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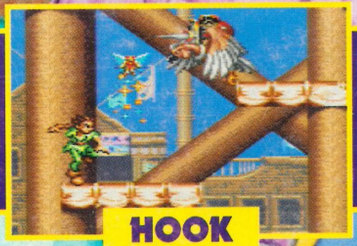
WHO REALLY IS KING OF THE MONSTERS?

CONTROL REVIEWS: DINOSAURS, DRAGON'S LAIR & KING OF THE MONSTERS!

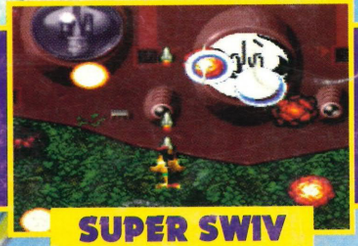
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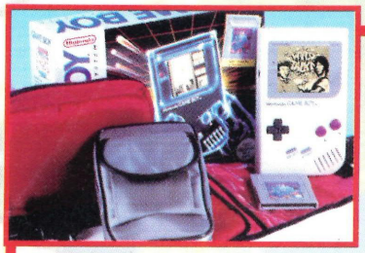
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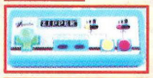
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No correspondence will be entered into unless we're feeling particularly chatty, and all competition winners are at the team's discretion. Family and friends of Maverick can enter but they ain't gonna win anyfing!

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for supplying us with review copies of the games featured in the magazine.

in CONTROL

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All the latest Super Nintendo news and previews from around the world. This issue we catch a glimpse of the Sales Curve's SUPER SWIV and Ballistic's WARP SPEED and TEST DRIVE II. Also, the first news on TOM & JERRY and KA-BLOOEY.

12 COMPETITION
Not content with giving you SNESs and cartridges for your efforts, this month, in association with Game, you can win all the current official SNES games.

15 GAME REVIEWS
If you'd care to glance at the page opposite, then you will see that there are some brilliant (and some bobbins) games reviewed in this issue. Only Control has the scientific *A.V.I.L.E.* system of scoring games. Whose marks do you believe?

48 OFFICIAL GAMES
More reviews – this time covering the official British SNES goodies to hit the shops in September. Also included is a listing of what's already available and the CONTROL top five.

54 ROGUES' GALLERY
We were so impressed by some of the artwork we've received, we thought we'd dedicate a couple of pages to the best of the first batch. We've got so many, future issues will be a positive cultural palace.

Welcome to the second issue! Don't be taken in by tacky promotions on inferior SNES mags. Control came first and it's the best.



ISSUE 2 OCTOBER 1992

The ONLY Mag SNES Owners Need!

NTROL

For SUPER NINTENDO® Junkies!



COMPLETE CONTROL 56
Stuck in your favourite game? Fear not. Check out the CONTROL players' guides for a complete lowdown on how to beat it. Also, some incredibly handy hints and tips from our guest tipster.

POLL RESULTS 76
We look through the piles of questionnaires received from last issue and find out some remarkably juicy details about YOU! And what you think of us!

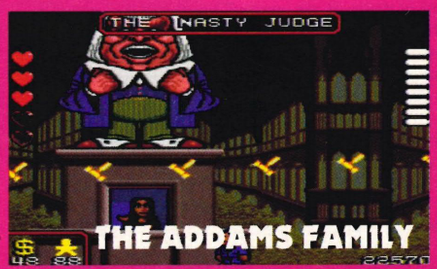
CONTROL POST 78
Letters galore. We answer your queries whether they're positive, negative or downright divinely inspired. Questions or comments; this is your soap box.

REMOTE CONTROL 80
This month our two intrepid reporters, Nick Walkland and Alex Lee, went out and about in the capital of the midlands; the metropolis they call Birmingham. But where will they show up next month? Does anyone care?

Complete CONTROL

The ultimate in players' guides gives the treatment this month to:

SUPER MARIO WORLD
CASTLEVANIA IV
SUPER R-TYPE



PLUS the usual helping of useful hints and tips.

REVIEWS

PHALANX 16
Splendiferously speedy shoot'em-up action in a wierd land where no man has gone before.

KING OF THE MONSTERS 18
Skyscraper-tall monsters destroy downtown Tokyo, but is it just WWF without the pants?

ULTIMATE FOOTBALL 22
Take on massive meat-headed lummoxes in the engrossing game of pro American Football.

HOOK 24
Peter Pan may have grown up, but here's a game that should appeal to SNES gamers of all ages.



GOLDEN FIGHTER 28
Believe the hype and fall flat on your face. Twelve megs of absolute pants.

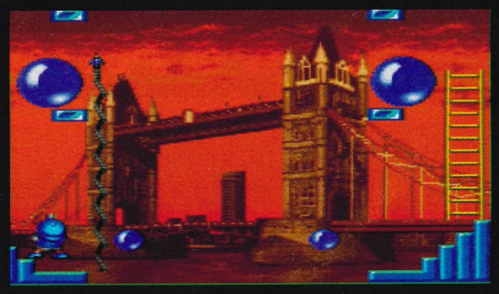
DRAGON'S LAIR 30
A classic laser disc arcade game transformed to reach you in the comfort of your own armchair. Just check out those graphics.

ARCANA 34
Dungeon Master for the SNES? Not quite in that league, but an enjoyable romp, nonetheless.

DINOSAURS 36
They're cute and they're cuddly but think twice before messing with these prehistoric pugilists.

ROBOT POLICE 40
Whoever said the police were automatons may be believed after seeing this atrocious effort.

SUPER PANG 42
A game of pure simplicity. It looks basic but it's so darned addictive.



SUPER PRO BASEBALL 44
If you can't hit a ball, drink a bottle of bourbon and chew tobacco at the same time but still love the sport, try this sim for size.

UN SQUADRON 46
It's fast, it's gripping and it's soon to be released officially. A spectacular shoot'em-up.

GLOBAL CONTROL NEWS

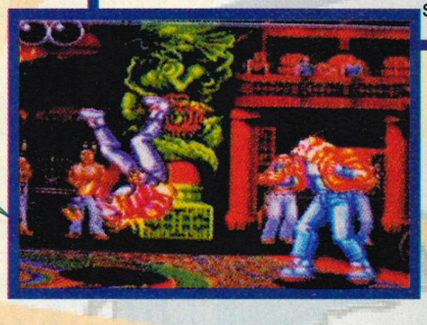


Fatal Fury

In Japan the Neo Geo Arcade classic, Fatal Fury, is being converted to the SNES as we speak. Arcade nuts will know all about this stunner.

As usual there is a sad story to go with it. Your father has been killed in the King of the Fighters tournament. Miffed at this turn of affairs, you want revenge on the killer. So off you toodle, risking your own life through seven increasingly difficult levels with increasingly twee names like the Happy Park, Sound Beach and the Pao Pao Cafe.

Takara, the original makers of those sound activated dancing flowers and of King of the Monsters (reviewed in this very issue), are producing this classic. Twelve megabytes of fighting action it looks as it's going to be a real contender against the stranglehold of Street Fighter II.



Crushed In The Rush!

The Japanese aren't fools – they know a good game when they see it. That's probably why Street Fighter II sold out within one hour of sale. Is this a hint of what's to come at Christmas? Get your order in now, or order the American version with a converter. Get practising those moves – E. Honda cannot fail.



Ka-Blooey

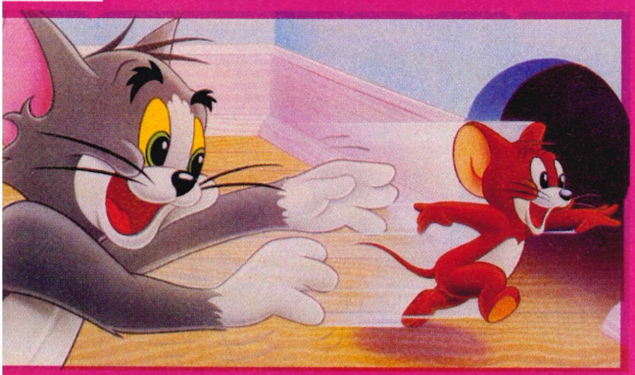
Kemco are keeping busy producing the goodies, and two games for release soon in the states look stunning and are supposed to be different from anything you may have seen before.

Ka-Blooey looks as if it's going to be a thorough challenge, for it's an innovative puzzle-cum-strategy game which looks set to fill the gaping void on the SNES front at the moment.

The player takes the role of a weird little bug-eyed spud in a bizarre land of exploding tiles, where any button you press could lead to your demise. Blow them up before they splash you all over. This is the mind-blowing world that is known as Ka-Blooey with 130 levels of skill and strategy.

For one or two players, Ka-Blooey has challenging and fun gameplay with a password feature to pop back to one of the 130 progressively harder levels. To be released soon in America from Kemco, keep your eyes peeled for an in depth review.

Tom & Jerry



New York based Hi Tech Expressions are dabbling in the SNES market in a major way, leading with a definite smash in the way of Tom and Jerry – everybody in the world's favourite cartoon characters.

The timeless appeal of Tom and Jerry is brought alive on the SNES after all, what other twosomes lend themselves better to a cat and mouse style game?

Chase through town, through dim lit alleys and endure the perils of a suburban home. There are many strange traps and pitfalls to avoid.

Each level gets increasingly whackyand wonderful, and the graphics really do capture the fun of the real cartoon.

Making full use of their 50th anniversary celebrations, Tom and Jerry looks set to stun T & J and SNES fans alike. Look for the first preview and review in Control.

KC's

KC'S Computers have announced a price drop for its basic converter. Now only ten pounds, it's an essential piece of kit for anyone remotely interested in the wonderful world of the Super NES.

Their converter was featured in last month's Control, but is now half that price. Admittedly, it does look sparse, but who cares? If you do want to be totally aesthetic and require a plastic surround to make it fit in place with all your gear (*plastic as well? – Ed.*), then that will put you back a mere £20.

An absolute must of a bargain, great value, and well worth investing in (*Hyperbole rules!*). Contact KC's on 0532 291799.

On The Ball

Taito's On the Ball (Cameltry in Japan) looks to break the expected norm of SNES games and some of us on Control, well Nick anyway, can't wait to get their hands on a fully working version. Shoot'em-up fans and beat'em-uppers can turn away.

It's 100 levels of pure adrenalised skill, cerebral pondering and it's nice to see a change to the norm. Based on the arcade smash Cameltry, this eight meg cart ought to be a smash with full usage of the SNES' Mode seven. Look out for a full review in Control soon.



Super SWIV

The British software house, Sales Curve, are winding themselves up for a full frontal assault on the SNES market, and what better game to test the water than Super Swiv?

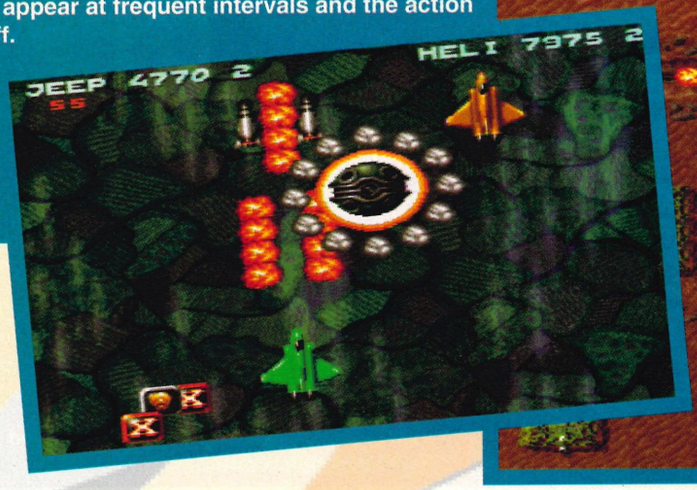
Super Swiv was a competent and highly regarded shoot'em-up on the home computer scene; now it hits the SNES with a massive splash. It really is super compared to the original, with spectacular sound and musical effects and so much happening on screen that you'll be dazzled.

We've managed to get our hands on a pre-production copy and if the final version is half as impressive, you'll know to save your pennies. Already it has the thumbs up from the Control Crew, but unlike other jumping-on-the SNES-bandwagon mags we won't review it until the final version is ready.

Super Swiv is a blast'em-up in the classic vein, taking control of either a tank, helicopter or even a jet. Numerous power-ups appear at frequent intervals and the action happens at a fast and frenetic pace. Great stuff.

Developed by the original team, you can catch Super Swiv officially in the shops in time for a visit from Santa.

Eight megs of wholesome, sweaty shoot'em-up action; only the price remains to be announced.



Small Screen Snippets

The TV shows seem in vogue at the moment, with a new series of Gamesmaster and another new one for Children's ITV. Yorkshire Television are currently producing another; Bad Influence. Presented by Andy Crane and Violet Berlin, this show is console-led in an informative way, with the actual games players rating the games that are featured.

As for Gamesmaster, look out for their new series with everyone's favourite bits. Also, you may catch a glimpse of Alex Simmons – but then again, if you're blessed by a benign divine power, you may not.

Sunshine Plans

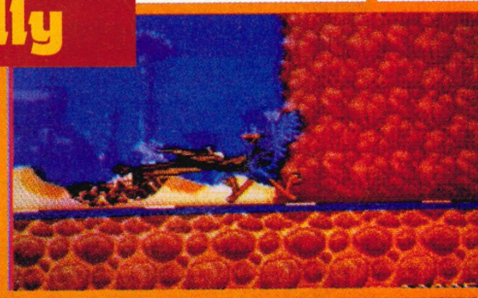


Death Valley Rally

Fans of Loony Tunes will be glad to hear that Wily E. Coyote and the Road Runner are to clash in glorious Snesovision on the US SNES later this year. If you are unsure what this involves, (where have you been?) Death Valley Rally is a fast action game where you take on the role of the Road Runner using all your speed, endurance and skill to outwit the scheming Coyote.

Old Wily E. Coyote sets up all sorts of wonderful traps in which to trap you. These will be obvious as you play the game for a while so long as you take note of the passing road signs.

The cartoony backdrops will whizz around behind you at a fair old pace, and it looks stunning. This eight meg cart is to be produced by Sunsoft, and is to be released in the America during November.



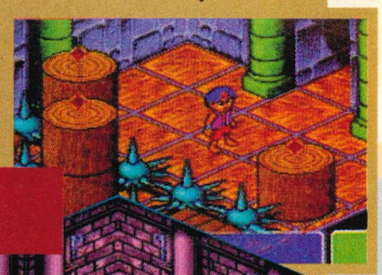


GLOBAL CONTROL NEWS

Equinox

Sony Imagesoft, away from their bellicose bluster about their interest in the Sega CD, are still launching quite a lot on the SNES. The tough arcade adventure, Equinox, springs immediately to mind. Rendered in an isometric viewpoint, Equinox is said to offer a real gaming challenge.

The overworld scenes are stunning in full Mode Seven effects and Equinox promises to be a fabulous product. Newstalk prevents such superlatives, but wait until you see it. There will be wonderful graphics, sound and gameplay – mightily impressive. To be released Stateside in October by Sony Imagesoft.









Will the licences for this film ever end? Games of this film seem to come out of the woodwork at all too frequent intervals, however the SNES version promises to be something spectacular.

Hunt for Red October, scheduled for release later this year, takes advantage of the soon to be officially released Super Scope. If you haven't got one, or aren't even considering it; no worries. It's fully compatible with the control pad, or both if you fancy a keyboard widow who wants to try out something else.

Hunt for Red October is in the final stages of development by Hi Tech Expressions. Again, keep your eyes peeled for an in–depth review.

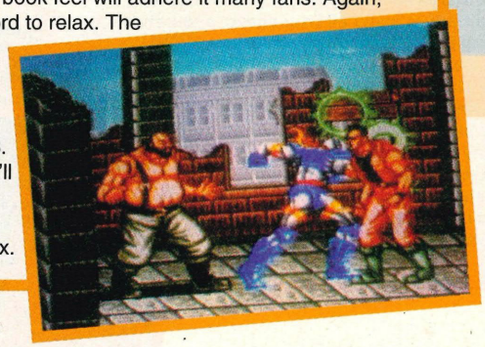
TKO Boxing

Sofel are releasing a boxing simulation; TKO Super Championship Boxing. Featuring one or two player action, the game certainly looks to be great fun. Strangely, it's only 4 meg, tiny for SNES standards, but it looks a good laugh. It's expected to be over here around October time.

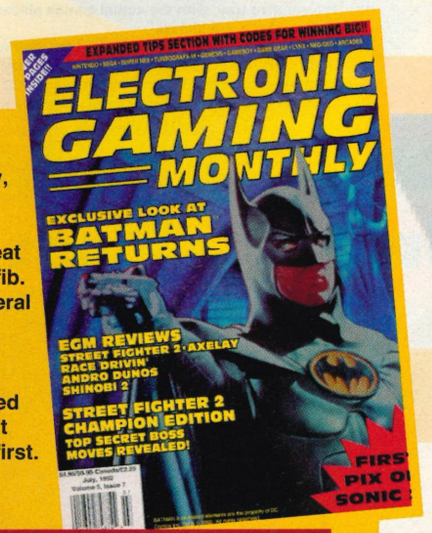
Sonic Blastman

More in the way of Beat'em-up action is in the pipeline from Taito in the form of Sonic Blastman. Sonic may be a stupid name for a wimpy blue hedgehog, but this would wap the smirk of its face.

A true arcade style beat'em–up with all manner of attack modes against a vividly colourful scrolling backdrop. It's not short of the occasional jokey comment either, and this comic book feel will adhere it many fans. Again, it's a game where you can't afford to relax. The massive bullies just come on against you willy nilly even though they must know they'll get a good panning. Taito are releasing this sometime in 1993. It's a long wait, but we're sure it'll be well worth it. Get practising those digital acrobatics on SFII, 'cause this looks just as complex.



Our friends in America, Electronic Gaming Monthly, have had quite a few rival magazines flapping. Why? Because they printed a cheat for SFII which was, well, a fib. Making chumps out of several magazines, this April Fool joke is filtering across the pond and into some mags. Apparently, you're supposed to meet Ryu's master. Don't fall for it – you saw it here first. We keep an eye on the accuracy of our tips.



April Fooled

US SNES Cuts



In America the SNES has hit a rock bottom price of $99 – @£50-60 here! What's the catch? It's this; you don't get Mario and you only receive one controller. A bargain. Don't hold your breath for a similar response over here! There are no moves afoot for a British price drop. If only we were so lucky.

Super Star Wars



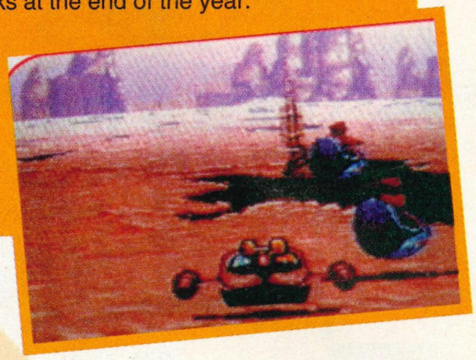
Fans of the classic arcade game Star Wars are in for a treat. The original was a superb game, but Super Star Wars eclipses it. This will make any sane minded SNES owner drool.

No more wire framed graphics, this baby immerses itself fully into the power of the SNES. Tons of colour and submerged totally in Mode Seven. There is enough scaling and rotation to make you gag.

You'll be whizzing through the Death Star's canyons, through deserts and bizarre streets, and even pop in for a cup of tea with the emperor himself. If looks could kill, you wouldn't be reading this mag now.

It's amazing that Star Wars came out fifteen years ago, when our Dave had almost moved onto solids. But like all the best acts it just gets better. Lucas Arts Games are on to a dead cert here, let's just hope it plays as well as it looks at the end of the year.



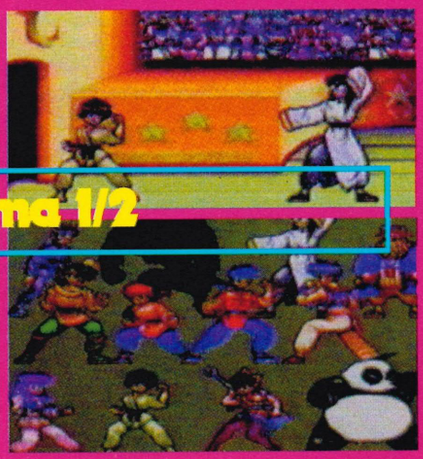


Ranma 1/2

Ranma 1/2 is the strange title of a SNES game which has been out for quite a long time now in Japan. It's a beat'em-up of twelve characters who like to hammer the pulp out of each other. Now it's had a full facial uplift.

Additional locations have been added as well as more attack moves against the warriors. Also two players can now play.

NCS of Japan are developing this upgraded version, but that's not all. They've also announced its imminent release on the Super CD. This will involve real animated sequences, lots of varied and spectacular music and will no doubt be one of the very first CD games available. Keep your eyes peeled in these hallowed pages.



Out Of This World

Amiga owners will know all about Delphine's Out of this World; now our friends at Interplay have finished this Gallic star on the SNES version, and what a corker it promises to be. Despite contrary reports, this eight megabytes of gaming action is crammed on a cart due for a US launch in September.

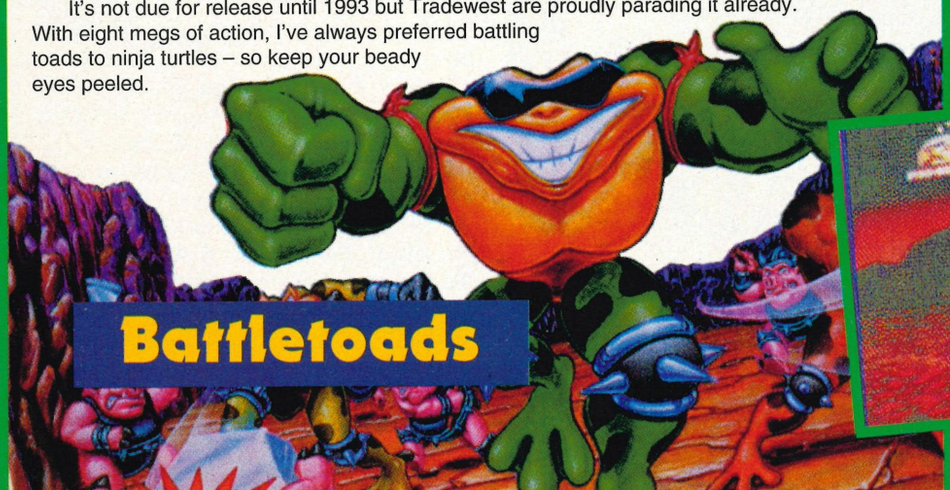
Actually the SNES version looks remarkably similar to the original. Intelligent problems, smooth animation and a storyline that makes Space Invaders look neanderthal. After messing up an experiment, you find yourself in a weird place, in a weird time. Cavemen-like creatures run the place with an iron grip, and it's up to you to find a method of escape. If it's of the same quality of the original it'll dazzle. We're expecting something significantly better utilising the full power of the SNES.

The official British version *may* appear on the shelves around Christmas/New Year. Of course, no-one at Nintendo ever told me that... honest.

Battletoads

The fabulous green warty things are back showing no ill effects for going through life being named after dermatological niceties like Zits, Pimple and Rash; after all, they have their own TV show. Zits has been captured by the dark queen and it's up to you to rescue him from a fate worse than a Frenchman's dinner. So off you go; hopping, surfing and punching to rescue Zits. Nasties attack constantly and furiously all in the order to stop you getting any further, as they tend to in beat'em-up games. The action is portrayed colourfully and smoothly and each of the two toads has a number of special moves. Simultaneous two player mode also helps the gameplay along no end.

It's not due for release until 1993 but Tradewest are proudly parading it already. With eight megs of action, I've always preferred battling toads to ninja turtles – so keep your beady eyes peeled.





PREVIEW

CONTROL

NEWS

Our intrepid newshound again sticks his wet nose in to sniff out the latest info on what games are being produced as we speak, this time from Ballistic, the console branch of Accolade.



Intergalactic Ba

Ballistic, the console label of Wandsworth based Accolade, have finally jumped on the bandwagon that is SNES games. Before this move, Accolade have been more famous for classy games on the Amiga and PC before their troubled dabblings on the Sega market. This arena, as I'll mention later, has been fraught with problems.

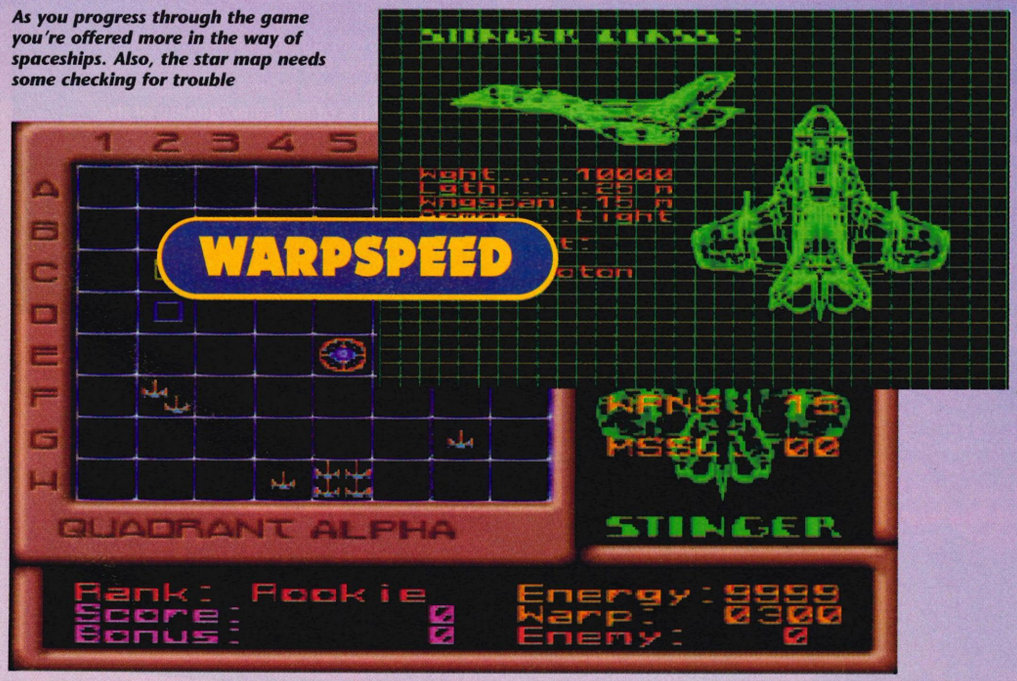
The first game that looks set to stun is Warpspeed. Warpspeed is a space action game that bares more than a passing resemblance to the age old classic Star Raiders. To the uninitiated, Star Raiders was the magnum opus of the Atari VCS console system; the VCS being one of the earliest colour consoles which originally set the scene alight all the way back in 1979.

A game looking like Star Raiders, feeling like it and darned well smelling like it can't help being successful. The question remaining unanswered is how well will it be converted to the machine of the nineties, the SNES.

A variety of challenges from pure violence to a little thought provoking blasting.

It's space, around the fourth millenium, peace has reigned for many centuries and everyone is relaxing, feet up, playing the Ultra Nintendo.

As you progress through the game you're offered more in the way of spaceships. Also, the star map needs some checking for trouble



The trouble is, everything has changed. Black holes are spewing forth hordes of nasty aliens who think Earth would make a pleasant, Butlins-style resort for themselves.

You guessed it. You've to pack in your game of Super Mario Brothers 73, and leap into the cockpit to save the day.

The choice of game scenarios is quite impressive. Seven in total, offering a variety of challenges from pure violence to a little thought provoking blasting. In one scenario you've to find certain people, aliens or enemy convoys, or simply blast your way to glory, clearing certain sectors.

The Service of the Mass

For those of you who fancy a heady night's action, you can indulge in four scenario campaign modes. In these, you have to do everything, destroying all, replying to radio messages, clearing space of junk and generally think to yourself – *why is nobody else out there with me?*

The game's graphics utilise the full Mode Seven capabilities of the SNES, which makes the alien vessels zoom in and out towards you in an impressive manner. Fighting against sixteen different enemy craft should relieve boredom, as the sheer vastness of the game is quite something.



(Right) Filling up with petrol is the least of your concerns when you face a never-ending stream of oncoming vehicles, flies and motocycle-riding sheep (top right)

llistic Missal

Of course, as in any good combat sim, you risk everything for a medal; putting yourself in the death valley. This is part of the fun; battling to progress through the ranks and pilot increasingly more powerful space craft. These features are essential to keep you enthralled.

The game's producer, Sam Nelson, claims WarpSpeed breaks down the Space game genre being, 'one of the few games that take advantage of the Super Nintendo's Mode 7 features... with full screen cockpit view, challenging missions and large areas to explore'. Of course, we shall have to wait and see. The preview looks quite promising, though.

...quasi-humorous elements such as flies splashing against the windscreen...

WarpSpeed will be launched officially in the UK in the new year. Price is unconfirmed but keep your eyes peeled for further bulletins.

A more familiar title, The Duel – Test Drive II is tearing around the hairpin from Ballistic.

Originally set for an Autumn release in the UK, Test Drive II now looks set to hit the shelves in the new year.

It's a driving game where you're not simply expected to travel from A to B in a Reliant Robin; you are offered a far more exotic choice. Selecting from a choice of premium and fast production cars of either a Lamborghini Diablo, a Ferrari F40 or a Porsche 959 you can expect plenty of fast driving action.

Driving is a through the windshield variety, which displays the individual cars' dashboards for a touch of realism. It also features many of the SNES' capabilities including full 256 colour graphics and the occasional use of mode seven scaling features. Test Drive II on the SNES could be as close to the arcade original as any previous conversions.

We're not talking small fish either. Test Drive, the original, sold over 500,000 world-wide. It's obviously quite a popular entertainment phenomenon.

The aim of the game is to either race against the clock, or versus two other cars, or against a replica of your own motor. It's not too easy. With only a limited number of vehicles you've got to be on your guard.

Basically, the gameplay involves putting your foot full down on the throttle whilst avoiding oncoming cars and police, and not forgetting to park at the service stations for petrol and a packet of crisps.

Of course, keep your foot down too long and you'll burn out the engine. It just blows up in a puff of smoke. Even the services can't help. At the services you are simply given a comment by the pump attendant, an average speed and other such information.

Police are hardly much of a problem as you simply slam on the gas, but the oncoming cars present more of a challenge. When you're flying on the opposite side of the road, they expect you to move over!

Illuminated Prayer Book

Driving is made relatively user friendly. Not only can you select the car, but also the style of transmission, the musical score of your preference, the ability to reconfigure your joypad and choose a difficulty level.

There are five difficulty levels, each set against a variety of backgrounds from dusty desert to snowy mountains and rainy cities. The scenery isn't important; it's the roads that present the problems. They become increasingly twisty and narrower as you progress. It really does become a challenge.

However, for the SNES there are several new features such as fully digitised speech and varying weather conditions. Also, the SNES version offers two quasi–humorous elements of flies splashing against the windscreen and a car horn to toot during quiet moments of play.

Ballistics The Duel – Test Drive II is set for an early 1993 launch in the UK; the price is to be announced when Nintendo finally get their act together.



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CONTROL ISSUE 2 OCTOBER 1992

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REVIEWS

CONTROL

SCORING SYSTEM

90 - 100%	Unreal
80 - 89%	Fantastic
70 - 79%	Excellent
55 - 69%	Good
45 - 54%	So-so
Below 45%	Dire

CONTROL has a scoring system that completely re-writes the rules of game ratings. We're not sycophants promising scores in the nineties; we analyse all aspects and judge accordingly. Despite seeing scores higher in other magazines, it doesn't mean their scoring system is more accurate.

SNES games aren't cheap, so it's your right to have the truth. We strive for a totally objective and scientific scoring system away from the ridiculous percentage scores of many magazines. Fifty per cent is and should be an average score, not 70% or 80% as elsewhere.

We feel you would be cheated if you saw a game of around 70% for what is essentially a bobbins game, here a game such as this will definitely be awarded a score below 50% – you'll know where we stand.

Likewise, to score a game at 99% cuts off just about all hope of a better game. There *will* be, and we cater for this. Any game in the eighties in Control would be nineties plus in others; the points score reaching ridiculous extremes.

We try and reduce conflict of opinion by giving a game the complete control team treatment. Every game Control reviews has at least two independent opinions from people who have played the game to ensure that the scores are acceptable to absolutely everyone.

These varied opinions are seen in the comment boxes. The main reviewer writes the summary, while the other reviewers, if the game warrants it, have separate comment boxes for their verdicts. Alternative viewpoints are catered for by Allievaluates, Alexplains, and Nick Sticks His Oar In – thus expanding the objectivity.

The idea of the Control Panel is to offer you, the punters, an impartial and totally objective scoring system where the essentials of the game are broken down in front of your very eyes.



Control merits all its reviewed games by how we feel it will set the gamer alight! Only the true class releases warrant the blast of a nuclear explosion (see Control Panel) for 80%+ games, and excellent games get awarded Cherry Bombs (left) for games over 70%. Dire games won't set your gaming life alight, so the turkeys only get a fizzling match (above right) for their troubles.

The scoring system is essentially broken down into two areas; presentation and gameplay. Obviously, gameplay is the most important so this gets the largest chunk of the score, 70%.

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

These two areas are split. On the presentation side, the visuals are seen as more important to the player than the sounds in a game so it gets 20% compared to 10%.

Gameplay is vital and is broken down into three parts; immediacy, longevity and enjoyment. In Control, you can see how we arrive at the Final Analysis; not in other rags that just guess to come up with their ratings.

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

REVIEW

CONTROL

IMPORT

SUPPLIED BY MEGACOM

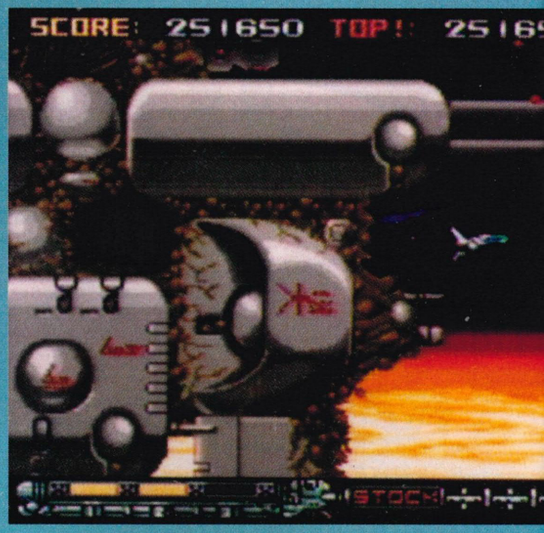
Phalanx

Kemco

Phalanx – The Enforce Fighter A-144 is a prototype super duper flying, floating and blasting machine. With all this technology to hand, do you reckon you could handle it? Rhetorically speaking.



Keep your eyes peeled and you'll find all manner of secret places for you to explore





Kemco have quite a reputation for quality software and Phalanx is no exception. As shoot'em-ups go on the SNES, you can really feel the quality of this product.

Out in the galaxy, a cry is heard from a remote area of the Delia star system. Delia IV has fallen foul of a mysterious life form that mankind has never encountered. A search party sent to investigate was also engulfed.

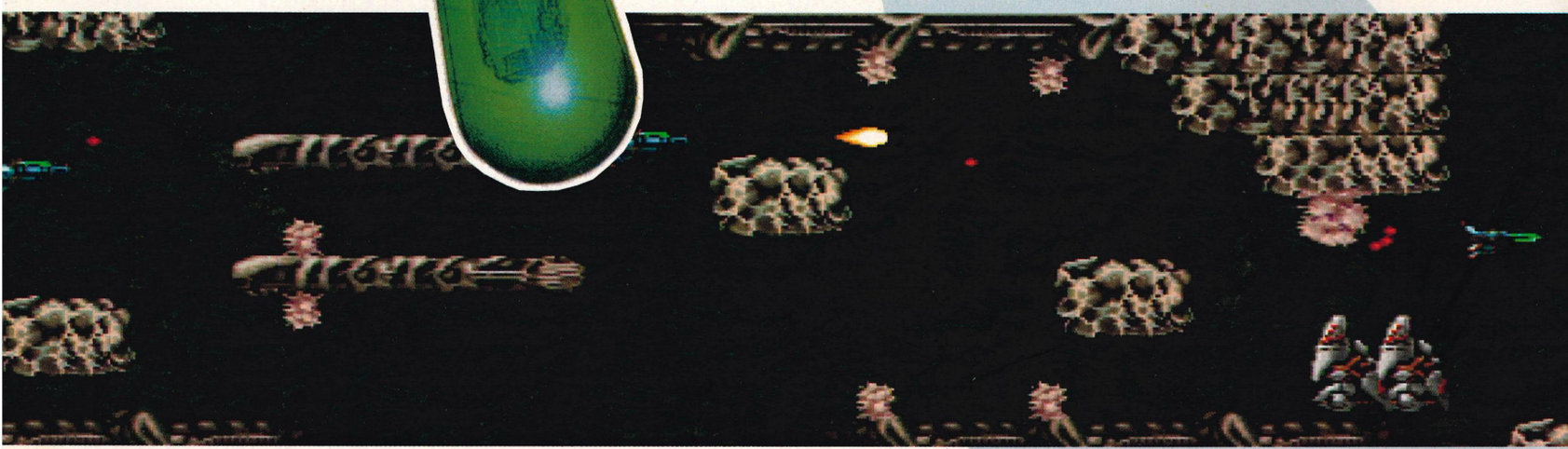
Obviously, aliens don't play cricket, so desperate measures are called for so. As a last resort, they send out the prototype fighter, code name: Phalanx. A spectacular ship with increased performance and armour allowing it to take three direct hits before it's destroyed.

Your ship can hold a total of three different weapons from a choice of five, which can be interchanged at any time. You can also control your ship's speed and cast off spectacular special weapons to show everyone just who is the boss. These weapons take various forms of four power levels that need to be adapted according to the situation in which your ship finds itself. There is the laser, the R-Type laser build-upper and a spiral fire mechanism. All can be selected and they increase in power at a rapid rate.

Enforce Wimps

For instance, the laser rapidly increases in power from a dodgy waste-of-space plain laser, to a sharp needle laser and finally to a powerful homing beam to a mother of God, hell-fire energy compressor going backwards and forwards which destroys just about everything that dares go near it.

Phalanx consists of eight missions of increasing difficulty. The first level is the assault mode where you fly over the clouds. The amount of parallax scrolling just has to be seen here. It may look grim regarding the life expectancy of your craft, but it is quite





(Above and left) Well into the game, the prototype fighter, codename Phalanx, is still going strong with an impressive array of weaponry at its disposal. Perhaps Delia IV may be saved yet

spectacular to view. The action continues through levels as diverse as underwater, quaintly named 'bio caves' and numerous other bizarre and wonderful geographical locations. The enemies are typically alien mechanical clumps of things and, unlike most shoot'em-ups, they take real damage.

Of course, this isn't always to your advantage, but it adds a touch of realism to the unreal goings on. Dodging these metallic creatures is the least of your worries, as they let off shrapnel and bullets at an incredible rate, spraying the screen and sending homing missiles right up your ass.

Phalanx For The Memory

Fortunately, to add to the longevity, there is no password. You have to complete the game in one go, with only limited continues. As you have to start the level from the beginning every time, it sorts out the real gamers from the pretenders. To add to the number of levels there are also secret rooms scattered throughout. These aren't immediately apparent, but you'll soon get to grips with where they're located for extra goodies, or more trouble. Visually it's very tasty. Making full use of the SNES' graphical capabilities, there are multiple levels of parallax scrolling with loads happening on screen.

The music is an electronic popsicle mixture, however the general explosions do seem to lose out a little.

If you fancy burning the midnight oil with a classic shoot'em-up of unadulterated tension then Phalanx is the one.

Nick





SUMMARY

If you get your kicks out of complex, hard and fast action shoot'em-ups then Phalanx will satisfy your urges. Irritating at times, it's still pure quality and will put many other shoot'em-ups to shame as it presents a real challenge to even chronic blastaholics. Graphically, ther is plenty of on-screen action and marvellous parallax scrolling. Sound-wise, it's decent electro junk – A. Simmons would like it. A good quality, tough action game which would give a corpse an adrenaline boost.

ALEXPLAINS

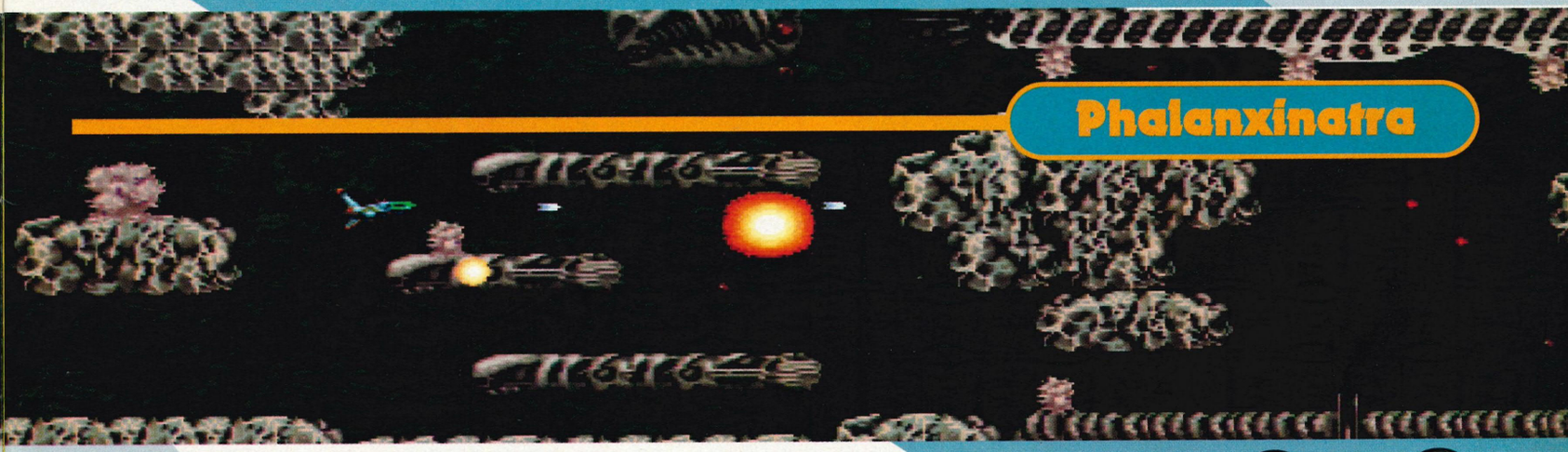
If you've seen one, you've seen them all. I'm talking about shoot'em-ups on the SNES. Phalanx, although solid graphically and sonically speaking, presents nothing new for horizontally-scrolling shoot'em-up junkies; it just dishes up and re-hashes the same old material like some god-awful Stock Aitken and Waterman twelve inch remix. For cartridge collectivists only.



Through the murky waters only your lasers stand out from the crowd, even the little bullets are dimmed to make life a real pain

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	15/20
IMMEDIACY	13/20
LONGEVITY	15/20
ENTERTAINMENT	23/30
FINAL ANALYSIS	73%



Phalanxinatra

REVIEW CONTROL

IMPORT

SUPPLIED BY MEGACOM





(Above) A flying headbutt makes for a stunning opening move

(Above Right) Throwing an opponent is effective, although it's not as useful as the other wrestling moves

If you thought WWF wrestlers were big, wait until you catch a glimpse of these fellas. Major league wrestling? Heck no! This is monster league wrestling; even the ring is city sized! Tower block sized creatures prepared to beat the living pulp out of each other.

Monster Mugs



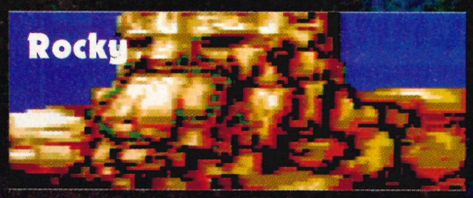
Beetle Mania is so foul he was refused entrance to the ugly bug ball. Mightily peeved, he's using his shell and horns to full advantage over the others



Geon is a distant cousin of the TV and Film star Godzilla, not forgetting the disowned cousin Godzuki. His runs and tail sweeps are spectacular



Astro Guy indulged in weightlifting as a child and also tried a substance known as Clenbuterol. He grew to monster size and has a nasty temper



Rocky is a real stone face when it comes to battling his chums in the Japanese cities. He just stands his ground or plods, and has a devastating punch

King Of The Monsters

Takara



A good solid punch allows you to keep the enemy off guard and out of your handsome face



Geon only has short legs but luckily he's well-endowed in the tail department, which he uses to full effect



Rocky obviously isn't at home in the water but causes a splash as he falls victim to Geon's piledriver

King of the Monsters was a classy game on the arcade quality machine, the Neo Geo. Takara have taken the SNK licence and let it appear on the SNES; it looks remarkably similar but how does it compare?

The action is based in Japan, in noble Japanese cities such as Okayama. Noble until you destroy them, that is! Turning them into rubble and contaminating them is all part of the game; you even get bonus points for it.

Obviously, the main aspect of the game is to fight monster-to-monster, tooth-to-tooth and claw-to-claw to seek out just who really is King of the Monsters. Of these monsters you can select from four, even to fight against your selection's alter ego. These are a very bizarre bunch.

Sedimentary Dear Rocky

The nearest to normal is Astro Guy, a super hero wannabe with less than super manners. Sharp and fast, this bloke can throw dazzling ray beams and make spectacular feet-first dives into any hapless opponent.

My favourite is Geon, a dead ringer for the Japanese cult monster Godzilla, a cold blooded whopping reptile with a wicked tail sweep and, strangely enough, quite a cute though evil face.

No such beauty for Rocky; a Rock Golem with no time for facial treatments. Although he seems a trifle slothful, his power is phenomenal and his rock throws are absolutely dazzling.

Beetle Mania is a lesson to everyone who doesn't squash bugs on sight when they're of a manageable size. This creature is hideous, and can lift up any opponent with a nonchalant flick of its horns

The number of moves these freak show exhibits produce is quite spectacular when one considers the size of the beasties. You can kick and punch, or variations on that theme, as well as indulging in wicked wrestling manoeuvres.

Duper Suplex

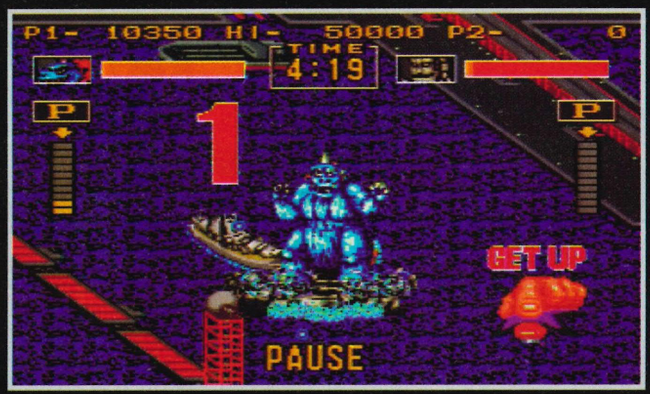
If wrestling is your thing, then you'll find plenty to keep you engrossed. These monsters know all about pulling a Bear Hug, Pile Driver or a Suplex, and they're not averse to the occasional throwing of their opponent.

This battle royale takes place in an arena of city blocks, a limited area that the city elders, in their wisdom, are prepared to sacrifice rather than risk the entire place – they're hoping the monsters'll destroy each other first!

Electric barriers keep you in place, but that doesn't stop the destruction. Bridges, tower blocks and huts just crumble under foot, and the mayor tries his utmost to limit the damage.

A bonus score is added for the destruction, so you can gain satisfaction for making thousands homeless. Contaminating the city is also useful. And why not?

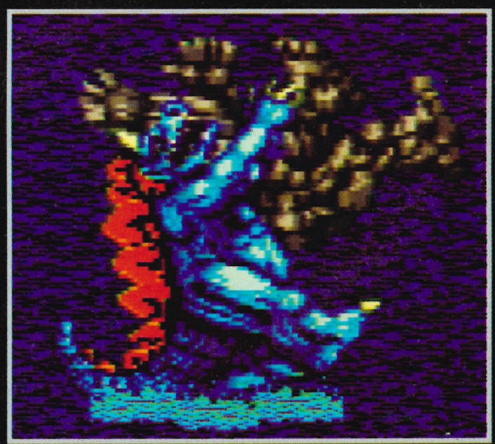
Matchbox-sized battleships, tanks, jets, helicopters and laser turrets arrive every now and again, but these are more of an irritation than a serious threat to your well-being. In fact, you can use them to your advantage.



After a good day's pounding at your rival, it's good to make the sonovabitch submit. Simply put all of your weight on top and count to three. It takes ages to succeed, but it's worth persevering with

ALEXPLAINS

Making a delightful change from the usual dull beat'em-up, KOTM is a well-presented product that can be enjoyed by one or two players. Basic to play, I found the game lacked moves and those available had to be found by luck (unless you can understand Japanese). Although the twelve levels are challenging, the game becomes too tedious and by the time you reach the ninth level you'll be groping for the reset button. A novel twist to the beat'em-up genre.



(Above) Here Geon is preparing for a suplex as he lifts his sedimentary opponent high above his head for a rather spectacular slam down



(Left) Rocky remains stony faced as he is about to get a nasty wake up call from Geon's Fire Balls

REVIEW

CONTROL

KING OF THE MONSTERS



Rocky versus his nasty alter ego, Rocky II. Fortunately, you get to grips with your brother, thus throttling him into submission

CONT. Flip a ship with your toe, thus ruining it, pick it up and throw it against your opponent. This is quite a sight, and it simply has to be done even if it's against your tactical plan.

In one player mode there are twelve levels consisting of three cities; each city consists of four monsters who you must pummel into submission.

Monster Mash

You can also take on a friend in the two player mode, with a choice of four monsters to fight against; even a fancy doppel ganger of your monstrous self. You can select any of the eight cities in which to commence battle.

Killing off the monsters with an iron clad grip will make them lose power. These appear as red spheres and can be collected to make your Monster increasingly stronger. Reach the limit of the power-ups and he'll change colour and his special attacks will be deadlier.

Controlling your overgrown monster is relatively easy, and you'll grasp the moves in no time. The main controls are to run and jump, punch and kick. Then there are the additional special moves executed by pressing the correct direction, or a combination of buttons. The Japanese manual isn't particularly useful.

Massive Marauders

King of the Monsters does look strange. Visually, the characters are well animated with lots of colour, but the background of buildings and rubble takes some time getting used to.

The sounds are ominous; they fit in with the scenes excellently. The spot sound effects are tasty too, with all the banging and crashing, splashing and screeching of monsters indulging in good hearted horse play.

A balanced game lacking a certain je ne c'est quoi, but it's very playable and it's fun. It's also a good advert for the danger of steroids.

Nick



Astro Guy can just pick up Geon as if he weighs less than a feather and hurl him into the water

SUMMARY

Like a good B Movie Creature flick, King of the Monsters will have you either engrossed or bored to tears. It isn't the most classy, complex or thrilling of beat'em-ups, but it's an enjoyable romp nevertheless. Despite the number of moves and thrill of throwing a monstrous being, it frequently notches the marker for tedium. Another minus point is the irritation factor, eg. you think you've pinned someone down in a state of exhaustion and then they'll throw you. Graphically it's quite good, and the sounds aren't bad. Not a great game; it's better than WWF, but miles away from SF2.

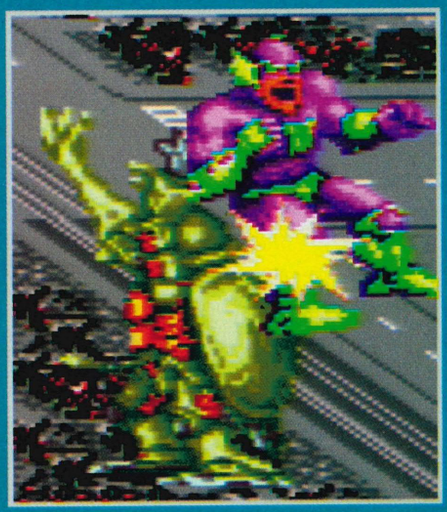
CONTROL PANEL

ACOUSTICS	6/10
VISUALS	13/20
IMMEDIACY	13/20
LONGEVITY	13/20
ENTERTAINMENT	23/30
FINAL ANALYSIS	68%



Super Duper Astro Scooper





(Above) Beetle Mania runs up and dives his head to scoop Astro Guy...

(Right) Unable to respond, Astro Guy is simply scooped up by Beetle Mania's horns



Astro Guy is fast, and this attack will make you lose your footing

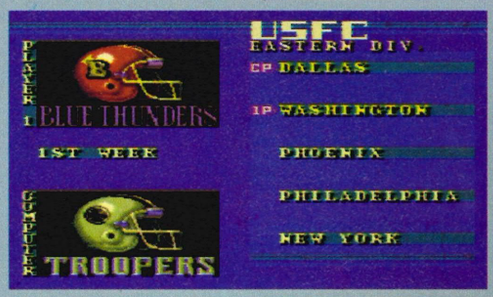


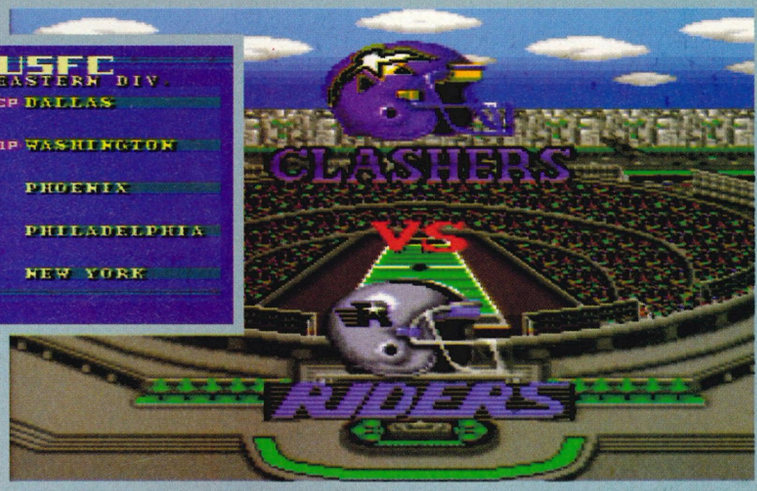


(Above) Set in the dingy chemical plant zone of the city, Beetle Mania isn't bothered as he simply lifts Astro Guy up and impales him

(Right) Rocky and Geon eye each other up across what was once a peaceful temple garden. I say was, because in a minute there isn't going to be anything left!







Real teams names have been dumped, replaced with new titles. The LA Raiders are now the Riders, Washington now has the Blue Thunders and Dallas fields the Troopers

Ultimate Football

Sammy Corp

Many games have been billed as the ultimate in their genre, but few actually live up to their expectations. American football, a game of surprisingly few simulations, has now been brought onto the SNES. Have we discovered the ultimate?



(Left) Ultimate Football features many plays, including shotgun passes, field goals, punts and running moves. With six main types of formation, the headings are divided further into another nine plays



There are six divisions, with either four or five teams in each. You can only compete against other teams in your division, although you'll face the other league champions if you reach the finals

American football is a complex sport full of niggling rules that slow down the speed of play, thus making a 60 minute game last well over two hours. Featuring 28 teams, Ultimate Football is a straight-forward insert-cartridge-and-play Yank footie simulation. Lacking options, you simply select either a one or two player game, pick the teams and kick off.

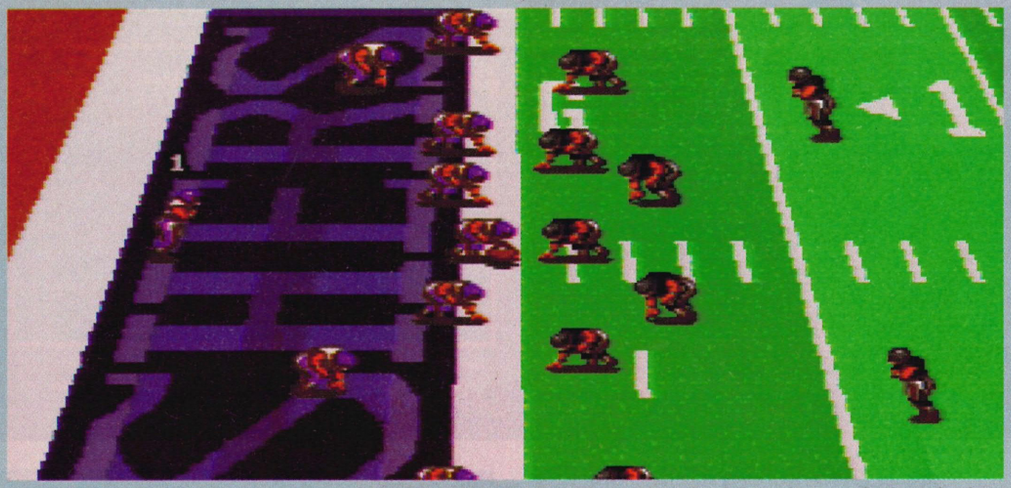
First And Ten

Comprising of offensive and defensive sides, the rules are quite simple. You have four chances to advance the ball ten yards. Do so and you are awarded another four chances to make the next ten and so on until you reach your opponent's goal; the end zone. As the defensive side, you must stop the opposition from gaining the yardage.

A touchdown scores six points and you're given the opportunity to make seven with the extra point awarded if you successfully kick the ball over the bar and between the posts. You can also score field goals (by the same method as the extra point); these being worth three points. A match is divided into quarters; each game period lasting fifteen minutes.

Touchdown

The action is viewed from the side, although the perspective changes for a field goal to watch the attempt from behind. The game starts with a kick off, the defensive team booting it into the opposition's half.



You're in trouble, the defense have pushed you back into your own end zone. With 16 yards to make and only a single down left, it's best to punt

all

The match then begins, manoeuvres (or plays as they are known in the trade) being selected by both teams. You can either run or pass the ball, the buttons on the joypad selecting which wide-receiver the quarterback (QB) throws to.

It's So Good!

Running plays are performed automatically, you just control the player after the QB has passed off the ball to you. Kicks, on the other hand, are a little more difficult. Selecting to either punt or attempt a field goal, the power bar appears at the bottom of the screen. You can also spin the ball, making it swerve off to either side.

A throwing play is the best way to gain high yardage, although a well-executed running move is guaranteed to gain a few yards. You do, however, run the risk of interception if you throw. Running isn't entirely safe, as you can still fumble the ball if you're tackled hard.

Select a two-player match and you'll enter an exhibition match, each player picking a team from any of the six divisions. Choose the one-player league and you'll start in the preliminary rounds of the championship, against teams from the same division.

Super Bowl

You have to compete in a number of league matches before you enter the finals, the scores of each noted down then totaled up when you come to the quarter finals.

Win enough games and you'll have to compete against a tougher team in order to progress to the semis, then ultimately the finals. Fail and see your chance of winning the Super Bowl drift away, although the password system does allow you to conveniently continue where you left off.

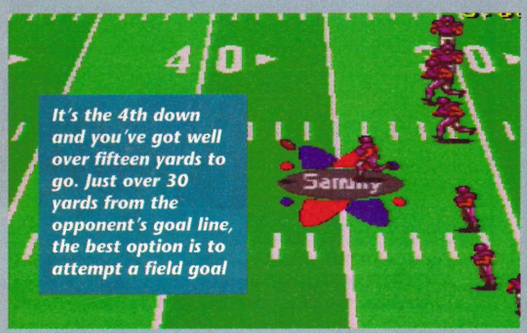
Alex

CONTROL PANEL

ACOUSTICS	4/10
VISUALS	11/20
IMMEDIACY	10/20
LONGEVITY	12/20
ENTERTAINMENT	15/30
FINAL ANALYSIS	**52%**

SUMMARY

Ultimate Football lacks options. Choosing between a one or two player game, the other selections, such as game time and difficulty, are non-existent. Simple to play, Ultimate Football offers no more than a basic game of American football – if you want a close sim ignore this effort. It is graphically poor, featuring limited use of the SNES' mode 7 – you'll only see the rotational scrolling as you attempt a field goal. The SNES is lacking Yank football sims; this rather dull game sadly being one of the best around.



It's the 4th down and you've got well over fifteen yards to go. Just over 30 yards from the opponent's goal line, the best option is to attempt a field goal



NICK STICKS HIS OAR IN

Ultimate Football does have plenty of options. Alex says there aren't sufficient; but he is far too picky. However, with average graphics, mediocre sound and limited gameplay, this release is just too samey throughout. It's not the most complex of games, veering towards the boring, but it beats the pants off the John Madden game. The standard of Yank football games simply isn't good at the moment.





(Above) Kick off! The ball's placed on the 35 yard line and the defense kicks off. Use the power bar at the bottom to determine how far up field it flies, while nudging the d-pad will swerve the kick

(Left) Using the accuracy meter in the bottom corner, you throw the ball to one of your wide-receivers. Oops, big mistakes as the ball is plucked from the air by one of the opposing players, who'd promptly runs like hell towards you end zone

REVIEW

CONTROL

IMPORT

SUPPLIED BY MEGACOM

Hook

Sony Imagesoft

Don your groovy green tights and matching frilly tunic and take to the skies as Peter Pan in this spin-off to the highly successful Steven Spielberg film. The mission is to rescue your kiddy-winks from the clutches of the evil Captain Hook! Prepare to be enchanted in Neverland....



Peter Pandemonium



The mad bombers of level nine pose a great threat – every two seconds they drop a new fused bomb and only careful timing will allow you to defeat them



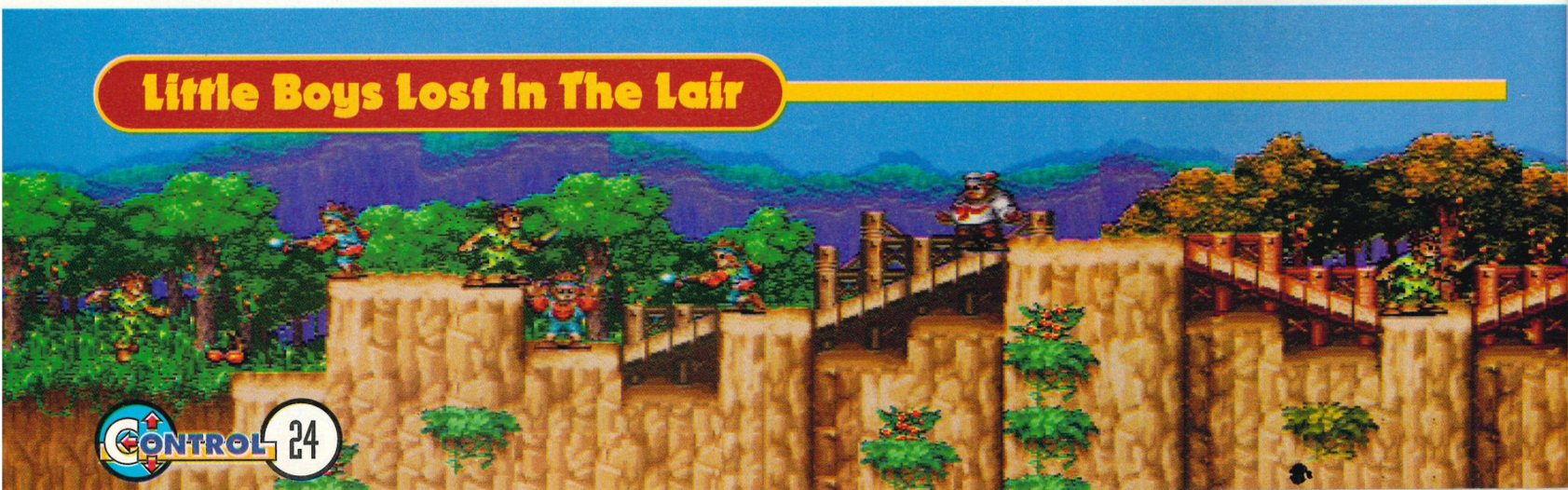
The Neverland forest holds sinister dangers – pirate thugs lie in wait for you but one swipe of your trusty sword will bring rewards!



Throughout each level Tinkerbell is waiting to give you a helping wing. By standing in her fairy-dust you will be given the power to fly, but only for a few seconds



Little Boys Lost In The Lair





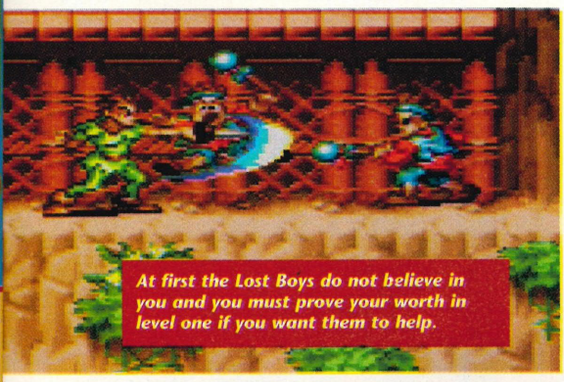
These tigers are not quite as sinister as they look – their fire breath will not harm you; it will only turn you to stone for a few seconds



Strong men in various guises can be found in many places throughout the game. Avoid their missiles with carefully timed jumps



The pirate archers can be a real pain. If at any time you lose your concentration around these vicious fellows then you might find an arrow up your backside



At first the Lost Boys do not believe in you and you must prove your worth in level one if you want them to help.

Set aside all those feelings you have for the film and approach this product with a clear and objective mind. Therefore, whether you loved or loathed the film should be irrelevant.

Although the manual is in Japanese, it is safe to assume that the plot remains the same. Hook has captured your nauseous brats and now, with the help of Tinkerbell, you have to go back to your childhood realm of Neverland and confront Hook conclusively as Peter Pan.

Paradise Lost Boys

The game is of the platform genre, consisting of ten standard scrolling levels with a final confrontation against Hook in level ten and a surprise section eleven – that's all I'm going to mention about that!

Each level takes you to a different destination on the Neverland island starting with the Lost Boys in the Nevertree and finally taking you to Hook's ship, the Jolly Roger, anchored in the pirate town harbour.

Each level, be it the snowy mountainous regions or the dingy haunted caves, presents the same problem – where's the exit? This is not all that taxing since you just leap from platform to obvious platform while avoiding the various foes.

Don't Panic Peter

Naturally, bonuses such as health restoring cherries and all important 1-Ups can be found throughout the levels; even your adversaries drop precious gems when killed. Tink is also around somewhere to help in the tricky art of flying by sprinkling you with multi-coloured fairy dust and plenty of happy thoughts!

The multitudinous manic enemies encountered on your little escapade also present their own problems. Level one introduces you to the less than friendly Lost Boys (the defeat of their leader Rufio at the end of this stage turns their loyalty), while swinging through the trees in level two brings you face to face with mad archers and pirate thugs. As you progress through the levels armed only with a tiny sword, Hook's minions increase in numbers and their actions become all the more dangerous. By levels nine and ten you have to test your wits against mad bombers, scythe wielding vagabonds and expert marksmen – a far cry from the tame thugs found earlier on!

The water section in level four is made a little easier with the help of a beautiful mermaid that, for a short while, supports your weight on her luscious body!

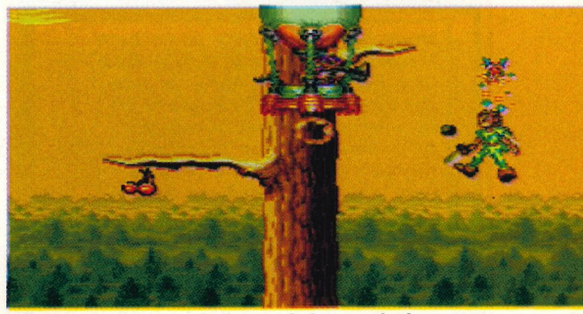


Graphically, Hook is gorgeous. With an excellent use of colour and in-game

CONT.



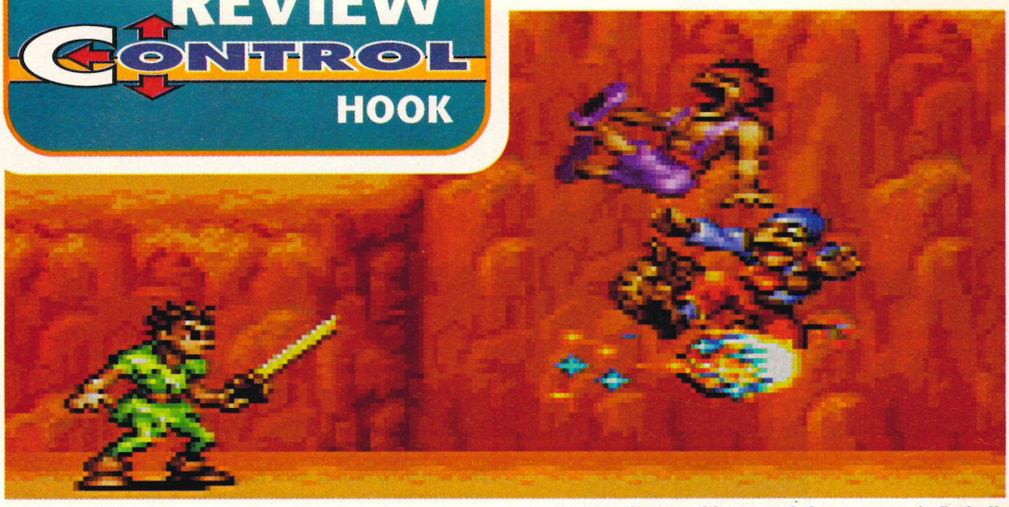
These chappies in their magnificent balloons drop gun-powder filled barrels on your head. To defeat them, simply puncture their balloon with your trusty sword



Flying isn't all it's cracked up to be! Not only do you have to refuel from Tink but you also have to watch out for gun-wielding nutcases in balloons



REVIEW CONTROL HOOK



Your super-duper golden sword shoots a magic fireball from its tip when used, perfect for all those tricky super-duper golden sword situations

CONT. animation especially on Pan himself the game is undoubtedly visually impressive. The smooth multi-directional scrolling and various layers of parallax add that extra element of quality.

Unfortunately, the scrolling although smooth is somewhat sluggish and you often wish that things would move on. This sluggishness is not due to the slowing down of the game at particular intervals, namely when a large sprite appears on screen, but the speed in general – Pan moves along at quite a tedious pace.

Accompanying Pan are bouncy little tunes that change atmospherically when confronting any of the game's guardians. The music cannot be replaced solely with sound effects and vice versa, instead, they can be heard quite clearly through the music. The effects are pretty non-descript however, giving the impression of being an afterthought. Despite the colourful and twee design, the gameplay is easy. In under four hours (from first opening the box to sitting comfortably down to dinner) Hook had been totally defeated and Neverland was at peace once more.

Peter's A Pansy

Although highly enjoyable, Hook does not present anything in the way of longevity and even the most mediocre of games players would probably finish it within a day or two. Most surprisingly, Hook himself was the easiest of the level guardians to defeat and even his surprise re-appearance in level eleven proved little threat.

It's a shame that this fails to deliver in the gameplay stakes as its basic design is one of promise and the graphical quality is one of splendour – what was trying to be achieved has fallen short of the mark.

Allie

NICK STICKS HIS OAR IN

Hook is a very pretty game both visually and sonically. It does itself little justice via the apparent slowness of the thing. The speed of the sprites seems sacrificed for smoothness to an excessive degree. I didn't find the game as easy as Allie described, but then I wasn't engrossed by the entire proceedings. A jolly old game, Hook offers too little in the way of novelty to warrant forking out a load of cash.

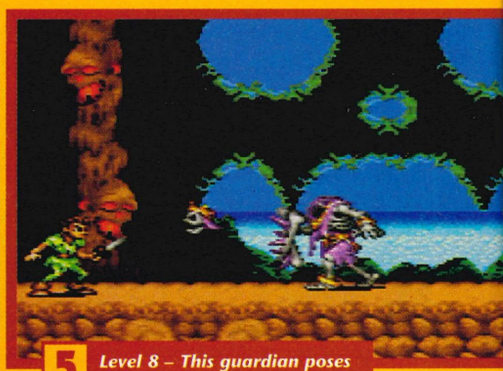


SUMMARY

Hook is very enjoyable to play, beautifully drawn and presented but far too easy. Generally, there is little in the way of a challenge although there are one or two very hard sections in the later levels. However, the guardians pose little more of a threat than the lesser enemies. Because of the enjoyability involved, you could return to Hook repeatedly (and complete it easily each time) but it's a very expensive four hour wonder.

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	15/20
IMMEDIACY	16/20
LONGEVITY	10/20
ENTERTAINMENT	24/30
FINAL ANALYSIS	71%



5 *Level 8 – This guardian poses a few problems at first as it is not completely obvious what to do. He likes to throw his weight about (namely his head) so just wait until he does so then jump over both his head and his body and stab him in the back*



6 *Level 9 – You come face to face with Captain Hook's snivelling sidekick Smee. Using Tinkerbell swoop in between the yardarm's and come behind Smee when his pet vulture takes a breather*



Out Of The Frying Pan







4 *Level 6 – Probably one of the trickiest guardians lies in wait on level 6. He sits too low for you to hit him with your sword so you must puncture the balloons and in turn drop the bombs on his head!*



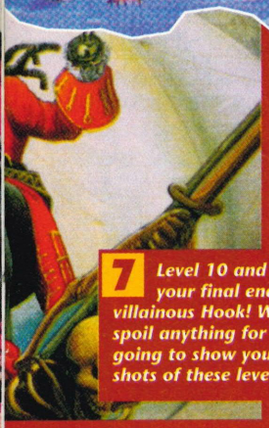
3 *Level 4 – The manic pirate flying this bizarre contraption likes to home in on you, therefore using Tink fly across the gap and whack the mischievous pirate in the head*

By Hook And Crook Through Neverland





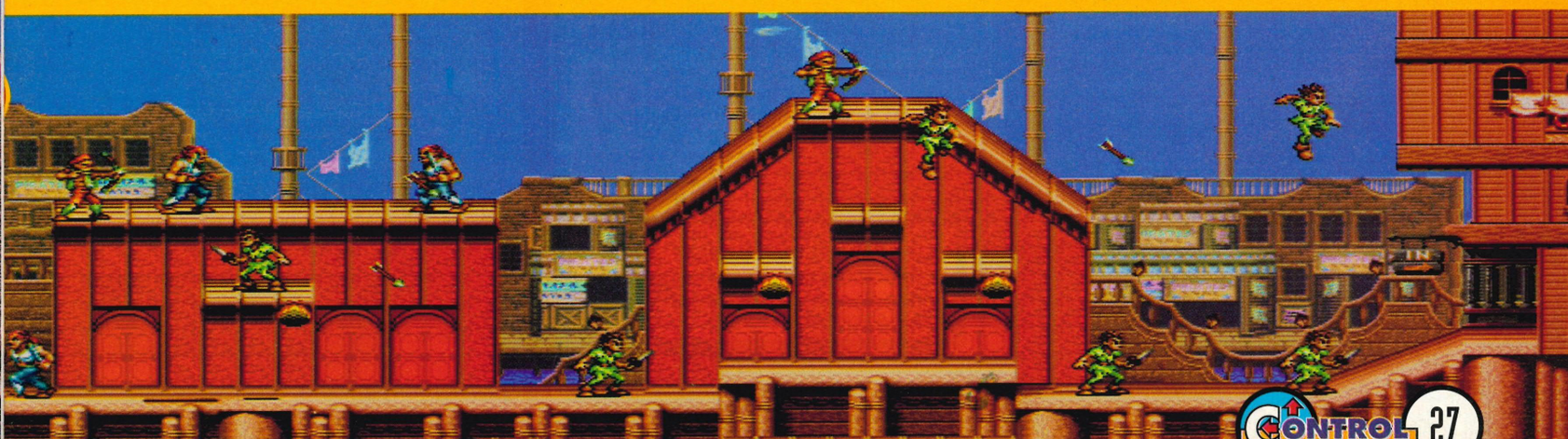
2 *Level 2 – This strange fellow likes to hide in tree trunks only popping his head out into the real world in between boxing glove and acorn attacks!*



7 *Level 10 and 11 – This is it, your final encounter with the villainous Hook! We don't want to spoil anything for you so we're not going to show you any screen shots of these levels. Boo hiss!*



1 *level 1 – To prove that you really are Peter Pan you must defeat the leader of the Lost Boys, Rufio. If you manage such a task, the Lost Boys will help you on your journey through Neverland*



REVIEW

CONTROL

IMPORT

SUPPLIED BY MEGACOM



Golden Fighter is full of action. You'll have to brawl against towering giants and armed warriors, but none are as deadly as the evil Blue Bottled Potion...



A typical fight scene, Ryu... oops, my mistake, the first guardian grapples with you; reducing your energy. Do you block his next move or attack before he retreats?

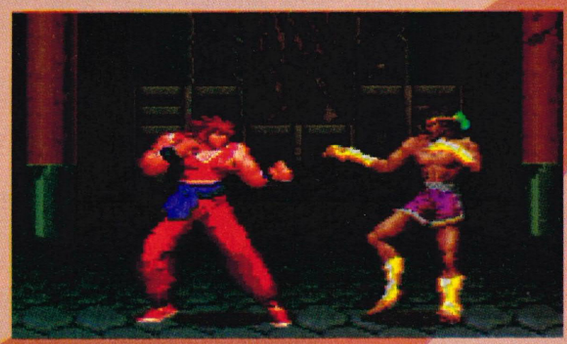
The 12 meg Golden Fighter follows hot on the heels of Capcom's excellent Streetfighter II, offering (ahem, cough...) blistering beat'em-up action for either one or two players.

Golden Fighter

Culture Brain



This guy doesn't look too happy. You pulled his horns one too many times and now you're gonna pay for your misdemeanor



(Left) Another problem with inter-continental communication. The Indian fighter challenges you to a fight, but which option means attack, which defends and which means scarper?

Now it seems everyone is trying to cash in on Streetfighter II's success. Golden Fighter is the first to come, although a flood is expected shortly, including a conversion of the Neo Geo's Fatal Fury.

Golden Fighter is more than just a one-on-one fist fight; the cartridge also includes a horizontally scrolling beat'em-up section set over numerous action-packed stages. As the unnamed karate fighter (okay, he probably has a name but I can't read Japanese) your journey starts on the road outside the city. Your basic moves comprise of punching and kicking to either the head, chest or legs. Causing slightly more damage is the roundhouse kick.

Streetfightin' Man

Selecting the first option, you'll enter the one player stage scenario. Simply walk from left to right, beating your way through the waves of thugs that attack. Every now and then you'll have to defeat one of the slightly tougher leaders, but this doesn't really present that much of a challenge. The second option is very similar, although some of the action has been removed to make it more of a thinking person's game.

Appearing identical at first, the difference occurs when you're confronted by the first guardian. Rather than kicking the crap out of each other, combat is solved through menu selections. You choose whether to block or attack, punch or kick. The result will depend on your opponent's choice, with you or your foe sustaining damage accordingly.

The third and final option, versus, enters you in a one-on-one slugging match with one of seven other characters. Choosing from the many fighters available, ranging from wrestlers to street brawlers, up to eight human boxers can compete. Starting your campaign at the quarter final stage, simply defeat three other fighters to win the championship.

A Golden Lesson

Golden Fighter also includes a trainer level, hopefully teaching you the location of your opponent's weak spots. A one-on-one fight, where circles surround the fighter's weak points, therefore indicating the best areas to aim at. You can also learn the character's special moves, including a variety of body-slams and throws, power kicks and punches.

You do, however, need a full quota of KO points to perform an expert move, these pips gained by blocking your opponents attacks. Your KO points are detailed at the top of the screen, below character's energy bar.

The energy bars obviously represent the fighter's power, when it reaches zero you'll fall to the ground. Tapping the button rapidly will help you regain consciousness. You can survive a single knock-down, but hit the deck a second time and, unfortunately, you'll be counted out by the ref.

Alex

NICK STICKS HIS OAR IN

We were led to believe that Golden Fighter with its 12 megs of gaming action would rival SFII. What a let down. It doesn't have the quality to be in the same shop never mind the audacity to call itself a SNES game. It might feature a lot of levels and player moves but I can only see masochists splashing out the cash to suffer it. The animation is shocking, and the speed makes Brian the snail seem fast. A pitiful and awful game.





Pink Flared-Trouser man garbles something in Japanese but you don't understand him. Does he want to fight or does he want some spare ribs and a bag of fried rice?



Select the Vs option and you'll enter the quarter finals of the Golden Fighter championship. Defeat all three and you'll be awarded the over-sized golden beer stein

SUMMARY

After eagerly awaiting this supposed 12 meg super game, I was bitterly disappointed with the result. I cringed when I saw the dismal graphics. The animation is particularly bad, with only a few frames animating each character's basic moves. The game is slow and even then the fighters jerk across the poorly scrolling backdrops. Gameplay? Pah, don't be silly. The moves are difficult to find, with no help gained from the manual (it's in Japanese). Pure, unadulterated dross.

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	8/20
IMMEDIACY	8/20
LONGEVITY	9/20
ENTERTAINMENT	11/30
FINAL ANALYSIS	**41%**

A Golden Army Of Losers

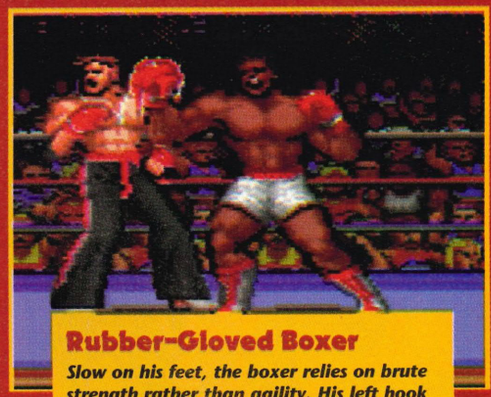
Evil Karate Expert

Virtually identical to the dull karate expert, but he's obviously evil because he wears a black suit



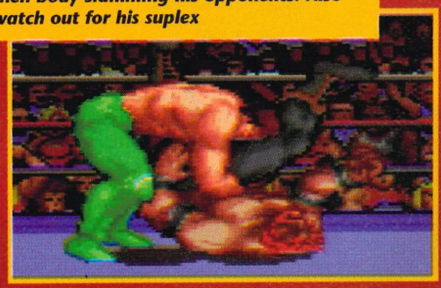
Rubber-Gloved Boxer

Slow on his feet, the boxer relies on brute strength rather than agility. His left hook is a killer, as is his upper cut



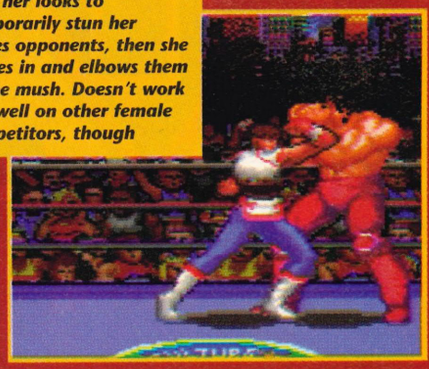
Green Giant

A jolly, skilled wrestler, sprinting in close, then body-slamming his opponents. Also watch out for his suplex



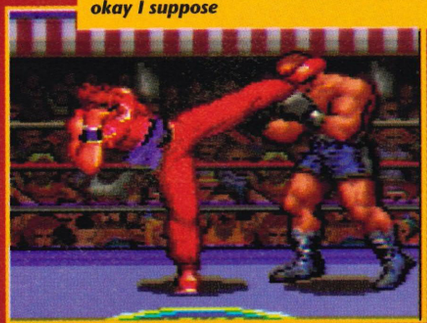
Leggy Brunette

Uses her looks to temporarily stun her males opponents, then she rushes in and elbows them in the mush. Doesn't work too well on other female competitors, though



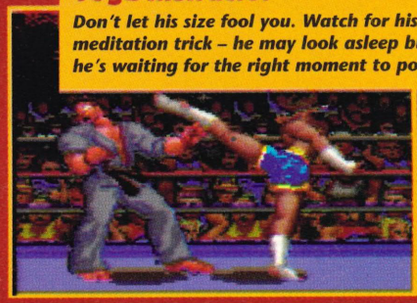
Dull Karate Expert

The dull karate expert is the fighter chosen by boring competitors. Good in most aspects of fighting, his kicks are okay I suppose



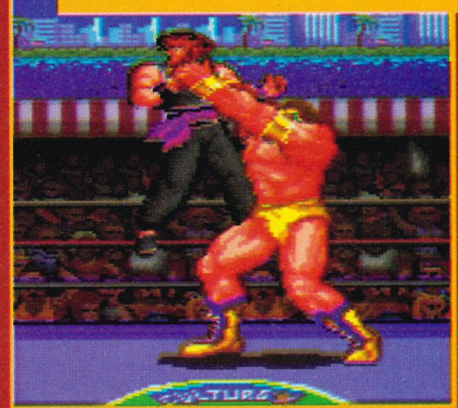
Yoga Instructor

Don't let his size fool you. Watch for his meditation trick – he may look asleep but he's waiting for the right moment to pounce



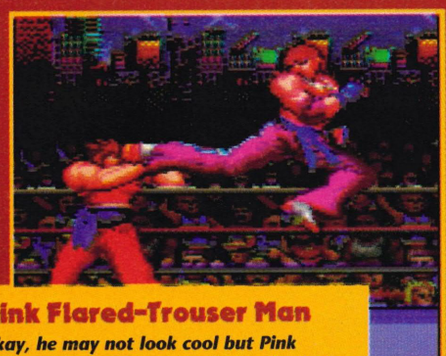
Ultimate Wrestler

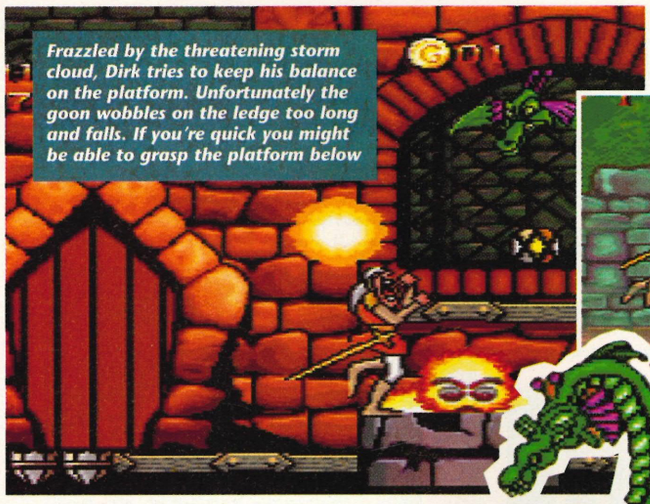
Likes to grapple, and when he's in the ring he's a formidable character. Preferring to crush his opponent, he also likes a night out with the lads



Pink Flared-Trouser Man

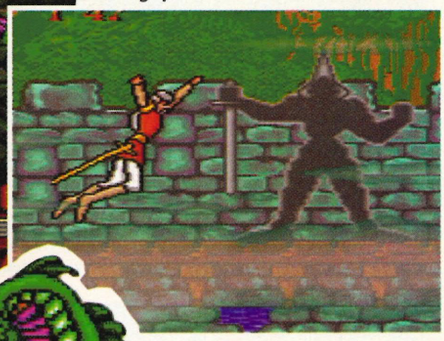
Okay, he may not look cool but Pink Flared-Trouser Man wears his geeky bell-bottoms as they give him room to perform the slightly impressive flying kick

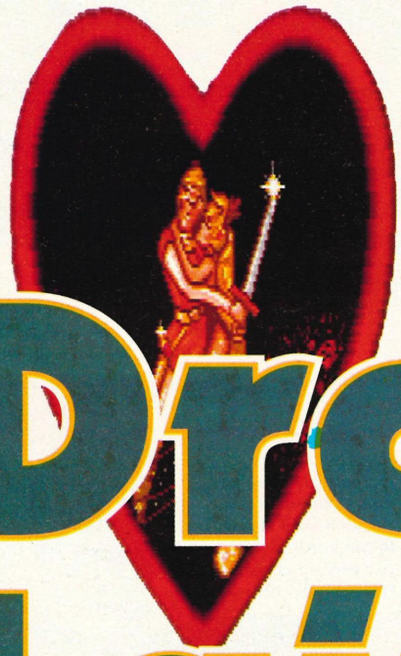




Frazzled by the threatening storm cloud, Dirk tries to keep his balance on the platform. Unfortunately the goon wobbles on the ledge too long and falls. If you're quick you might be able to grasp the platform below

(Below) The Black Knight challenges Dirk to a duel. Forget it, just avoid his electricity bolts and rugby-tackle the shadowed warrior





Dragon's Lair

Elite

Graphical excellence reigns supreme in Elite's adaptation of the world-famous laser-disc coin-op, Dragon's Lair. Join Dirk the Daring as he scours Mordroc's castle in search of Princess Daphne

Dragon's Lair on the Super Nintendo is based very loosely on the Sullivan Bluth video-disc arcade game. Gorgeous presentation made the coin-op original famous world-wide, but most know that the gameplay was drastically lacking – a few nudges of the stick were all that was needed to rescue Daphne. The SNES version is somewhat different.

As brave swordsman Dirk the Daring, your quest is a knightly one. Princess Daphne is held within the bowels of Mordroc's castle, guarded by the wizard's fire-breathing lizard, Singe.

An eight-way scrolling platform romp, the adventure begins in the first tower. There are four sections in all, the final stage of each



Dragon's Lair incorporates a novel, although tedious, password system. Simply push the lettered balls into their respective slots to gain access to one of the four castle sections

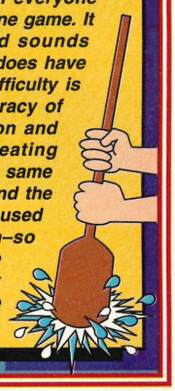




Step into the fire pits and Dirk's size 12s will burst into flame, sending the gormless knight into a spinning frenzy as he shrieks in agony

NICK STICKS HIS OAR IN

I can't help disagreeing with everyone but Dragon's Lair is a darn fine game. It looks good, plays well and sounds great. Admittedly, the game does have some irritating points: the difficulty is ridiculously tough, the accuracy of your leaps has to be spot on and the backgrounds keep repeating themselves. Too much of the same thing is the main problem, and the graphics take some getting used to. They're pleasant and oh–so clever, but do they add to the game? Alas not. As Alex said, it'll definitely annoy the hell out of you!



protected by one of the evil Mordroc's more powerful servants.

Set over 24 levels, Dirk's journey starts on the battlements. Tread carefully as one wrong step could send you plummeting to your death. Next you'll enter the castle keep. The Lizard King lurks somewhere within the torch-lit halls, although the boiling fire-pits present more of a threat.

Goon Show

The mud caves are plagued by Mordroc's goons; the lower stages often flooded by water. You'll find it difficult to pass the ruins as the crumbling walls block your vision, while the only source of illumination in the caverns is the torch Dirk carries.

Dirk's main weapon is his hefty two-handed sword. Killing most enemies with a single strike, the sword is only useful for nearby foes. His back-up blade; either a dagger, throwing star or axe, can be lobbed at Mordroc's foul pets although some creatures can withstand the weaker blow.

The throwing weapons are the only means of defeating the guardians, as bodily contact will result in Dirk's death.

Dirk Beau Guard

Starting with three lives, Dirk's life force is divided into three 'shields' of energy although this can be increased by hacking at the many jewels scattered around. Inside you will find one of the following: a gold coin, a heart, another weapon, time or energy. The last three are self-explanatory; the heart awarding you with a one-up. Collect 25 coins and you'll be warped to the bonus stage. Use your sword to reveal the mass of goodies hidden within each bonus stage, but watch the clock as time is tight.

Each level has a strict time limit; hang around too long and Dirk will collapse in a pile of bones. There is more than one route to Singe's lair. Many of the levels have numerous exits; the way ahead often the most difficult to find. Some routes retrace your steps to a previous room, whereas others may lead you closer to the delectable Daph.

Some of the stages are filled with water, these presenting an extra challenge to Dirk. When he enters the water, Dirk is surrounded by an air bubble which allows him to stay underwater indefinitely, but sadly this means he cannot use his weapons. Avoiding the fish is difficult, as is trying to leap from the water onto a nearby ledge. You can use the yellow barrels that you can push to stand on, then leap from the murky depths.

Finish the initial four scenes and you'll face the Snake Lord. Curled around the platform, he spits winged lizards at you

CONT.



Bonuses can be found by cracking open the jewels with your sword. Coins and extra weapons are easy to find, whereas 1-ups are usually hidden in the tougher sections of the game

The Mist



Dirk carefully leaps acxross the battlements, dodging the baiter dragons that follw his every move. Mind you don't fall from the platforms, the boiling oil makes the ledges slippery so take care

ALLIEVALUATES

The cartoon style design is excellent but the execution of the animation is pretty poor, with many of the larger sprites hardly moving. The gameplay is seriously lacking too; it would appear that more time has been spent on the graphics than anything else. Yes it looks nice, Don Bluth has to be commended, but the gameplay sucks. I think Bluth should carry on drawing cartoons such as All Dogs Go To Heaven and leave computer games to the experts.

CONT. while rocking back and forth. His mouth is his weak spot; it is only possible to hit with the daggers, throwing stars or axes. The Bat King attacks next, stunning Dirk with his sonar wave. The bat is followed by the Red Ghost. Fearsome in appearance, the ghost dirfts across the scene, lobbing fireballs at our knightly hero. Watch out for his black staff, touch it and you'll crumble to dust.

Dragon Slayer

Finally, you'll meet Singe; guardian of the Princess. The final challenge, Mordroc pet dragon is a tough beastie to kill. Avoid his firey-breath unless you want to be toasted, his stomping feet also present a threat to Dirk.

Dragon's Lair has four difficulty ratings to choose from, thus presenting even the most skilled of players a chllenge. The game can also be enjoyed by one or two players. The action is not simultaneous, each player takes control of Dirk one after the other.

What's the password?

In Dragon's Lair you have the three lives you begin with and that's it, no continues. It does, however, include a rather novel password system. Dirk must push four coloured balls into their respective slots to spell out each password. With an excessive eight minute time limit, it can take well over five minutes just to enter a single code. You can even die while you're doing it! One thing's for sure, the graphical excellence of Dragon's Lair will leave you amazed, but don't stare for too long and forget about the divine Daphne waiting for you at the end.

Alex



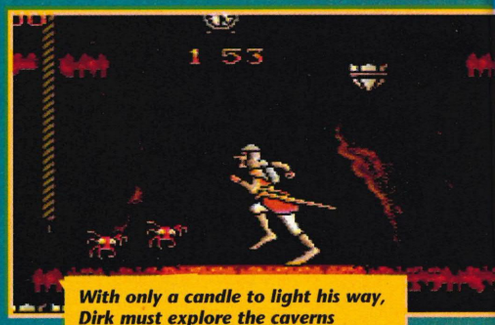
Remember the burning ropes on the laser-disc version? Dirk must climb down the flaming cord, leaping from one to the other to reach the distant exit

SUMMARY

On the SNES, Dragon's Lair suffers from the same problem the original laser-disc game did – a distinct lack of gameplay. The presentation is notable however, featuring superb graphics, a rather nifty tune and neat sound effects. The game is tough, offering a bloody hard challenge. The problem is that Dragon's Lair is incredibly frustrating too, as numerous small flaws in the gameplay prevent Dirk the knight from, for example, pushing the yellow barrels in the right direction. Overall, a well-presented challenge that will annoy the hell out of you.

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	16/20
IMMEDIACY	14/20
LONGEVITY	15/20
ENTERTAINMENT	22/30
FINAL ANALYSIS	74%



With only a candle to light his way, Dirk must explore the caverns



The Lizard King haunts the castle keep, waiting for Dirk to stumble into his fire traps

The Bowels Of Mordroc's Castle

A look at the different types of levels you will find awaiting you in Dragon's Lair and some of the foes you will meet along the way...



The first guardian; the Snake lord. Fire your daggers at his gaping jaw but watch out for the lizards he spits



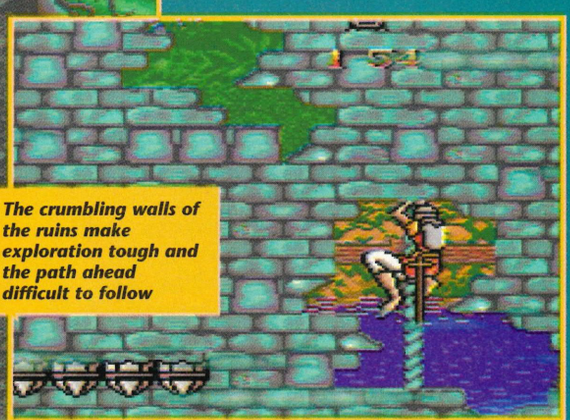
Dirk's quest starts on the battlements. One false move and you could fall to your doom



Avoid the Bat King's deadly sonar waves while aiming at the flying rodent's head



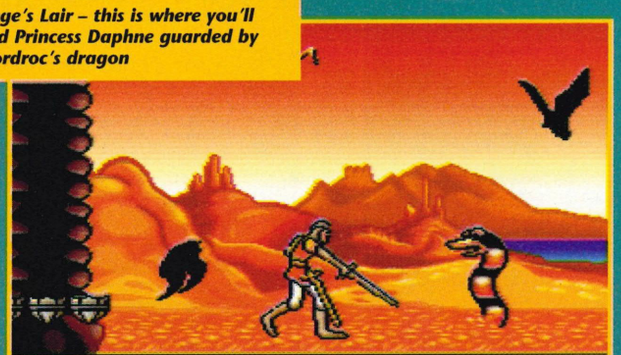
Mordroc's goons attack when you enter the Mud caves. You will also have to swim to reach the exits



The crumbling walls of the ruins make exploration tough and the path ahead difficult to follow



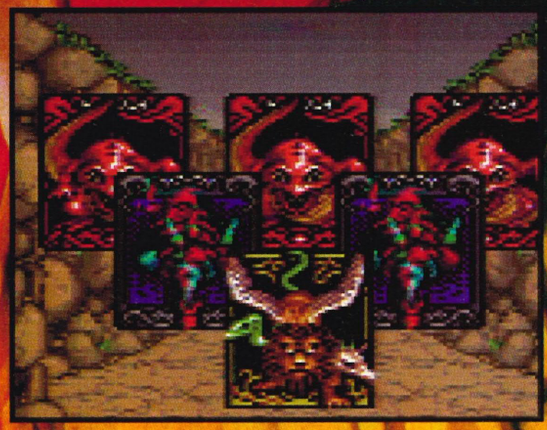
Guardian three, the Red Ghost, attacks with homing fireballs. Don't touch him, his ethereal grasp will kill you

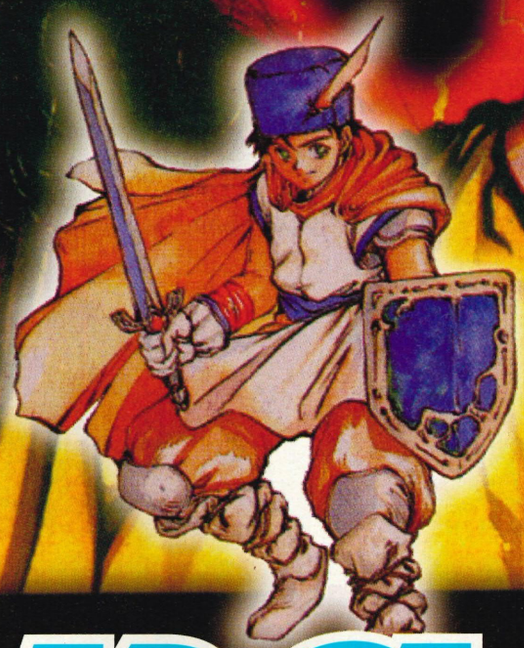


Singe's Lair – this is where you'll find Princess Daphne guarded by Mordroc's dragon

Until recently, SNES role playing games (RPGs) have been rare. Arcana is set to change this trend as the first of a spate of releases in the RPG genre later this year

Like climbing the stairs to the Control offices, the musty corridors of Arcana are full of weird creatures waiting to attack





Arcana

Hal America Ltd

Set in the mystical and magical land of Elemen, Arcana is a Dungeon Master 3D maze-style role playing romp. Elemen is in turmoil, the king is dead, evil rules and the end of the world is nigh. Yep, it's standard stuff.Previously, the land was looked after by the mysterious card masters and the Knights of Lexford.

Few remain. You play the role of Rooks, the last Card Master, whose aim in life is to restore the land to its former glory. Only he has the knowledge of the cards to defeat the evil empress, the old pals act to get people together, and control a selection of four elemental spirits.

So what about the game? It takes place in five large sections (chapters), each of which being broken down into smaller and different areas becoming progressively larger and more intricate. Your task in each chapter is simple. Reach the end and either kill off some creature or answer a basic question. Unlike most RPGs you do not initially have to solve a number of puzzles in a set order, you simply have to arrive at a certain point.

Arcana – We Do Our Best

Obviously, Arcana does little to stir the grey matter into action, but the game is counterbalanced by a huge amount of hack and slash monster bashing.

This slaughter action consists of either hacking, spell casting, or shuffling your cards. The monsters are simply animated and have exotic names such as Sauropod. These in turn are surrounded by coloured cards. These belong to a given element and the attacks can be tempered by elemental attributes.

Almost everything belongs to an elemental grouping; either fire, water, air or earth. It's up to you to select which is most suitable against what, although you'll soon get to grips with it. You can also call upon four different elemental spirit entities throughout the game to ease your task.



You control all the characters' attack methods, even the non players who come and go. While the latter are on the scene, milk their skills for all they're worth

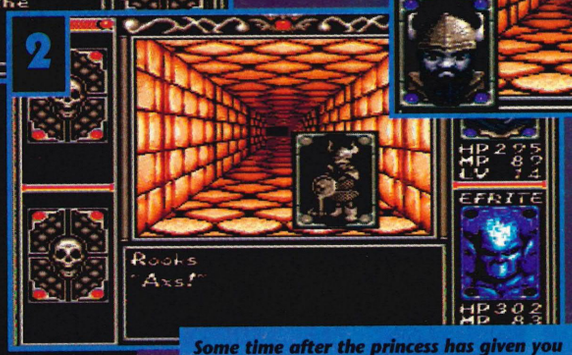


Thankfully, the game offers on-screen mapping. Without it, or a good supply of paper, you'd be well and truly lost

Shut Up The Canary Dwarf



You first meet the dwarf, Ax, in his home before setting off for a trip to the woods and are entrusted with her highness



Some time after the princess has given you the royal signal and you're on your tod. Suddenly you encounter the petrified Ax



Luckily the game ensures you have the spell to free him, and enough power to utilise it. He starts chatting...





You aren't alone; there are five non-player characters that join and abandon your party throughout. It's useful to have weapons with which to kit them out as they don't bring anything along.

Arcana Take Any More

Arcana, unlike current SNES RPGs such as Lagoon, uses a first-person, 3D perspective viewing the area through the party's eyes. As usual, your party gains power by way of the standard RPG points method of kill, kill and kill even more. You can pick up items from strategically placed treasure boxes or from the towns. They need to be visited for weapons and armour, cards, restoration items and all the goodies an adventurer needs. You can also save the game here in one of three slots; a god awful gripe.

You've just spent four hours battling through the Ice Mines only to realise you were supposed to meet someone half an hour ago. Can you save the game? No. You have to use a return ring or cast a spell to get back. You then have to go through the whole area again to arrive at your final destination. Agony.

Multi Coloured Monsters

Graphically it's merely adequate. The monsters change colour in the game's latter stages and are casually renamed as if nothing happened. They are too small, with limited animation. The areas you must explore are of the mazy variety, with basic movement animation. Sounds are pleasant albeit a trifle twee, and the combat music irritates after only a while. Due to ease of play, Arcana is suitable for beginners to adventure games. Even then it doesn't offer the challenge you'd expect of an RPG, so if you used this as a benchmark upon which to judge RPGs the others available will seem extremely tricky.

Nick



This is the map of the area. No large hypermarket against the scenery or scrolling with fancy mode seven effects. Just a map with a little grocery invasion



It ain't Sainsbury's. The local wheeler dealer offers a large and tempting range of hand-crafted ironware at extortionate prices. No coupons accepted

AL EXPLAINS

Too simple for my liking, Arcana was more like a book rather than an interactive game - you just followed the set plot, hacking 'n' slashing as you go. Although easy, Arcana is a good introductory adventure, offering graphical and audio excellence. The game is simple to control, with all options accessed from the main menu. It does become monotonous when the creatures and backdrops repeat, but Arcana will keep the beginner exploring, if only for a few days.

SUMMARY

Arcana is a basic, simple role playing game that is rather sadly let down by its failure to sufficiently involve the player. You just float with the flotsam; letting the game drag you in whichever way it feels. Graphically it's initially tasty, but it reaches a stage where you're exposed to just more of the same. The save facility is ill-conceived and tedious. Despite this, Arcana is eminently enjoyable. It will grab your attention for a few days at least, but after that short period of time it'll be worthwhile to save up your pennies for a game with more meat.

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	13/20
IMMEDIACY	12/20
LONGEVITY	10/20
ENTERTAINMENT	21/30
FINAL ANALYSIS	62%

Din

Soon to be a Hollywood movie, see it first on your SNES. You may have seen them on TV, those latex dinosaurs that look like cutesified Spitting Image Puppets. Now they've been brought to life on the SNES in full reptilian and cutesy fashion.





Jumping through the jungle could be pleasant but the platforms grow and shrink and those strange boz eyed creatures are just waiting to gobble you up for a mo before they unceremoniously chuck you out

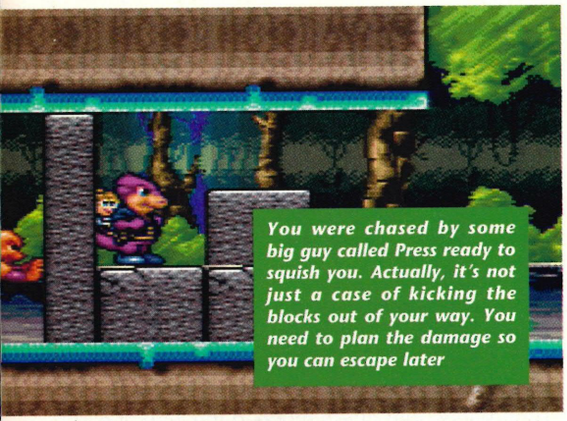




Even in prehistoric days they liked to indulge in days out. Rollercoaster rides were all the rage then, it seems. They also liked to leave them unfinished as our hero's are to discover.



Walking on thin ice. Not only do the cavemen come at you from all angles, they also try to stab you up the butt



You were chased by some big guy called Press ready to squish you. Actually, it's not just a case of kicking the blocks out of your way. You need to plan the damage so you can escape later



It's a Knockout! was a popular show a few years back, as it was in prehistoric times. Acting stupid came naturally to dinosaurs too, leaping from rope to rope making complete fools of themselves

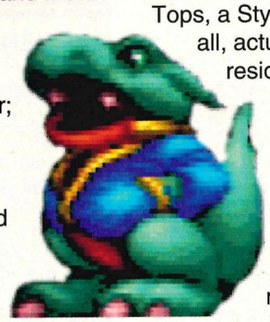
JREM Corp

Dinosaurs

Dinosaurs – they're back! After years of bad press, with their stomping, munching and generally being too big for their loafers it seems as if they weren't so self centred after all. Apparently, they wear t-shirts and leather jackets, speak English and love to give kids piggy backs. How wrong can you be?

Dinosaurs is a platform game with more than a mere sprinkling of famous game styles thrown in for good measure. You'll see plenty of Mario adding colour to the dish, and more than a smidgen of Sonic (pah) for added flavour. The entire IREM house speciality also oozes with everything a meaty SNES can offer; full scaling of backdrops, smooth animation, excellent (twang) graphics and a multitude of tunes.

The game starts with a splendid animated sequence. My Japanese isn't too hot so don't expect much in the way of storyline but basically two kids playing about in a laboratory have been sucked into a time warp. Way back in the past, they bump into some friendly dinosaurs who promise to help them out of their predicament.



Dino Head

The game begins with a choice of one or two players. Two players *aren't* on screen at any one time; they follow each other after a loss of life. There is a selection of Dinosaurs for the piggy back ride. You can pick either Rex, a butch Tyrannosaurus with a mean punch or Tops, a Styracosaurus (not a Triceratops at all, actually – thanks to Paul McIntyre, our resident palaeontologist) with a startling selection of metal arrows.

The aim of the game is to get the kids back to the present day by beating Mr. Big, an averagely large dinosaur at the end of the game. This is done by battling your way through six massive levels; each of which is broken down into many different sections.

Although Dinosaurs is a platform game, these separate sub-games are significantly different in style thus requiring a multitude of skills. Some require great timing of your leaps, others are roller coaster fast action, while more still need some mental consideration to get to the next area.

Smegosaurus Cax

Set in a variety of areas, the backgrounds are obvious, although early man was apparently more technologically advanced than we previously thought. Ice and fire lasers? Carousels? Never mind. Pedantic I may be, but didn't man appear a year or two after the last dinosaur snuffed it? Sorry, it's only a game isn't it?

I previously mentioned the similarities to Mario. Dinosaurs actually looks like it in a warped kind of way. The moving

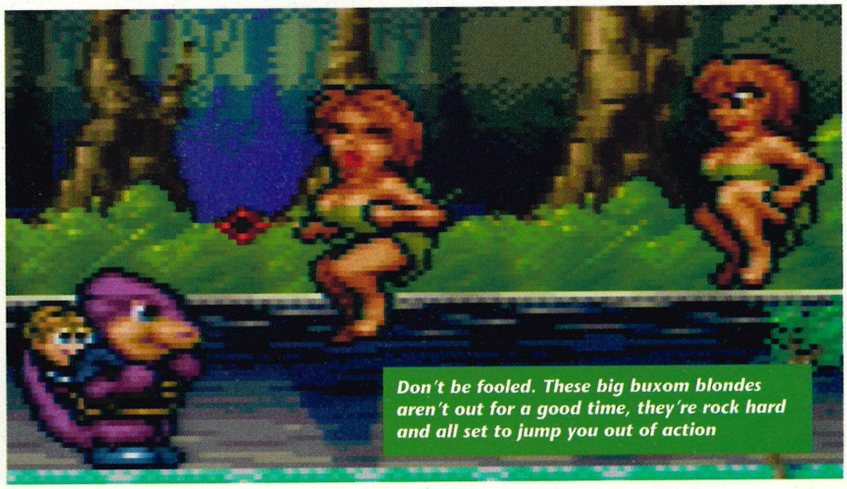
CONT.

DINOFAX

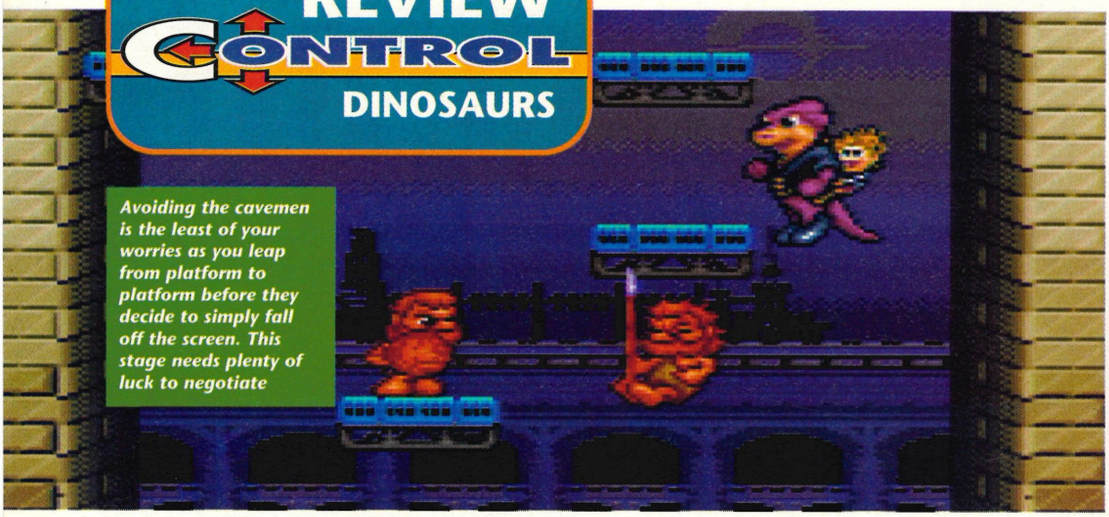
- *The first dinosaur fossil was actually discovered in England by Mary Anning in 1822. The remains were of an iguanodon*
- *The term dinosaur was coined by Sir Richard Owen in 1842, from the greek 'deinos' meaning terrible and 'sauros' meaning lizard*

DINOFAX

- *The first four-legged creatures walked on the Earth about four hundred million years ago, but the dinosaurs appeared about two hundred million years later*
- *The dinosaurs lived successfully for over one hundred and forty million years, during the Mesozoic era, but mysteriously died out about sixty five million years ago*
- *In comparison, mankind is only about one hundred thousand years old*



Don't be fooled. These big buxom blondes aren't out for a good time, they're rock hard and all set to jump you out of action



Avoiding the cavemen is the least of your worries as you leap from platform to platform before they decide to simply fall off the screen. This stage needs plenty of luck to negotiate

CONT. backdrops trap you, land on baddies' heads and so on, even the dinosaur and kid sprites bear more than a passing resemblance to Yoshi carrying Mario.

However, unlike in that giant game, you need to use teamwork now and again. Your dinosaur may be too big and fat to leap a gap, or get through stone jaws so it requires mutual co-operation. You get the child off the back and let him or her jump onto the offending blockage. It's a nice touch, although I don't think the facility is used enough.

The enemies are diverse, well animated and some even show a wee bit of intelligence, although they lack imaginative names – calling little red mites which chase you around 'fire' smacks of dullness. And there's more.

With unlimited continues and a password facility, don't expect a game with plenty on the bone. It may be big, but it's pretty darned easy to complete. Once each section is mastered, even with a good deal of luck, you'll have sussed it out completely. This isn't helped by the end-of-level guardians. These are relatively easy to destroy. Even the final one doesn't put up much resistance.

Time After Time

When reviewing SNES games, you can't help but be stunned by the quality of the graphics. Time after time they seem to get more awe-inspiring and this isn't any exception. The sprites of the kids and both dinosaurs are mightily impressive; the smooth waddling animations blending very well into the backdrops.

The enemies you face are of every conceivable size on screen from tiny little nasties to absolutely whopping sprites.

All the backgrounds are boldly colourful and there is an essence of mode seven.

Speverend Rooner

The three levels in which this can be seen include a carousel wheel that gets gradually bigger later in the game. Unfortunately, it also causes a degree of glitching.

Dinosaurs is a game of mammoth proportions that offers much in the way of a challenge and plenty to get your teeth into.

Unfortunately, you might as well wear dentures because once you've sussed out the sub-games in the levels, you'll be whizzing right on through.

Based on the film to be released next year, expect Dinosaurs – Dino City to be a massive (nay, humungous) hit.

With or without the hype, expect a quality product which should appeal to a gamers from all age groups.

Nick

ALEXPLAINS

Ripping off Super Mario IV's ideas, Dinosaurs is a well-presented platform romp let down by one major factor – lack of longevity. Possible to complete in a mere few hours, the six levels are enjoyable to play but sadly do not present a challenge. The two player mode is an added bonus, as is the choice of two dino characters. Graphical variety is superb, keeping you hooked just to see the next bizarre stage. Enjoyable but easy.

SUMMARY

Dinosaurs is a great game with plenty going for it. Unfortunately, longevity isn't one of them. The game can be completed in only a few hours despite the large and diverse six levels. Graphics are pretty despite the occasional glitching and the repetition of backgrounds. Sounds are typically Japanese; lots of upbeat jingles that make your toes tap in an irritated fashion. Gameplay is frustratingly addictive and this probably lessens its longevity further because you've just got to beat it! A game that's totally enjoyable.



Riding The RollaCoastasaurus!

DINOFAX

- *Dinosaurs are, in fact, not lizards but share many anatomical characteristics with birds*
- *Archaeopteryx, a small dinosaur with feathers, discovered in 1861, was believed to be the missing link between dinosaurs and birds*
- *Many experts now believe that dinosaurs were not sluggish, stupid creatures but were quick, warm blooded and not unintelligent*

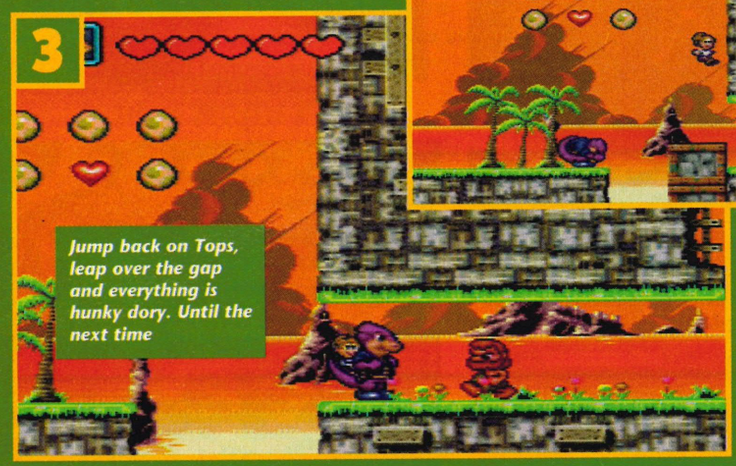
CONTROL PANEL

ACOUSTICS	7/10
VISUALS	16/20
IMMEDIACY	15/20
LONGEVITY	9/20
ENTERTAINMENT	24/30
FINAL ANALYSIS	71%

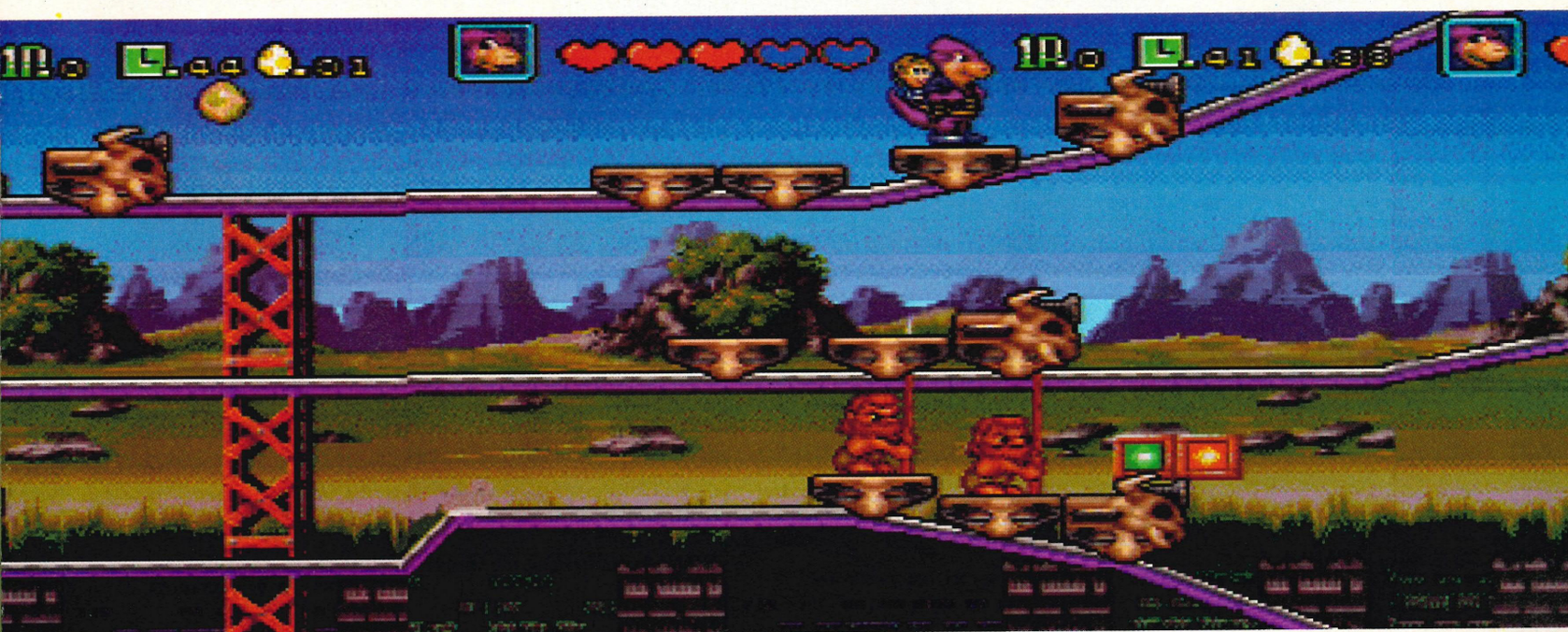
It Takes Teamwork







(Above) The girl leaps up onto the crates, that added bit of pressure makes the whole thing collapse



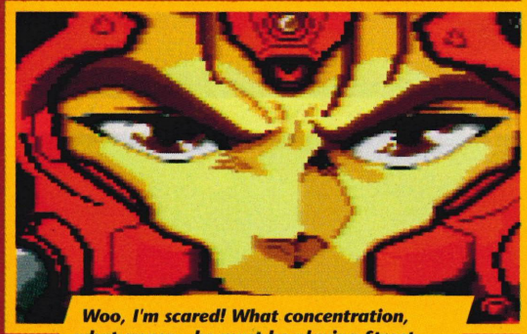
All Jacked Up



With a manly grimace and a rip-roaring grunt old Red squeezes into that new pair of Marks and Spencers undies...



I wouldn't like to wear this garb down to my local pub and, by the way, how does he go to loo?

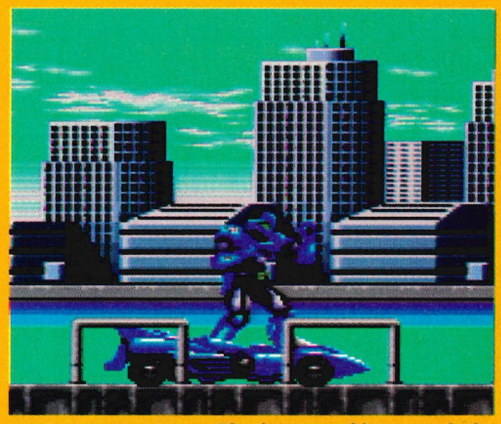


Woo, I'm scared! What concentration, what anger – he must be playing Street Fighter II



Transformation complete. Out of the frying pan and into the fire, our new super cop is now ready for breakfast!

Jack On! Three nubile young dustbins have taken to Tokyo's streets in a vain attempt to rid the world of evil. The Transformers they're not, but they definitely wanna be...

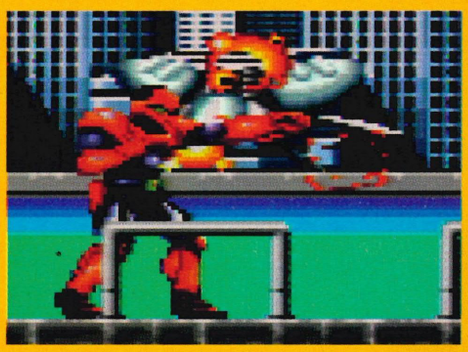


Blue is approaching an end-of-level guardian so drastic measures are called for. It's time to Jack On to your heavy duty armour

Robot Police

Atlus





Crash, bang, wallop, what a picture! Here we can see Red demonstrating the fine art of fisticuffs. Give me Ryu or Chun Li any day; at least they can perform more than one move!

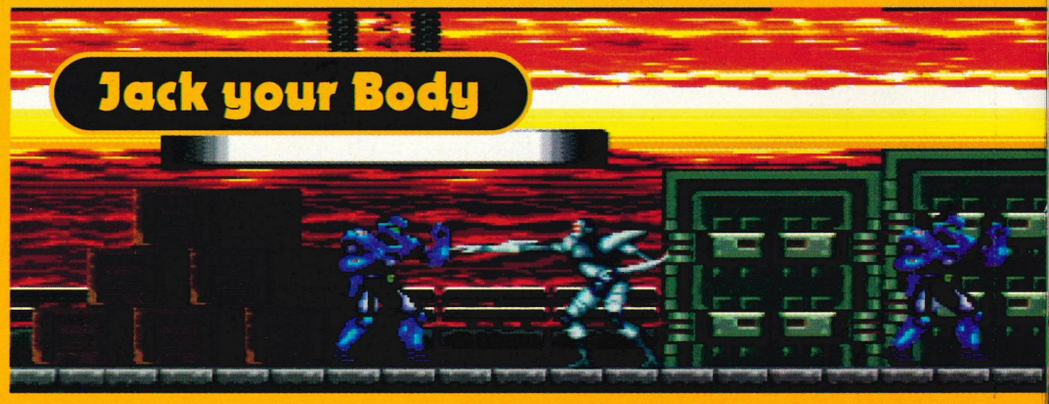
Robot police is yet another Japanese scrolling beat'em-up, this time in the less than complementary guise of the Transformers. The uncanny similarity between the Robot Police and the Transformers makes you wonder why the developers just didn't name the game after the popular children's cartoon and be done with it.

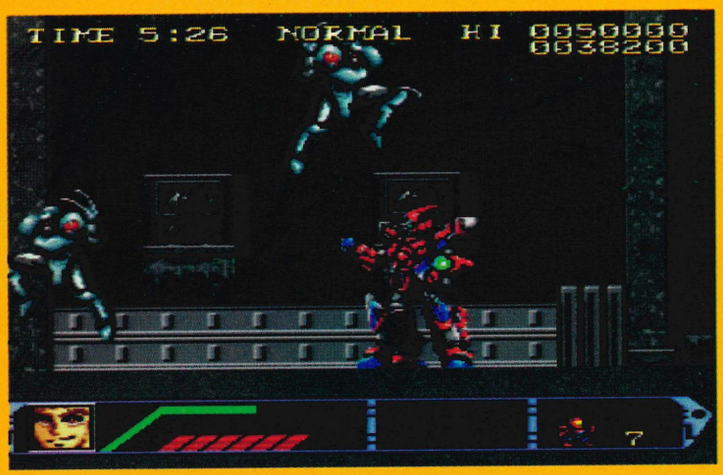
Instead, we are subjected to three fresh faced police officers kitted out in the latest tin can body armour trying to free Tokyo City from the forces of evil in the year 2015. Things wouldn't be quite so nauseating if our intrepid dustbins were Ninja warriors or Kung Fu masters rather than just one kick wonders.

Union Of Jacks

Red Jack, Blue Jack and Silver Jack (names to match their colours, isn't that sweet!) are obviously the latest in hi-tech weaponry and, despite their limited moves, have been sent out to disperse mutant manifestations from six

Jack your Body







Again, Red has transformed but as always it's in vain. As long as you crouch in the corner of the screen, you can power up and remain totally unscathed

(Left) Unnecessarily transformed, all Red Jack has to do is stand safely in the centre of the screen and keep powering up to fight off these sprightly adversaries

rather bland levels. Undeterred by the incredibly poor collision detection, each of the characters can obliterate the whole game in under two hours. Real value for money (not!).

This one player-with-unlimited-continues-and-a-maximum-of-nine-lives romp is far from a classic. It is actually a non-event with only two layers of parallax and an extremely limited colour palette. The animation is abysmal, the alien and guardian sprites are unoriginal and it is practically devoid of all gameplay.

Power Failure

There area few good points to what otherwise should be described as a failure. Sonically the game is quite meaty, with pleasant tunes and varied sound effects, there is a choice of three difficulty levels (although with the pathetic collision detection every stage is a pain) and each character has a special move – cor!

When confronting boss aliens, the Robot Police, accompanied by monotone digitised speech, 'Jack On' to a motorised extension of their body armour and in turn transform into super cops, each one with their uniquely individual move.

Our heroes can now power up and fly across the screen at hyper speed with their new weapon and do untold damage. Red Jack performs a steaming fist punch where in a flay of green neon light he soars through the air with fist outstretched and drains away the enemy's energy. Blue Jack favours the more extravagant attack by flying low through the air like a giant lightning bolt.

Pigs Might Fly

Silver Jack, the woman of the team, is slightly more refined in her attack. Instead of making a major spectacle of herself, Silver lets loose her laser fist and throws a mini neutron bomb onto the floor to do its worst. What a gal! That's about it apart from saying that the control of all the characters is straight forward; there's not really that much to get to grips with. Beware, their reactions are rather sluggish to any commands.

Allie

SUMMARY

My main gripe is the lack of gameplay. The levels are bland, with very little happening and the collision detection is all over the place. On top of that we have seriously below average graphics. Considering what the SNES is actually capable of, Robot police is an insult, with a limited use of colour and poor animation this is verging on a joke. The sound and the controls, however, are quite reasonable. For the good points, that's about it. My advice is to save your pennies.

ALEXPLAINS

Oh dear. What is this piece of abysmal crap? Surely it can not be a full-price SNES game? Sadly yes it is, and we now have a contender for the 'Toadie of the Year 1992' award. Robot Police is simply dire – the graphics are naff, the sound is poor and non-exsistent gameplay make this game one to look out for – and avoid at all costs! I expect a hell of a lot more on the Super Nintendo wonder machine; not this sub-standard lump of whatever it is. Avoid.



This guardian is ridiculously fast. He bounces all over the screen but but if you stay underneath him whilst powering up you'll soon defeat him

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	9/20
IMMEDIACY	10/20
LONGEVITY	8/20
ENTERTAINMENT	11/30
FINAL ANALYSIS	43%



Hectic blasting fun from Capcom; the company that brought you the marvellous Streetfighter II. A smash hit arcade game; Super Pang is set over forty levels of infuriatingly addictive ball-bursting mayhem.

Super Pang

Capcom











An original concept, Super Pang is an arcade conversion. The idea behind the game is simple, like so many of the best computer game successes.

Armed with a harpoon gun, simply burst all the bubbles on screen to complete the level. Obviously, it's harder in practice than in theory, but that's basically it. Super Pang features two types of game.

The first is the basic forty stage shoot'em-up, the second a manic variation in which you have three lives to progress as far as possible. Select the first and you're given to opportunity to select one of four difficulty levels.

Yang Kipperbang

Initially armed with three lives, one is lost every time you touch a bubble. You are, however, additionally equipped with a massive five continues. Each level is set against the clock; adding a sense of urgency as well as trying to avoid the rainfall of balls.

The bubbles appear in various sizes. Strike one with your harpoon and they'll split in two and so on before they finally burst into nothing. This can prove taxing at times, as a trigger-happy player can be lumbered with numerous balls whizzing around the scene.

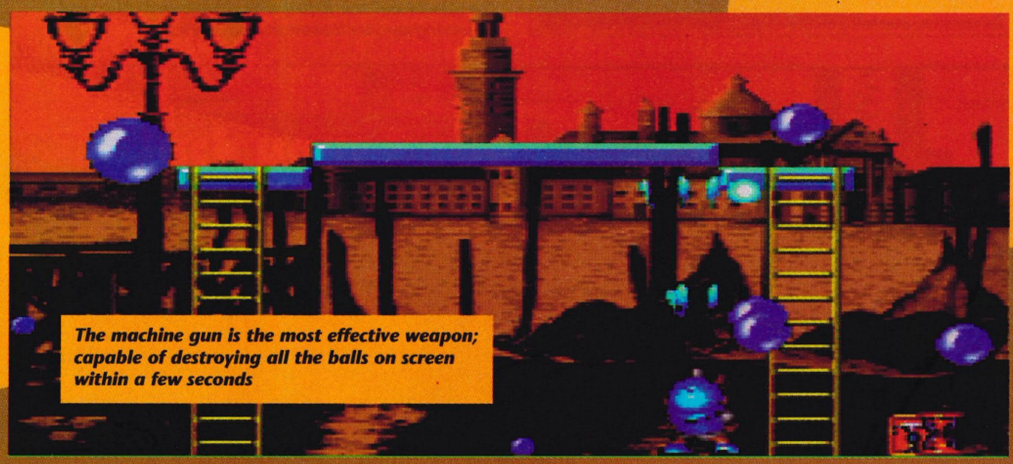
Dodging the bubbles is vital as not all can be shot in time. Due to a tragic athletics accident involving his rear end and a three metre pole, the capped hero in Pang cannot leave the ground to jump. He can only walk to the left or right, although he's able to climb the ladders that appear on the latter stages.

The aim of the first game is to blast your way around the world. Every time you complete a number of scenes you travel to another location on the globe. Starting your trail in Asia, you will finish up in South America, 40 stages on.

The gun you begin with can only launch a single harpoon at a time. A more powerful weapon can be collected, the bonus icons found when you either burst a bubble or crack open the glass blocks.

A Load Of Balls

A double shot can be found, allowing you to launch two hooks. A grappling shot is also readily available, this sticking in the ceiling; forming an impenetrable bubble shield. These are pathetic compared to the machine gun

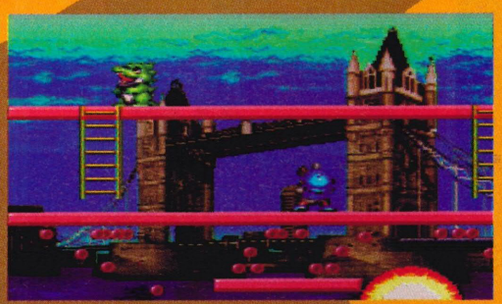


The machine gun is the most effective weapon; capable of destroying all the balls on screen within a few seconds



Around The World





The balls at the bottom cannot be reached. Shoot the dragons and, when they're stunned, boot them. They'll fly off and explode when they hit the ground

which sends a hail of bullets streaming from your gun barrel. Other bonuses include speed boots, invulnerability shields and 1-ups.

You'll also find clocks and egg timers (that freeze or slow down bubbles respectively), dynamite (reduces the larger balls to the smallest bubbles) and finally a star (destroys all bubbles on the screen). The seconds panic game is a little less complex but just as fun. Each time you hit a bubble, the progress bar at the bottom fills up. When it reaches the top you progress to the next stage, although all of the balls remaining from the previous level will still haunt you.

No weapon power-ups can be found on this stage, although you can momentarily freeze time by hitting the flashing bubbles.



Hit the small horse that runs across the top of the screen for a bonus. You'll either be awarded extra time or, if you're lucky, a 1-up

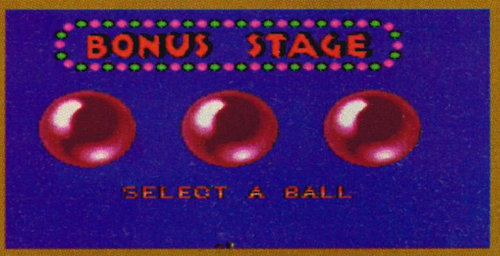
Fluffy Pink Bubbles

Along with the regular balls, you are bombarded by pink hexagonal bubbles. Appearing only on the panic stages, these are faster and more unpredictable than their circular counterparts, leaving your heart pounding and your forehead flooding with hideous perspiration.

Alex

SUMMARY

A simple but addictive game, Pang combines colourful graphics with hectic gameplay. Featuring only static screens, the presentation is not particularly impressive but nevertheless adequate. Totalling forty levels plus the speed game, Pang offers a couple of hours of enjoyment for one player; the game becoming a little tedious after numerous attempts at completion. My main quibble is the asking price – Pang is a very simplistic game for over £40. It's initially addictive but I think its lasting appeal, which is not much, reduces the enjoyment.



Complete the first continent (Asia) and you'll enter the bonus stage. Hidden inside the balls is a 1-up, five thousand and 10000 points. Simply burst the ball to find out what you've won

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	13/20
IMMEDIACY	15/20
LONGEVITY	12/20
ENTERTAINMENT	23/30
FINAL ANALYSIS	68%



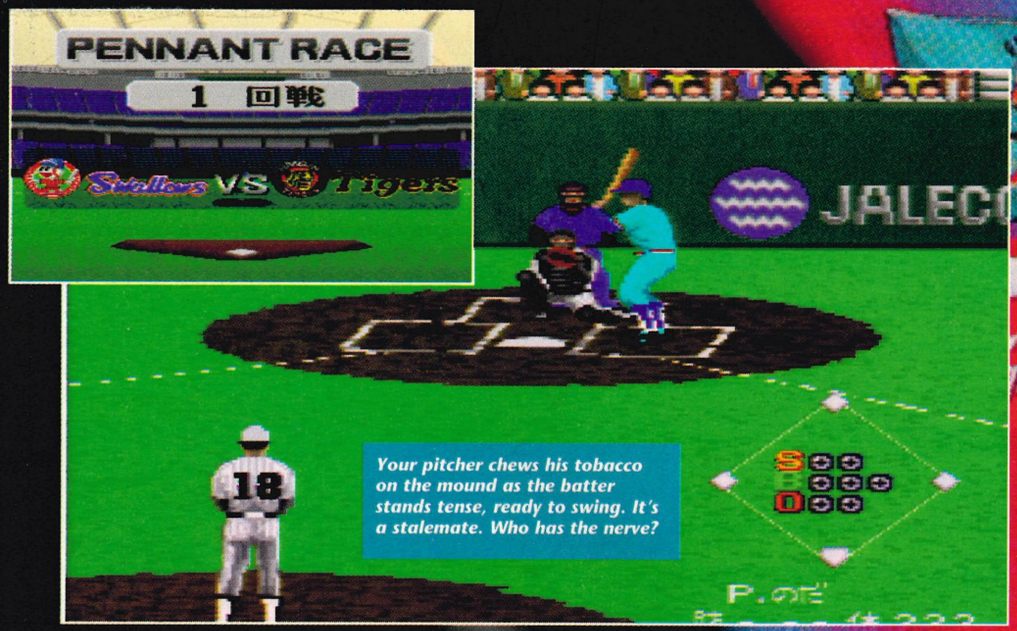
Panic mode and the balls are flying thick and fast. Aim at bonus bubbles if they appear. The orange ball holds a star which destroys all bubbles on screen

NICK STICKS HIS OAR IN

As is normally the case, the simpler the idea the better the game. Few games demonstrate this more than Super Pang. Superbly executed, it is pure, unadulterated enjoyment. Admittedly it's simplistic, but both speed-game and standard game offer a fantastic and engrossing challenge for anyone from expert to novice. Super Pang is great; forget the graphic quality and indulge in a game which plays like a game should.



Hexagonal bubbles fly faster than the balls, posing more of a threat. Hit the flashing bubbles first, as they temporarily pause the game



Ba

Glitz, glamour, Twinkies, The Simpsons, American Football, The Statue Of Liberty and Baseball – truly the U. S. Of A. Jaleco now unleashes America onto the rest of the world with their answer to rounders.

Super Professional Baseball II captures the spirit of the genuine article and, despite the instructions being Japanese, it is straightforward and easy! The crowd are ecstatic, the players are talented and the game is fast; all that's needed now is for those home runs to start flooding in.

There are two types of championship available for selection, the Open match or the Pennant race. The Open match allows you to play a one-off innings against one other team, whereas the Pennant race allows you to compete against various teams in your league.

Pretty Pitchers

Fourteen teams exist in all, seven from the Central league and seven from the Pacific – each team has different stats and skills. Some teams have a very weak outfield but strong batters, some have good all-round players, while others can have good pitchers but embarrassingly poor catchers. The best team can only be found by trial and error and carefully observing who's good at what. Whether you are playing against the computer or a friend your team now appears on the pitch, you are up to bat first. Using the top two buttons and the direction pad you can change the position of your player within the batter's box.



Desperate measures are necessary when the bases are loaded. Whatever happens, just peg that ball back to make sure they don't get a home run

Likewise the pitcher can also move and will compensate for your actions. Once in the batter's box you have three attempts to hit the ball; if you fail after three pitches, or Strikes, you are rendered Batter Out.

If Watt's In, Who's Out?

Once a ball is pitched and you are happy with your position you must then decide on your style of stroke. A long swing will create greater force and is more likely to produce a home run. To do this you must power the ball into the crowd. On the other hand, you could just make a short stab at the ball. This is more effective if the pitcher is throwing a slow ball or a curve ball.

Once three of your batters are out it is your turn to pitch and field. As mentioned, your pitcher can change his position within the pitcher's box, as well as throw fast or slow balls and ones that curve to the left or right. Once a batter makes a successful hit, the path of the ball is shown by a shadow cast on the ground. To catch a ball you simply stand in the shadow and the ball will automatically land in your glove – no butter fingers here – you can then throw it towards one of your men waiting at a base. Should the ball skim across the ground, your fielders can dive for the ball but success is only obtained through timing.

The Bases Are Loaded

The computer opponents are incredibly skilled at catching and batting and it is pure luck whether you manage to get through the barricades in the outfield or beat their perfect hitting power. The difficulty in beating your opponent poses a fantastic challenge and also promotes competitiveness, but the desire to improve begins to dwindle when it is so hard to beat your computer opponent. This is a major downfall in playability.

Otherwise the game is highly enjoyable. The controls are simple to grasp and despite the uninspired graphics and animation it is good fun. The two player mode is the best way to play, with each team equal in skill, thus creating a fair and competitive game.

Top Of The Ninth

This product is not the best graphically, although there are a few nice touches such as the home run score board and the close call run-ins on the pitch. The sub-standard graphics can be excused due to the simplicity and entertainment value of the game, but no excuse can be made for the poor menu and option screens. The tacky graphics do not complement the SNES and can only be down to development laziness. The presentation does not do justice to a £50 product.

Allie



It's nice to sit in the dressing room during a break in play and watch the presenter's comments. Not that you'd want to if you're 12 nil down, but it's in Japanese

Super Pro seball II

Jaleco

NICK STICKS HIS OAR IN

If it wasn't entirely in Japanese, this Baseball game would be a real stunner with more complexity added than simply slogging a ball, following the stats and adapting players. Batting is pretty darned tough and, for a change, the fielding is more enjoyable than the action sequences. It's a trifle expensive for what you get but if Baseball's your favourite sport, it may not be too high a price to pay.



(Below) Your batter knows he simply has to pat the ball to allow the chap on thrid base to do a runner. The problem is, the pitcher knows it too





(Below) The sweat trickles down the fielder's neck as the ball whizzes towards him. Will he be able to get the opponent out before he slides in to the base?



HOMERUN

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	9/20
IMMEDIACY	13/20
LONGEVITY	13/20
ENTERTAINMENT	20/30
FINAL ANALYSIS	60%

SUMMARY

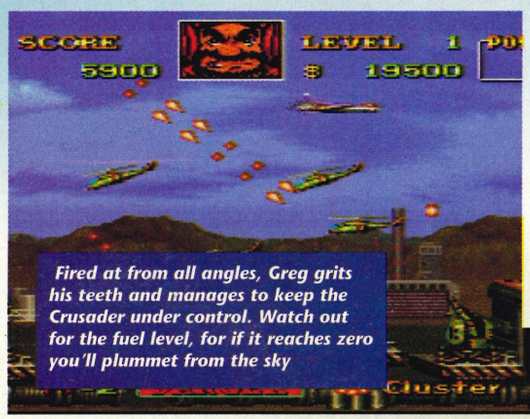
The sound effects are limited and non-descript, while the computer opponent is very difficult. The collision detection is also open to question. The graphics and presentation are unworthy of the SNES with bland screens and a monotonous use of colour, thus leaving the whole aura of the game disappointing. However, despite these downfalls and the annoying in-game tune, this product presents a high entertainment factor in the two player mode. Although not worth £50, Super Professional Baseball II is an above average sports sim; but it's not a classic.

UN Squadron is the second blast-em-up on the official scene, boasting a highly impressive cocktail of deadly power-ups and mind-blowing presentation.



Your base is in Area 88. The enemy advance every minute; attacking with both air and ground forces. The source of the crisis is found off to the East, but first you must battle the waves of enemy aircraft that bomb your landing strip

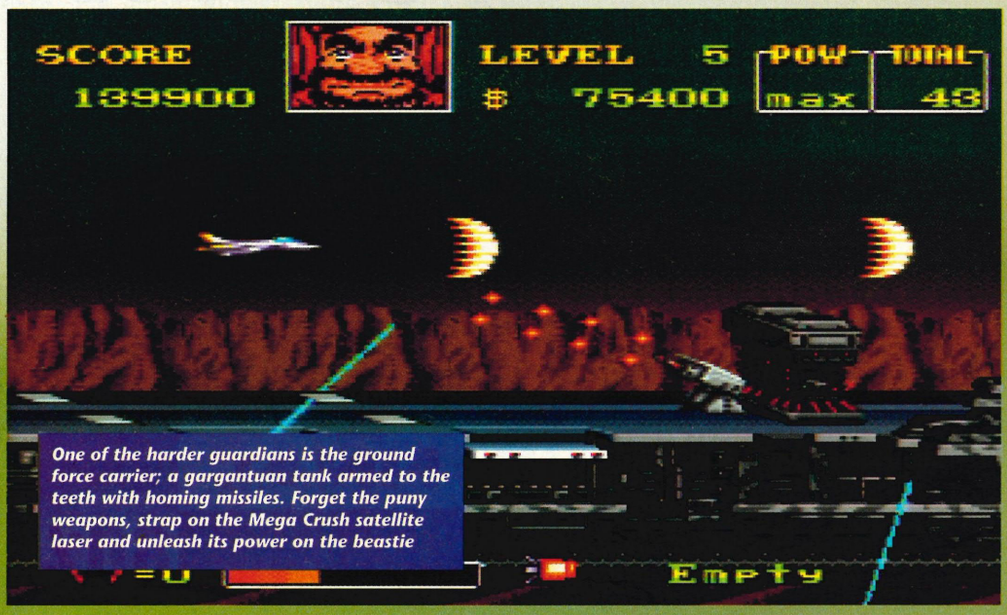
UN Squad



Fired at from all angles, Greg grits his teeth and manages to keep the Crusader under control. Watch out for the fuel level, for if it reaches zero you'll plummet from the sky



(Above) At the end of stage one you must deal with a missile launcher. Using the cluster bombs, fly overhead and drop your load before lowering down and blasting with your cannon



One of the harder guardians is the ground force carrier; a gargantuan tank armed to the teeth with homing missiles. Forget the puny weapons, strap on the Mega Crush satellite laser and unleash its power on the beastie

Shoot'em-ups appeal to a wide variety of gamesters. They offer a few moments of raw action, enabling the player to lose their brains for a while and think with their trigger fingers instead.

UN Squadron is more of a shoot'em-up for the hard-core fan, boasting breathtaking visuals, an army of intelligent foes and a bucket load of blasting action.

U.N. Whose Army?

Horizontally scrolling, one of three pilots can be selected. The first, Shin, is the fastest learner and therefore his power level rises faster than the other two.

Mickey, on the other hand, is skilled at using all the special weapons; making him a first class choice. Finally there's Greg; a tough NATO flying instructor who recovers from damage quickly.

The pilots start with $3000 to buy special equipment for their aircraft; initially a F8E Crusader. Special weapons include bombs, high-powered cannon and other hardware that can be used against the oncoming swarms. You are equipped with infinite F8Es, this being the least powerful plane available.

Mercenary Motives

Providing you possess the necessary wads of cash, you can purchase one of the more effective aircraft, these ranging from the $300,000 dollar F-14Tomcat to the enormously expensive F200 Efreet. Cash is earned by destroying the enemy forces and ground installations.



The cocky Greg grins after defeating the first guardian. 'This is just the beginning,' he states, rather obviously

Capcom

UN Squadron

Little is awarded for the smaller targets, but eliminate one of the supply convoys and you'll receive a healthy $20,000.

Starting at your headquarters, the mission is to defeat incoming waves of enemies, before ultimately battling your way to their base and destroying the opposing army at their source.

How quickly this can be done depends on how skilfully you complete, or fail, each level. Successfully destroy the mission target and you'll be one step closer to your goal.

Fail and the enemy advance closer to your base, when they'll finally launch an attack with only you left to defend.

High Flying Heroes

There are three basic scenes that appear: ground-based attack, sea patrol and convoy hunting. The first, ground attack, occurs mostly to the North of your base.

The enemy will be lurking in the desert or forest, attacking with both tanks and aircraft.

Battle through the challenging waves of hostile attack and you'll eventually encounter the level's final adversary, usually a huge armoured tank or troop carrier. The sea patrol is quite different.

Enemy aeroplanes still haunt you, although you have the added danger of massive submarines bursting from the waves and launching deadly Polaris missiles.

Destroy an entire squadron of enemy craft and they will leave behind either an orange or blue power-up for you to greedily snap up; these will increase the arc of your forward-firing Vulcan cannon.

Vulcan Death Grip

Each time you sustain a hit fuel is lost, thus leaving you temporarily vulnerable to attack. Take another hit in the following couple of seconds and your plane will explode.

You do recover from each collision after a few seconds, although your fuel level remains low unless you collect a fuel pod to top it up.

Other bonuses include a weapons rack which refills the special weapon, a star worth $5,000 and a smart bomb.

Finally, collect the unicorn and be blessed with a shield. You may have infinite aircraft, but you only have three lives.

Lose all three of these and it's game over, although you do have an additional five continues to keep you blasting throughout the dead of night.

Alex

SUMMARY

A tough blaster, UN Squadron is a first-class horizontal shoot'em-up. Small but detailed sprites complement the superb backdrops, with thumping sound effects helping the action along. The game is packed with addictive non-stop blasting, and is therefore a shoot'em-up junkie's dream. Everything you could possibly want from a shooter is here: loads of bolt-on weapons, fast and hectic gameplay and more than enough enemies to shoot down. It even has guardians at the end of each level – you couldn't wish for any more.

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	15/20
IMMEDIACY	15/20
LONGEVITY	14/20
ENTERTAINMENT	22/30
FINAL ANALYSIS	72%



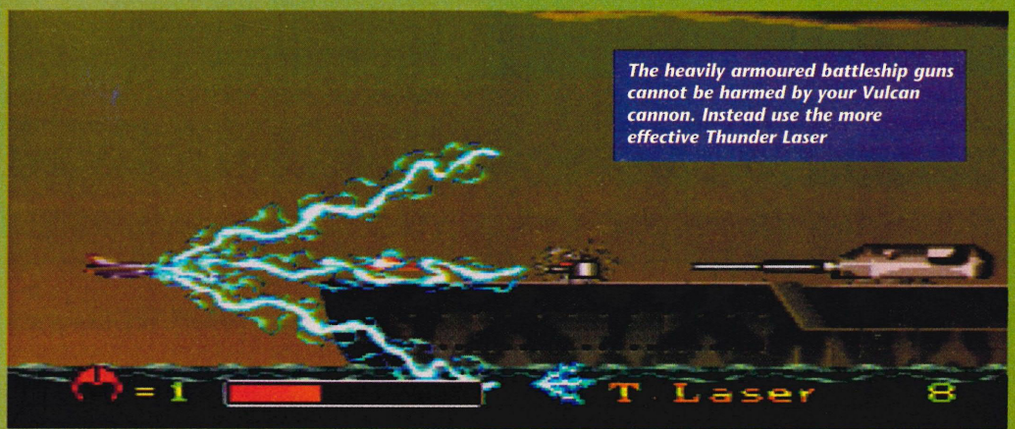
You wasted too many planes and now your base is under attack. The enemy air force is powerful, but it doesn't have the special heat seeking missiles that you plane is equipped with

Area 88 is under attack by an oversized Stealth bomber launching explosive pods. Stay back and attack with your powered-up Vulcan or use the bombs from above



ALLIEVALUATES

I am sick and tired of shoot'em-ups with their uninteresting gameplay and unoriginal design, but this could just restore my faith in this genre of game. The scrolling is incredibly smooth and the overall quality of the graphics is impressively detailed. The gameplay is fast, the controls are simple and with the numerous missions to undertake, playability is far from boring. This product is way above the usual run-of-the-mill shoot'em-ups.



The heavily armoured battleship guns cannot be harmed by your Vulcan cannon. Instead use the more effective Thunder Laser

The OFFICIAL Story

Here follows a list of what is (or will probably be depending on Nintendo) out officially in this and the next couple of months.

SUPER MARIO WORLD 86%

A Platform spectacular which is free with the SNES and claimed by many to be the best game ever. Incidentally, it's also being re-released as an individual cart soon.

SUPER TENNIS 83%

Just about the most visually appealing, accurate, playable and enjoyable tennis game going in an electronic guise. Excellence on a cart.

SUPER PROBOTECTOR 83%

A hell raising side-to-side shooty. Great sounds, fantastic graphics and marvellous gameplay. A shoot'em–upper's dream (see this issue for mini review).



CASTLEVANIA IV 82%

A beat'em–up with plenty of traps just lying in wait. The graphics are dreamy, and the sounds add up to what is an highly atmospheric and enjoyable game.



TURTLES IV 79%

A close arcade conversion with excellent presentation, add to this loads of moves with hectic gameplay and you won't be far off the mark (see this issue for mini review).

TOP GEAR 79%

A spectacular dose of driving action with some of the fastest, smoothest scrolling graphics you will ever see. Great for one or two players (see this issue for mini review).



THE LEGEND OF ZELDA 79%

One of the best adventure style games available for the SNES anywhere, this whopping game has pleasant graphics, a good storyline and is rather massive (see this issue for mini review).

PILOT WINGS 77%

Quite a remarkable demonstration of just what the SNES can do on the graphics front and is a playable 'arcade' style flight simulator to boot.

LEMMINGS 76%

A straightforward conversion of the classic arcade puzzler. Lead your band of merry lemmings to their ultimate demise without being beaten to it by the Grim Reaper.

F-ZERO 76%

This uses mode 7 perspective scrolling to convincingly portray a highly playable futuristic car racing game. Whiz through bizarre landscapes apparently designed to give the maximum in headaches.

UN SQUADRON 72%

See elsewhere in the magazine for a full review of this shoot'em-up.



SUPER R-TYPE 72%

A rather saucy and excellently executed shoot'em-up in the classical vein of mass slaughter. It's let down by on-screen slowdown when the pressure builds up.

THE ADDAMS FAMILY 71%

Tough platform action with great presentation and sharp visuals. Enjoyable although there is a massive question mark over the games total longevity.



ADVENTURE ISLAND 70%

A platform-cum-beat'em-up romp through lush tropical islands. Graphically, it's superb and the sounds are toe tapping, too (see this issue for mini review).

SUPER SOCCER 61%

Another mode 7 piece de resistance but this time one that sadly disappoints in the gameplay department. It is quite a good laugh with two players, though.



RIVAL TURF 60%

Beat'em-up freaks will be in their element in this a violent, blood splashing game. Graphics aren't bad but the gameplay is let down by the shoddy number of moves.

PAPERBOY II 48%

A classic arcade game faithfully converted on the SNES. However, it isn't the most thrilling of games, but then no–one ever said delivering papers was supposed to be. (see this issue for mini review).

ULTRAMAN 46%

See the mini-review located elsewhere within the magazine for the full run-down on this beat'em-up.

The GLOBAL Story

There's a bundle of games available through the various importers nationwide, most of which are listed below. The majority of the cartridges are American, although there are a few Japanese imports included. Each month the lists will be revised, and we'll constantly add to the ever-growing list of SNES games available. If you know of any games we may have missed, why not drop a line and let us know what we've forgotten?

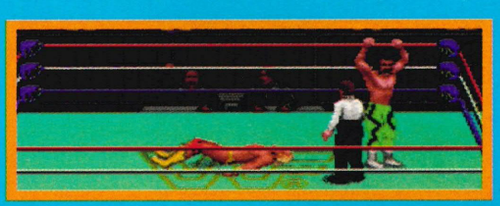
SHOOT'EM-UP

Gradius III - Konami
D-Force - Asmik
Super Contra III - Konami
GunForce - Irem
Hyperzone - Hal America Inc.
Super Earth Defence Force - Jaleco
Darius Twin - Taito
Radien Trad - Electro Brain Corp
UN Squadron - Capcom
Xardion - Asmik
Super Battletank - Absolute Entertainment
Parodius - Konami - Japanese
Thunder Spirits - Seika
Super Smash TV - Acclaim



STRATEGY

Romance of the Three Kingdoms II - KOEI
Populous - Acclaim



JALOPY CORNER

Home Alone - THQ Inc.
Rocketeer - IGS
Magic Sword - Capcom
Paperboy 2 - Mindscape

ADVENTURE

Wanderers from Ys III - Sammy
The Legend of Zelda: A Link to the Past - Nintendo
Lagoon - Seika
The Legend of the Mystical Ninja - Konami
Drakkhen - Seika
Might and Magic II - Sammy
Actraiser - ENIX



PLATFORM ROMP

Super Adventure Island - Hudson Soft
Super Ghouls'n'Ghosts - Capcom
Smart Ball - Sony Imagesoft
Addams Family - Ocean
Joe & Mac - Data East
Prince of Persia - Arsys - Japanese

RACING

Top Gear - Kemco
Super Off Road - Tradewest
F1 ROC - Seta
RPM Racing - Interplay

BEAT'EM-UP

Final Fight - Capcom
Rival Turf - Jaleco
Pit Fighter - THQ Inc.
WWF Wrestlemania - LJN
Streetfighter II - Capcom
Final Fight Guy - Capcom - Japanese
Ultraman - Bandai US

SPORT

Pebble Beach Golf - T&E Soft
Super Soccer Champ - Taito
Hal's Hole in One Golf - Hal America Inc.
PGA Tour Golf - Electronic Arts
Bill Laimbeer's Combat Basketball - Hudson
Super Baseball Sim. 1.000 - Culture Brain
John Madden Football - Electronic Arts
Super Bases Loaded - Jaleco
Chessmaster - Mindscape
World League Soccer - Mindscape
Super Dunk Shot - Halken - Japanese
Space Football - Triffix Entertainment



PUZZLE

Krusty's Super Fun House - Acclaim
Lemmings - Sunsoft

CONTROL THE MOB'S TOP 5

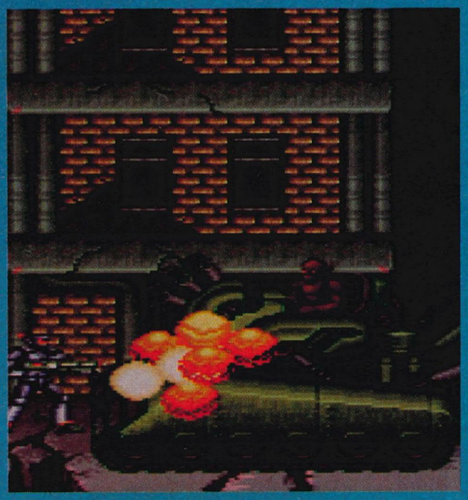
1	STREETFIGHTER II
2	SUPER TENNIS
3	TOP GEAR
4	PRINCE OF PERSIA
5	CASTLEVANIA IV

the OFFICIAL Story

Welcome to Control's guide to all the official British Super Nintendo releases. They'll just grow and grow...

Believe it or not, this was once known as Super Contra. We're all pleased as punch that is has been re-named Super Probotector specifically for British consumption.





Super Probotector

Konami

Available for some time through import, Super Probotector 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.

Enthralling Stuff

The laser is a low-powered blaster that streaks across the screen, but more useful is the rocket launcher that fires unguided shells from the barrel.

The flame thrower is superb for close-range fire; the scatter gun covers a wide arc and perhaps the best weapon in the homing missile launcher.

Every single stage varies in gameplay, ranging from 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 absolutely stun you. The sound is of an equally high quality, and to add the icing to the cake the game plays like a dream too.

Forget everything other game in this genre. If you want an absolutely first-class shoot'em-up grab a copy of Super Probotector III now.



CONTROL PANEL

ACOUSTICS	7/10
VISUALS	17/20
IMMEDIACY	16/20
LONGEVITY	14/20
ENTERTAINMENT	26/30
FINAL ANALYSIS	80%

Rival Turf

Jaleco

Ooofff! Arrggghhh! Smash bang wallop pow! Biff! Etc. It's another beat'em-up for the SNES. Are you man enough to find the right combinations of buttons?

Rival Turf is a reasonable beat'em-up closely resembling Final Fight, with similar graphics and gameplay. Again, armed only with your fists and feet, you and a partner can go out on the streets kicking the crap out of anything that moves and end up being the heroes of the town.

Your bloodbath in paradise spans six various locations around the city including on the buses (*I'll get you Butler – Oh no, it's Inspector Blakey*), in the stadium, over rooftops and in the jungle! You can either play the part of a rookie cop or a heartbroken brother who is in search of his kidnapped sister; both are decent fighters even with their limited moves.





The best feature about Rival Turf is the ability to beat your own partner up both within the game and in a separate one-on-one challenge.

Not only does it relieve the monotony of the main game but it also gives the player a whole new avenue to explore – a sort of Final Fight meets Street Fighter II.

The graphics are pleasant although there are only a few frames of animation on the sprites, and the game scrolls smoothly and at a reasonable pace.

Also, the gameplay has enough action to keep you permanently on your toes. Rival Turf is not quite as good as Final Fight but entertaining nevertheless.

FINAL ANALYSIS 60%

Paperboy 2

Mindscape

Is the main sprite in Paperboy 2 actually Alfie Noakes? Or is he merely a fun-loving young lad with a low-paid job?





This SNES sequel to the excellent, but incredibly dated, arcade game has been far too long in coming. The simplistic gameplay of a young kid on his paper round is almost legendary. Who hasn't heard of this classic? Now, with its official British launch, is everything as we would have hoped?

It remains incredibly simple, we can't argue about that, but there's definitely something missing. The runaway Flymos can still be found along with bike-chasing dogs, kamikaze babies in push-chairs, hedge-cutting dads and stray footballs. Even the trucks and cars still carelessly trundle through the streets.

Your paperboy is controlled very easily. All you are required to do is carefully guide your paperboy and his BMX through the town streets whilst throwing copies of the Daily Sun into the residents' mail boxes. Now though, you must also deal with haunted houses, mansions and kids' club houses, you could also get points for stopping burglars and runaway prams. Nothing has changed there but again, there's something sadly amiss.

The main downfall has to be the poor NES-quality graphics with only a few of the colours in the SNES' extraordinary colour palette being put to use. Also the scrolling is incredibly jerky and the game speed is far too slow. The extra touches such as the bonus point system and the new hazards fail to hold the attention and very little effort has been put into this sequel to warrant justifiably releasing it as a SNES game.

FINAL ANALYSIS 48%

TMNT IV: Turtles In Time

Konami







Cowabunga! The heroes in half-shells just can't help coming back for more, can they? But will this latest SNES offering live up to the hype?

At last the Turtles are back; this time in their greatest escapade ever. Their mission is to retrieve the stolen Statue Of Liberty and their adventure spans a gruelling ten levels.

Although not a conversion, TMNT IV is noticeably arcade-based, using the same style of graphics and animation coupled with incredible speed. This action-packed beat'em-up allows you to control any of the four Turtles, each with their own particular special moves, and unleash havoc on the minions of the Foot Clan.

Whilst the majority of the levels are explored on foot, a few require you to test your skills whilst zooming through the sewers and New York's freeways on board trusty skateboards. Mines litter the Turtles' path and these must be carefully navigated if you are to retain your health and the Foot are unforgiving so you will have to deal with them as well.

TMNT IV is full of action. The graphics are colourful and detailed, and the animation is fantastic – when the Turtles fall down drains or get electrocuted the consequences are beautifully executed with a blasé blast of humour.

The game is not too easy; there are three difficulty settings, the hardest being bloody impossible, and there is enough going on to keep you coming back for more of the same.

FINAL ANALYSIS 79%

Ultraman

Bandai







Battle against all manner of freaky foes wearing a crazy metallic body suit or, alternatively, play Ultraman on the SNES and imagine just how he feels.

Ultraman is 197 feet tall, weighs in at 58,000 tons, can fly at speeds of Mach 26 and is the ultimate force to rid the universe of evil.

This one on one battle against nine ghastly monsters is a poor attempt at a beat'em-up.

It is incredibly slow moving, the graphics are horrendous and Ultraman has very few moves with which to attack the enemy. The action is almost non-existent as you kick and punch the monsters into submission and the enemy fails to retaliate with any enthusiasm. To defeat the monsters you must kick and punch them until their energy bar reaches zero, then a special weapon blast is required to finally destroy them.

Four special weapons are available, an L1 Knuckle Shooter, an L2 Arrow Beam, an L3 Magnum Shooter and finally an L4 Burning Plasma; the latter being needed to finish the monsters off. These weapons can be used during battle but you must wait for them to recharge after each attack.

Ultraman is a futuristic style Street Fighter II, only nowhere near as entertaining. The graphics are shoddy, the sound is poor and the gameplay is, to coin an office phrase, rank! If, like us, you can obtain this game second hand then you might be marginally pleased with your purchase, because under no circumstances is this game worth paying full price for. Extremely disappointing.

Supplied by Bits and Pieces

FINAL ANALYSIS 46%



Legend Of Zelda: A Link To The Past

Nintendo



A classic, massive adventure game where problem upon problem must be solved if you are to cut the mustard.

Originally found on the NES, A Link To The Past is an adventure game of epic proportions, taking you to the furthest reaches of the peaceful land of Hyrule.

As you play and venture further into the mystical world a huge plot unfolds delving you deeper into your quest, only by solving one problem will another develop.

Objects can be picked up and moved, walls can be crashed through, rivers can be swam and inhabitants can be talked to. All manner of tasks must be undertaken if your are to ultimately find the seven Crystals in the Dark World and save Hyrule from ruin. Phew! The beauty of A Link To The Past is its enormity. Although initially mind-numbingly daunting, the game is simple to get to grips with and the manual is informative and helpful.

You will soon find yourself progressing through the game at an alarming rate but it is impossible to finish quickly. However, the game never becomes tedious. This has to be the best adventure to emerge on the SNES so far. Its cutesy graphics and enthralling gameplay are second to none, and the sheer magnitude of the game alone is breathtaking, everything conceivable is included. Any arcade adventure freak would be a fool to miss the chance of play this little cracker.



FINAL ANALYSIS 79%

Super Adventure Island

Hudson Soft

There's nothing better than being marooned on a Super Adventure Island.

Adventure Island is a horizontally scrolling platform romp set over five varying landscapes.

Higgins is a scrawny kid who cannot injure the enemy without first collecting either a boomerang or an axe, collect four icons and a maximum of three heavy duty boomerangs will be his. Each world is divided into a further three stages, the last of each being the dwelling place for the World guardian.

The music is superb, comprising of various up-beat tunes and neat sound effects. One major gripe is the difficulty level – it's far too easy, but it is the playability that makes Adventure Island one of the better products currently available.



FINAL ANALYSIS 73%

FUTURE RELEASES

Coming soon in October:
Actraiser
Another World
Super Ghouls and Ghosts
Robocop 3
Sim City
Super Aleste
Blazing Skies
Pilot Wings
Super Mario World

Followed in November by:
Street Fighter II
Super Mario Cart
Super Mario Paint

More news and reviews as we get them in...

GALLERY

Rogues

One of the first drawings to reach us was this excellent piece by Matthew Godfrey from Wickford in Essex

CONT

A big 'thank you' to all those budding Leonardo Da Vincis out there! We've been absolutely inundated with with some stunning pieces of art over the last few weeks including paintings, drawings, pop-ups and models (some of the better drawings you can see here). Many were in response to our challenge in the first issue for you to impress us, and some because a lot of you obviously haven't got anything better to do! Of course, there will be prizes for the best (see next issue) and as long as your wonderful creations keep coming in we'll have a Gallery to display them to the world.

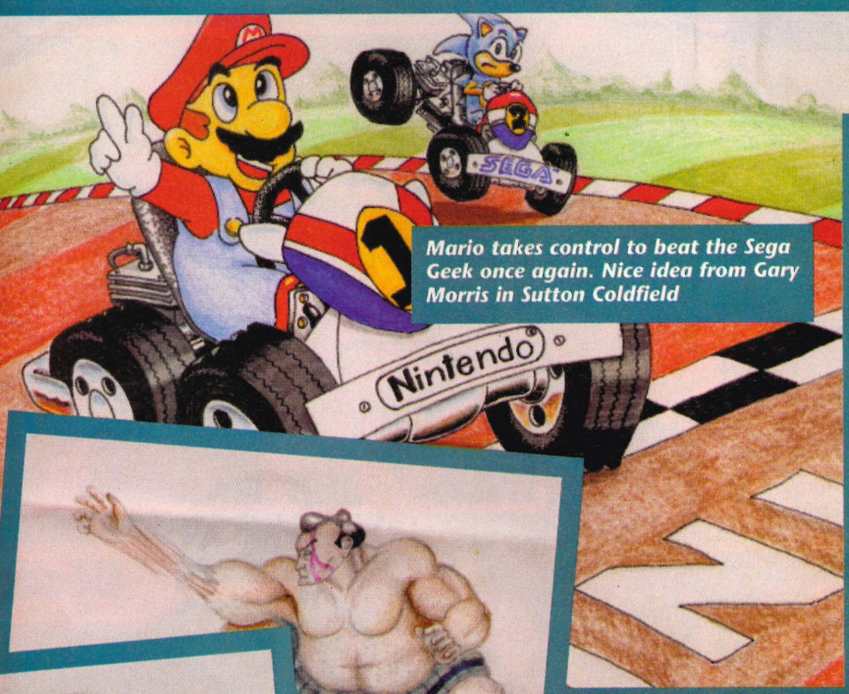
We couldn't think of a more fitting place for the Sega Geek to hang out than this! Good work by Jonathan Colley from York

Smart comic strip by Tonie Shuz from Southchurch





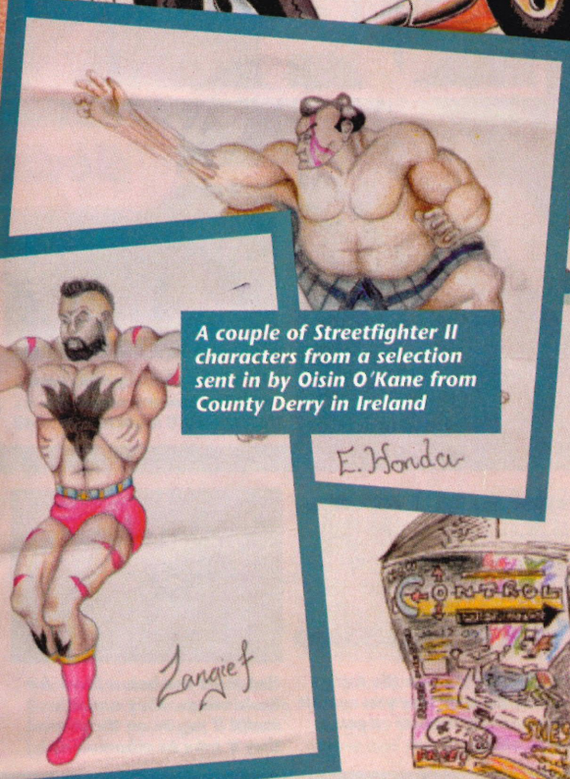
Streetfighter II proved to be popular material for the artists among you. Pradeep Nair from London goes one better by pitting the fighters against all the hard heads from Final Fight



Mario takes control to beat the Sega Geek once again. Nice idea from Gary Morris in Sutton Coldfield

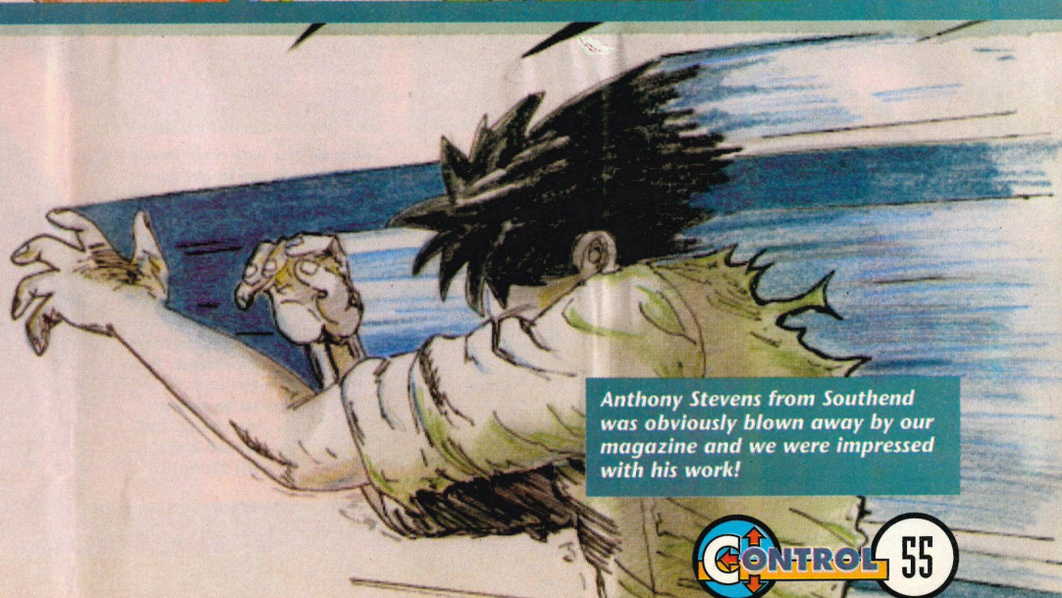


Duncan Andrew from Tewkesbury has fixed it for some of his fave characters to appear in the mag



A couple of Streetfighter II characters from a selection sent in by Oisin O'Kane from County Derry in Ireland



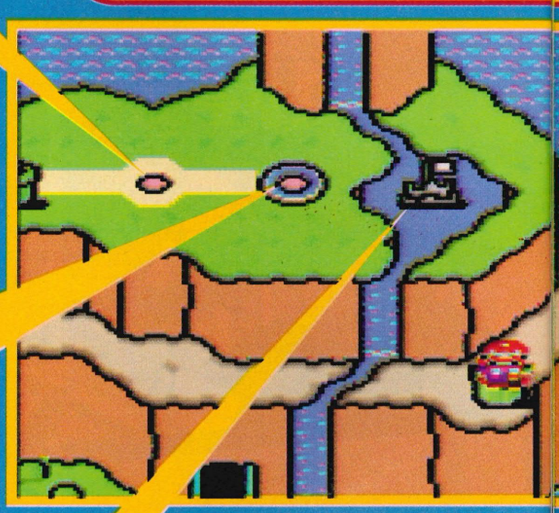


Anthony Stevens from Southend was obviously blown away by our magazine and we were impressed with his work!

Super Mario World

Here is the second part of the guide to Super Mario 4, detailing Worlds 4, 5 and 6: Cookie Mountain, the Forest of Illusion and Chocolate Island.

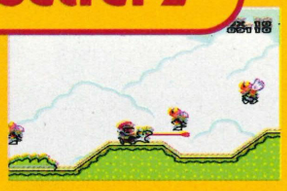
World Four:



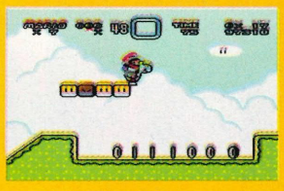
Vanilla Secret 2



Pick up the shell and lob it up at the bonus block in order to get the feather



Yoshi is extremely useful on this stage as he can gobble up the turtles

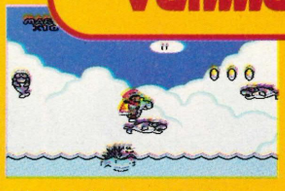


Run over the spiked Koopas on Yoshi or hit the power switch, located in the second block, to get extra lives



Go down the last green pipe, stomp on the switch, grab the coins quickly or you could drop into the lava

Vanilla Secret 3



The dolphins are friendly so use them to clamber over the spiky bloater fish



Alternatively, ride Yoshi because his hooves are impervious to their spines

Vanilla Fortress



Exit down the first tube you come to, but you'll have to be 'little Mario' to reach it



Swim all the way right because the exit is found in the far right corner



One of the rhino guardians. Butt the first three as they pass over you, then jump on one of their platforms. Push the last rhino off as he passes overhead, but watch out for his fireballs



Leap from one ledge to the other to keep their heights even. Alternatively, jump quickly on the spot



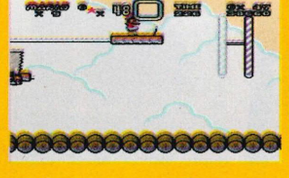
You must use the flying Koopa as a platform in order to reach the next ledge

Butter Bridge 1

Soda



Watch for the torpedo throwers – the closer you get the faster they'll launch their shell



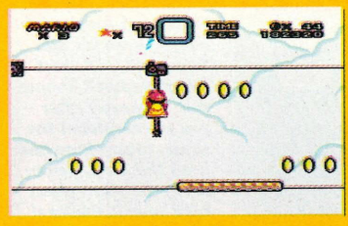
It's best to stay on the top platform; that way you can hit the midway marker as you pass along



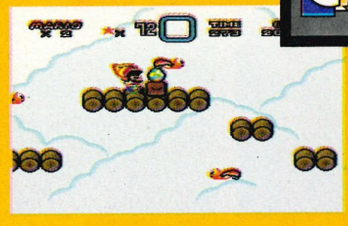
Headbutt the bonus block for Yoshi wings. They are only useful if you're on the dinos; they'll take to a bonus level



Use the cape to fly up and grab six coins and one of the Yoshi awards



Nip down the second pipe as there are loads of coins for the taking



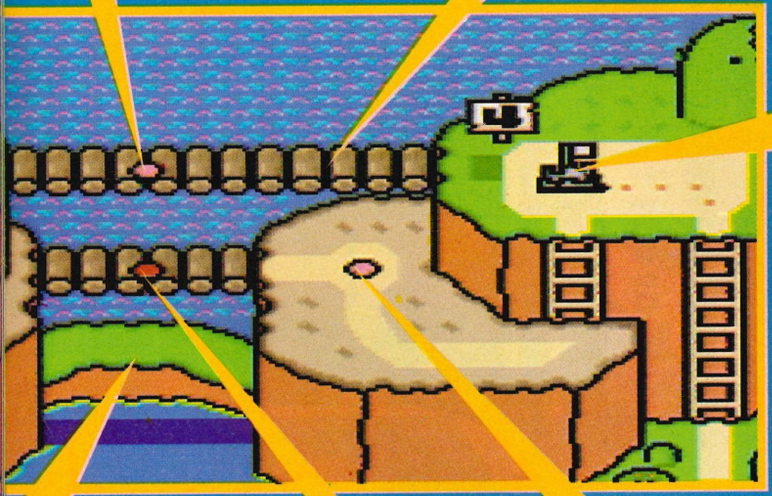
To get the cape, either stomp on the flashing caped Koopas or throw the green shell up at the bonus block

Butter Bridge 2

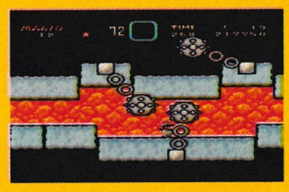


`Run to the very right of the screen and knock one of the spinning blocks to make it rotate, then hit the bonus

Cookie Mountain



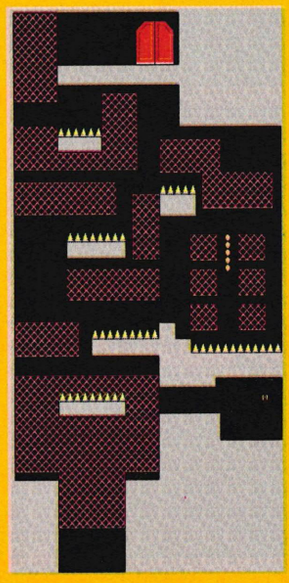
Ludwig's Castle



Don't forget, you can run through the chains, it's only the spiked balls that hurt you



Run quickly over the lava pits, pausing only to avoid the fearsome fireballs





Hit the off switch to make the ceiling retract, then run (using button Y all the way)



Leap towards him, dodging the fireballs. Stomp on his head; he'll curl into his shell. Leap over him as he slides out, jump on his head when he pops out again

Lake



Reach the exit and you'll open another amazing route to the Star World

Cheese Bridge



You can duck down this pipe. Don't expect a reward though, because all you'll get is fired upon from all sides



Drift under the exit and spin jump off Yoshi's back behind the gate. Go right for a 3-up moon and you'll reach the exit

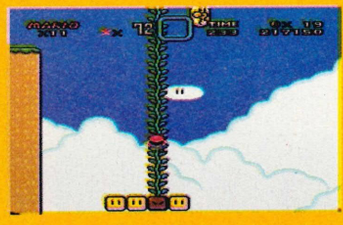
Cookie Mountain



Run underneath the Thunder Brothers, knocking them off by butting their platforms



Don't bother trying to beat these Thunder chums, just run straight past



Knock the block to send a vine crawling up the screen. Climb the vine and jump off the left, here you'll find a 1-up



Don't think about going down here unless you're riding Yoshi (found to the right). The place is filled with Spiked Bloaters!

Super Mario World

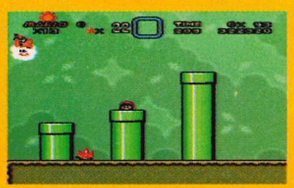
Forest 4



Watch out for the fisher - koopa; grab his bait (the 1-up) and he'll start lobbing spined koopas at you. However, after you've completed the stage, return here and grab the 1-up, before using the start/select trick to exit the level. This way you'll be able to max out your lives (get a total of 99 lives)



With the aid of the cape or flying Yoshi land on the blue tube, kill the Koopa and duck inside. You'll find the secret key



Head down the middle green pipe to start an underwater section packed with coins

Forest Ghost House





The exit is found on the far right; a yellow door

World Five:

Forest Fortress



Stay back when the first log crashes down, then nip into the small gap before the next crusher falls



Run to the next alcove, hide on the right, when the smasher rises run under the saw blades hugging the right of the screen



Wait for the next crusher to fall. Run to the blade indicated, leap the saw as the log drops. Go right, avoid the last smasher



When both blades are on the right drop down to the left. As the saws approach you leap over them and run up the wall

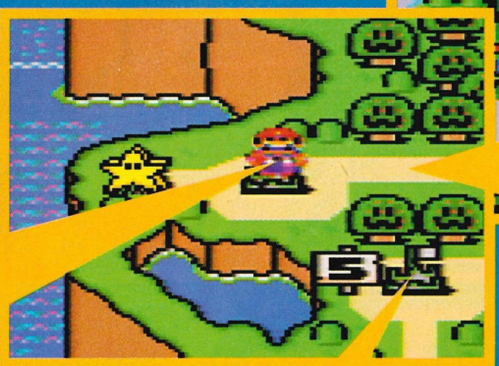


Take the top route, jumping from block to block in between the fireballs



Stand on the ledges and wait for the blades to pass before moving to the red guardian door at the bottom right





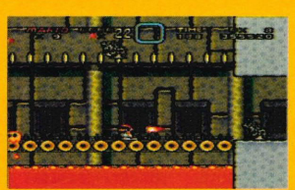
Roy's Castle



As if you hadn't already guessed, stay on the platform at ALL costs!



Watch out for the falling spikes, you can recognise them because they are slightly darker than the others



Pick up the P-pad, carry it to the right and stamp on it below the fire-breathing statues to reveal a 1-up



Tread carefully over the moving platforms and watch out for the fire-breather found on the far right

Forest of Illusion



Forest 1



One handy hint that works throughout this stage: The Boos, both big and small, will only make their way towards you if you are facing away from them. Turn and look in their direction and they will freeze



Grab the P-pad and carry it to the alcove to the right. Stamp on it to reveal a blue door



Grab little Yoshi here because the dino is best for eating the Koopas that attack



Hit the block and grab the power balloon, then float left under the logs to grab the key to the secret path



Knock the Hammer brother off his platform and use his ledge to reach the higher ground

Blue Switch Palace



Grab all the coins first, then stomp on the blue pad, to be followed by the grey pad. Collect all the goodies then run through the pipe on the right. Jump on the switch

Forest 2



Make sure Mario is equipped with the Cape of Fire plant, as he can then dispose of the fish more easily



Watch out for the Rip Van Fish, they'll wake up when you're nearby then home in on you



The secret key is down here – get the bonus from the block then swim through the wall, slotting the key as you go



There's a hidden 1-up down here, but make sure you hit the second block first, wait for the life to fall then hit the others

Forest Secret



An easy stage with a total of five Yoshi coins. Stand on the top platform to grab four of them, but nip over to the lower ledge to reach the other one

Forest 3



To beat Roy jump on his head and wait for him to climb onto the ceiling. As he falls run left, then jump on his head again



Nip down the blue pipe to enter the magical three-in-a-row bonus screen

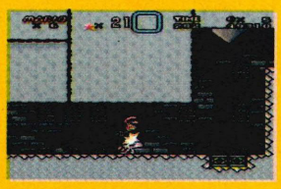


Nut the block to unleash your rinky-dinky green dinosaur friend, Yoshi

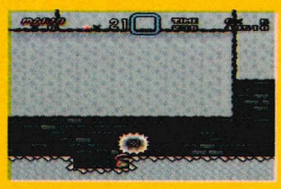


The secret key and keyhole are found in this green pipe, but you must be S. M. or equivalent to break the block around them

Super Mario World



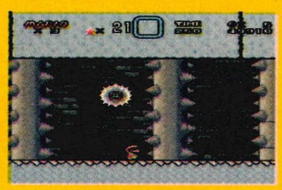
Introducing the skeleton Koopas who lob bones at you



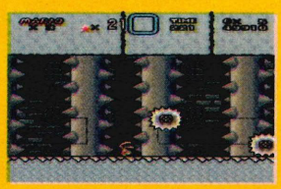
Down into the gap to avoid blade one, then jump over the next using the space above



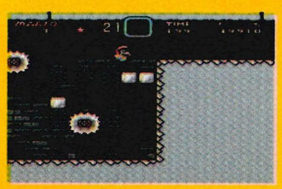
Avoiding the spikes is tricky. First, wait here...



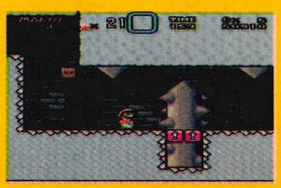
Then run to the right before pausing here...



Go right again, stopping between these two spikes then proceed into the exit



Use the platforms to jump up to the ledge, dodging the blades as you leap



Grab the bonus. Run across gap one; as the rod retracts jump over the next when it's down and go under the last spike



Standing on the spot, waiting for flame balls to close in, then jump to the right to land on the same platform



Wendy's playing a game of hiding seek. She'll pop out of the pipes, with two koopas. You won't get anything for stomping on the koopas, but hit Wendy three times and she'll plummet into the boiling lava

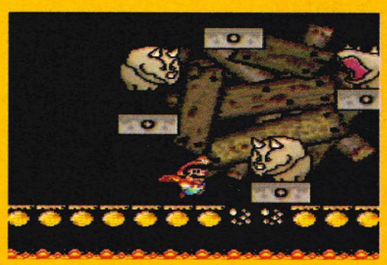
Wendy's Castle



Take your time when crossing the spikes. Remember, only the tip can hurt you



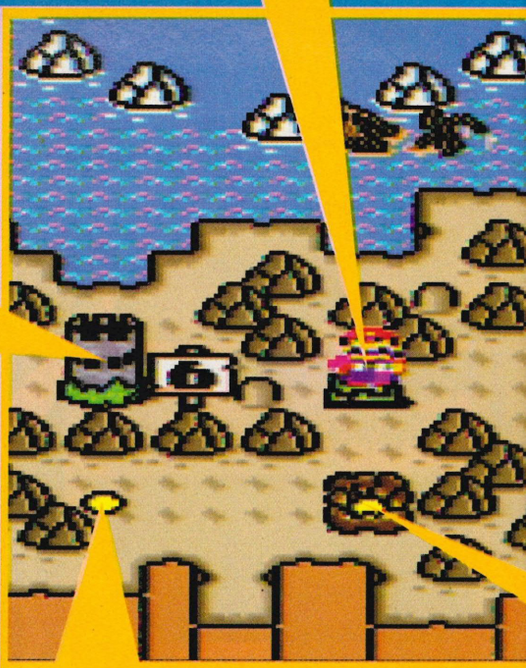
Providing you have beaten all the switch palaces, this section should be simple



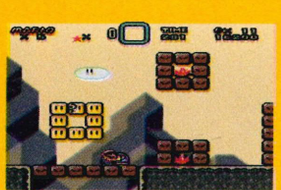
The rhinos make a comeback once more. See Vanilla Fortress for tips

Chocolate Fortress

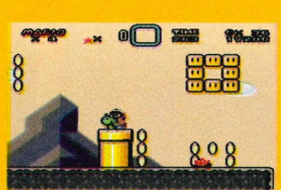
World Six:



Chocolate Island 5



Don't hit the pad here or you'll fall out of the screen. Instead, move it to the side and stomp away!



Duck into the yellow pipe to access the bonus room

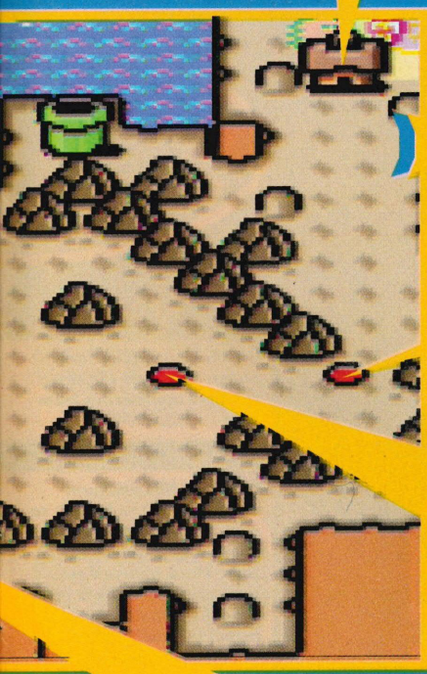


Jump down into this pipe to grab both normal and Yoshi coins, plus loadsa mushrooms



Keep your cool with the Charging Chucks. Just jump straight over their heads and through the exit

Chocolate Island



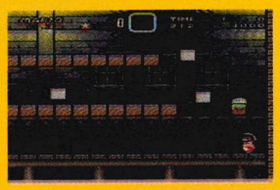
Chocolate Ghost House



The cape is useful here, allowing you to drift over the ghosts



Work out the pattern in which the floor moves, then carefully make your way to



There are 1-ups found here, on the far right



To reach the exit you must use the haunted blocks to get up to the platform. Turn

Chocolate Island 1



Spin jump on the large dinosaurs to kill them in one fell swoop



Use the springboard to break the mid-way tape



Enter the blue pipe to grab a 1-up, but watch out for the spiked bloaters!

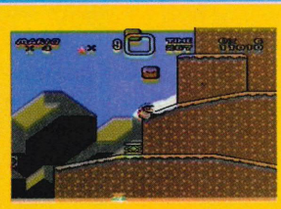


You'll need the cape for when you're fired out of the cannon pipe. Without it you'll fall to

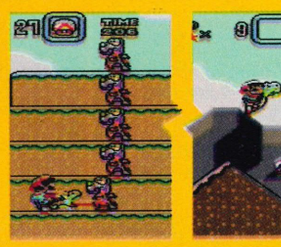
Chocolate Island 2



Your little dinosaur pal Yoshi is found here!



Use the springboard to jump upwards and reveal secret bonus block

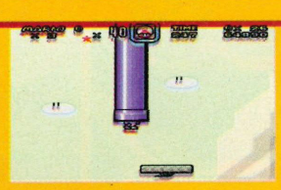


There are two exits from the level, but both are simple. Yoshi is useful for killing the dragons, but remember to press Y when jumping over the slanted ledges – you'll be able to jump further

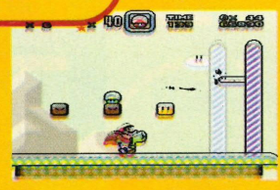
Chocolate Island 3



Yoshi is vital! Get the baby dinosaurs to gulp down a blue Koopa, thus allowing you to fly across the majority of the stage



Leap from the rotating platform and head up this pipe to collect a gigantic bag full of coins and other fabulous goodies



Climb to the top exit and you'll end up walking in circles. Instead, fly with the cape or Yoshi under the obvious exit to the gate on the right

Chocolate Island 4



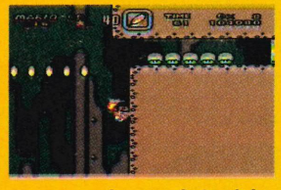
Don't panic, it looks hard but it's not! You can stand on the grassy platforms without falling off



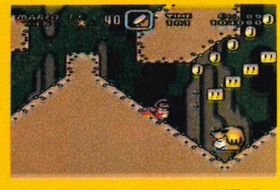
As long as you've punched the blue switch palace, grabbing these three 1-ups is easy



Hit the third block down to reveal a power pad. Stomp on the switch to gain access to a grey tube and Yoshi coin



Stomp on the p-pad. Go right, into the alcoves, pick up the goodies. You can get to the bottom; grab 1-ups as you fall



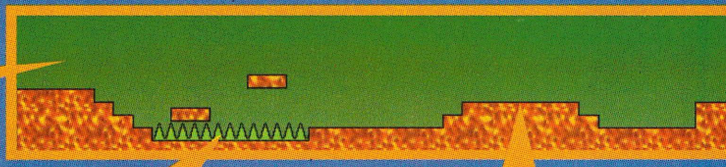
Don't bother trying to kill the moles; you can't. You can stand on them and pass areas otherwise inaccessible

Castlevania IV

LEVEL 3: STAGE 1



Water droplets fall from the ceiling but they don't harm you. Pay no attention to them, they're merely for effect



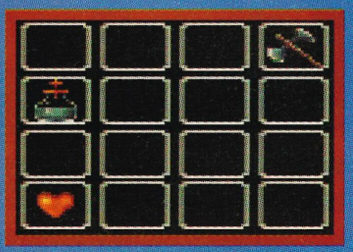


Be very careful when passing these spikes, if you land on them you will lose a life instantly



These fire-breathing dragon statuettes prove little problem on this level, simply whip them at their base while standing on a lower platform

Here we go again! This month we're helping you with levels 3 and 4 of Castlevania IV. Things are starting to get a little harder now, aren't they? Tune in for more next ish!



LEVEL 3: STAGE 2

This candlestick gives you a time freeze

Take care when jumping due to the close proximity of some platforms, a badly timed leap could knock you off the screen

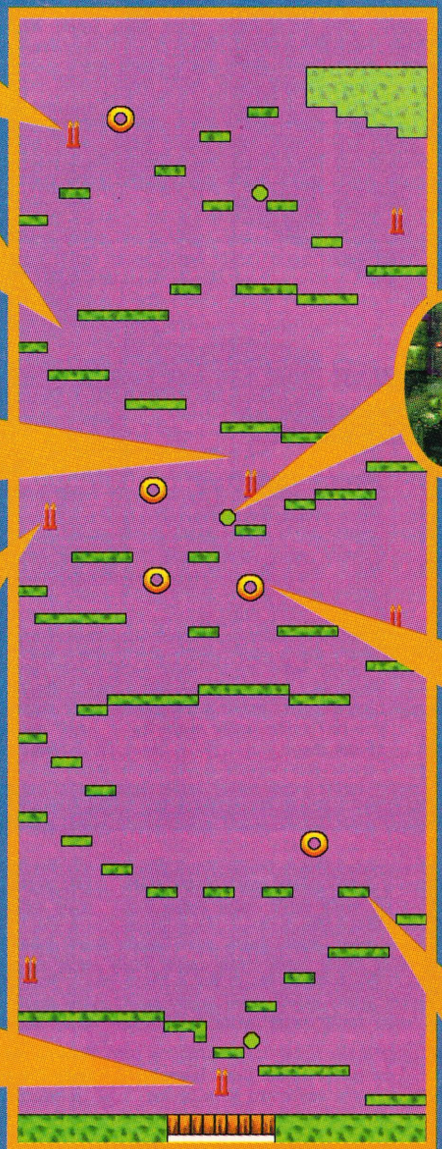
There are loads of hearts lurking on this stage so take advantage of them



This candlestick gives you a dagger

This bridge crumbles but only after you pass over it. Hit the candlestick for a boomerang







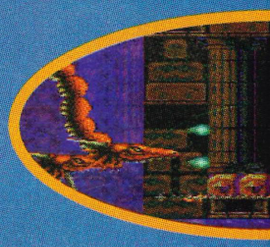
These little rotating spikey balls cannot be defeated, you must time your movements well and jump over them



Use the wall rings to move between platforms. Remember, you can shorten or lengthen your whip depending on the size of the gap



Examine platforms carefully for these root growths; they only sprout to life when you draw near



Hit the candlestick for a boomerang and kill the eye that approaches from here

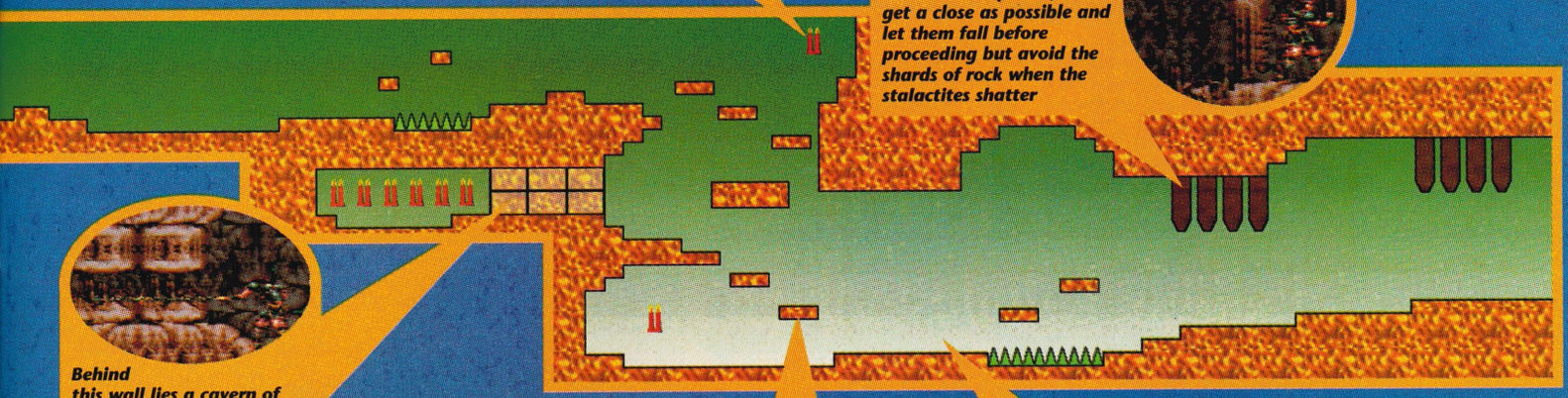
Stand on this platform and wait for the barrels to stop falling. If they don't simply fall onto the far right block beneath you and wait again. Now you should be able to jump across but don't hang about as the next three platforms disintegrate



One of the main dangers found in this level are the amphibian men that jump from the water and spit at you. If hit by their spittle you will be knocked back, often into the murky and deadly water

Collect this candlestick for an axe

Watch out for the large stalagtites hanging from the cieling, as you approach they start to tremble and will eventually fall. Just get a close as possible and let them fall before proceeding but avoid the shards of rock when the stalactites shatter





Behind this wall lies a cavern of goodies, to get past just give the wall a good hard whipping



Duck under this platform, kill the dragon and collect the holy water

Along this stretch of the level you encounter strange dividing claymen; when hit they continue to divide into two. To defeat them keep your distance and hit them with the very end of your whip about five times

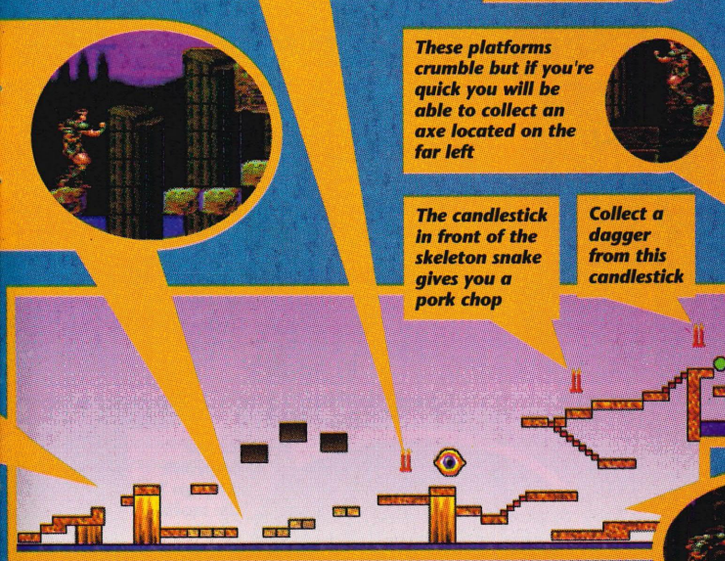


LEVEL 3: STAGE 3

This guardian is a right doddle! One of the heads fires out a short blast of steam and the other lets rip with three fireballs, just keep at whips length and you'll be fine. The best tactics to follow are to stay on the bottom platform and keep whipping the heads when they come down to your level. The heads will not home in on you







Collect a pork chop from this candlestick



Watch out for the three ravens



Kill the skeleton snake from below to catch a mass of large heart bonuses



Kill the skeleton guards from below



Use the wall ring to swing across the gap

These platforms crumble but if you're quick you will be able to collect an axe located on the far left



Leap across the top platforms and collect the candlestick in the middle of the gap for an enemy zap



The candlestick in front of the skeleton snake gives you a pork chop

Collect a dagger from this candlestick



Aim for the head of the skeleton snake and collect the heart bonuses when destroyed

The next section requires a little swift jumping. Amphibean men will try and knock you off the platforms but as long as you keep moving you will pass without a scratch



Castlevania IV

LEVEL 4: STAGE 1

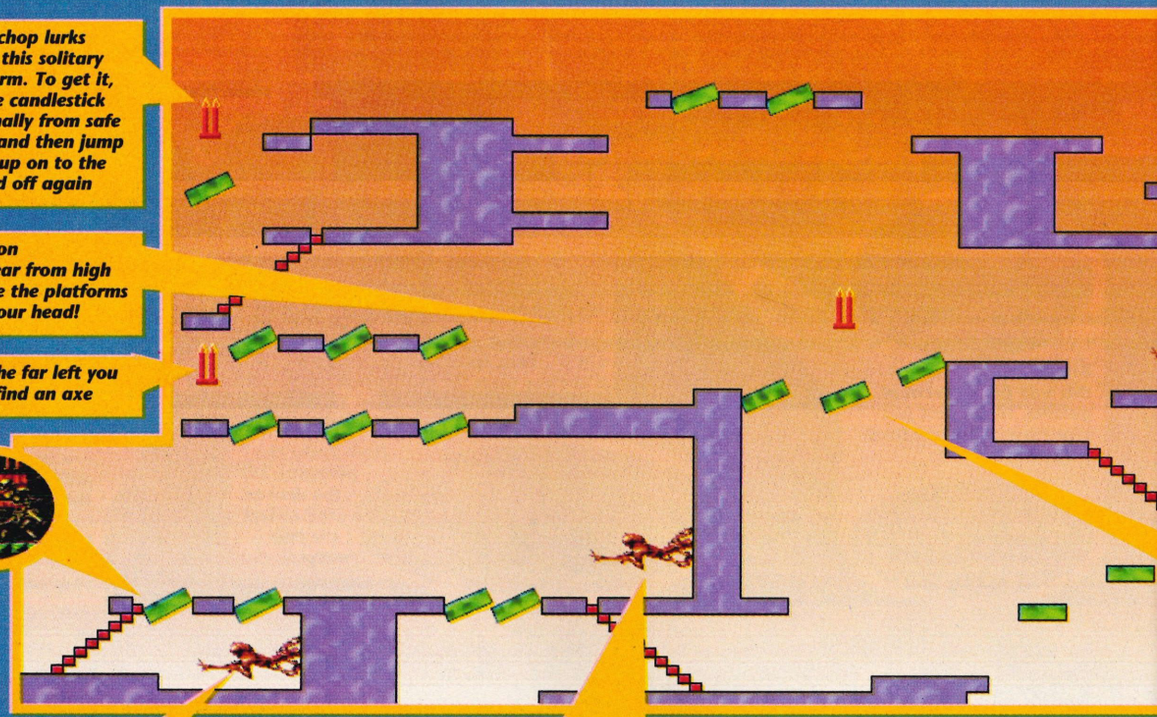


A pork chop lurks above this solitary platform. To get it, hit the candlestick diagonally from safe ground and then jump very quickly up on to the platform and off again

Some strange skeleton manifestations appear from high points above the platforms so watch your head!



On the far left you can find an axe



These skeleton guards are a little harder to defeat than those encountered earlier in the game; they require a few extra lashings

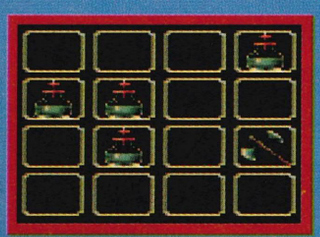




Behind the guard, buried in the wall, is a large heart

Be cautious when approaching prominent walls as monsters suddenly appear from within





LEVEL 4: STAGE 3



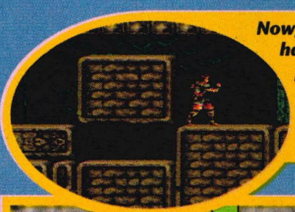
This level is very simple, no special tactics are required apart from staying on the platforms. Just enjoy this wonderful example of the SNES's Mode 7



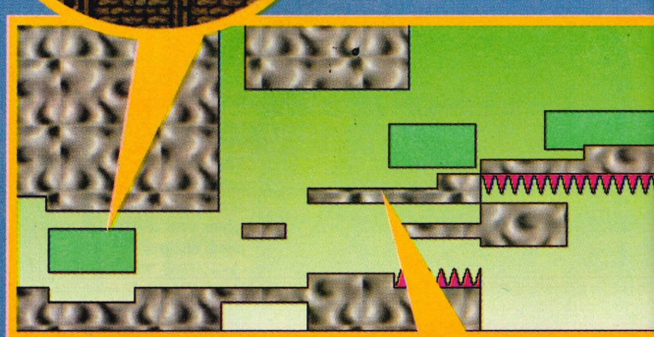
A few skeletons fall from the ceiling every now and again but they are the kind that are easily defeated, flick your whip at them to dispose of the critters

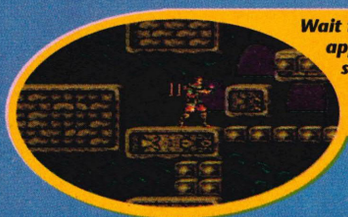


The candlesticks are pretty un revelling on this stage too but you should be able to pick up a few tasty hearts/pork chops/enemy zap/invincibility



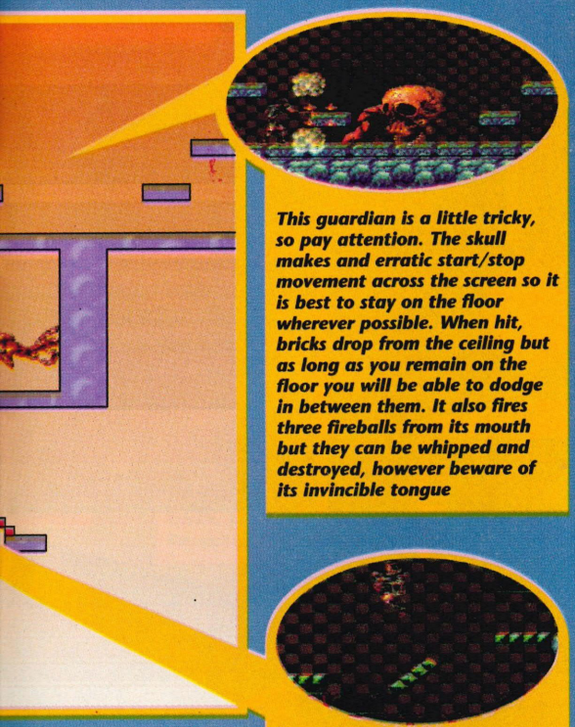
Now, this level isn't easy. We have outlined the stationary platforms but you will have to navigate the moving ones carefully in order to progress safely





Wait for the appropriate size gaps in the moving platforms

LEVEL 4: STAGE 2



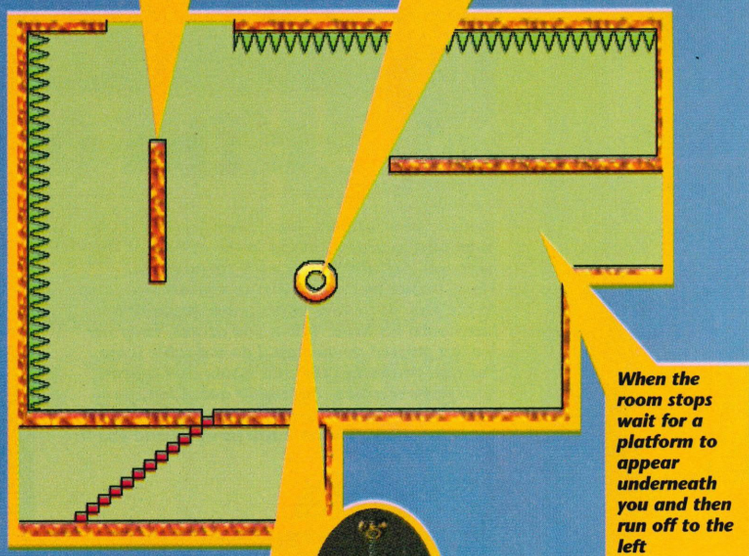
This guardian is a little tricky, so pay attention. The skull makes and erratic start/stop movement across the screen so it is best to stay on the floor wherever possible. When hit, bricks drop from the ceiling but as long as you remain on the floor you will be able to dodge in between them. It also fires three fireballs from its mouth but they can be whipped and destroyed, however beware of its invincible tongue

The green platforms twist when jumped on so the scret to passing over them safely is to jum very quickly from platform to platform – don't hang around! This candlestick reveals a dagger so hit it before you jump on the twisting platforms and then pick it up as you jump over



When the room stops moving fall onto this small platform and kill the Medusa heads that approach from the left and from the right

When all the Medusa heads are eliminated you will have a few seconds to whip the wall ring again before the room start to revolve for the second time





This room is avery bizarre experience due to its rotating! First climb the stairs, whip the wall ring and hang on, the room will start to revolve

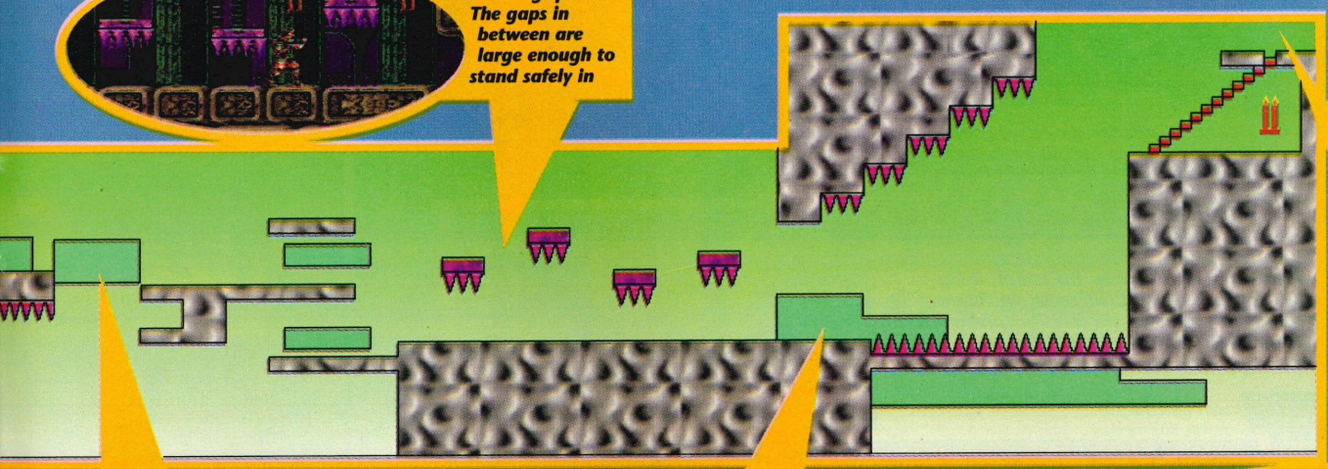
When the room stops wait for a platform to appear underneath you and then run off to the left



LEVEL 4: STAGE 4



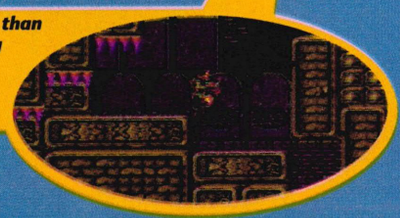
Manouever between the falling spikes. The gaps in between are large enough to stand safely in



Stand on one of the little platforms and whip at the giant. Each time you hit him he will shrink in size. Dodge the blocks he throws and beware of the bricks that fall from the roof (they can be avoided by standing in the same safe place)

These coloured blocks represent the moving platforms on this level

The next section is easier than it looks, just keep moving and the platforms will carry you up to the next area





The Addams Family

Is the long lost family treasure still proving elusive? Don't lose heart; find it by using our superbly constructed players' guide of The Addams Family.

The first things you'll need to gather in the game are a good supply of lives. So nip outside and walk left to the hanging post. Then climb the rope to grasp the flying hat. Once obtained, fly around the mansion to collect all the money symbols. Now head towards the west chimney and drop down to gain some extra lives.

Enter the mansion and walk left to enter the secret rooms. Follow the map around whilst reading the annotations to get a good stock of lives. After all that, make your way to the old tree.

1: THE OLD TREE

You can now increase your 'heart potential'. A huge bird guards it. Stand in the middle of the nest and wait for him to edge towards you. Then, before he drops down to squash you, jump to the left. As he flies underneath, prepare to jump onto his head. When you attack, keep the button pressed down; you'll do a double jump. Position yourself in the nest again and repeat with one exception; instead of going left, go right. You should be now alternating between both directions. The bird will be dead and you'll receive the prize.







2: THE











4: GHASTLY GOBLIN

Wednesday has decided to go and play in the crypt. As usual it's up to the parent to sort things out. The crypt can be accessed through the old tree and although it is rather large it isn't too tough to complete with the help of the secret lives. Sooner or later, you'll end up facing the ghastly goblin. Try to stay exactly underneath him. He circles the screen, firing small goblin faces. Just before he gets to the bottom left jump onto the platform and prepare to leap on his head. If you're having any difficulties, take a peek at the piccies.









SNOWMAN













Next comes the kitchen's freezer. Enter the kitchen and go left. Once you're there, you'll meet the snowman. Killing this goon is not too much trouble. Stand to the left and wait until he throws his first snowball. Jump it, move in and prepare to duck the second. As soon as he has thrown both snowballs, jump onto his head (keeping the button held down). Move left and prepare to jump him as he tries to roll over you. As soon as he stops, watch the ceiling for falling icicles. Jump over him again as he rolls back. Repeat the above to win the secondary heart.

3: THE CENTIPEDES









Now for the last heart. It's tucked away within the depths of the conservatory (where else?). After successfully negotiating the thorn pass, you'll stumble across the centipede's lair. Now this is more than a challenge for the mere mortal. The only way to harm the multi-legged fiends is to jump on their bodies (sounds easy eh?). Make sure you avoid their spiked heads. Usually it's best to stay completely to the right (occasionally jump to the left onto one of their backs). Eventually they'll concede; allowing you to have access to the last heart.

You may now go to young Pugsley's aid. He is situated in the games room, and is being guarded by a notorious and sinister scientist. Defeating this particular guardian is no problem. It's all down to timing. There are a few spheres that spin around him. Every five seconds they'll stop and expand outwards in an attempt to kill you. Simply stand on the right hand platform and jump on him when you have a clear space to do so. After rescuing Pugsley, he'll reveal to you that he is working on a poison for his beloved sister Wednesday.

WHACKY SCIENTIST

6: FIRE DRAGON







The kitchen must be traversed once more to rescue the senile granny who has been trapped by a foul pyromaniac. Enter the kitchen once more and make your way to the right. If your journey is successful, you will encounter the fire dragon! This is one of the hardest guardians of the lot. Remain to the left of him and watch his path. When you feel confident enough to do so, strike at his head. About four decent shots should suffice. Once he is destroyed, a short conversation will enable you to proceed to recover the lost treasures of the Addams family.

The Addams Family

7: THE WITCH

Journey onward now for Fester. He's under the bewitching spell of the mad witch hiding in the portrait gallery. This is the hardest guardian in the whole game, so make sure you have a good stock of lives. The idea is to jump from Fester's head onto the witch's. A good sense of timing is essential. If you don't succeed the first time round, don't despair – just use your code to return to the beginning. When you've rescued all four, go to the music room.







8: NASTY JUDGE





Once there, Lurch will play the final, unabridged version of the family's song. The wall will disappear, thus enabling you to find the beautiful Morticia. The Judge is the final guardian of the game. He's also the easiest of the lot! Wait at the bottom and dodge the falling mallets. When he lands on the floor, jump onto the top platform. Give him a swift kick to the head before returning to the floor. Once you're at the bottom again, repeat the above process to inherit the fortune that lies within the vault. Enjoy!

HALL OF STAIRS



Follow Gomez on our picture to a secret door which will lead you to pugsley's den and many treasures

1: *Collect the trainer for extra speed!*
2: *Recieve a bonus life for each symbol*
3: *Leave through this door*

THE 1-UP ROOM



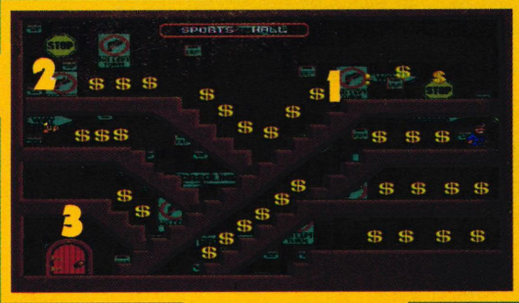
BEHIND THE STAIRS

SPORTS HALL | CLOAK ROOM | HAT ROOM



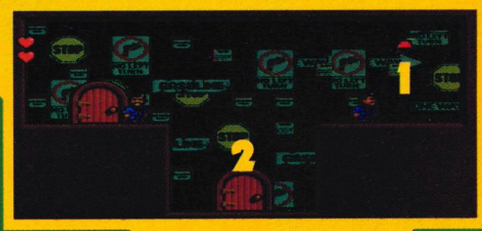
TAKE HEART | PUGSLEY'S DEN | TRAINING SHOES

SPORTS HALL



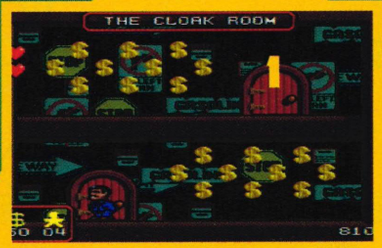
1: *We're in the money!*
2: *A rapier for you to swipe at your enemies*
3: *Ooooh! An extra life*

THE HAT ROOM



1: *The hat will help in both the Cloak Room and Training Shoes*
2: *The exit door*

CLOAK ROOM



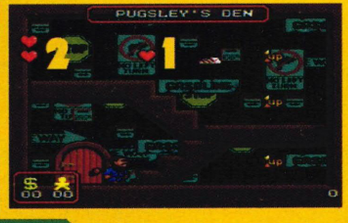
1: *Leads to the 1-UP room but you will need the flying cap from the hat room to reach it*

TAKE HEART



1: *As the sign says, take heart*

PUGSLEY'S DEN



1: *The heart is always here for the needy*
2: *A secret door that leads behind the stairs*

TRAINING SHOES



1: *Use the cap from the Hat Room to collect the shoe*

Super R-Type

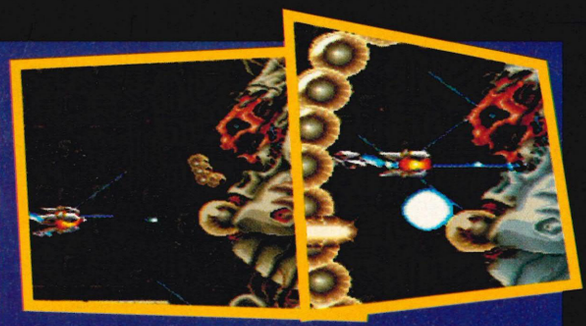
Here it is. Just to prove that we weren't joking about giving prizes away for good players' guides, young David Reid from Falkirk, Scotland, has just won himself a brand new game for his splendid Super R-Type guide. Good show my boy!

Level One



The rest of this level is far too easy so here's how to defeat the guardian. This boss has four revolving shields that can easily be destroyed using a power shot, but you must be careful as it spins around the screen every few seconds. As it does so, it drops small stationary aliens in random places therefore you must be as quick as possible in destroying it

Level Two



Again, we will help you defeat the guardian but the rest of the level is easy. First, take out the shield protecting its head and when the flap lifts revealing its eye fire rapidly. You have about a second's grace before it fires a huge laser bolt, therefore sit just above the eye and quickly dart down in that split second to shoot. An easy way to defeat this guardian is to trap your shield pod under the eye flap and every time the it opens you can fire easily (and safely)

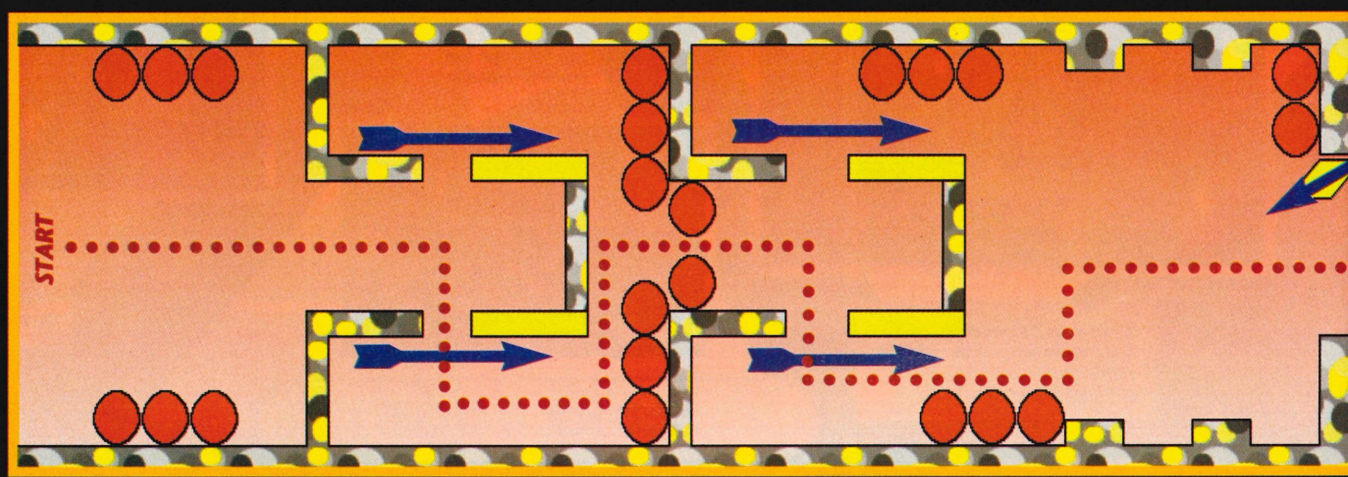
Level Four



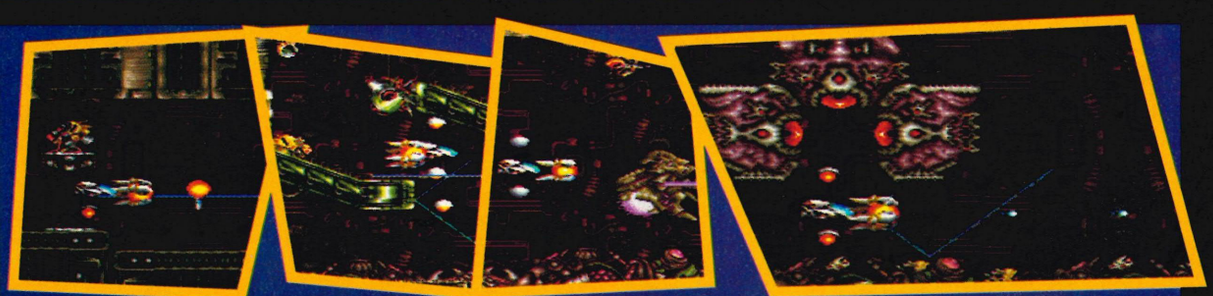
This stage is one giant spaceship with aliens everywhere. It is vital that you take out its thrusters before they fry you – this can easily be done using a super shot

The spaceship also moves, the secret to this level is to keep your wits about you. Use the pod to hit the aliens so you can concentrate on avoiding the ship

After destroying the gun turrets, two blue sections will be revealed to you. Destroy them as well as the subsequent red bubble with several power shots



Level Six



These platforms move from top to bottom and vice versa. Shoot the aliens first (send your pod through for maximum effect) and then carefully manoeuvre through

This section is very hard without the blue laser. Before you start moving backwards attach the pod to the rear of your ship but return it to the front when you reach the top

A large laser-shooting alien falls from the top of the screen but as long as you keep to the left of the screen it will fall in front of you making its destruction much easier

This boss has three sections that can be destroyed by hitting each red bubble. Again, if you have the reflecting blue laser your job will be made far easier. When the first section has been destroyed (this is usually the right hand one) use the pod on the rear of your ship and take out the remaining two. Destroying the missile launchers on the sides of the sections will make your job much easier

Level Three



Watch out for these fish, even when hit they could still kill you as they go crashing into the floor. It is best to keep positioned in the top centre of the screen where you will have enough time to plan your action

Approach this section from the bottom route. Blast at the small green blobs to destroy the walls and collect a bonus. When all three are destroyed fly to the top of the tunnel and shoot the aliens that come from behind

These tadpole creatures multiply when they crash into the wall. Keep as close to the ground as possible and knock them out with your shield. Pay attention to the worms in this section as they can fall on top of you

These pods release a multitude of small crabs – shoot them with a power shot as soon as they appear. The large crab is also easy to kill with a power shot, if you fail it will begin to fire lasers and bullets

Kill this guardian by blasting the green bubble several times or with a single power shot. Carefully manoeuver around the alien anti-clockwise while avoiding the two snakes that swarm around the screen

Level Five



This level is jam packed with moving, sliding platforms. Make one wrong move and you will be crushed in a dead end. Look at the map and plan a route before you begin. Take your time, don't rush, and when an opening appears make sure it's the right one before quickly diving through the open gap

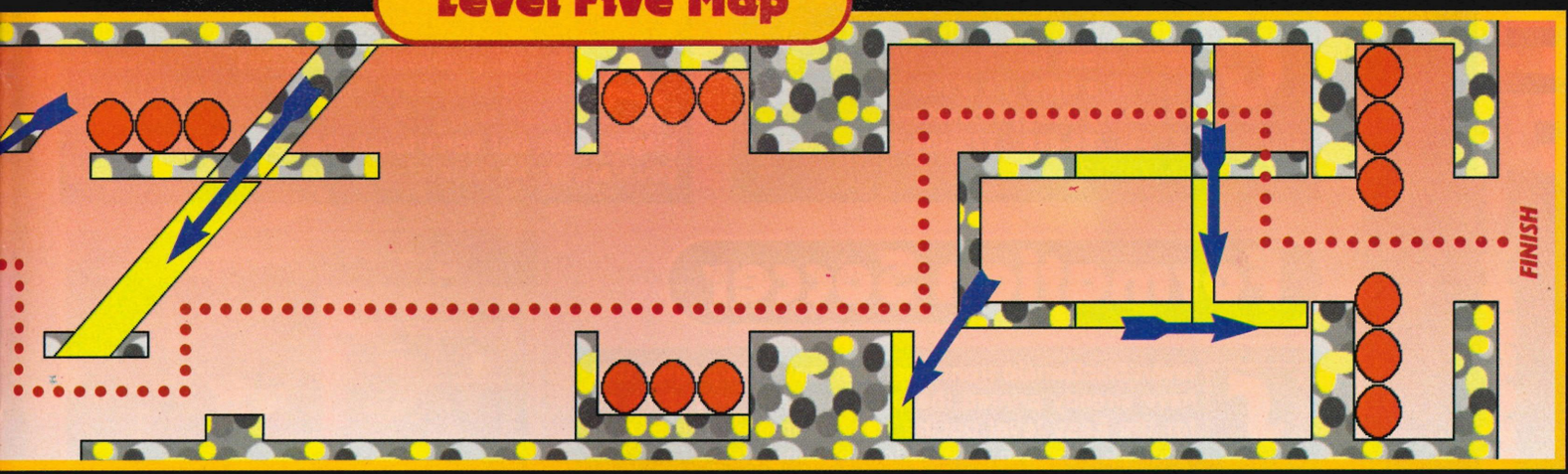
This boss moves away from you at a blistering pace over an array of hazardous platforms. It is best to have the reflecting blue laser on this section therefore wherever you move you should still be able to hit the bubble in the middle. Keep to the top of the screen as the route at the bottom is extremely difficult to negotiate

Cheat Mode

Stuck on particular level? Can't get past that damn hard guardian? Tired with having to play the stages you have completed previously? Well, here's a handy level select cheat to get you past those tricky stages that are beyond you skills or you have already conquered.

While the title screen is showing hold down R and press UP nine times followed by START. You should then PAUSE and hold R, B and SELECT. The number one will appear in the bottom left corner of the screen and you can use UP and DOWN to select a level followed by START

Level Five Map



Level Seven



These snakes are quite tricky, but one well-aimed power shot to the head will destroy them. Don't dodge around trying to avoid or get in line with the snakes as other aliens continue to approach and often get obscured by the snakes

Each scorpion can withstand more than a couple of shots so you'll have to be quick if you are to get in the necessary power shots. Once you have destroyed a couple quickly move in between them, leaving them to their own devices

The final guardian. Remain directly in front of the emryos and keep firing, powering-up only when the guardian opens the wall protecting the embryos. Dodge backwards and forwards between the blue bullets and victory is yours!

Thank You

David clearly got the gist of what we're after. He sent us eleven pages complete with maps and tips. He even included a separate section outlining how to kill all the guardians! This is the kind of thing we're after; clear concise guides. Do you think that you can do any better?

Finally a special message to David, our hero and general nice-guy. You have won a copy of Joe And Mac, we promise that it will be winging its way to you as soon as we receive a brand new copy in the office.

Please be patient and congratulations!

HINTS & TIPS HQ

COLONEL SCHWARZKIRSCHETORTES

Bums in, chests out and don't slouch! The infamous slave driver Colonel Schwarz (for short) has taken time out from the rigours of running his Alaskan Military Academy for young layabouts to give you some disciplinary guidance on the SNES. Not that the Colonel believes in free time, but...

Gradius III

This cheat was sent in by Giulio Nocivelli from Enfield. If you hold down L and press A three times on the title screen you'll get 29 lives! Another cheat was sent in by the splendid Grant Sutton from Clwyd allowing you to increase your credits to nine. Again on the title screen, press all four buttons very quickly until the credits have increased to nine. You must do this before the demo mode starts though.

Super Smash TV

A young recruit by the name of Karl Chapman from Doncaster has sent in this little ditty to hear different in-game tunes. Go to the options screen and select the Easy level, highlight 'Easy' and wait for about a minute, then press L and R quickly. You should see the sound test screen after hearing the word 'Bingo!'



Another sprightly young lad, Jamie Baker from Folkestone, says that to get more lives and continues go to the options screen and press L, then R, then UP. Again, you should hear 'Bingo!' So now you can increase both your lives and your continues.

Rocketeer

Grant Sutton from Clwyd has sent in some more tips (busy little bee isn't he?), this time it's a few codes for the decidedly dodgy Rocketeer:
490-629-312 435-765-818, 775-454-215, 318-469-417 and 040-473-312.

Super Off Road

Are some of you pathetic individuals still having problems beating this? You disgust me; I finished it using my teeth! Pull yourselves together then select the two player mode but don't touch the second controller – you'll always finish third or above.



Formation Soccer

Steven MacDonald from Aberdeen says magazines that have already printed these codes have only done so for the Easy level but he has completed the Expert level. Two days in solitary for showing off.

Expert Passcode (Input first):

You are Argentina:
v Yugoslavia
v Colombia
v Japan
v France
v Romania
v Cameroon
v England
v Holland
v Brazil
v Italy
v Germany
v Nintendo (Special)

Final Fight

Steven Butler, a conscientious objector from Merseyside, informs us that on level four of Final Fight Guy you can replenish your lost energy by repeatedly walking up and down in front of a white dog. Better than sipping over-priced glucose drinks any day. In fact, it's almost as good as two thousand sit-ups, five hundred knee jerks, or nine million sit-ups!



Contra Spirits

An anonymous fellow sent us a cheat to obtain 30 lives. On the title screen press DOWN, DOWN/RIGHT (try the R button if the direction doesn't work) and DOWN quickly. You should now have 30 lives for one or two players. Thank you to whoever sent this in. Now give youreslf a big pat on the back! This person also asked us a couple of questions... well, here are the answers! Street Fighter II is planned for a November release here in Britain as is Super Probotector and Turtles In Time. Just in time for Christmas, eh troops?



Guy



Got a new cart but having problems getting anywhere? Got a new Datel Action Replay Pro cheat cart but finding it difficult to obtain codes? Foxy Roxy is here to help.

Datel Pro Action Replay

OK folks, here's this month's batch...

Prince Of Persia

7E05 0805 – for infinite energy. If you die by falling while using the cheat the game will not automatically restart, simply move the Datel cart switch to down and the game will then continue.

Super Contra III

7E1F 8A07 – for infinite lives. It is best to enter this code only when your character appears on screen as the game sometimes fails to accept the parameter.

Adventure Island

7E03 0D02 – for infinite lives.



Thunder Spirits

7E1A 9D02 – for infinite lives. **7E04 1201** – for a permanent weapon power-up.

F-Zero

7E00 CA08 – for infinite power.

Super Ghouls 'n' Ghosts

7E02 A402 – for infinite lives. Although you are given infinite lives should you die you will be automatically returned to the beginning of the level in play.

D-Force

7E02 1504 – For infinite lives. **7E02 0F0C** – for full power-ups.



Super Smash TV

7E05 3105 – for infinite lives.

Street Fighter II

7E0B F220 – in a two player bout this cheat allows you to play with the same characters (Chun Li against Chun Li and so on). **7E0C 2BB0** – for infinite energy when playing any character.



Final Fantasy II

(sent in by Robert DeSouza from Northolt) – **7E20 0803** – gives a large number of hit points for player one. **7E20 8803** – gives a large number of hit points for player two.

THE COLONEL'S TIP OF THE MONTH

I was slightly tickled by a bizarre tip sent in by Ivan Celant. His tip is actually for the Mega Drive and goes something like this: Place your Mega drive in the middle of the floor, position yourself over it and then jump on it very heavily several times! Now with the money you'll save from not buying any more crap Mega Drive cartridges you can save up and buy a SNES! Thank you Ivan, now I want to see my face in those boots – at the double!

Keep sending your cheats in, soldiers. They're greatly appreciated, but if you're to win a cart you'll have to do better than at present. We're not just looking for little cheats but impressive game hints that we could possibly allocate a whole page to – the most impressive contributions will win a game.

Also, could you please stop sending in Mario guides, our resident expert knows everything there is to know about Mario and he's already Complete Controlling it!

WIN UP TO THREE SNES GAMES

CALLING ALL CARTOGRAPHERS

Control has supplied you with maps galore to boost your gaming conquests, but we thought you may like to map your favourite games and at the same time possibly earn yourself a SNES game or three.

If you fancy winning up to three of the Super Nintendo's mega games, simply grab a pencil, a piece of graph paper, the game you want to sketch out and start doodling. Don't worry if you can't draw. Just make sure you clearly mark out your maps so they can be easily read by us. We'll transform your efforts into the glorious technicolour illustrations you'll find in Complete Control.

SKETCH IT OUT...

First of all load up the game you want to map, taking note of the size of the levels – if they're big make sure you have a large sheet of paper!

Draw the basic layout of the map, sketching it clearly and concisely – remember, we have to be able to understand what you've scrawled. With the basic map complete, start adding the important bits of the game, including the location of power-ups, difficult sections to pass and other details you feel need mentioning. Don't forget to note down the start and exit points of the level, or if there is more than one way to finish the stage.

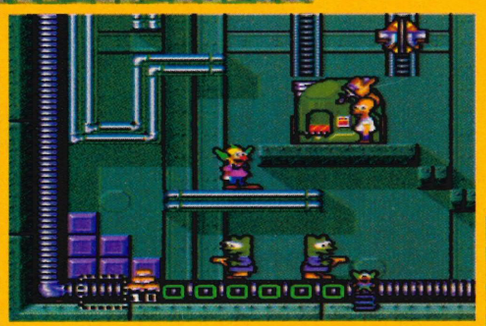
Map complete, add the key to explain your map to us thickies. If you don't know what to key, just make sure we can understand which symbol means bad guy and what indicates a power-up. Please make sure to make the map easy to understand, and forget about sketching the easy stages – just the difficult ones if you don't mind!

Remember, if we think your maps are good enough, we'll print them in Control and even include you photo, providing you're not ugly. You'll also get some SNES software for your efforts, so you can map your new game to win another and so on.

Send your completed maps and guides to...

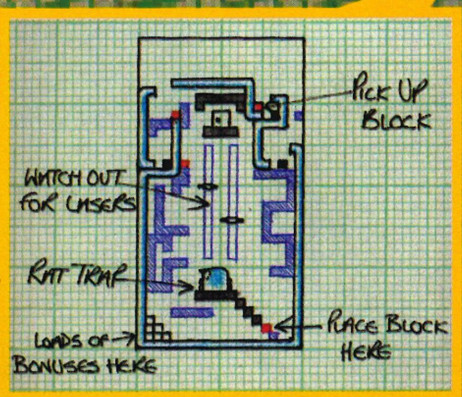
Complete Control
Maverick Magazines
Waters Green House
Waters Green
Macclesfield
Cheshire SK11 6LF

1: Play the game

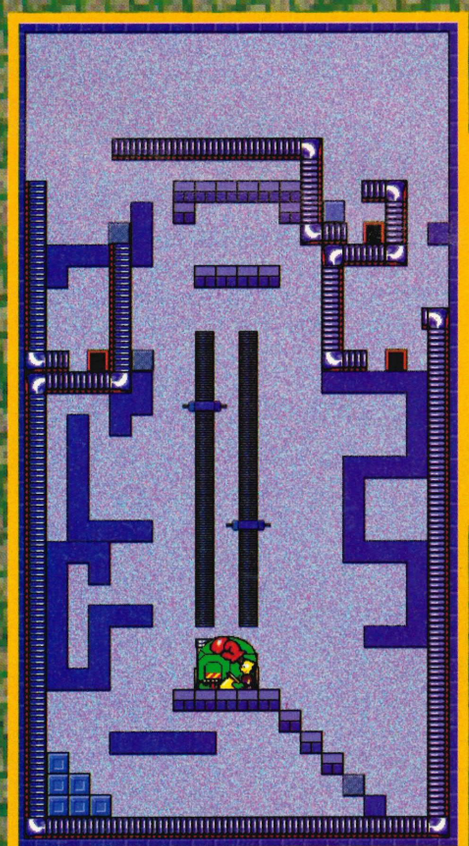


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The CONTROL Poll RESULTS

The response to our first issue was phenomenal, receiving over 100 letters each day, we were swamped. We also received letters from well-known celebs such as Michael Jackson, John Major and David Hirst. Yes, we gleaned loads of interesting facts about you.

Seemingly, the people who sent off the Control poll were mainly male SNES owners with the majority of readers coming from the 16-22 age bracket. The youngest reader was nine and the oldest a grand old age of 76!

● Normally two people read the first issue, although in some cases up to 12 people had a rummage through it. It would be helpful if they'd consider buying it the next time!

● Most of the SNES owners already buy Total and N-Force as a regular monthly mag, with Mean Machines and CVG also being popular.

● In the main, you stated that a cover mounted gift doesn't persuade you to purchase a magazine. That's lucky, because we haven't given you any (yet)!

● Fortunately, most of the population of Britain hasn't heard of, or visited, Macclesfield. Only ten people out of the hundreds of senders of polls have visited it, which is really rather dire, if only for a visit to MacDonald's on a Sunday.

● Shoot'em-ups are still the nation's favourite, whilst platform and arcade adventure tie in a close second place. Strangely, flight sims appear to be the last in choice of software.

● On an average, people buy one cartridge once every two months, and will buy imported games if they've got a converter – all but a few of you want to read reviews early as possible.

● Modesty prevents us telling you what your fave magazine is, but it's very nice to know. Thank you, but you also wanted some changes. The biggest complaint was the quality of our screenshots. This has completely mystified us, but we're trying to rectify the situation.

● News, previews and reviews should, you reckon, have more pages dedicated to them. Especially reviews, it seems. Notice the increased review section this month. Remote Control attracted the most varied comment, with certain readers asking for over ten pages! A noticeable number also wanted it to be given the boot.

● Adding the John Major question was contentious but we wanted a bit of Vox Pop response in the magazine – although the vast majority of you agreed with the assertion, a few were less than chuffed.

● The main thing that you want to change in the mag is more pages and better screenshots. You'll find that this situation has been rectified. Also, especially amongst our younger readers, there has been criticism of our scoring system. We're sticking to our guns, so get used to it.

● An interesting point that a couple of readers brought up was the need of a for sale/swap page in the mag. Is the market big enough yet? If enough of you want one, we'll make space for it – just send in your address and goodies for sale.

● A slight majority of you say that you've bought a product through advertising whereas an overwhelming percentage of you buy your products on the recommendation of a review.

● Most people have never bought a product for any apparent reason, but of those who did some were quite amusing. Everything from frozen haddocks to king sized condoms were purchased.

Soaps of all description are your most popular choice of TV programme with Bottom, Beverley Hills 50910, Red Dwarf and Quantum leap very popular. Gamesmaster, The Simpsons and Northern Exposure featured highly, too.

● Football isn't everyone's fave sport, apparently. However, those who did chose Hassler as their best choice. Harkes got plenty of stick simply for being an American so 'n' so.

● Cinema is extremely popular amongst Control readers, with just about everyone having visited the flicks some time in the last month or two.

● Most of you think Control is fine as it is, but quite a few greedy individuals wanted cash or a free game mounted on the cover.

● *So there you have it. We didn't want to bore you with a load of uninteresting and meaningless numbers – we give you the straight facts here at Control. If you are still in possession of a Control poll, by all means send it in and we'll add the results to our database and enter it in our prize draw as promised (or at least hinted at) in issue one.*

There is no Control Poll in this month's issue, but if you feel strongly enough about any subject in the console world, then don't hesitate to write to us at:

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SPECIAL MESSAGE

We've deliberately left this half page to inform you of our new services to Control readers. And the big one is, from next month, we're going to provide you with a buy and swap section, where you can flog off your unwanted gear to like-minded SNES owners.

Open shop in a Controlled market

We're also going to put in a Question and Answers spot where our resident experts will be able to get you out of a pickle. Simple send in your query to Controlled Market, at the usual address.

Win - Only with Control

Remember if you have any hints 'n' tips, players guides, artwork or, especially, anything which you think will impress us in any way, we may send you a jolly good stonking prize in the way of cartridges or even a SNES. Get writing. And why are there hardly any female readers? Come on; put pen to paper.

What do you think?

And don't forget, this is your magazine too, so send us your ideas to make it better. Even constructive criticism if Control has something you don't like. We'll pay attention. We may not act, but we certainly won't unless you tell us all about it.

There is still a chance to enter issue one's competition to win a SNES or three pieces of software. Why? Because we forgot to add a closing date and we're still receiving goodies. The closing date is actually the 10th of September. All winners will be announced in issue three. There's still time to enter; we haven't made up minds on the winners yet.

SOMEWHERE ON THE EDGE OF THE KNOWN UNIVERSE...

CONTROL POST

Before anything else, all of us here at control would like to thank each and every one of you for the overwhelming response to our first issue. We had so many letters congratulating us on our launch we thought we would return the favour by thanking you all for your support. Here's to the future...

Hoorah! #1

Dear Sir,

I've been waiting for your magazine for ages and now that it's out can I just say that it is the best yet. In fact, I've read it three times!

The reviews are perfect e.g. Super Mario World has a 96% rating in other magazines where Control has given it 86%. Now I know it is a brilliant game but I would be inclined to believe you, it seems as if your not trying to rip the punters off. So keep up the great work.

Malcolm Whittle, Blyth, Northumberland

Control: How can we stress the point more? We don't want you lot to get ripped off; we tell the truth here.

Sore Score

Dear Control,

Congratulations on the new magazine, I am glad to see a mag dedicated 100% to the SNES. However, I have a few criticisms, mainly due to the rating system. The final score is a total of the other ratings and not an individual category.

This can be very misleading as a game that is rated very highly in acoustics, visuals and immediacy but is very low in longevity and entertainment will get a reasonable score. This score will be far to high as a game that is not fun to play with is not worth buying, even if it does have superb visuals and sound.

But a game with bad acoustics and visuals but superb playability will be marked down considerably. I think that you should keep the Final Analysis score but also include a separate overall percentage which gives a better representation. Also how about having two reviewers writing about each game so that the readers get more than one persons opinion.

On the plus side, the players guides, tips, cheats, and maps etc. are very good and much better than those found in some other console magazines.

Daniel Chapman, Wickford, Essex

Control: Our scoring system is the fairest that it could possibly be. All three members of the team discuss the game ready for the Final Analysis and we all have our own say. As for marking games down the way you suggested we're afraid your wrong. If a game has got good visuals and sound but crap gameplay then it will get the low mark that it deserves – we're not afraid to give low scores. However, if a game is really fun to play but looks dire then the fun factor is going to outweigh the low visual score and it will still get a good mark – that's why entertainment is marked out of 30 because it's the most important factor. The whole idea for our system is so you can see why a game gets a good mark or why it doesn't and not just the end percentage. It's up to you to check out the score panel and not just pay attention to the Final Analysis.

Hoorah! #2

Dear Control,

May I take this opportunity to congratulate you on producing an excellent magazine. At long last someone is doing a Super NES magazine that is full of excellent reviews, a realistic marking system and more importantly, is not full of stupid and aimless remarks. Long live your adult approach to the game playing customers/readers. If you keep this standard I shall definitely be subscribing to your magazine.

A. E. Smith, Doncaster, South Yorkshire

I Want It All

Dear Control Crew,

I think your mag is really great and you lot have a funny sense of humour. Your mag even makes me want to grab my joypad, jump up and shout 'Wow, I can control all this excitement with the aid of my SNES and by jove I'm going to!', and I won't even think about buying another mag. There, that should be enough butt-kissing to get this printed.

After reading your brilliant mag I thought I'd give you some pointers to make your mag that little bit better.

* Posters – my walls are pretty bare at the moment.
* Exchange and Mart – most of us can't afford brand spanking new stuff so E & M would be a great help.
* Bigger! Bigger! I want more!
* Challenges – You know like the ones in Sega Power (I don't own a crappy Sega, my cousin does).
* A guided tour of Macclesfield – I've never been there so how about it? You could include some photographs of interesting or amusing pieces of litter and stuff like that!

Andrew Taylor, Western Super Mare, Avon

Control: All your points have been taken into careful consideration for possible future use within Cohtrol, Andrew, but to be brutally honest, Macclesfield really isn't that exciting you know. Believe it, most of us have to live here!

Justified And Ancient

Dear Control,

Well done! You deserve an award, why? Because this is the first time I have ever written to a magazine, I hope you're impressed.

At the age of 36, yes 36, I have been playing computer games since 1980. I started off with a Texas TI99A (brave chap – Control), you know the one Noah used to predict the flood?

Needless to say I soon progressed to a Spectrum 48, C64, C128, Atari 520ST, 1040ST, Amiga 500, Mega Drive (which I soon sold) and a Super NES.

Obviously, throughout this period I purchased most of the relevant mags but none have ever inspired me to put pen to paper. After trying to read the childish drivel in other mags e.g. Naff-Force, Sub-Total etc. your mag was a breath of fresh air.

Absolutely brilliant, I have read it from cover to cover several times and I cannot fault it – you didn't even try to increase the size by having a 50% advert content. Your approach to reviewing is adult and professional but still light hearted – this mag will appeal to all ages.

Once again, well done and keep up the high standards. Good luck for the future.

Terry Delaney, Olney, Bucks

PS: Is it the same H. Gollner that launched ST World?

Control: Thank you for your kind words and yes, it's the same old Hugh. You just can't keep this man down; it's work, work, work...

Minor Mishap

To all of you at Control,

May I say what a wonderful magazine you have put together. It has good reviews and previews as well as all the gossip from Japan and the USA – it is bound to become one of the best selling Console mags.

Although saying this I then come to pages 18 and 19 of the Street Fighter II review only to find that you had labelled the fearsome four wrongly. It should read Balrog instead of Bison, Vega instead of Balrog and M. Bison instead of Vega.

Apart from this small mistake however, you have produced a great magazine and I wish you the best in the coming years.

Christopher L., Brighton, Sussex

Control: Thanks for your well wishes but we have to put you straight about Street Fighter II. For some bizarre reason the Japanese version (the one we reviewed) names these three fighters differently from the American version and at time of going to print we had not seen the American version, thus explaining the 'mix-up'.

Scores Ahead

Hello Control!

Well, congratulations on your first issue, it was good. I suppose you want me to comment? I liked it but it has one major flaw – the screenshots you showed for Street Fighter II were taken too close to the screen and all of the pixels are visible. It makes the quality of the graphics seem lower than they are.

Just one more point, you say that the next issue will be 16 pages longer, if there are 30 planned releases of SNES games won't it be a hell of a lot bigger?

But now on the upside, I love your method of evaluating a game, all the other mags give a rating for say sound as a percentage, therefore you don't know how that affects the final result. In your method you know that the sound accounts for 10% of the final analysis. Well done.

I also like the idea of giving a rundown of all the official games – this column gives a buyer a good idea of what's good. I advise you to keep it up.

Alec Chown, Stone, Staffs

Control: The screenshots in Street Fighter II were not taken using a camera; instead we have a SNES linked up to an Apple Macintosh.

The reason that the screenshots are heavily pixellated is because we used a special filter on the screenshots to make them clearer. Unfortunately this didn't work to its full potential; this problem has now been sorted out.

As for the official releases, the 30 games are not going to arrive all at once! If they did then sure, we would produce a much bigger mag!

Almost Perfick!

Dear Control,

After reading your first issue I have to say that I was pleased – as the first SNES mag you definitely did us owners proud. Your magazine was the one I had desperately been waiting for. Now a few points I want to mention.

1 - Your review of Street Fighter II did seem a bit too honest. I've had it for a while and have also played Super Tennis (83%) and SFII is far superior in every single way.

2 - Your review system seems to work well. Many readers will not understand the new method you use though, as they are used to a traditional scoring system e.g. CVG. I found that your way is better, due to having a critical point of view as well as just meriting a game.

3 - What do you think percentage wise of The Legend Of the Mystical Ninja?

4 - Is it true that there is a third Turtles movie on the way as it's the first I've heard?

5 - Your magazine is the best and blows Total out of the water.

6 - You have far too many tips. You should have more reviews in their place.

Richard Berry, Exeter, Devon

Control: 1 - Using our precise scoring system Street Fighter II failed in a couple of departments where Super Tennis succeeded, thus losing it those vital couple of marks (the game is of a different genre, so they can't really be compared anyway).
2 - We keep stressing the point that we don't want to rip people off. Games are too expensive already without us exaggerating about things and confusing matters.
3 - Erm... about 54%.
4 - Well, there wasn't anything about it in the last issue of Empire.
5 - Thank you!
6 - Unfortunately, not everyone is a genius at games.

Nit-picking

Control Magazine,

Congrats on the new mag! On reading your marvellous effort, I felt sure I had to drop you a line to provide a few reactions which, I'm sure many of your other readers will share.

Despite my great applause for your magazine, I do have some gripes which I feel should be brought to your attention.

1 - You lot – I love your reviews and the short comments at the end of them are a great addition because they deal with your own gut reactions. However, it would be a great help to know a bit more about the Control staff i.e., your favourite and least favourite games, and what parts of a game sway your judgement the most, etc. This info would help us put your comments in a better light, and end confusion over who to believe when opinions clash.

2 - Value for money – Your mag is very good indeed and well worth a read to clue a person up about the ins and outs of the world's greatest console. But there is a discrepancy between the slight lack of pages in the mag and it's rather hefty price tag (about 20p more than average). I know this is only your first issue and you will have an extra 16 pages next month but to justify your price you need at least another 30 pages. I have also noticed (and this is good) the decided lack of adverts. On behalf of many other readers, yes we do appreciate the lack of distractions in your mag but if you can, get more ads so you can print a larger mag. With the extra revenue you can give us a longer news section (you complain about the lack of space in the first issue) and of course more definitive Control reviews and previews.

3 - Could we have a high scores chart? A games playing compo would also be a welcome feature.

Oh dear, my letter sounds rather like a character assassination. I assure you, that was not my intention. I an really very happy to see a mag entirely devoted to my favourite console and I will certainly be sure to reserve my next copy.

Tom Hope, London

Control: 1 - Alex prefers platform games and totally hates Chess sims! Allie likes platform games too but has a strong dislike for Shoot 'em-ups (Mario is also getting on her nerves). Nick on the other hand really couldn't decide but after a little bit of hassling admitted to liking Tennis sims (because he can't play the real thing), and hating platform games. Is that any help?
2 - Ads have got nothing to do with the size of the news, reviews or previews sections. Naturally, the inclusion of more ads would make the mag bigger but if we need a few more pages for hot news then we will allocate them without hesitation. 3 - We're thinking about it!

Women's Lib

Dear Sirs,

Congratulations on your first issue of Control. At last I no longer need to wade through page after page of other magazines with a microscope just to find any small snippet of information on the SNES. Having previously owned a NES I used to buy Total but as I've now sold it, it's Control forever.

Right, here come my opinions. Firstly, why is it in all these mags the reviews of the games are only the opinion of one person? I think this gives too biased a point of view. Sometimes magazines give a game a good rating but the shop assistants tell you that it's no good and vice versa.

I think games should be reviewed by ten different people, i.e. a child, granny, expert, etc. and then they could give different view points. The reason for this is that I cannot afford (or justify) to spend ridiculous amounts of money every few weeks on games so I want to be absolutely sure that a game is worthwhile buying. You might now say, well ask to play them in the shops. Unless you're under twelve years old it is impossible to get near demonstration machines, I suppose that's the penalty for being 23, female and into computer games.

Okay, end of moans apart from before the SNES was released we were told that games would be under £40. Joke eh? I think £50 is a ridiculously large amount to pay for a game especially one that will only last a short while.

Well done chaps. Keep up the good work.

Miss Mimi Kowalski, Beckenham, Kent

PS: Why do all computer games mags print pics of the editorial team doing stupid things?

Control: There are always pictures of us doing stupid things because of the pressure – this job isn't as easy as you might think (ahh, get the violins!).

As for your other points, it would be totally unfeasible to have a large selection of people reviewing every single game; that's why we have at least one other staff member's opinion on the reviews (Alexplains, Allievaluates, Nick Sticks His Oar In). All of us sit down and discuss a game before we make our final opinion, so we're trying to be as fair as possible.

Praise Be!

Alright then,

You wanted something a bit different. I'm a very religious person and have a very strong faith in Our Heavenly Father and Jesus Christ.

Now if you think about it all through time major inventions such as the boat, car, television etc. must have been invented by the spreading or progress of the gospel throughout the world. If God had not inspired man to build a boat he would have been stuck in Jerusalem so the gospel and Man would not have travelled the waters.

The same still stands today, with the invention of television God's plans can be seen by many more people.. Getting back to the point, thanks to Our Heavenly Father we have had knowledge to build TVs and computerised machines. Now Man has used that knowledge to make computer games.

Therefore, people like you and me can enjoy in our spare time a pleasure sent from God. We owe him everything, for our lives, the world – you name it – and a little thanks wouldn't go a miss.

Martyn Race, Basingstoke, Hants

Control: Amen!

Blinkered

Dear Control,

We all know what a superb piece of equipment the SNES is, but what the hell are Nintendo and Bandai playing at? With only a handful of SNES games officially on release they are making a big mistake.

Okay, so there are a lot of games on import, but why the hell are Nintendo cutting their own throats and forcing games players like myself to buy these imports at over the odds prices. surely if they released many of the imports officially here their machine would sell better and their profits would increase. It really baffles me as to why their top brass can't see the long term damage that their future sales could well be doing.

So come on Nintendo, put this right and save your followers some money in the process.

Gary Robinson, Birkenhead, Merseyside

Control: You're not the only one with this question. People within the games industry are asking the same thing but to no avail, the only people who understand what's going on are Nintendo themselves. However, there are a number of top releases planned between now and Christmas including Street Fighter II, Turtles IV, Super Probotector and Zelda III, but we agree with you – it's not nearly enough.

Uncontrollable

To Control,

I went in to my local newsagents and walked up to the computer mags. I saw a new magazine called Control, took it off the shelf and saw the words Super Nintendo. I had recently got a SNES so I bought Control with the expectations of a high quality mag. Was I right in thinking there could actually be a good mag with lots of SNES reviews and news? Was I happy with my £1.95 mag. NO!

I opened it up and looked around, it was okay. Then I saw the Street Fighter II review and saw the 82% rating. I couldn't believe it, could the best conversion ever really get such a sad mark? I know it costs £85 but it has to be the best game ever. Other magazines rated it as 98%, 96%, 94%, 92%.

Then I saw the Super Mario World rating, a mere 86%. The lowest rating that I found in another magazine was 94%! Congratulations on a very sad, poor, s***, crap, etc. magazine. One I will always buy (NOT!). I would rather read Woman's Weekly covered in flea encrusted dog turd. Anything is better than Control. Thank you (for nothing).

Neil Fuller, Corringham, Essex

Control: We're sorry you feel that way but our aim is to give the most honest reviews possible – maybe you should read the review scoring explanation on page 15 of issue one. If you read the explanation carefully you will soon learn that we don't want to deceive any of you by hyping every game that comes into the office as most other mags do. As for Woman's Weekly, what percentage did they give to Streetfighter II?

You've seen a miniscule proportion of the letters that we have received so far. If you have any interesting comments or questions, do not hesitate to write in to the address below. There will be a prize from the next issue onwards for the sender of the best letter.

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SK11 6LF

After a hearty breakfast packed with cholesterol, the intrepid (and bloated) Walkland and Lee set off for another excellent adventure. Their victims this time were the staff and punters from Game in Birmingham, Europe's largest Game store



remote control

Bill Cheskis



Star Spangled Banner

NICK WALKLAND: How long has the store been going? (Interesting question to kick off with, my dear Nicholas, old mate).
BILL CHESKIS: (There's obviously a North West Sheffield/ Dallas language barrier) How long what?
NW: How long has the store been open?
BC: A year and a bit... (Assistant Arwen Allen corrects him) a year and eight months. It's the largest store of its kind in Europe.
ARWEN ALLEN: He's very proud of his store, as you can see.
NW: Have you worked anywhere else (what sort of a question is that)?
BC: Yeah. In Texas and in Florida. (lucky man, why on earth did he come to the splendid urban metropolis of Birmingham?).
NW: Do you see the retail side of things differently from America?
BC: It's not very much different to tell you the truth. It's basically the same.

Well, we don't have to say 'Have a nice day,' although I found myself saying it quite a few times when I first started here.
NW: How has the Super Nintendo Entertainment System sold as opposed to the Mega Drive?
BC: They have both sold very well, but considering the SNES has only been out two months it has sold incredibly well.
NW: Right then, thanks a lot Bill.

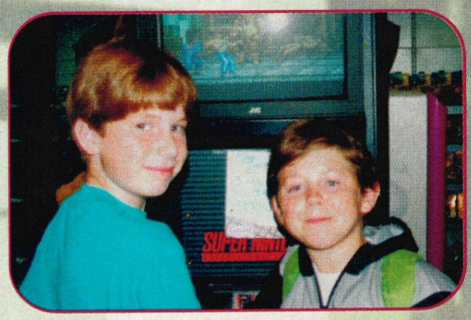
Laura Cartwright



Star Performer

AL: What do you know about the Super Nintendo Entertainment System?
LC: I don't really know anything (she's lying).
AL: Go on, you must do.
LC's mother: (Keenly) The graphics are good, aren't they?
AL: The best.

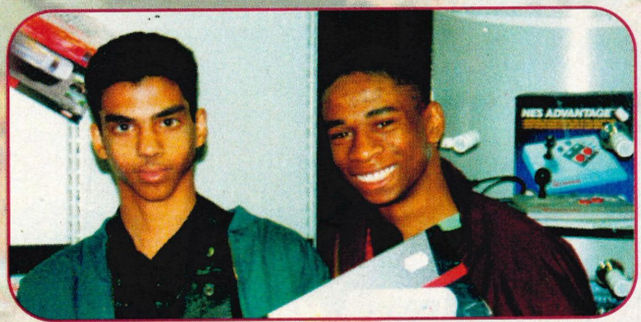
Richard Jordan & John Cox



Nike Air & Know-all

RJ: (Looking at Control) What did Streetfighter II get?
AL: Eighty-two percent. Cos we're really stingy.
RJ: Do you know how to do all the moves?
AL: Yeah (not that I play on it all the time or anything).
RJ: How many worlds are there in Super Mario World (hey, hold on, who's doing the interviewing here?)?
JC: Ninety-six (know-all).
NW: (Smarmily) We've actually done a players' guide on that one.

Alvin Callun & Rudolph Hammond



Totally Krossed Out

AC: Are you gonna put me in there? (he asks, excitedly, pointing at issue one of Control)
ALEX LEE: Oh yeah (what a kind soul I really am).
AC: Can I have a copy of the magazine, then.
AL: No, but you can buy one if you like. They sell them here (a new batch has just arrived; the last lot sold out in three days).

So what can you say about the Super NES?
AC: It's brilliant. You can play good games on it (sycophant).

It's got wicked graphics on it like the arcade... what is it? Final Fight? No, Streetfighter II.
NW: Are you going to buy it?
RH: Me? (yes, you) I really like it. I might buy one. I'll sell my Amiga (now you're talking).
NW: Okay, let's get your picture taken, then...

There's a massive delay as Nick fiddles aimlessly with his light meter, his flash, his tripod, his birdie, his 200 ASA film and whatever else cameramen use. Note the unhappy expressions on the lads' faces.

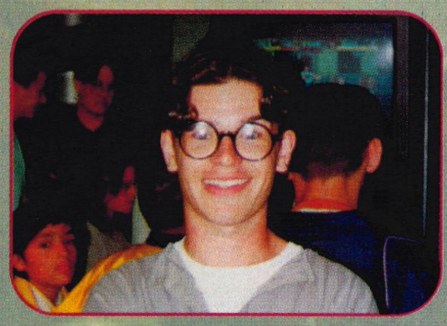
LC's mother: She normally buys a Sega (boo, hiss etc!) magazine.
AL: (Threateningly) Have you got a Mega Drive?
LC: No, but I have got a Game Gear (let you off, then).
AL: Have any of your friends got a Super NES?
LC: Yeah, quite a few of them.
AL: So which games have you played on?
LC: (She's playing on F-Zero) This is the first one, but I've heard about Streetfighter II and Super Mario.
NW: Do you want a SNES?
LC: Yeah, they're really good.
NW: So do you reckon your mam'll buy you one, then?
LC: (Emphatically) No.
After a lot of persuasion, Laura had her

AL: (Knowledgeably) It's going to be set over three or four magazines.
RJ: Are there any games with that gun?
NW: (Get it right, kid) The Super Scope? It's in the mag (what a great publication). There's Battle Clash, have you heard of that?
JC: Yeah, I have (surprise). It's supposed to be quite good.
RJ: (He's interviewing me again) Do you design any computer games?
AL: No, I just play them and beat them.
RJ: What's the best computer game you've ever had?
AL: Er... I quite like Tetris, actually.
JC: (Did I ask for you to comment?) I've got a cheat for that.
AL: What on earth is the point in cheating at Tetris (it's so easy)?
JC's mother: Why do kids get computer games and then buy magazines which have cheats for them?
AL: (Puts on patronising voice) Well, children are increasingly lazy these days.
JC: I've got a cheat for Final Fight, you er... sort of run up and down in front of a white dog... I think.
AL: (I've got a cheat for shutting up precocious kids) Heard that one.

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, why not drop us a line at:

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

Paul Turland



Dan Goldstein lookalike

AL: Have you got any good comments to make about the SNES?
PT: Oh aye. It's bloody good. I just got Streetfighter II this morning, so I've been playing that all day.
AL: Marvellous. So you've managed to tear yourself away?
PT: Well, just.
AL: So who's your favourite character, then?
PT: It was Blanka until this morning, but now it's that Chun Li. I haven't sussed out Ryu and Ken. It's just the joypad. I like R-Type, but it's a bit easy. I did have Pilot Wings as well, but it didn't work on the British SNES.
He bought Control! What a star.

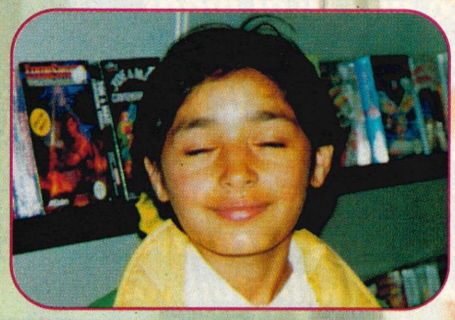
Stewart Duncan



Scotland & SNES Fan

AL: What do you think about the SNES?
SD: I'm going to get one anyway.
AL: Have you got any comments to make about Control?
SD: It's nice, it is, it's better than Sega Force anyway (we all knew that, mate).
AL: Do you reckon you'll be buying it, then?
SD: When I get one, yeah. I'll buy one every week (it's only out once a month, but why shatter his illusions?).

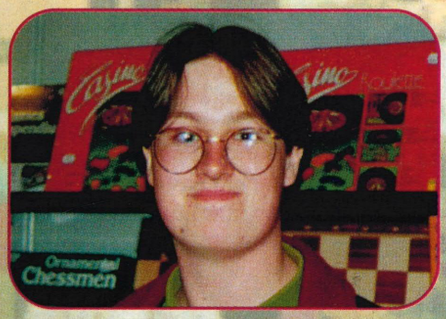
Kamaran Tezeeb



Arcade Addicts Anonymous

AL: What's your favourite game?
KT: This one (Final Fight – free three minute turns for all customers willing to wait for ages).
AL: Have you see any of the others?
KT: Yeah.
AL: Which ones?
KT: All of them.
AL: (Let's see about that) Tell us about them, then.
KT: Super Mario World; I beat that.

Atari Geek



Mark Richards

AL: Have you got any interesting comments to make about the SNES?
MR: I don't like consoles at all.
AL: Are you not into any of the games?
MR: None whatsoever. I've got an Atari ST. I just think consoles are too expensive, the games and so forth... I think it would be better if Nintendo didn't control the prices so much. I think the best game I've played on the SNES is Streetfighter II.

Anh Luong



Proud SNES Owner

NW: Which games have you got?
AL: (Not the AL we know and love) Mario, Super Tennis...
NW: Who's your favourite character in Super Tennis?
AL: Er... (thinks long and hard) Amy.
NW: Have you not seen Streetfighter II?
AL: I have. My favourite character's Ryu.
NW: Do you do anything else besides playing video games? (no reply!)

CONTROL room

Control has some stunning goodies in store for you next month, but we don't want to give away ideas to any rival mags coming out of the woodwork. If you sample these rags you'll miss some of our dazzling exclusives which will stun you. Alright then, we'll give you a taster – Mario and the Super CD. All will be revealed next issue with all the latest news, previews and reviews from the wonderful world of Nintendo. There is still time to send in your entries for last month's Controlled Explosion competition. Closing date is the 10th of September.

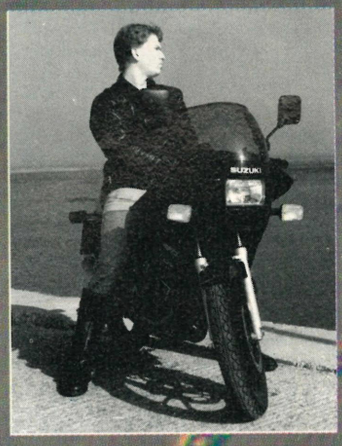


Separated at birth? Alex and Jason: absolutely identical

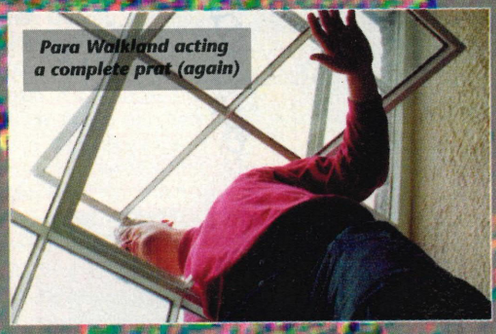
(Below) Paul, our own Mr Duracell – he just keeps on going. Even here, after working through the night, he maintains his rock star good looks



A warm welcome goes to Jason Simmons; our new art assistant. He's the brother of our grumpy writer, Alex, but less miserable. Previously writing on Mega Drive Advanced Gaming, he's seen the light and moved over to Control.

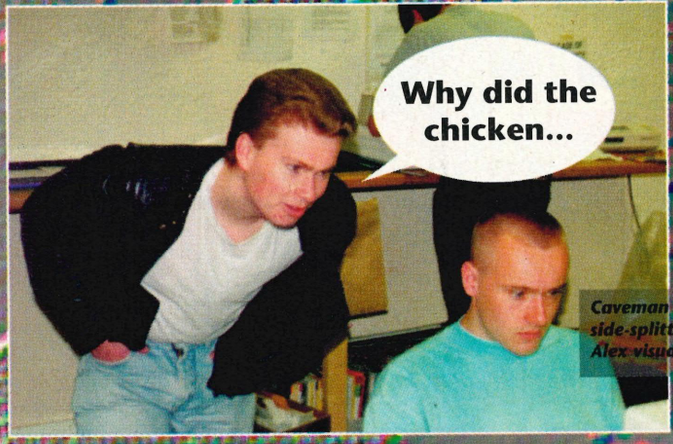


Is it possible for Neanderthal man to ride a motorbike?



Para Walkland acting a complete prat (again)

The cholesterol championship is going strong at Dot'n'Lil's; Walkland is slightly in the lead at the moment, his one minute wolf-down giving him a points advantage but Lee is preparing for a lard attack. Bacon butties for practice seem to be in vogue. There have been no new entries to the cardiac arrest club (southern butt-heads).



Caveman Dave cracks a side-splitting joke that Alex visually appreciates

If you fancy winning a SNES, then we want a Glockenspiel. A fair swap. Any Glockenspiel memorabilia, CDs of Glockenspiel music or pictures of working Glockenspiels will be gratefully accepted. If you can't get one, then a working stylophone will do – it's all because we're putting together a flexidisc for the cover. Or maybe not.

As some of you may have gathered from our Control Poll last month, we like our footy. As the season has just started we'll inform you of our teams. Alex Lee follows Sunderland, Nick thinks Sheffield Wednesday are frogging fabulous, Allie is a closet Cambridge fan, while Macca and the Simmons bros. have no preference. Well, that was interesting.

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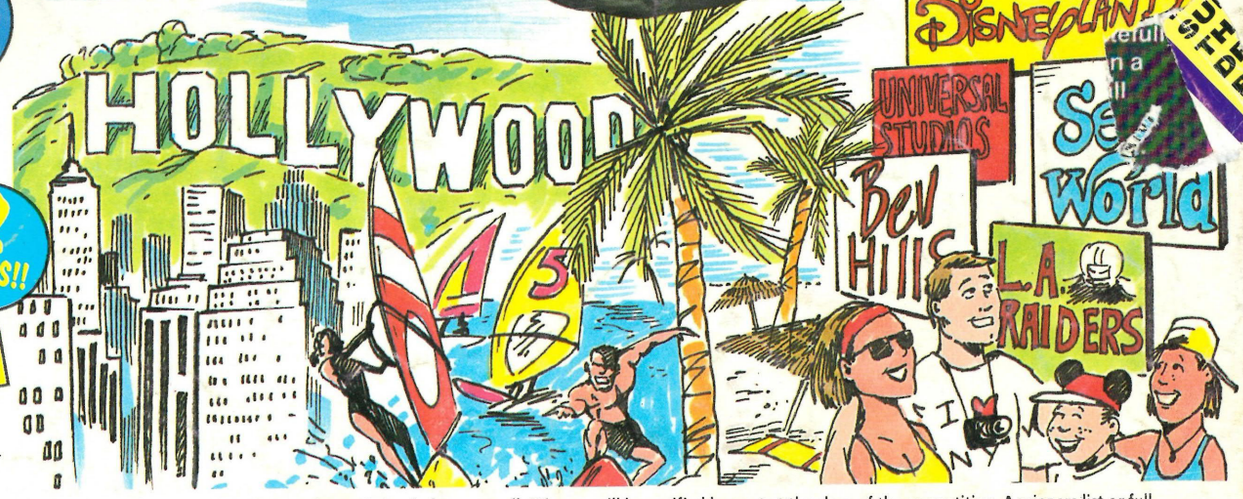
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