS's Mother; (*Obviously impressed by our interview technique*) What did you think about the graphics on it?
AS; The graphics are really good; they're good on that game with those, like, stock cars.
AL; Super Off Road was it?
AS; Yeah, er... no.
NW; (*Quipping smugly*) F-Zero?
AS; Yeah, that was it. It's, like, on ice and you have to skid 'round the corners and that's got really good graphics. Better than Mario Land graphics.
AL; Do you want one for Christmas (*are you Santa, or what?*)?
AS; Yeah.
NW; (*Just to make sure*) And you'd rather have one of them than the Mega Drive?
AS; (*Emphatically*) Yeah. I don't like the Mega Drive (*that's a good lad*). It's rubbish.
AL; Marvellous.



GN; (*What else could he possibly say?*) Oh yes. Really well.
AL; Are there any games that sell particularly well?
GN; Pitfighter, no, erm... (*gets prompted by Nick*) that's it, Streetfighter II. And Desert Strike.
NW (*Butts in, albeit very professionally*); But that's on the (*boo!*) Mega Drive. Quite. So do you rate the SNES?
GN; It's a much better machine than the Mega. You can't compare it really to the Mega Drive.
NW; What do you think about the situation as to Nintendo only releasing a few official games (*what a true pro!*)?
GN; I think they're going to explode towards Christmas like they do every year (*he means Nintendo in general*).
There could have been a lot more games when they first launched it.
AL; Okay, see you later George. Take it easy my son.

If you would like our intrepid reporters to call in at your store to ask you and your customers a load of nonsensical questions and go on to make needlessly sarcastic remarks about them in the magazine, drop us a line at:

**Remote Control,**
**Maverick Magazines,**
**Waters Green House,**
**Waters Green,**
**Macclesfield SK11 6LF**

## Clive Bradley



Caped Crusader and Asst. Manager

NW; So how long has the store been going for?
CB; Four months now. It took a little while to get going. You still get customers coming in now saying (*puts on twee voice*): 'Ooohh, I didn't know you were here.' But it's gradually building up, which is the main thing.
NW; What do you sell the most of?
CB; It's got to be the SNES (*hooray!*).
NW; What do you feel about the import situation (*not that old chestnut again*)?
CB; We don't actually stock imports, so obviously it's no good for us. There should have been twelve official games out by now, but there's still only five.
Bandai promised to release four official games every month, but they haven't. They're just playing into the hands of the importers.
NW; Games-wise, what do you sell most of?
CB; I'd say Super Soccer is the most popular game, but now that the wrestling game has come out, that'll sell very well.
AL; Here's some more punters.
NW; Okay, thanks Clive.

## Albert Brookes




A Sound Bloke

AL; Do you know anything about the SNES?
AB; No, not really. You're better off talking to my son. I'm afraid I'm just a father who has to buy these things. My son's got a mate who's got rather a rich father and they both go off round his house to play on his 16 bit machine, which me and his mother appreciate a lot!
What I want to know is, why are the games so expensive? I appreciate the fact that a lot of work goes into them, because I think they're fantastic, but £30-odd is a bit much, especially when there are kids around who can complete the games in a few days. I think I'll be cashing my pension by the time the prices come down.
AL; (*Cheekily*) Why, how old are you?
AB; An old 37. I've had a wild life!

## ***Sega Geek***



Simon Wood

AL; (*Gestures towards SNES*) So have you actually seen this in action, then?
SW; (*Unfunnily*) No, but can I have a free demonstration?
AL; We're not connected with the store. Have you read about the SNES at all.
SW; I have. The magazines seem to be biased towards the SNES.
AL; That's because it's the best machine.
SW; Well I won't be getting one (*logical!*).
AL; Tell me, why were you looking?
SW; I was looking to see how many games were available, and there's not many. What are you going to do? Give each game 20 pages (*ho ho, never heard that one before*)?
AL; There are a lot of imported games available. We'll be reviewing all of them.
NW; The imports are round about the same price as the official games anyway.
SW; Make sure you get my Guns 'n' Roses t-shirt on the photo (*ha, tough luck sonny*).

# MAKE SURE YOU GET IT!




## I want it regularly, can you help?

By using either of the two forms below you can guarantee your monthly copy of what is already (probably) regarded as the best thing to happen to games mags in years. On the one hand you can subscribe and have it posted through your door every month, or on the other you can reserve a copy with your newsagent. The choice is yours!

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# CONTROL POLL

To produce this magazine has taken us hours of hard work. We haven't slept for three weeks, everyone has been working continuously around the clock to produce a periodical that we would be proud of. There have been a few casualties along the way. The editorial team have had a torrid time in their vain attempts at stringing coherent sentences together, the art staff have become nocturnal and caveman Dave has learnt his first vowel.

Despite all of the mental torture we've endured we are going to go through it again but this time we want the results to be even better. So stab us in the back, kick us while we are down, tells us which bits of the mag you really, really hated. To make things even easier all you have to do is fill in this magnificent form and post it to us. We might even send out some prizes to a few lucky people.

1. Name

2. Address

3. Age

4. Sex

5. Have you ever indulged in Train Spotting, Brass Rubbing or Stamp Collecting?

6. Occupation

7. Monthly income

8. How many people have read your first copy of *CONTROL*?

9. Do you own a SNES?

10. Which of these magazines do you regularly buy?
- ❑ C&VG
- ❑ Mean Machines
- ❑ Total
- ❑ N Force
- ❑ Zone
- ❑ Zero
- ❑ Other

11. Do cover gifts and supplements persuade you to buy magazines?

12. Have you ever visited Macclesfield?

13. Do you own a converter to play foreign games?

14. What type of games do you prefer (rate 1, 2 and 3)?
- ❑ Shoot'em-up
- ❑ Beat'em-up
- ❑ Role-playing
- ❑ Platform
- ❑ Racing simulation
- ❑ Sports simulation
- ❑ Arcade adventure
- ❑ Flight simulation
- ❑ Puzzle and quiz

15. How often do you purchase games?

16. Do you think that SNES games are too expensive?

17. Do you intend to purchase any of the following in the next six months?
- ❑ SNES
- ❑ Game Boy
- ❑ Watch and Play
- ❑ NES
- ❑ Mega Drive
- ❑ Master System
- ❑ Personal Computer
- ❑ Atari Lynx
- ❑ Neo Geo
- ❑ Monitor
- ❑ Joystick/joypad

18. Do you buy import carts?

19. Do you prefer to read reviews:
- ❑ As early as possible
- ❑ When the game is released in the UK

20.How do you rate *CONTROL* against its competitor publications (think carefully)?

| | Better | Same | Worse |
|---|---|---|---|
| Page design | ❑ | ❑ | ❑ |
| Cover | ❑ | ❑ | ❑ |
| Writing style | ❑ | ❑ | ❑ |
| Content | ❑ | ❑ | ❑ |
| Screenshots | ❑ | ❑ | ❑ |
| Information | ❑ | ❑ | ❑ |

21. Given a total of 80 pages how many would you allot to the following articles?
- ❑ News
- ❑ Previews
- ❑ Reviews
- ❑ Players guides
- ❑ Special features
- ❑ Charts and League
- ❑ Letters
- ❑ Remote Control

22. Do you think that John Major is merely a puppet?

23. If you could change one thing about *CONTROL* what would it be?

24. Have you ever bought a product because of advertising?

25. Have you ever bought a product because of a complimentary review?

26. Have you ever bought a product for no apparent reason? If so, what?

27. Who is your favourite continental Footballer?
- ❑ Milla
- ❑ Harkes
- ❑ Papin
- ❑ Skuhravy
- ❑ Brolin
- ❑ Hassler

28. What is your favourite TV programme?

29. What is the last movie you saw?

30. What would you like to see in *CONTROL* which isn't already in there?

When completed send your survey to:
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CONTROL,
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Cheshire SK11 6LF.

# WHY?

## SHOULD YOU OWN A SUPER NINTENDO?

***The SNES is simply the best console on the market! We'll vouch for that without a doubt. But why? What is it that makes it just so damn good? Read on. In just a few minutes we'll change the way you think about console games (and which machine you play them on) forever...***

**1** You get Mario free, that's good enough in itself, and then there's the opportunity to buy Street Fighter II! Where else do you get arcade quality graphics and gameplay (apart from the arcade that is)?

**2** There can be a stunning 128 (32 per line) sprites on screen at any one time on the SNES. Compare that to the Mega Drive's inferior 80 (20 per line) and you know where the on-screen excitement's at!

**3** It has a 128K Work RAM memory, the Mega Drive 64K. It's the only machine to have the Mode 7 scaling and rotate facility; it even has 8 bit colour layering and stereo sound.

**4** The SNES can display 256 colours on screen as opposed to the Mega Drive's measly 64. It's colour palette is even more outstanding, with a choice of 32,768 colours it makes the Mega Drive's 512 colour palette look pathetic.

**5** Britain is a relative newcomer to the world of the SNES but with a release rate of 30 official games up until Christmas, Nintendo are staking their claim in the British market.

**6** Since it's release in April this year Nintendo have sold over 100,000 SNES machines already and by Christmas they are estimating to have sold an impressive 650,000.

**7** Nintendo America has sold a total of 3.4 million SNESs in the States alone! Although not cheap it's not backbreakingly extortionate either and prices are falling! On you can pick up games a couple of months old for under £45.

**8** Also, don't forget about second hand products if you are strapped for cash. There's quite a booming market developing around second hand Japanese and American games and don't worry about converters, for Datel do a universal converter for only £20.

**9** And most importantly, Control is the one and only magazine dedicated 110% to this amazing little machine. 110% SNES. 110% Perfection. Take Control of your lives and play a SNES!




# CONTR
# EXPL

***Have we got some prizes for you or what? TEN brand spanking new British Super Nintendo Entertainment Systems complete with Super Mario World. The world's greatest game system with the world's greatest game...***



If you've already got one of these wonder machines, we will provide you with games cartridges of your choice up to the value of £150, or a converter with a few imported specialities courtesy of Megacom.

### What Must I Do?

Send in anything that you think will impress us in some way. When we say anything we mean *virtually* anything. We don't want any nincompoops writing in begging for the prizes. So there you go; anything that's cool, original, nonsensical, terrific, rollicking, outrageous, levitational; send it in and you could win the prize of a lifetime.

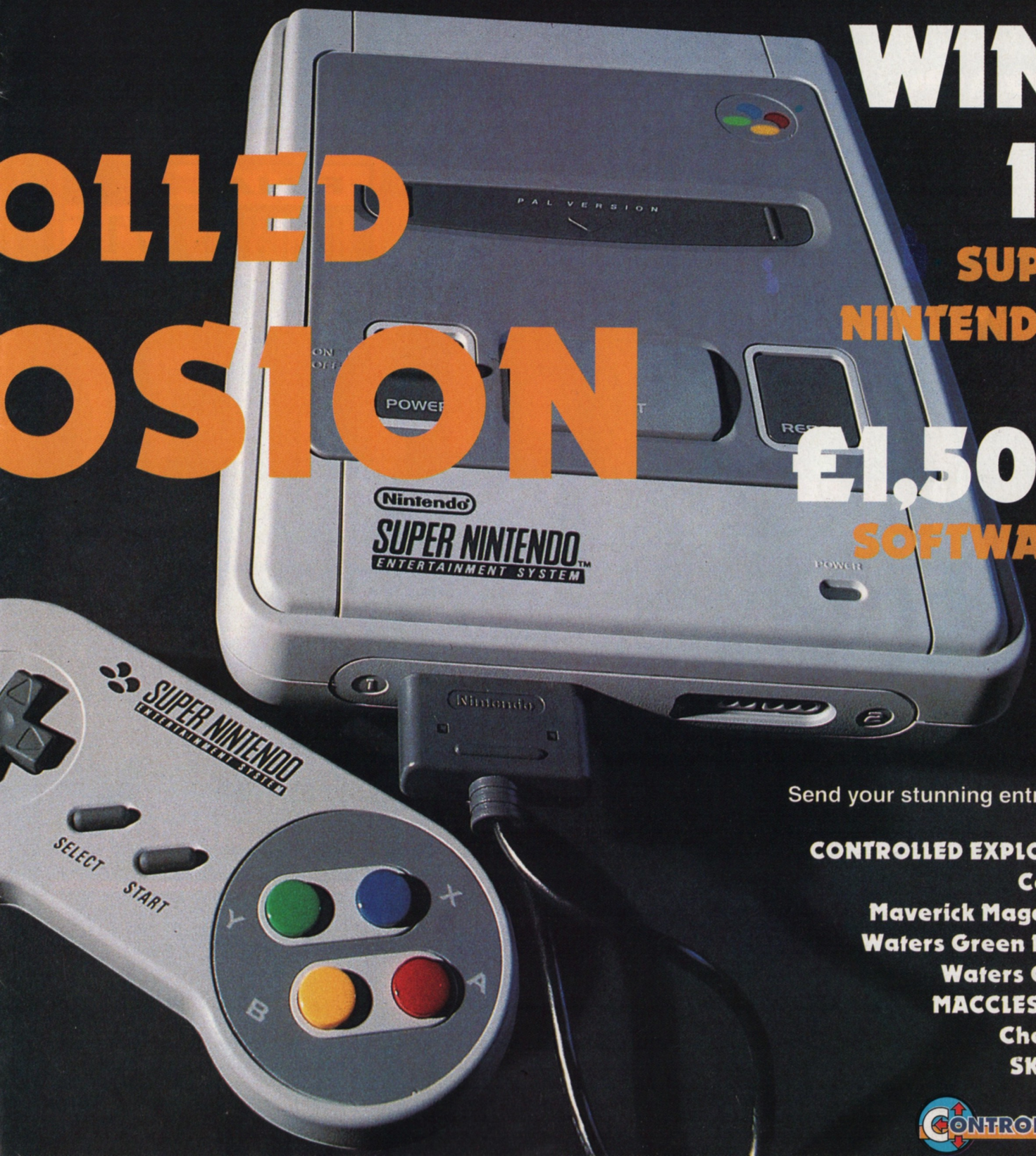
Or you could lose. But you'll definitely lose if you don't send us anything. So get cracking – faint hearts never won fair prizes.

Remember, you can only win something if you write in and dazzle us with your originality, artistry, or cartography. Don't just sit there dreaming, geeks, we will make your dream a reality.

For you puzzle buffs out there, the first person to spot our little word sequence and what it means hidden away in the above text will also win one of the incredible prizes.

# OLLED OSION

# WIN! 10 SUPER NINTENDOS or £1,500 SOFTWARE




Send your stunning entries to:

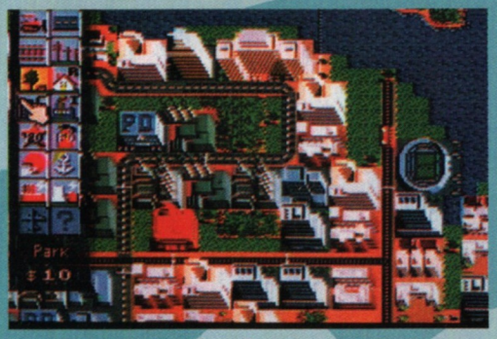
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# Sim City

## Maxis

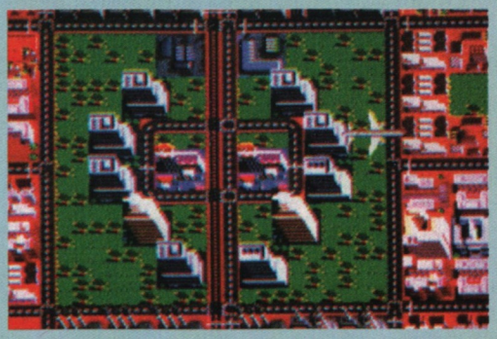
Sim City is a bizarre game. Your job is to design a city with all the important amenities such as work, rest and play areas. Sounds dull? Don't believe it. As soon as you play the game you'll believe your SNES is a hoover; it really does suck you in.

Sim City kicks off by having to select a particular area to begin your grand designs. Then, with your initial funds, you set about building a certain series of all important buildings, factories, road and electrical networks. All being well, the unseen masses flock to your new haven of clinical living.



Of course, being a city planner may have its boring moments; thankfully you can also play God. Inflict on your innocent populace all manner of 'natural disasters' such as earthquakes, hurricanes or even send in a Godzilla chappie to stomp on a few buildings.

Sim City has been converted to numerous home computers before this, but the translation to the SNES looks remarkably assured. The joypad method of control is user friendly and easy, and it's essential. Without this ease of use the game would attract the number of players which can be counted on the fingers of no hands.



Sim City doesn't dazzle on the visual front. The graphics are composed of little cosily drawn images but, as I previously mentioned, it has an air of clinical quality about it. Sounds are well chosen in their places, but it lacks that je ne sais quoi throughout the game which would have added atmosphere.

I love the game though. Call me old fashioned, but what's wrong with a game which picks at your brain now and again?

**FINAL ANALYSIS 71%**

# The Officia

***We may review all the latest SNES games, but we aren't forgetting all the British official released games. From this issue, Control will list and mini-review every single official British SNES release as and when they're available. Yep, every last jack of them. So keep track of Control for the full reviews of everything to be released during the same month we hit the streets.***







# Addams Family

## Ocean

Film conversion veterans Ocean are responsible for the latest ooky, spooky offering on the Super Nintendo. A platform romp a la Mario, the Addams Family sends you, as Gomez, in search of your missing family members. Rescue Grandma from the Kitchen, Morticia from the music room and Fester, Wednesday and Pugsley from various other locations within the Addams mansion. You can choose which relative to rescue first, although it is wise to increase your energy first as the task ahead is not easy.

Extra hearts (permanently increase your energy by one) must be collected, but only after defeating the guardians that lurk inside

# Lemmings

## Sunsoft

Lemmings is soon to be available officially in the UK. Entirely icon-driven, the aim is simple – guide the Lemmings from the entrance to the exit, crossing the obstacles in between. Lemmings are not known for their intelligence, so it's no surprise when they walk off cliffs, drown in rough seas or plunge into boiling lava unless you can stop them.

You can order the Lemmings around, telling them to build bridges and climb walls not to mention numerous other tasks. However, you can only issue a few orders in each level, requiring the correct orders to be given to the correct lemming, thus introducing the puzzle element of the game.

With over 100 levels of brain-taxing mayhem, Lemmings features good animation for such small sprites. The sound perfectly matches the style of the game, blaring rehashes of famous nursery rhyme songs through the speakers! Simple to control, being entirely icon driven, Lemmings is seemingly identical in every way to the Amiga original – quite simply brilliant.



**FINAL ANALYSIS 76%**

# l Story

one of the mansion's many rooms. You will also have to venture outside into the graveyard and ultimately the Crypt.

Reunite the entire family and the last mission will await, locked behind the Music room door. Inside you will have to navigate the maze of chains before stalking through the caverns beneath the house. Herein lies the final test, an evil judge ready to pass sentence.

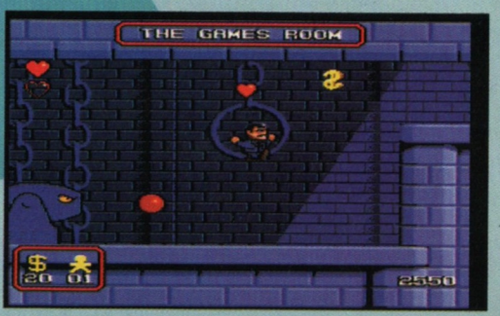
A competent platform romp, I found two things wrong with the Addams Family. Initially the game seems too bloody hard and it's only after an hour or so of constant failure that you learn how to control the game. After that, it's only a matter of hours (no more than a week, even for geeks) before completion.

The overall presentation is good and above all it plays well, it's only the lastability that is questionable.

**FINAL ANALYSIS 71%**




*As Gomez, negotiate the great Addams mansion in this five level platform extravaganza. Rescue Grandma from the kitchen, Pugsley from the playroom and Morticia from the music room*




*Grab the hearts to restore energy and the cash, when totalling a hundred, for lives*

## Complete Story

***There are already a number of rather splendid SNES games available on official release in the UK so here's the full run down.***

**Super Mario World – 86%**
*A platformer that's free with the SNES and a possible contender for best game ever*

**Super Tennis – 83%**
*Just about the most visually appealing, accurate, playable and enjoyable tennis game available in electronic guise*

**Sim City – 71%**
*Play god with a city of your very own (see review elsewhere on previous page)*

**Super R-Type – 72%**
*A saucy SNES conversion of the trend setting arcade shooter blaster*



**Pilot Wings – 77%**
*A remarkable demonstration of the SNES' graphical capabilities and a playable 'arcade' style flight simulator to boot*

**F-Zero – 76%**
*This uses mode 7 perspective scrolling to convincingly portray a highly playable futuristic car racing game*

**Super Soccer – 61%**
*Another mode 7 masterpiece but this time one that sadly disappoints in the gameplay department. Good with two players, though*

**Castlevania 4 – 82%**
*A beat'em up with plenty of traps lying in wait. The graphics are dreamy, and the sounds add to an atmospheric game*

**Addams Family – 71%**
*Platform action with neat presentation but questionable longevity (see review)*

**Lemmings – 76%**
*A straightforward conversion of the now classic action puzzler (see review)*

# control room

***So it's time to bid farewell to this, the ground breaking first issue of Control. Britain's very first magazine solely dedicated to the amazing world of the Super Nintendo. We hope you enjoyed it and are eagerly waiting for the next issue.***

## NEXT MONTH

For a start Control is getting BIGGER. From the next issue, Control will be sixteen, yes, sixteen pages bigger than it is now. That means MORE reviews, MORE players guides and loads MORE news from around the world. No other magazine will be able to proudly boast such material – we know we can.

What's more we're going to dig up exclusive material and to do this we need to go transglobal and hear from you. Remember this is your mag too, so tell us all of your criticisms, send us your hints and tips and players' guide maps. With your help, we can only get bigger and better. You can also win some swish gear.

We don't want to tell the other magazines of what we have lined up – why should we do their dirty work? Let's just say our Japanese coverage will be second to none, so wait in anticipation and you'll be stunned. To go with our extended page numbers you'll also find a listing of all the games available on all versions of the SNES, together with loads of pages of newly released games we can't fit in – we literally get that many. Don't forget our continuing series of reviews of British SNES games to be released that month.



*Alex Simmons putting on a mean Jerry Lewis impression*



*Alex Lee showing how to use the Super Scope whilst sitting on an imaginary toilet*



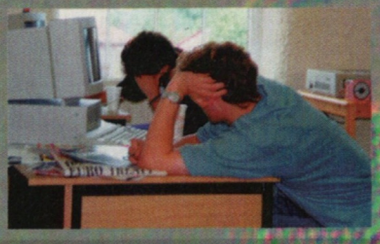
*Gunner Walkland acting a complete prat*



*Allie looking rather sultry and sexy in this, a rare pose*

***So what about us lot here at Control? At the moment we're busily beavering away on the next great (bigger) issue but it doesn't hold us back from having the occasional laugh, a jape and a jolly good slap of the thighs. So what have we been up to? Let's have a look...***

Everyone has been claiming to be the world's greatest Street Fighter. Alex Simmons surprises nobody with his choice of Ryu again and again. Alex Lee has made 'Eric' Honda's thousand hand slap legendary in the office while Nick is in a moral dilemma about who he prefers, on one hand it's Guile, but then again it's Chun Li. Allie just can't beat anybody with anyone, so she can't have a favourite. Old Macca just puts on his skirt and kicks the living pulp out of all comers with Chun Li. Well, that was interesting...



*Paul and Marc are oblivious to the pressures of working in the magazine world!*

No sooner Marc Keating, our Art Assistant, had to say hello, then he's toddling off again. His creative guile is legendary, but surely his use of colour will be tested art editing a monochrome machine mag. What is a shame though is the tragic loss to the greasy breakfast brigade at Dot'n'Lil's. Only the two northerners, Walkland and Lee, remain in the Cholesterol Championship – who will survive? Keep your eyes peeled for further details.

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# SNES CONTROL

## OUT OF CONTROL

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GRADIUS III
GHOULS & GHOSTS
SUPERBALL
WANDERERS FROM YS
HOME ALONE
SUPER SOCCER
D- FORCE
CASTLEVANIA 5
PILOT WINGS
TOP GEAR
SUPER CONTRA
ROCKETEER
HYPER ZONE
WWF
KRUSTYS FUN HOUSE
SPACE FOOTBALL
SUPER TENNIS
ZELDA III
ACTRAISER
PEBBLE BEACH GOLF
LAGOON
SUPER OFF ROAD
SUPER SMASH TV
F - ZERO
JOE & MAC
EDF
FINAL FIGHT

# D-Force

ASMJK

Another shoot'em-up for the SNES; will the software houses ever give in? You may be reputedly in control of the quickest helicopter available, but unfortunately, D-Force is a very poor release which isn't worth bothering with unless you garner pleasure from purchasing sub-standard products.

You fly up the scrolling screen in your little Nuclear Apache helicopter battling against wave after wave of air- and ground-based enemies with an ultimate objective of infiltrating the dastardly enemy's Headquarters.

That's about the full score though, and it doesn't get any better. There are, inevitably, a number of power-ups available with which to arm yourself; each being suitable for specific sections of the various levels.

Although the weapons at your disposal sound impressive (it is possible to arm yourself with Electrowave *and* Sidewinder Missiles *and* Multi-Cannon), they are in no way great shakes in the excitement and destruction stakes.

As you can see from the deadly dull screenshots below, graphically speaking it's very poor indeed; a travesty on such a machine with the capable SNES, with excessively bland sprites and poorly executed rotating effects.

The firing is monotonous as are the explosions and the sounds. In other words, you would be better off tapping milk bottles in various states of disrepair with a damp dishcloth.

If you were considering purchasing this hammy effort, you would be very wise indeed to simply forget it.

If you really want a top quality shoot'em-up game try R-Type or Gradius III (as reviewed elsewhere in the supplement) to see how it should really be done. They are far, far superior in every single department.




*(Above) Big birds straight from sesame street attack your puny little aircraft like gigantic colourful pigeons0*

*(Left) High Tech Warfare is the what this game's all about. It just looks like another shooty game to me*

FINAL ANALYSIS 61%

# Super Soccer

£39.99

As footie games go, Super Soccer is distinctly average. Graphically it is quite splendid with smashing little sound effects to boot. Unfortunately the gameplay isn't quite so thrilling.

The aim of the game, as most football fans will vouch, is to kick a ball around to players in the same coloured top, with the final aim to kick it into a net. You probably know this but, heck, I'm only a reviewer. Super Soccer enables you to pass, kick and do everything you can do whilst playing. Unlike most soccer sims, the action occurs directly towards or away from you. This takes some getting used to as the perspective is pleasantly weird (as if a close-up camera is constantly homing in on the action), using the SNES' scaling feature.

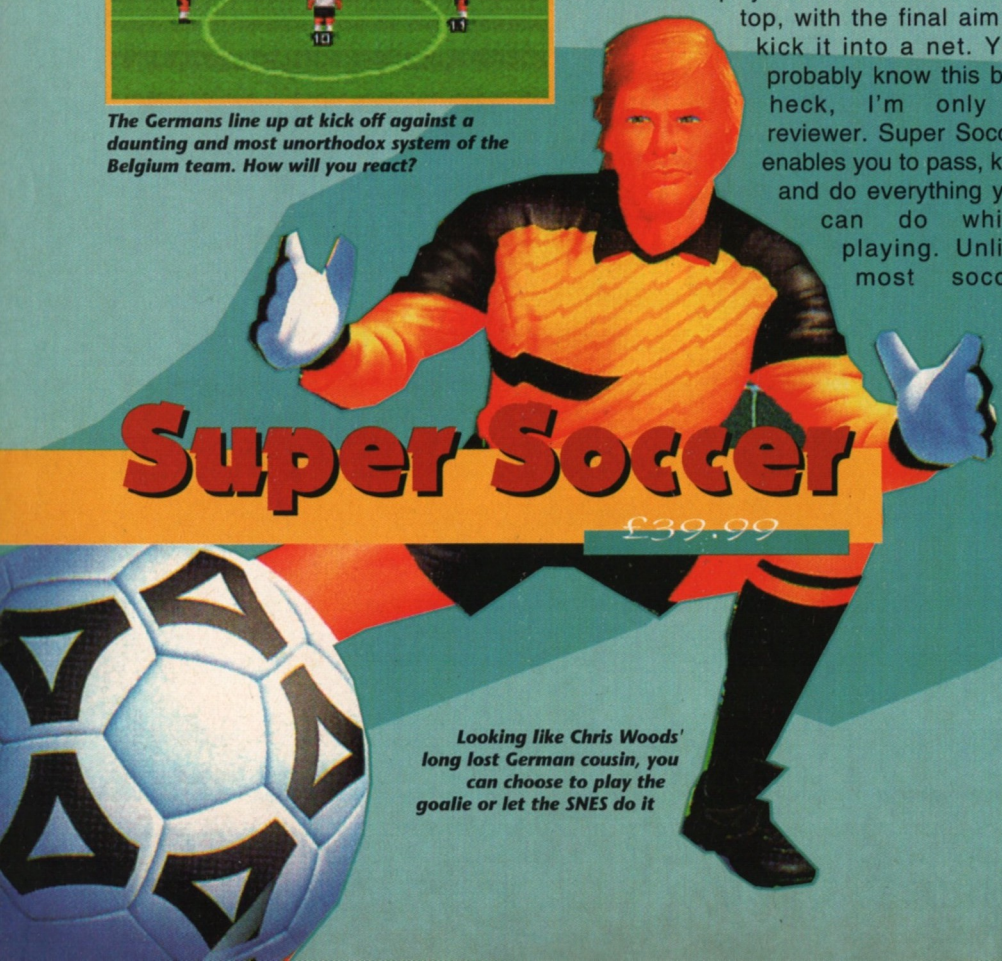
At the moment, it's the only decent footie sim on the SNES. Then again, it's the only footie sim. It's not a bad game, in two player mode it's excellent, but it's the gameplay factor that lets it down. I like football but Super Soccer doesn't quite satisfy the urge. Worth a look anyway.




*The Germans line up at kick off against a daunting and most unorthodox system of the Belgium team. How will you react?*




*The goalkeeper is left stranded outside the six yard box as the Belgium forward slots it home in an open net. Easy*



*Looking like Chris Woods' long lost German cousin, you can choose to play the goalie or let the SNES do it*

FINAL ANALYSIS 61%



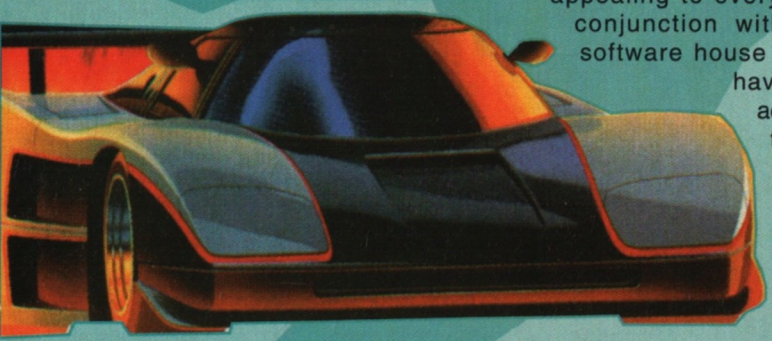
*The longer races require a pit stop if you're to complete the course. Simply pull into the pit lane and your fuel will be topped up slowly*

*There are four cars that you can drive, each with their own handling capabilities, top speed and braking. They also have three nitros*



# Top Gear

KEMCO



Is there a need for another racing simulation when you have such a classic as F-Zero? Obviously the aforementioned future Grand Prix is not appealing to everyone so Kemco, in conjunction with Sheffield-based software house Gremlin Graphics, have produced an all-action racer for one or two players.

The racing season is set in eight different countries, a total of 32 tracks in all. The cars have either manual or automatic transmission, with four cars available to both competitors. There are three levels of difficulty, the computer drones increasing in performance the more you progress. The joypad buttons control acceleration, the brakes and kick in the nitro with the d-pad acting as the steering wheel. To the right on the screen is a fuel indicator which slowly drops as the laps pass. For the longer courses you'll need to visit the pits to refuel in order to finish the race.

Top Racer is a very simple game and for that reason is eminently accessible. Graphically it's outstanding with some of the slickest scrolling ever to appear on the Super Famicom.

After a few laps' worth of practice, the game does become a little easy and completion of the game shouldn't take longer than a few days. You will, however, come back for more as Top Racer still proves enjoyable.

**FINAL ANALYSIS 79%**



*Obstacles can be cleared with your rifle, buildings can be flattened with the laser while the enemy burn thanks to the flame thrower*

# Super Contra III

KONAMI

*Forget your SMG, simply jump in this tank on the first stages and you can trundle over the helpless enemy soldier*



Available for some time through import, Super Contra III, also known as Super Contra Spirits, is a Midnight Resistancesque blaster for one or two players simultaneously. The key to the game is to fire straight and fast, and the more powerful weapon you carry the longer you'll live.

Your character is initially equipped with a standard issue assault rifle, although a variety of more destructive weaponry can be collected. The laser is a low-powered blaster that streaks across the screen, but more useful is the rocket launcher, which fires unguided shells from the barrel. The flame thrower is superb for close-range fire, the scatter gun spreads fire over a wide arc and perhaps the best weapon is the homing missile launcher.



*Choose the Easy option in Super Contra III and the man-dogs won't jump you from behind. You're also armed with infinite continues*

The stages vary in gameplay, ranging the horizontally scrolling shoot'em-up stage to an overhead rotating blaster a la Rotox. The latter stages use the machine's Mode 7 to the full, while numerous in-game visual effects are there to literally stun you – check out level 4's hectic motorbike chase and prepare to be gobsmacked! The sound is of a equally high quality; the icing on the cake being that the game plays like a dream too. The variety in gameplay ensures lasting appeal, although the overall task, especially on Easy level, is a little too simple. Forget everything else, if you want arguably the ultimate shoot'em-up grab a copy of Super Contra III (or Super Probotector as it is officially known in the UK) now.

**FINAL ANALYSIS 83%**

# Wanderers from Ys

SAMMY

Ys is an arcade RPG where you control a young trouble maker who'll help anyone. You dash around gathering info about all sorts of happenings, then the quest gets engrossing and it changes from a wandering graphics and text adventure into a platform beat'em-up. There's so much to do it's unreal.

With such a wonderful mixture of gameplay you'll be glad to hear there isn't any scrimping on detail. You have to look after yourself, in health and in material possessions, to succeed. At your service is a wide variety of swords, 25 in all, to help you on your quest.

Graphics are cute but sparse in places, and the sounds are splendid and atmospheric; fitting into the action as it happens. A battery operated save facility of 15 files is a nice touch and vital. Why? Because it's unfortunate that some areas are remarkably tricky and it's this irksomely high difficulty level that lets the game down. Ys III is an old age formula for an arcade RPG. For some reason the number of these games on the SNES appears limited but Ys works rather well. An engrossing product marred by irritability – who said death was fun?




*Here stands the beautiful mountainous town of Redmont. And doesn't it look really lovely this time of year?*

FINAL ANALYSIS 67%



# Home Alone

HQ JNC

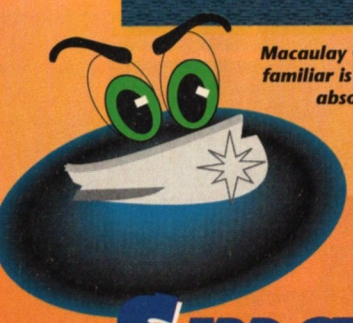
Oh dear. Home alone is as poor an attempt as you can possibly get at a film licence conversion. Whereas the film was a good laugh, the game is probably going to be the butt of them. If ever a game under-used the SNES' capabilities then this is it. Poor to the point of irritation, I don't even want to describe the game.

The scrolling is a disgrace, the graphics laughable and the entire product has the thrill factor of a dead sheep. Trust me, Home Alone is a game to avoid at all costs unless you want to buy it as a present to irritate the recipient. Young Macauley always gets my back up, now I really want to smack the little geek. Bobbins sound. Bobbins graphics. Bobbins gameplay. Bobbins.




*Macaulay Culkin's pixellated familiar is prepared for absolutely anything with his water pistol held firmly in hand*

FINAL ANALYSIS 33%



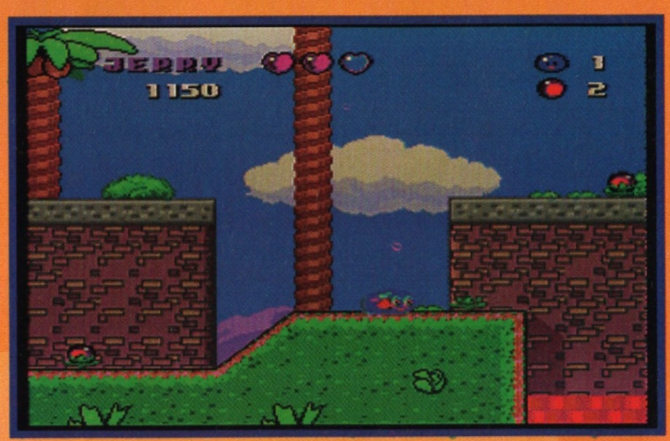
# Smartball

IMAGESOFT

A strange title for an even stranger game. The game would have been better off called Jelly Boy, because that's what you are in this game. A little blue polymorphic blob.

Now off you wobble, clinging, bouncing and jumping without a care in the world, much like J. Boardman, an editor of ill repute, collecting goodies from the urban battlefield and saving the world. Graphics are of a cute comic book quality; big, brash and cheerful. Sounds are upbeat which really suit a game where you hop around like some silly putty. Actually, Silly Putty may have longer lasting appeal as at least it's something to get your teeth into.

Meant for the whole family it's definitely a game for the kids, but even the old biddies down the road may find something to appeal to their nature. It's a jolly old game although it's longevity is questionable despite the claim that Smart Ball is as big as Super Mario World. If it is that large, then the gameplay falls sadly short of the mark.




FINAL ANALYSIS 64%

# Smash TV

ACCLAIM




*Hideous ozone layer terrorism is going on here. Whatever would Leslie Crowther think?*

I am not afraid to admit that when Super Smash TV (SSTV) first landed on my desk I was painfully dubious about the whole idea of this futuristic shoot'em-up conversion. After witnessing the arcade original with its fast gameplay and hectic action and then being subjected to the trash that followed on the ST and Amiga, I felt my stomach sink.

The first few seconds of the game caused my stomach to return to its usual, and much more comfortable, position then after fifteen minutes play the cheesy grin on my face reached from ear to ear. It's good, okay? The words do not glare at me like a crucifix at a Vampire when I read them on this page. I was surprised at the quality of the game and now I'm relieved – a version worthy of the SSTV name has been a long time coming.

The explanation for the quality of this version compared to the other abominations that appeared is due to the SNES' capabilites. Its handling of maniacally active screens and playing areas while continuing to retain speed leaves other machines at a standstill.

In many instances during the game there are often ridiculous numbers of sprites on screen and never, at any time, does the game slow down thus recreating the arcade version's vigour. Even the graphics and gameplay are practically identical, the digitised speech is also handled superbly – for a conversion this is impressive. SSTV is purely and simply a whacky all-hands-on-deck blast'em and run romp; mental dexterity is obsolete. All that is needed is a very twitchy trigger finger. Although not mind-numbingly hard, it is difficult enough to keep you cursing at it and the emphasis on the two player mode is excellent.







***Remember, your charity money's safe. You've got the time it takes the board to revolve...***

# Super Off Road

TRADEWEST

Super Off Road is a classic arcade game that has been faithfully converted to the SNES, the significant difference being that you can only play with one or two players and not up to the four of the original.

Controlling one of the tiny little cars you have to whizz around a wide selection of courses.

These courses are littered with obstacles, twisty turns, and lumps 'n' bumps which really need excellent navigation in order to avoid the other three cars.

The other aim of the game is to earn cash, by coming in the top three places. This dosh is to be invested on improving your vehicle's shock absorbers, acceleration and tyres.

Alternatively you can forget all this car servicing and simply blow it all on nitros to nip around the courses like a rabid mouse.

Super Off Road is an excellent romp of a game, recommended for playing either by yourself in a sweat drenched frenzy or for tensely fought two player action.

The graphics may be small, the sounds may be exactly what you'd expect, but Super Off Road really storms it in the gameplay arena.

If you liked the original, and can live with the option of only two players, you'll be completely sucked in.










***(Right) Success reaps its rewards, but just how much depends on the final reckoning so don your shades, grab a pretty girl, and accept the applause. If you're a canny driver you also get a tasty bonus wad***

***(Left) It's almost the A1. Lots of cars, mud, water and obstacles blocking your path.Burn rubber!***

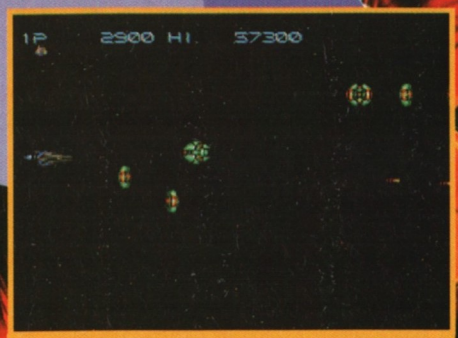


# Gradius 3

TOOLORD




*Before you set off on your suicide mission you can choose and select your own personal brand of missiles and shield. A solely personal choice*




*Hug too close to the left edge of the screen and you'll find yourself in a right pickle. It'll only take a missed shot for you to space mince*

Fans of the shooty class of games will need little introduction to Gradius III. Like the previous two releases, it's fast and furious alien blasting action. I could say Gradius III is simply just more of the same old routine with absolutely nothing to tweak the cerebellum. But I can be objective.

You are presented with a mere four ships to deal with the incoming hordes of enemy ships. Luckily, the aliens aren't particularly intelligent – they come towards you in groups performing a staid, unchanging routine. The game follows a standard horizontally scrolling shoot'em-up scenario; the enemy waves become increasingly prolific and huge guardians make their appearance at regular intervals. There are also plenty of power-ups to collect on your journey.

The graphics are colourful and animated smoothly, but only adequate. The sounds are in the same vein; consisting of the obligatory explosions, pings and pungs. Although it doesn't utilise the SNES' full power, it's fun and if you've got to have a shoot'em-up in the classic mould, this could be what you're looking for – a game which would have been a must five years ago.

**FINAL ANALYSIS 70%**

# Super Ghouls 'N Ghosts

CAPCOM

Arthur the Knight is back in his most impressive adventure ever, many moons after rescuing the young Princess in Ghosts'n'Goblins on the Commodore 64. The story behind the game is basically the same: nubile girl kidnapped by huge salivating demon, only hope is brave knight, cue Arthur...

Divided into eight vast stages, Super Ghouls'n'Ghosts is a visually remarkable platform romp, the SNES' immense scaling and rotational capabilities being put to good effect. A map details the perilous task ahead before Arthur embarks, his trip taking him through haunted forests, across a sinking shipwreck before venturing into the demon's fortress.




*Breath-taking visuals grace your monitor screen for the second level, the haunted shipwreck. Keep moving because the wreck will soon sink*

Armed only with a lance, Arthur can quickly progress to a more useful weapon, as although the lance is powerful, it's slow. The dagger fires rapidly but is weak, the fire bombs are excellent for destroying creatures that roam the ground while the crossbow is best used to attack airborne enemies. The tougher adversaries, namely the guardians, require concentrated fire before they are defeated. To help you, Arthur is protected by a suit of armour which absorbs a single hit. Once this armour is destroyed he's prone to attack, and one more hit will reduce him to bones.

Billed as one of the most graphically impressive games ever, Super Ghouls'n'Ghosts certainly has a lot to live up to. Thankfully the game is no disappointment, featuring spectacular visuals, atmospheric sound and addictive gameplay.




*At the end of the first stage Arthur is attacked by Big Bird. Forget his razor-sharp talons, this bird will incapacitate you by talking you to death!*

The only major gripe is the ridiculously hard difficulty setting, but if you persevere you'll be playing Super G'n'G for months to come.

**FINAL ANALYSIS 77%**

# F-Zero

## NINTENDO

F-Zero was one of the initial releases on the UK Super NES and like the other so far released official titles, namely Mario World and Super Tennis, it uses the graphic capabilities of this wonder machine to the full.

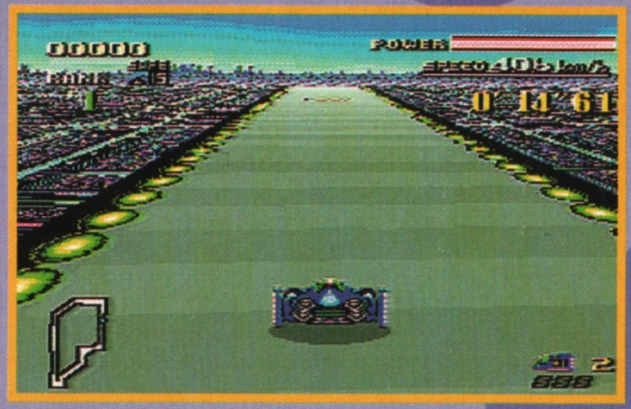
A game for one player only, F-Zero has three difficulty ratings: Beginner, Moderate and Expert, as well as three leagues to compete in: Knight, Queen and King. There are four skimmers in which you can race, each with its own acceleration, top speeds and handling statistics. With fifteen tracks to enthrall the most skilled driver, F-Zero impresses, conversely, due to its simplicity.




Controls of the skimmer are kept to a minimum, with no gear changes needed – just accelerate, brake and steer. You can increase the handling of the car by 'leaning' the vehicle in either direction.

Each time a lap is completed you are awarded a nitro. This gives a five-second speed boost that allows you to race past the drones. At the same time it makes the trickier sections of the course almost impossible to navigate, so watch where you use it.

The tracks are comprised of long straights, tight hairpin bends and chicanes, as well as numerous obstacles. These include jumps, magnets that attract your skimmer and drain your power by smashing you against the side of the track, gravel that slows you down and ice, which reduces your handling.




*One of the original releases for the British Super Nintendo, F-Zero is a classic racing game and a must for £40*

*When your power drops into the red, nip into the glowing pit lane and top up your energy. Be sure to slow down to grab that extra bit of power*

F-Zero is simple, enjoyable to play and one of the more spectacular cartridges on the SNES. The graphics are cool, the sound not much more than the drone of your engine.

What makes F-Zero so darn addictive is the sheer playability and the fact that you'll keep returning to this cart time after time.

**FINAL ANALYSIS 76%**

# John Madden

## ELEC ARTS



*It's time for Kick off and the Buffalo Bills are now ready to receive. Keep the receiver still until he bravely catches the ball under pressure from the corner backs*

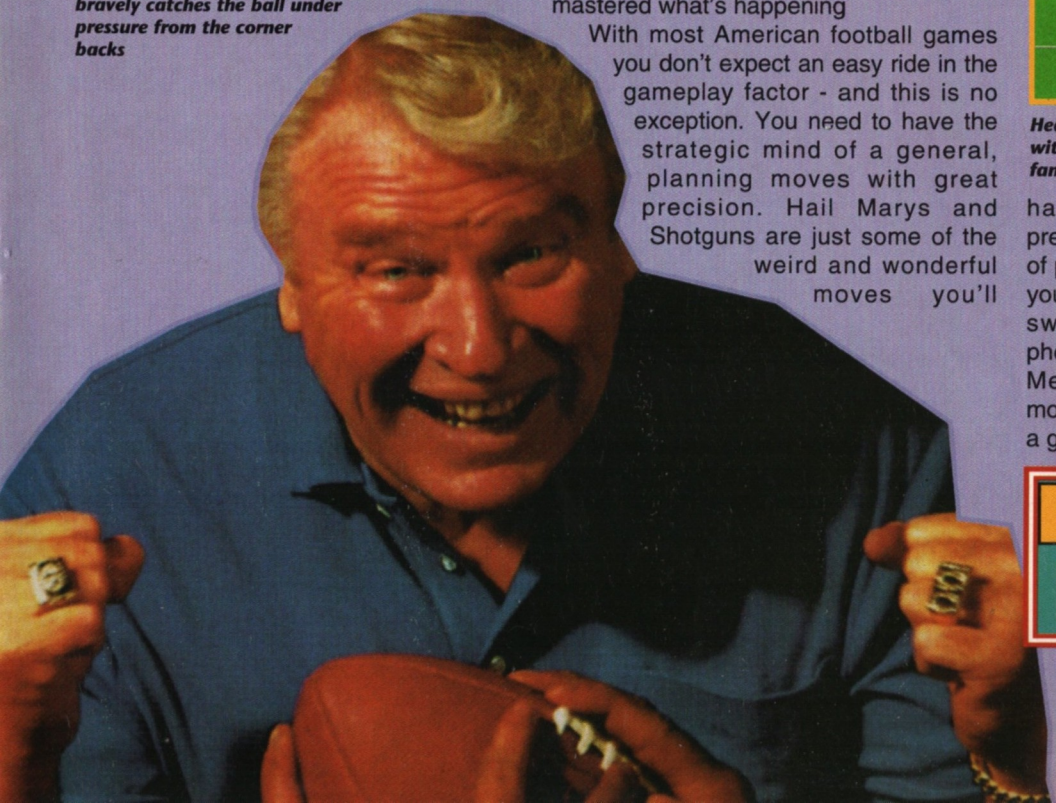
Pro Football isn't good ol' Soccer, but that bastardisation of the word, American Football. This simulation is probably what you expect, planning your moves all in the attempt to attain those vital few inches.

Control, selection and execution of your moves are easy enough once you've mastered what's happening

With most American football games you don't expect an easy ride in the gameplay factor - and this is no exception. You need to have the strategic mind of a general, planning moves with great precision. Hail Marys and Shotguns are just some of the weird and wonderful moves you'll have to learn off by heart. Nicely presented, it is let down by awkwardness of playing the thing. All is hunky dory until you've made your selection then you get swamped. The number of options is phenomenal. To make things worse, the Mega Drive version is smoother and more playable. An unfortunate let down of a game with massive potential.




*Heads down for the huddle. John Madden is filled with NFL-class plays to keep even the most avid fan happy*



**FINAL ANALYSIS 51%**

# Zelda 3

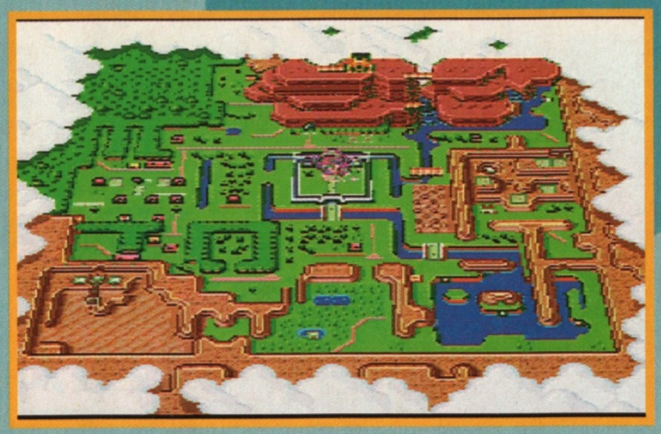
ASMJK

Originally a quest of gargantuan proportions on the NES, A Link from the Past is the latest instalment of the popular Zelda series. An adventure game with more than its fair share of action, you control the legendary hero of Hyrule and must rescue Princess Zelda from within the Dark Lord's castle in yet another game with a yawn-provoking plot. The game is initially easy to play, although more intricacies are constantly revealed the further you progress.

Your first mission is to rescue Zelda from the castle, an easy task having grabbed your Uncle's Broadsword. The plot develops into a mammoth quest that will take you to the furthermost corners of Hyrule.

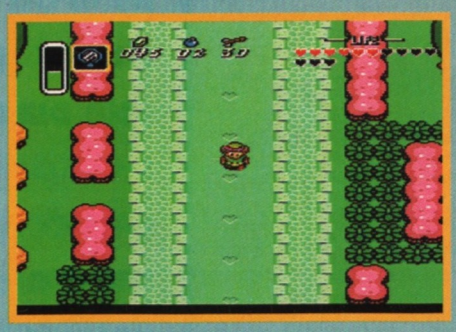
Initially armed with a pretty naff sword, you can improve your equipment status by collecting the goodies hidden in pots. Magic can be used in addition to the more traditional blades, spells playing a large part in defeating the many guardians that protect the entrance to the Darkworld – the home of the evil wizard. Due to the game's vastness, this whopping cartridge comes equipped with three, yup, three save game slots, allowing you to keep your position whenever you want.

The Zelda series has always been good, but never this impressive. This is the adventurer's dream – easy to get into and a meaty task to keep the hardiest of warriors battling for days. You would usually expect games of this genre to be dull – not this baby, it's colourful, uses the superb mode 7 and is very pleasing to the eye. This is the best adventure game (so far) for the Super NES.



*(Left) The Legend of Zelda is set in the vast land of Hyrule; a kingdom ruled by an evil necromancer*

*(Right) Starting with the rescue of Princess Zelda, your quest will unveil as you complete the tasks*



**FINAL ANALYSIS 79%**

# Actraiser

ENJX

Appearing on the Japanese Famicom over a year ago, Actraiser is a unique combination of strategy and action. The game features two types of play: action mode and simulation mode. The latter begins upon completion of the first stage.

As a powerful Lord known simply as the Master, you must develop your land in a similar vein to Sim City. Order your minions to build new installations for your people to dwell in and cultivate the land so your population increases.

Each land is plagued by monsters that, fortunately for your people, remain inside their lairs. You must, however, purify the current continent before you can progress to the next one and that means defeating the creatures.

You then enter the action mode, a Ghouls 'n Ghosts type sequence with cool graphics and loads of sword swinging action. Having battled past the entrance to the monsters' lair, you must then face the foul demon itself.

The warrior is simply controlled using the joypad and can use his sword in a variety of ways as well as jump and, what is more important, cast magic. Three types of spell are available, all of which are used to drastically reduce your opponent's strength. Beware, as the enemy can often give as good as it gets, and you only have limited magic power at your disposal.

Actraiser is a superb combination of beat'em-up and simulation elements, proving to be one of the most enjoyable products available on import. Incidentally, I suggest you steer clear of the Famicom version – the text, which is vital, is in Japanese! Completely icon driven, Actraiser is simple to control, although it may take a while to locate the many options open to you. Presentation is first class, featuring cool graphics and sound.

Sadly there's not much of a challenge present; it'll only take a few days to complete. Actraiser enjoyable blend of two very different gameplay styles, the result being a appealing product for all gamesters.




*Using the Sky Palace it is possible to scan over your Kingdom and view your people's progression*



*Actraiser features two modes, action and simulation. Using the latter you can develop your own town*

**FINAL ANALYSIS 70%**




*Lagoon – a dull adventure with pretty poor graphics. Try the Legend of Zelda for a little more excitement in you life*

# Lagoon

KEMCO

Another adventure in a similar vein to Zelda. Starting off in the town, you gain information concerning your first objective by ambling around, chatting to the peasant-folk.

Providing you have enough wonga it is possible to equip your pixellated partner with a sword and armour before you embark on your journey – a short trip to the Gold Caves to rescue a young boy.

And so the game continues, setting goals for you to complete before you face the foulest hell-spawn demon of them all. As you complete sections of your game, your character's statistics will improve. Better equipment will also become available, especially the Moonblade; vital to defeat some of the latter monsters.

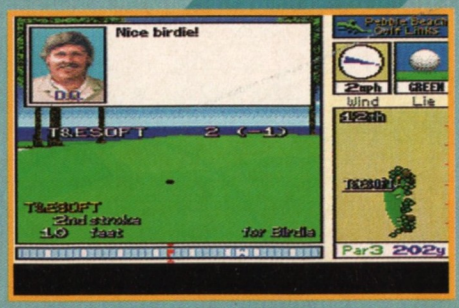
Part of the task requires you to recover four staffs and four crystals, these enabling you to invoke a total of sixteen spells onto the unwary enemy. Your energy is divided into a bar shown at the bottom of the screen, whereas the enemies' energy is located just below. When your power reaches zero your game grinds to a halt and you must return to the beginning, unless you have used the save game option included on the cartridge. Lagoon is dull.

You can wander around for what seems like years before you encounter anything of interest. The graphics are acceptable, but nothing special. The same applies for the sound – very average. It's easy to play right from the start and requires only a little thought to solve some of the puzzles – it's just a goddamn shame that it's so monotonous to play.




*Wandering around you find useful information by chattign with the villagers. The priest is helpful towards you as you must rescue his friend*

FINAL ANALYSIS 52%




*(Above) Your caddy selects the correct club to use and will also advise you when taking a putt on the green*

# Pebble Beach

T&ESOFT

A quality golf simulation on the Super Nintendo/Famicom is a rarity, with Super Birdie Rush, a poor attempt at simulating the classic sport, the only other title that immediately springs to mind.

Taking the traditional perspective from behind the golfer, Pebble Beach is the second in the True Golf series which attempts to recreate the 'feel' of a real life course. You're accompanied by your caddie who selects the optimum club for the shot and also advises your putt on the green. Pebble Beach is a game for one or more players, either competing in the tournament, match and stroke play or simply practising.

*(Right) The graphics are great when they're not moving but when the course starts scrolling the ball jerks through the air – you'd expect more from Mode 7*




Using the circular gauge in the top left of the screen you can control the power, direction and stance for the next shot. The hook and slice is determined by placing a cursor over the ball, the effect depending on the position where the dot comes to a stop.

Graphically, Pebble Beach is almost as bad as Ken Brown's plus fours. The scrolling is disappointingly jerky, rendering the game far from realistic.

The golfer sprite is okay but once again the animation is too jerky, making the unfortunate chap look as if he's having a fit.

The sound is dull, comprising of nothing more than a few spot sound effects and an irksome tune that plays whenever you sink the ball.

It's immediacy is very high indeed, but sadly for the golf enthusiast and SNES player that's the only thing Pebble Beach has going for it.




*Pebble Beach Golf - a simple but enjoyable golf game recommended for the beginner. Numerous game types ensure longevity*

FINAL ANALYSIS 59%

# Pilot Wings

£39.99




*Landing is a piece of cake after a while but then you have to face other hazards like cross winds*

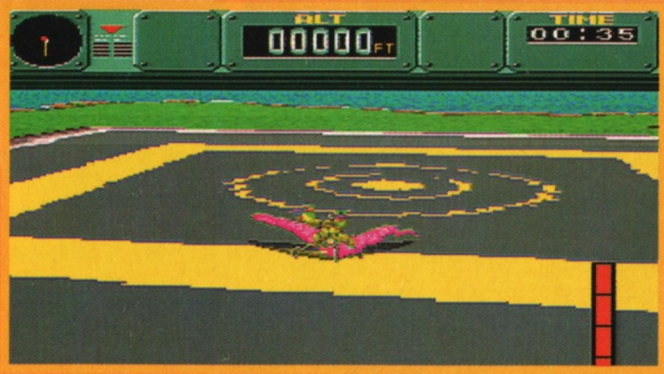
If you fancy the thrill of the open air without the possibility of air sickness, Pilot Wings could be for you. This ain't no common flight sim – it contains much more. You may be offered the opportunity to manoeuvre light aircraft through a series of loops, but that's not all. You'll spend more time sky diving and rocket belt training.

The game is broken down into lessons. There are eight courses in which you must satisfactorily pass each task. The tasks get tougher as you collect your certificates. In the aerial stunts, you are marked for accuracy, how much of the course you completed and whether you landed correctly. In the basic light plane training you must fly through hoops on a set course before landing at the airfield. For hang gliding you need to rise on the air thermals to a pre-destined altitude before your descent.

The rocket-belt is a laugh. Viewing the rocketeer from behind or above, you control the power of the exhaust forward, backward and upward. Enter loops, avoid the floor and land in the right place in the time limit. Sky diving asks you to control the speed and direction of your descent by the position of your body to manoeuvre through the loops; when the parachute opens you need to judge the landing spot and distance from it.

There are only eight courses but they are hard to beat, and when you do *you will* return. The game utilises the SNES' impressive scale and rotate facility to new heights. Gameplay wise, Pilot Wings is original and enjoyable fun.

**FINAL ANALYSIS 77%**




*(Right) Here our intrepid hang glider almost lands perfectly with only a little scratched wing*

# Castlevania 4

£39.99

On first impressions one would assume that Castlevania IV was a complex fantasy adventure game, but one would be very wrong. Instead, upon loading you are faced with a splendid and graphically mind blowing mystical platform romp based on the antics of the illustrious Count Dracula. Spanning a massive twelve levels, each containing many complex stages, it appears to have superlative gaming potential, but does it live up to the force of that initial impact?

All platform games have a basic formula and Castlevania IV does not stray from the norm. Lots of huge and gruesome blood-sucking nasties lurk in the gloom ready to pounce on any unsuspecting adventurer, oodles of bonuses can be picked up to aid the cause and as always you have the customary big weapon, in this case a huge whip.

Other weapons can be picked up as you jump from platform to platform, each one with its unique fire power. These are needed to destroy the plethora of end-of-level guardians, as each one unleashes a different course of attack. It is the graphics that form Castlevania's piece de resistance, although the gameplay is addictive enough to keep you enthralled well past bedtime. The main sprite is beautifully animated, so much so that the realism is outstanding, and the scrolling is some of the best ever to be found on the SNES. The colours are vibrant and the music complements the atmosphere that the programming so clearly creates.

**FINAL ANALYSIS 81%**




*Castlevania's graphics at their best. The huge swinging chandeliers gently swing with grace as you*



*With a huge and rampant whip in hand you stride through Castlevania with ease. No foe is too great a threat*

# The Rocketeer

£39.99



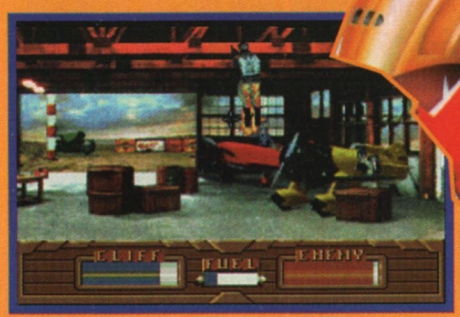

*Trying to fly your little yellow contraption using the main window is next to impossible. It's best to use the little window at the base of the screen*

Soaring through the skies in his Art Deco helmet and his backside burning rocket pack is the Rocketeer, the chap who appears in Disney's latest movie-house blockbuster of the same name. Yes, you play the part of the hero, Cliff Secord. Yes, you are required to fly around with your Rocket pack and save the Earth and yes, it's another uninspired film licence.

Initially, this rather expensive product looks to have a lot of potential with an exciting game description and, on further inspection, detailed graphics but everything gets lost in a sea of boredom after a few minutes play. Merely flying around the screen numerous times and participating in a hangar shoot-out, amongst other farcical events, proves to be painstakingly tedious.

The flying sequences are, however, beautifully executed and the digitisation of the Rocketeer himself is impressive. Visually, this is excellent, it's just a shame that the gameplay lets the side down due to sheer monotony.

When you're paying this kind of money for a game you at least expect to be entertained. Let's face it, money doesn't grow on trees now, does it? Yeah, the graphics are cool but if they're all you're interested in, go and pay £3.60 to see The Lawnmower Man. It's a darn sight cheaper!




*After being successful in your bi-plane you now have to battle it out in the hanger. Using the rocket pack makes the job a little easier*

**FINAL ANALYSIS 45%**

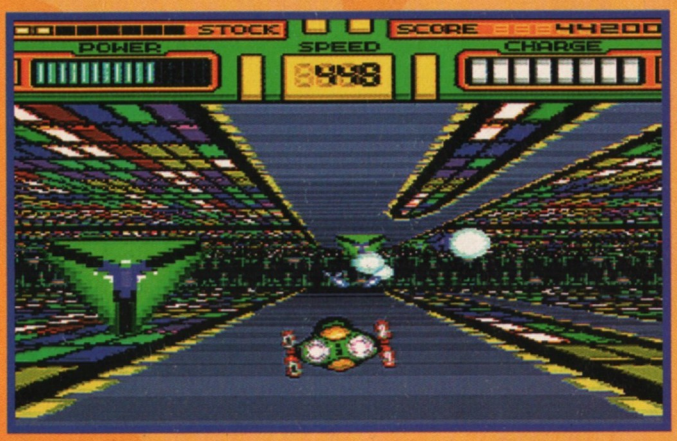
# Hyper Zone

HALKON

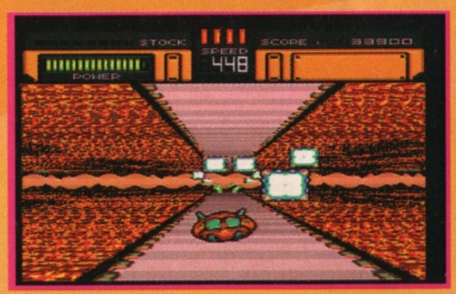
Okay, so you can have shoot'em-ups and you can have real shoot'em-ups. The classics and then the ones that want to be classics, but they're not really quite sure what they are all about so they try and be 'progressive' (the kind of description that makes you cringe). That's what we have here, everyone.

I know, you're looking at the screenshots and thinking, "they must have put the wrong ones with this review!" Well, we haven't and no, you're eyes aren't deceiving you. This does look uncannily similar to F-Zero and in a way, that's exactly what Hyper Zone is, except that here you've got a shooty shooty element as well.

Unfortunately, the speed of F-Zero has been forfeited due to the inclusion of the shoot'em-up element thus leaving Hyper Zone somewhat sluggish. The scrolling is still very impressive though, reasonably fast, smooth with no glitching, and the graphics are sufficiently colourful, but there's, naggingly, something missing. What that missing something is though, remains a bizarre mystery. Hyper Zone has got action, fair graphics, pleasant sound (well zaps and crashes anyway!) and sufficient longevity to keep you glued to the screen for longer than half an hour. It's a better than average game so what's the problem? In conclusion, there just isn't enough speed or aliens included to justify the game's standing against other shoot'em-ups.




*If you can instruct your brain to ignore the horrendous landscapes found in Hyper Zone you should have no problems zipping in between the multitude of bomb spitting aliens. I did say if, mind you!*




*Some of the aliens encountered won't just bombard you with shells, they might decide to jump all over you as well*

Despite the whinging, Hyper Zone is a great deal of fun to play although arguably a little difficult to get to grips with at first. However, after around half an hour's worth of dedicated play we were really letting it rip. Progressive and a tad different.

**FINAL ANALYSIS 58%**

# Super R Type

OFFICIAL

One of the first cartridges to be officially released in the UK, Super R-Type combines the best levels from both the original R-Type and its sequel. This adds up to a total of seven massive and graphically impressive stages, featuring all of the Bydo Empire that confronted your R-9 starship in arcades.

There are four difficulty settings, although the 'Kids' level is best left alone as the game becomes far too easy on this selection. You must use the d-pad to control the movement of your ship, while button B activates the ship's plasma weapon. A short tap will send a single burst towards the enemy, while holding B down increases the strength of the shot. A full five seconds of power can produce devastating results. If your craft is equipped with the front or rear weapon you can unleash this on the enemy by pressing A, a further tap of A will return it to your ship. R-Type is one of the most popular shoot'em-ups ever, both on the home console market and at the arcades. It's not surprising then that a Super NES version is now available. The sound is impressive, especially when have the roaring explosions blasting out in stereo.




*The R-9 starts with the basic plasma beamer but can soon be upgraded with the bonuses left by the aliens. The pod is the most useful starting weapon*




*Super R-Type includes the best levels from the both the original games - a total of seven graphically outstanding stages*

Graphically Super R-Type is equally outstanding, although the complexity of the graphics does slow down the action somewhat. However, it should keep you battling the Bydos for months to come.

**FINAL ANALYSIS 77%**

# Adventure Island

HUDSONSOFT

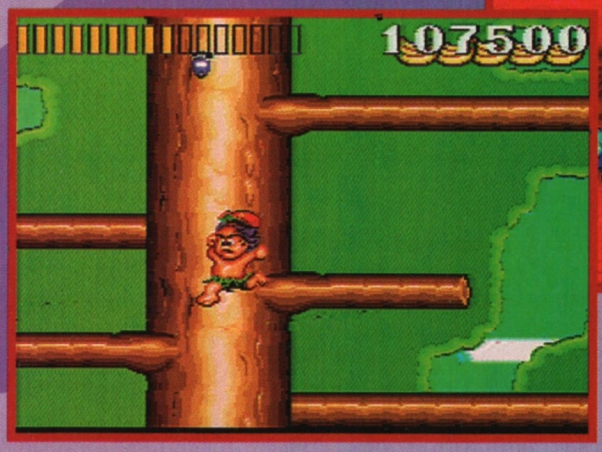
With only a loin-cloth and a baseball cap to protect him, Higgins begins the game unarmed. Initially he must dodge the creatures that attack by leaping out the way. Weaponry (boomerangs or axes) can be collected, each one having three levels of power depending on the number of icons you grab. Our hero is not protected by tough armour; Higgins therefore loses one of three lives each time he's hit. The game includes infinite continues to complete your adventure. Super Adventure Island is a horizontally scrolling platform romp, with vertical action thrown in. Higgins must leap to his doom at the top of the final castle, where the sorcerer dwarf will confront him.

The game is split into five landscapes, these divided again into three stages each followed by the guardian's lair. Higgins must reach the exit before the time bar reaches zero. Time can be gained by grabbing fruit. Bonuses such as 1-ups are hidden throughout, often bundled with the bonus stage icon. When touched, this will whisk Higgins to a world filled with springboards. He must now leap into the sky and collect the stars. Complete the stage perfectly and he'll earn an extra life. The game's pace is set by the soundtrack. For the blasting scenes an up-beat tune blares out while a more bluesy sound accompanies the laid-back sections. There's addictive gameplay and excellent presentation, however you should reach the final stage within hours and quickly complete the game.




*Stage 2 part 3 and Higgins ventures into the bowels of a whale. Eels patrol the beasts intestine while a huge guardian waits in the stomach*

*Breath-taking visuals grace your monitor screen for the second level, the haunted shipwreck. Keep moving because the wreck will soon sink*







*(Above) This huge shell-fish sweeps the screen with its long tentacle while fish attack from the bottom (Left) Adventure Island, a platform player's dream game*

**FINAL ANALYSIS 70%**

# Thunder Spirits

TECHNOSOFT

Thunderforce 3 is a popular shoot'em-up on the (spit) Mega Drive, and it's been renamed and adapted to the superior qualities of the SNES.

A horizontally scrolling game that's Fast with a capital F, it's also extremely smooth. As you progress you collect bolt-on attachments in the style of R Type, and, believe you me, you'll need them.

Visually it's impressive, especially with reference to the backdrops, but gameplay wise it's far too tricky for its own good. You'll need the dexterity of a spider to survive longer than a few irritating minutes because it really takes some getting used to.

Sound wise it's all you can expect. There are lots of explosive bangs; little bangs, big bangs and massive H-bomb bangs according to your successful destructive powers. The everyday music accompanying Thunder Spirits is rather pleasant in stereophonic glory, but nothing to glorify.

In summary, if you're a complete shoot'em-up junkie you'll absolutely love it, but if you're more geared to only the occasional blast, try something a tad easier and more immediate.





*Survive so far into each level and you come across something very surprising - yes, it's an end of level guardian. You don't see many of them...*

*If you think this backdrop looks pukey, believe me it's a good deal worse in the game proper. It waves violently and it'll set off any dormant migrane*



*This end-of-level guardian breaths fire. That's about all I'm prepared to tell you now*

FINAL ANALYSIS 63%

# Joe & Mac

DATA EAST

Joe and Mac is a stone age platform beat'em-up. You play the role of either Joe or Mac, or both – Neanderthals with peanut brains. Brains were never such a hot property when you could solve arguments with a good bashing over the head with a club.

The aim is to rescue some of your lady friends. These are rather sylph-like compared to the lumbering uglies, but then evolution must have been slower for men.

Known in the arcades as Caveman Ninja, the SNES version is an accurate conversion. Visually it's a treat with massive sprites of your cavemen and unbelievably large enemies. Dinosaurs are almost the full size of the screen and there's hardly a glitch in their scrolling.

Joe and Mac is thoroughly enjoyable in the one player mode, but in its choice of two player modes it really does set the house alight. This isn't a game where you can swing a club yet mysteriously kill everything except your buddy, oh no! You can start a prehistoric battle right in front of your very eyes in glorious SNES colour with a good clubbing in all the right places.

You may be doing a lot of clubbing but don't get the wrong end of the stick, the sounds are merely alright, leaning towards irritation.

Joe and Mac is a class conversion of a stunning arcade game. Not only is it graphically accurate, but the jingly sounds are spot on too. One player gaming is okay for a wee while, but it's the two player game that adds the essential thrilling element, and that is violence. You can beat each other senseless. A smart release.




*Succeed in your task and you're often rewarded with a great big sloppy snog. Of course, she doesn't spread her favours widely so only one of you neanderthal hunks gets the girl*




*The neighbourhood watch in those days wasn't quite peeking through curtains. Joe and Mac just pummel anyone visiting local beauty spots*




*And lo. Man discovered a club. What could he do with his new toy? Get their own back on the massive dinosaurs, that's what! And massive's the word, they're huge*

FINAL ANALYSIS 76%

# WWF

ASMJK

With the introduction of Sky TV this country has gone Wrestlemania ga-ga.

One-time sensible people now walk around with 'Hulkamania' T-shirts, Macho Man pencil cases and buy tickets to see these strange men running around in revealing briefs and silky tights. A strange epidemic indeed.

We must therefore cnclude that it's either a good marketing ploy or that this kind of glitzy, typically U.S. entertainment's what's needed here. Whatever it is, any new kind of product associated with the sport is bound to sell; including console software.

Remarkably, the game captures the hype. The top 16 WWF wrestlers stare at you with their deranged eyes and the in-game animation recreates the quirky little moves and fancy wrestling grapples while the crowd cheer through mouthfuls of popcorn. Even the ridiculous garments of clothing that the wrestlers squeeze themselves into have been copied to add realism. The main difference between the game and the sport is when the beautifully animated sprites lunge at one another. I think it's the first time I've ever seen wrestlers make contact, be it when they jump off the ropes, slam dunk or pile drive. The difficulty of these bouts has to be questioned. Many of the opponents prove uncompetitive. This creates the question whether the longevity is any good.




*Sid Justice passes sentence on the Hawk; he's out for the count and all the ref can do is gloat mercilessly*




*The Undertaker ruthlessly hurls Hulk Hogan out of the ring. One-ah! Two-ah! Etc...*

The most fun to be had out of this game is by playing with a friend, the single player mode being bland. It's by no means a bad game and, no doubt, fans of the beat'em-up genre and those of the WWF will find loads of pleasing aspects – hiding under the WWF exterior there lies an enjoyable game.

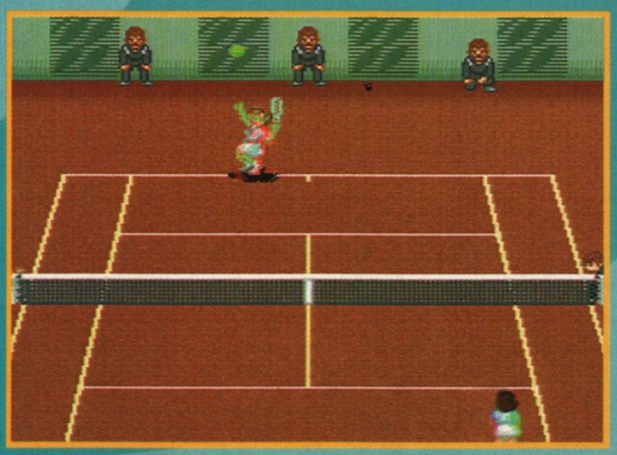
**FINAL ANALYSIS 79%**

# Super Tennis

£39.99

Tennis is a game where two or four players whack a furry ball over a net from one side to the other of a court until the losers collapse, vanquished and humiliated by their opponents. Yet all the time, some guy is shouting about love.

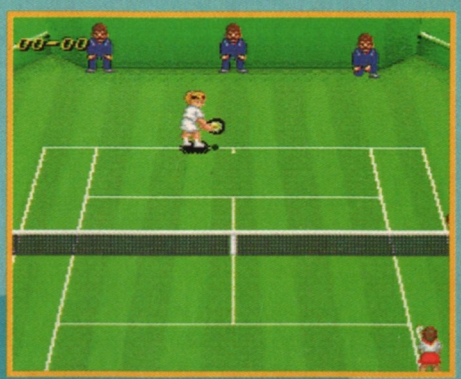
However, Super Tennis is one of the most fun packed games on the SNES. You are offered many options; you can practice, play against your choice of opposition, or enter world circuit tournaments. You can also play by yourself or with two players. The two player option lets you play singles against each other or doubles against the computer. You can play in the Wimbledon, the French and US Open or minor competitions. The computer controlled opponents have Mr/Ms Average names, but look similar to some of the major tennis stars. You can spot Becker, Lendl and Navratilova with ease.



*Using the Sky Palace it is possible to scan over your Kingdom and view your people's progression*

All the computer controlled opponents have special moves, either a hard serve, smash or lobbing ability, together with fore- and back-hand skills. This makes for plenty of diversity.

Controlling your chap takes some time to get used to. Each button donates a shot, from a long ranger, to smashes and lobs – the direction depending on where your player faced at the moment the shot was taken. The l and r buttons on your pad add spin to your shot. You also have to adjust your style of play according to the surface. There are hard, clay and grass surfaces each with their own speed and bounce. Graphics are cute, colourful and unspectacular, but animation is smooth and the individual characteristics of the players are noteworthy. They even curse like true (per) pros.



*The blonde bimbo (can't be Steffi Graf) prepares to serve. The line judges crouch in anticipation of another bullet-like delivery*

Super Tennis is the most enjoyable sports sim on the SNES, and one of the most playable games yet.

**FINAL ANALYSIS 83%**

# Final Fight

CAPCOM

Capcom's original legendary beat'em-up and predecessor to the fantastic StreetFighter is still as captivating in its SNES incarnation as when it first appeared in the arcades all those years ago.

Now, with the incredible-in-all-departments Street Fighter II sitting pretty in the limelight, Final Fight is forced to reside woefully in the shadows but the fans of this excellent beat'em-up romp will still vouch for its unlimited appeal and simplistic brilliance. The legend of Final Fight lives on...




*A strange big villainous bloke attired in ridiculous summer of hate clothing is about to receive a very sharp blow to his bonce*

Graphically, Final Fight is very impressive indeed. Its mass use of colour and ingenious sprite animation gives the game a certain quality very rarely seen in modern beat'em-ups (with the obvious exception of the outstanding Street Fighter II of course), but it does noticeably lack a substantial variation of character moves, which obviously reduces the quality of gameplay and thus lastability.

One other instantly noticeable deprivation is the surprising absence of a two player mode.

This distant oversight is an almost neanderthal error and one which lets the game down heavily.

However, the actual gameplay, although admittedly a little sluggish, holds the interest and the imagination.




*A three-way brawl breaks out on the streets of Macclesfield, and the hapless Julian Boardman collapses under a rain of blows*

So, in conclusion, when the history books about the SNES are written, Final Fight will be up right near the top of the all-time greats list, if only as a taster for what was to follow.

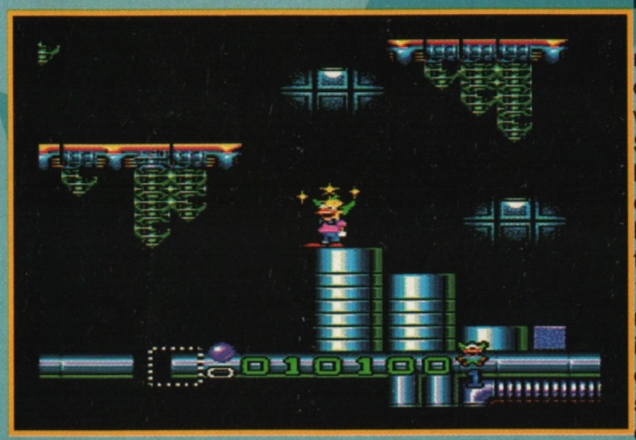
FINAL ANALYSIS 75%

# Krusty's Super Fun House

T&ESOFT

Rats have been a problem since the 17th Century when the foul rodents spread the Black Plague across London. But they didn't stop there. They've have tormented us ever since and now they've invaded the quiet American town, Springfield.

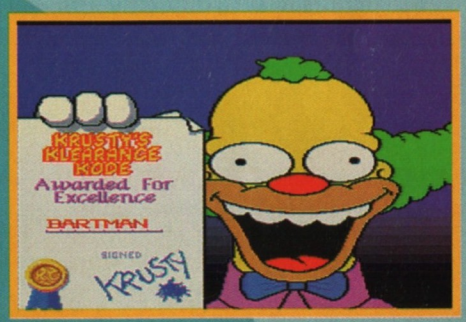
Krusty the clown, Bart Simpson's whacky super hero and goon with the green hair, has a major problem. Krustyland, his fun house, is infested with rascal rodents. Krusty must dispose of the rats by chasing them into the traps manned by Bart, Homer, Sideshow Mel and Corporal Punishment. "Krusty's" bears a resemblance to Lemmings; the rats will waddle through Krustyland and only stop should they bump into an object two or more blocks tall. They will then head in the opposite direction. Anything lower and they'll climb over.



*Yo dudes! Krusty the clown, that latter-day animated pied piper, is here to save Springfield from a plague of particularly stupid rats*

Krusty must guide the rats carefully across obstacle after obstacle to where the rat trap is set. Starting at the beginning of his fun house you'll need to endure all five sections of his weird labyrinth. Each of these areas include up to 14 scenes of rat-catching mayhem. Krusty is incredibly user-friendly. He can run or jump and at the same throw either a custard pie or SuperBall, depending on what he's carrying. He can also kick, but he must be standing still.

*A close-up mug shot of Krusty. Have you seen this man in a bank near you? If so, telephone in with any information you may have. And remember, there isn't really that much crime around today*




Leave him for too long and he'll entertain you by bopping across the screen.

Krusty is one of the most irritating sprites ever. Otherwise the game is well presented, with bold graphics. The sound is irksome with the sound-off key being a relieving option. This will keep you happy for hours, with the puzzles becoming increasingly harder. There is also enough action to keep the arcade freak happy; the result being one of the more addictive products for the SNES.

FINAL ANALYSIS 59%

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