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in CONTROL

Welcome to the third issue! Don't be taken in by the futile attempts of other mags. We came first and remain the best.

GLOBAL CONTROL 6
This issue has the hottest news including Interplay's Vikings and Claymates, Electronic Arts' Desert Strike and NHLPA Ice Hockey and the latest from British based Elite. Also the latest US and Japanese news including Toxic Crusader, 2020 Super Baseball and the Brass Boss.

PREVIEWS 10
GODS, TERMINATOR and WING COMMANDER from Mindscape games get the full pre-release Control examination to tempt your taste buds.

GAME REVIEWS 17
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. Why don't you buy the mag and find out for yourself?

RACING FEATURE 38
There's a wealth of driving games available: we sift through the lot giving our opinion. Lotus F1 driver, Johnny Herbert, offers us his exclusive opinion on the SNES and racing games in general.

OFFICIAL STORY 46
More reviews – this time covering the official British SNES goodies to hit the shops in September. Also included is the GAME SNES top ten chart and the CONTROL top five.



RACING SPECIAL

The ultimate guide to driving games on the SNES.

38

ISSUE 3 NOVEMBER 1992

The ONLY Mag SNES Owners Need!

CONTROL

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ROGUES GALLERY 50
The latest offering of cultural masterpieces sent in by you totally uncontrollable artistic Leonardos and Leonardesses.

COMPLETE CONTROL 52
Stuck in your favourite game? Fear not. Just check out the CONTROL players' guides for a complete lowdown on how to beat it.This month we crack KRUSTY'S, MARIO, JOE & MAC and CASTLEVANIA. Plus bags of hints and tips from our guest presenters.

COMPETITION 76
We've got £1,500 to spend on prizes! Are you really UNCONTROLLABLE? Well here's your chance to prove it! If you can impress us (and it's not easy!) you will win a Super NES or up to £150 of SNES games.

CONTROL POST 78
Letters galore in the Control soap box. We answer a multitude of your queries whether they're angst-ridden, badly written, chatty or downright sycophantic.

PREVIEWS

Wing Commander 10
The classic PC space strategy shoot'em-up is all but ready to tempt SNES owners with a bit of variety in their lives.

Terminator 12
He said he'd be back! Well he's coming, alive and kicking on the SNES just after Christmas from Mindscape.



Gods 14
The classic Bitmap Brothers' game really does look scorching on the SNES. We analyse the game before its final touches.

REVIEWS

Super Mario Kart 18
All your favourite Super Mario characters get together for a day's karting in this splendid action game.

Robocop 3 20
Ol' metal face is back in this mindless beat'em/shoot'em-up. Sounds promising but, er... it isn't.

Bart's Nightmare 22
In Bart's warped mind, meet all of your favourite Simpson's characters in Acclaim's witty and bizarre game.



Spanky's Quest 24
There's a whole lot of monkeying around going on in this crazy platform romp as you guide a hairy primate on his travels.

Raiden Trad 26
There are shoot'em-ups and there are shoot'em-ups. Unfortunately, this is unadulterated dross.

Super Bowling 28
Fun and games in this accurate bowling simulator. But is there any point? Read the review and see.

Cyber Racing 30
Futuristic overhead racing sim taken from a Japanese cartoon racing programme that plays like a dream.



Strike Gunner 32
Is there any escape from shooty games on the Super NES? Check out this latest darned destructive teaser.

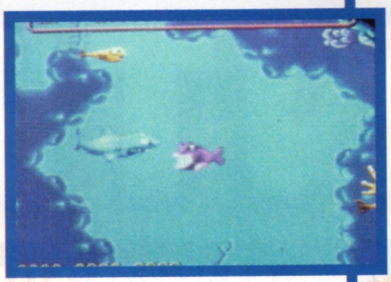
Super Play Action Football 34
Nintendo's own American football simulator. With full NFL approval, it can't possibly be crap. Can it?

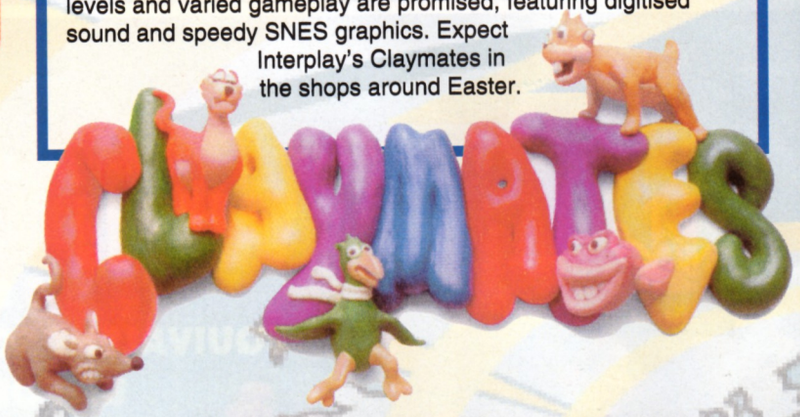
MVP Baseball 36
An accurate baseball simulation with smart graphics and decent gameplay. Surely it's just glorified rounders?

GLOBAL CONTROL NEWS

Claymates

In the early stages of development is Claymates. Professor Putty has been kidnapped and you have been transmogrified into a lump of clay. Not much use really. Fortunately you can transform into five different claymate characters during the game by collecting power-ups. Each claymate has different characteristics. Muckster the cat can climb trees, Goopy the Guppy can swim through the river and Oozy the mouse makes Sonic look as if he's on a zimmer frame. Hidden items, levels and varied gameplay are promised, featuring digitised sound and speedy SNES graphics. Expect Interplay's Claymates in the shops around Easter.





NHLPA Ice Hockey '93

Electronic Arts are turning a lot of their attention towards the SNES at the moment, and this Ice Hockey game promises to turn some heads. Featuring all the 'superstars' of the US NHLPA league, including various signature moves.

With EASN games you can expect oodles of added features including statistics and action replays, and a television presentation feel. What we've seen so far looks pretty darned fast, and I mean fast with super powerful slapshots.

This is officially set for a UK release during March, 1993. Keep your eyes peeled in Control for further bulletins on this EA sports spectacular.



Batman



Never mind Bartman, Batman seems as it's going to be just as popular on the SNES. The first one is Batman – Revenge of the Joker .Yet another film link up, this time following up from success of Sunsoft's Batman, it follows up from the original, and isn't completely different. A side scrolling beat'em-up, Sunsoft's effort carries on from beyond the first movie and the graphics look stunning.

Also looking stunning is Konami's Batman Returns set for global release in the new year. Here you face all the heroes and anti-heroes of the second film. The penguin is just as foul, and the Catwoman cracks her whip like a true domanitrix.

Tennis?

Our Dep Ed loves Super Tennis, now he's preparing to be spoiled for choice. David Crane's Amazing Tennis is the American effort, and there are two European jobs in the pipeline. Loriciel's thus far untitled Tennis game is converted from the home computer Tennis Cup II, and Ubi Soft's Jimmy Connors Pro Tennis is being developed by the German team, Blue Byte. All look appetising, yet it has to be said, Nick had to be dragged kicking and screaming from the Ubi Soft stand at the recent ECTS trade show at London. Watch this space!

2020 Super Baseball

Set in the year 2020, the Baseball that we all know and love doesn't have the same draw on the viewing public. Androids have taken over from pot bellied tobacco chewers, and can thrill the audience with spectacular moves, speed and special powers.

2020 Super Baseball is another in the line of Neo Geo conversions for the SNES, and graphically this 12 meg cart looks hot.

Not for release in Japan until after Christmas, look out for the full Control treatment.





Infotrix

Our Gallic friends at Infogrames are producing loads of goodies for the SNES, and they all look like enjoyable romps or cerebral brain ticklers. We're going to have lots of juicy details on these, but for the moment lay back and think of Asterix. Yes, as we speak the chaps over the channel are beavering away on a game with a fat bloke with feathers on his helmet. More info as we get it.

Vikings

Interplay look to have a real stunner in the pipeline in the guise of Vikings. Vikings is a game of three diverse characters out and about doing what Vikings do best, seafaring with a decent dollop of pillaging. However, our three Nordic friends are suddenly zapped aboard an alien spaceship and decide to escape. Every door they open leads to a different time zone.

Each of the three characters has certain abilities. Olaf is defensive, Baleog is the sword master barbarian and Erik is the fastest thing on two legs. To succeed, you need to have teamwork and be able to solve numerous puzzles in your way.

With over 40 engrossing levels on five different worlds it looks massive and witty.

All the characters speak through speech bubbles now and again, and it holds the player in its humorous sway. A puzzler platform beat'em-up, you should see this officially on the shelves from Interplay at the beginning of next year. Keep your eyes peeled in Control for further details.





Rumours abound of a Streetfighter II RPG arcade in Japan. Alas not. To put the record straight, this is simply a triv machine for Japan and we won't catch it over here. Unless, of course, you're a member of a Japanese club.

Striker



There are football games and there are footy games, now Elite are developing a game that they're hoping will put both Super Soccer and Super Kick Off to shame.

Played from an aerial viewpoint just behind the goal, there is the choice of up to 64 international teams, each with its own strength, ability and skill level.

There is a two player option, or a one player cup competition where you have to battle your way through to the world tournament. Adaptable weather and pitch conditions also add more to the challenge.

It looks like it's going to sit in the happy medium graphic quality-wise between the impressive looking-but-poor gameplay of Super Soccer, and the dodgy graphics of Kick Off. In other words, if the gameplay is up to scratch, nothing yet should bother it.

Striker is provisionally set for an April release at £49.99. Even at this early stage without goal posts it looks to have ironed out its problems that it had with its Amiga version. A full blooded soccer sim, let's just hope it lives up to our high expectations.

Mario PC Typing

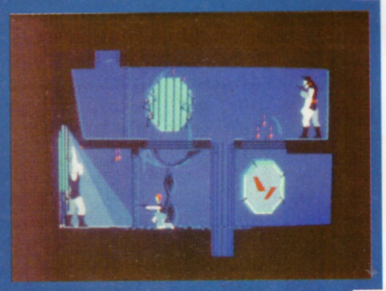
It's hard to keep a good man down. Not content with dominating the world of Nintendo he's now dabbling on the PC market. Nothing quite as thrilling as Mario V, heck no, but Interplay's Mario Teaches Typing.

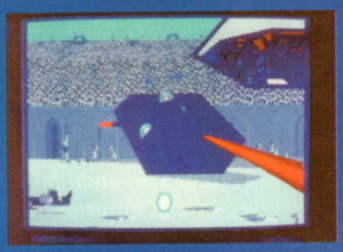
If you happen to have a PC gathering dust, this looks like it's going to be a fun to use and instructive learning tool. Typing? What's that?

GLOBAL CONTROL NEWS

Out Of This World

Further to our revelations in the last issue, we have had a brief play and now have screenshots. Similar to the Amiga version, Another World (Out of this World in the States, Outer World in Japan) has certain improvements. The linear gameplay has been improved to the extent that there is an estimated five more hours of gameplay. Utilising polygonal shapes, fluid animation and a mix of music and sampled sounds Another World isn't like anything you've seen on the SNES. Playing Another World is like being the star of a cinematic action adventure; you make the decisions because as you progress the game tells you a story. Due for UK release around November, Interplay's Another World looks as if it's going to be a popular stocking filler.







John Madden's '93

Stateside development of the latest in the line of John Madden Football is in full swing. American Football games are nothing new for the SNES, but lets hope JM Football '93 will learn from the mistakes of its SNES predecessors in the genre.

Utilising the full game stats of individual players, teams and other vital stuff for NFL freaks, John Madden '93 should satisfy. Improved gameplay, number of options and better graphics are all promised.

Expect it in the stores officially during February, of course, with Nintendo that could mean any time up until Easter.





Toxic Crusader

You play Toxie, the leader of the Toxic Crusaders, in a platform shooty cum beat'em-up. In this right-on green game you have to kill off loads of evil creatures by swinging your crud-soaking super mop to sort out the polluters. Then you have to deal with your arch nemesis, with the evil name of Doctor Killemoff.

Eleven standard looking yet colourful levels need Toxie's mop action in this release from Bandai in the States.

Catch the first glimpse of Toxic Crusader in the stores sometime in 1993.





Brass Boss

Everyone in Japan seems to be jumping on the beat'em-up bandwagon, and Razorsoft are no exception. The Brass Boss is all about pummelling every opponent who stands in your way as is the standard in such games.

However, you have to look out for your enemies' secret special moves and discover hidden levels within the stages. Coming soon, The Brass Boss is an eight meg cartridge and will be available on unofficial Japanese import.



Many a long year has passed since Cecil first rid his country of the wicked evil tyranny, but things aren't so happy anymore. Hence this extended version of the continuing saga. Final Fantasy V, or III as it will be known here, will be a whopping 16, yes 16, megs; double that of its predecessor.

Therefore you can expect a bigger play area, more creatures, more levels, more towns, and much more longer lasting enjoyment.





Final Fantasy V

Final Fantasy V (III) will be launched in Japan any time now. Unfortunately you won't be able to understand it. Wait for the US or official UK version that should appear in the new year.



Desert Strike

Electronic Arts' Desert Strike was a stunning and enjoyable game on the Mega Drive but Sega geeks can gloat no longer.

A SNES version is having the finishing touches added to it as we speak, and it really does look hot, visually knocking the socks off the Mega Drive version with improved control.

Flying around in an AH64 Apache Attack Helicopter, you have to hover around an unmentioned area in the Middle East – Iraq would be an astute guess. The aim of Desert Strike is to fly around in your chopper rescuing hostages and blasting away at enemy targets such as SCUD missile sites, radar stations and enemy HQ's.

Sounds easy enough? Trust me, it won't be. All going well, this great release should be appearing in your friendly local SNES stockist some time early in the new year, hopefully during January, Nintendo permitting.





More Toons

Cartoons are also hip at the mo, never mind Yogi Bear, Road Runner and the Flintstones preparing to burst on the scene. The latest involve Mickey Mouse and the Tiny Toons.

The Mystical World of Mickey Mouse [redacted] brings the Disney rat alive and kicking on the SNES. Previously Capcom released this popular series to the Mega Drive but now it has started from afresh on the SNES where you can choose from a variety of characters. The graphics are spectacular, and it looks as if Capcom are on to another winner.



Tiny Toons [redacted] is Konami's four megabyte conversion of the excellent Game Boy and NES game. Playing the role of either Buster Bunny, Hamton Pig or Plucky Duck you have to save the stunning Babs Bunny from the clutches of Mr Big in her quest for stardom. Witty and fun, these younger Warner Brothers stars meet many other well-known toons on their travels.





Might & Magic



The bastion of solid British officially unofficial games, Elite, are gambling on the need for a very meaty role playing game. Might and Magic II is an excellent choice.

Converted from the award winning PC original, M&M II will have increased speed, better graphics and an easy interface via the joypad.

Choose your band of ruthless money grabbers from your own selection of races, sex, professions and characteristics before you wander off into the mysterious land of Cron.

Massive in scope, M&M II will feature no less than 96 spells and over 250 weapons – that's just the start. I could list the options, but it would waste too much space.

Elite will launch Might & Magic II at £49.99, all going well, in the UK during March 1993. Keep your eyes peeled for further information.

Dr. Franken

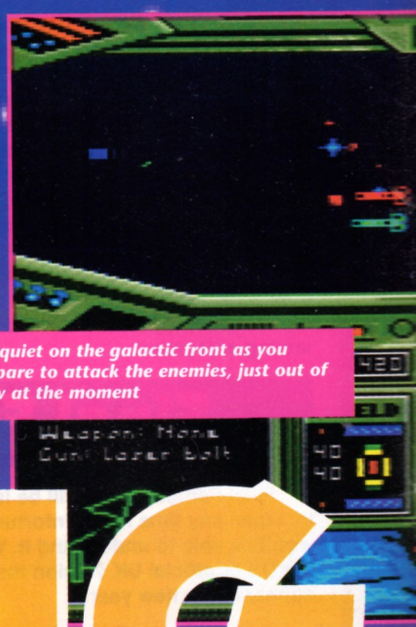
Elite are probably the first software house to dabble in the kind of promo video for a game usually reserved for those in the music industry. Their Game Boy Dr. Franken promo can be seen during youth programmes and on MTV. Keep your eyes open, especially since they're currently developing a second, more flash promo. Fans of Dr. Franken will have to wait for its SNES launch – it has been put back for a while.

CONTROL

PREVIEW

WING Comma

Wing Commander will be quite unlike most games that you're likely to see on your SNES. Presently being developed by Origin in the states; Mindscape are gearing up for a global launch round about Christmas of this year.



It's quiet on the galactic front as you prepare to attack the enemies, just out of view at the moment

Wing Commander is set in the year 2654, a time when the human race has shot ahead in the technological field and, having forced a uniform culture across the earth, it's now sampling the delights of galactic imperialism throughout the known universe.

However, you are not alone in your supremacist viewpoint. The race known only as the Kilrathi are vying for dominance, and the politicians don't like it, not one little bit.

You start the game as a rookie pilot ready and willing to become the greatest 'Wing Commander' by blasting the living pulp out of the enemy Kilrathi without getting blown away yourself.

An officer and a simulator

Before your flight debriefing you can chat to various comrades in the officers' club, view your medals or just look around. Talking to the fellow pilots brings up a different mug shot giving valuable hints about the forthcoming battle and the state of the war.

You can also hone your flying and shooting skills in the simulator. It's slightly different to the real thing but you can rest easy in the knowledge that you won't get completely obliterated.

You then get thrown into the various scenarios and are debriefed on your mission and given a wingperson to help you nip through the sectors. The commander will give you basic information on what happened, and how to react in the face of nasty opposition which is, invariably, shoot the bastards.

There are over 36 scenarios to contend with and they aren't linked sequentially. It all depends on the state of the war at the moment, and the game adapts to the various, innumerable situations. Flying is rather saucy, as you can take command of a variety of spacecraft with many different weapons. Admittedly, if you've never played a flight sim before, the controls may take some time to get used to. Like a true aero-joystick, you push forward (up on the joypad) to go down, and vice versa.

Kill the Kilrathi

Therefore, once in space, you take on the cream of the Kilrathi aces. First, however, you must find them. Simple navigation with an on-screen cross heads you in the right direction, then it's a case of whizzing around following coloured dots on your scanner. This is easy enough to follow and you'll beat down on them in no time.

The enemies come at you fast and thick, and the animation and scrolling promises to be something else. There are

Into The Fray



It's grim news on the star front as your officer gives you your mission details and waypoints, etc



But things start to look up when you are assigned a rather saucy wingman, erm, wingwoman





Mindscape

nder

mere specks of ships that zoom in close to take up the screen! You will also be able to call upon your wingman to get you out of certain pickles. Hopefully, this vital feature will be up and running when the game hits the shops. Everything is laid out in the same style of the original PC version, even down to the animation and individual characters' appearance. No stone is left unturned, making Wing Commander look, at this stage, a pretty sharp conversion.

Of course, being on the SNES there are some additional features. Parallax scrolling on certain animation will be used, albeit briefly, and the sounds will blast out of your speakers in glorious stereo.

Keep your eyes peeled for Mindscape's Wing Commander that should be in the stores in time for Christmas.



It's Been A Hard Day's Blast



The enemy has been vanquished, so you get a solid pat on the back by your engineer



With a distinct air of smugness you await your (early) debrief from your superiors



Unfortunately, you get a complete and utter bollocking. Keep that stiff upper lip, officer



(Above) Try out your skills on the fighter simulator. It's good for a laugh, and it's not as dangerous as the real thing

(Before) Before a mission it's wise to get some sleep on terra firma. A drowsy head will see it blown off



CONTROL

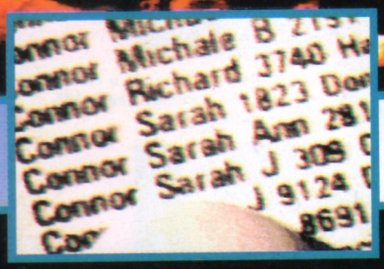
PREVIEW

The robot with the Austrian accent is back and ready to burst onto the SNES. Guns a-blazing, time travel, fast driving and plenty of fisticuff action are all promised in Mindscape's Terminator.



(Above) The oncoming cars are the least of your problems as the Terminator is directly behind you, and catching you up





Termin



Throughout the game there are images culled directly from the actual film, ranging from scanning the phone book to blasting past the police cars

Terminator, the game, will follow the gist of the first Terminator film plot closely, so you should be able to compare what's happening on screen to the movie action.

You start as Kyle Reese, set way off in the apocalyptic world of the future. Put simply, machines have had enough of the way man is running things, so they have decided to kill off the human race. As a key resistance fighter, and human, you're miffed at the predicament and have to blast away through the ruins and laser fire to slaughter the terminators blocking your path.

Austrian Weightlifter

The initial aim is to find the time machine that will cast you back to 1984 to save Sarah Connor, the resistance leader's mother-to-be.

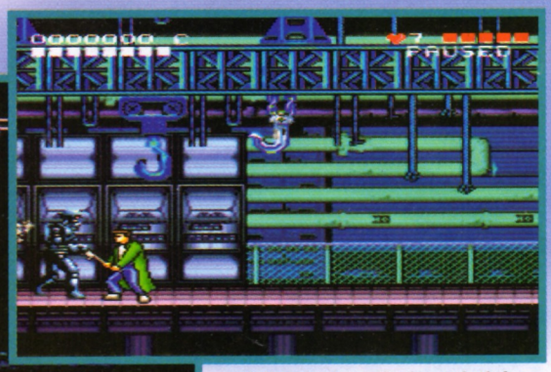
At the end of each successfully completed level you are presented with some smart shots direct from the film. A useful tie-in if you're a bit perturbed by not knowing where you stand within the game as compared to the film.



Mindscape

ator





(Above) Towards the end of the game it's just you, what's left of the terminator, and a pipe. Who has the guts to survive this?

(Above) At the beginning, in the dark and murky apocalyptic future, Kyle Reese can hop on the truck for a helpful lift

(Right) It's a dirty job but... They may be innocent bystanders to you and me, but if they get in the way of Kyle, they eat lead



Arnie, or rather, the Terminator is, as you would expect, after your blood throughout the game.

Gratuitous Violence

Indeed, he turns up every few minutes throughout to try to hasten your demise. So, once back in 1984 you need to get some kit. Running buck naked through LA isn't a good idea, so you need some gear and a whopping great weapon.

Unfortunately, the locals in the bar don't take the same attitude, nor do the police. Therefore, you have to battle your way through more mayhem-filled levels to reach level three.

Now you have a brief rest from the platform goings-on and you are hurled into a driving sim. This really does appear stunning, even at this stage of development. The sides just slide on past and the other drivers appear to have tunnel vision when it comes to driving skills; all they do is head towards you.

Then you're stuck in the police station with more in the line of beat'em-up action. Everyone tries to attack you through the walls, behind drink machines and on all floors. Surviving in this massive maze-like building really will take effort, and it looks as it will present a hearty challenge. More thrilling driving action follows until the final encounter with the Terminator.

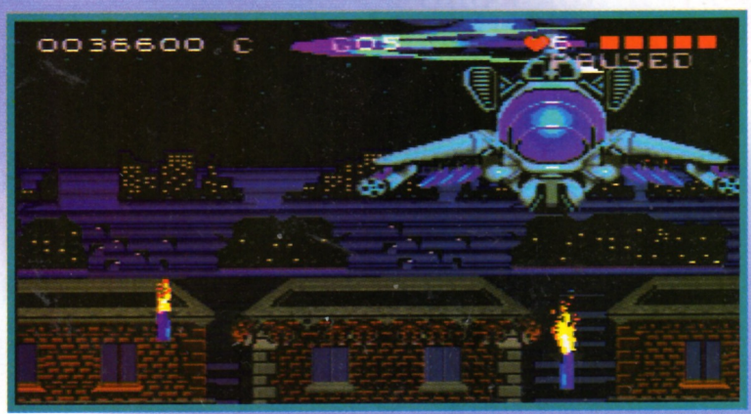
Not only will you have to deal with oncoming cars, but also Mr Metal Head himself bumping into your vehicle from behind. Ultimately, you must face the terminator for the inevitable final showdown. Taking place in the warehouse, the final scrap follows the plot of the film almost to a tee.

Facial Prosthetics

Expect neat sounds and slick parallax. Of course, we'll have to wait for the Nintendo seal of approval before we see it in the shops and for a full-blown review. This should officially be in the shops in time for Christmas or maybe the New Year. We will have to wait and see. I'll be back.



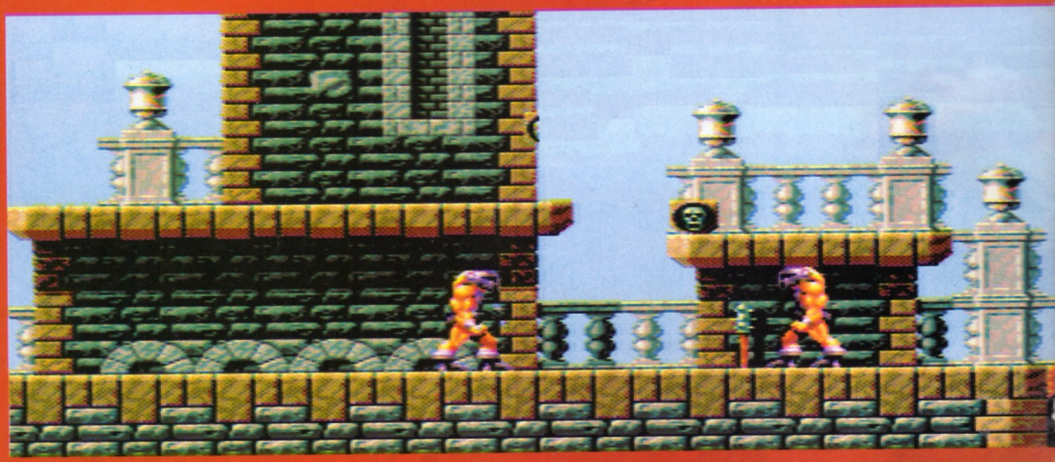
Inside the police station asking the friendly desk sergeant for directions and wallop! Out pops the terminator through the wall to blow your head away. Nice chap



End-of-level beasties take on a different appearance in many games, and here's one specifically for the Terminator; a chopper of death. You wouldn't want a ghoulie

CONTROL

PREVIEW



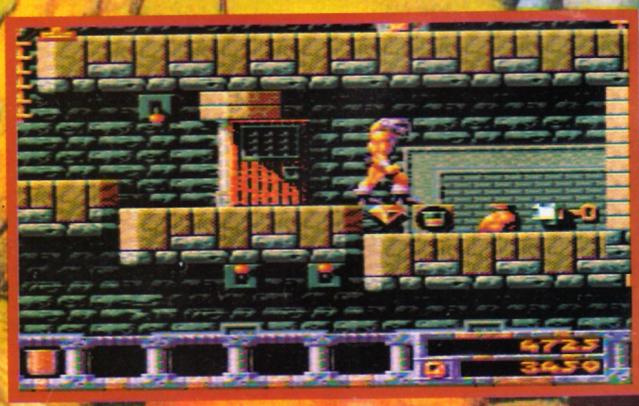
(Right) The familiar, available at all good stores, homes in on the enemies and pecks them to death



Mindscape

Gods

The Bitmap Brothers are venturing onto the SNES with a conversion of their smash-hit Amiga and ST platform romp, Gods. This marvellous hack 'n' slash action offering combines graphical excellence with challenging gameplay that just oozes quality.



Yanking on the lever opens the door to the store room. Inside you'll discover a sackload of goodies including energy top ups, gems and other valuables







(Above) You start the game with the puny dagger. You will soon find power-ups, but these are usually protected by waves of enemies

(Below) Make it to the fourth level and things will get hectic. Monsters attack from the sides, requiring a mass of firepower to destroy



Not content with the fame they achieved with both Speedball and Xenon, the Bitmap Brothers experimented with the platform genre last year when Gods was released on the Amiga and Atari ST. Acclaimed as one of the finest games of its type, it was only a matter of time before they converted it to the SNES.

Grecian Geeks

The game features four levels, each set against a Greek mythological background. These are further divided into three scenes each, making a grand total of 12 stages.

As the warrior Hercules, the task you face is set by the gods. You must venture into an ancient city in search of the ultimate prize – immortality. This is achieved by successfully negotiating all the stages, and defeating the four all-powerful demons that protect the exit to the next world.

When the game starts you're without weapons. However, nearby you'll find your first power-up, a dagger – pretty naff but a means of attack nonetheless. As soon as you touch the knife, creatures will attack from all sides. A few swift slashes will deal with the ambushers, although this is only the very beginning of game.

Your Arsenal

The majority of the latter monsters can withstand a single hit, taking a couple of wounds before finally dying. The further you progress, the better the weapons you'll collect. More blades can be added so eventually daggers will fly out to the front, diagonally, up and down, although the more powerful armaments, for example spears, are limited to a maximum of three at a time.

Each time you destroy an enemy, a coin is left behind. Collect these as they are used when you meet the shopkeeper, who appears at various points throughout the game. From his store you can purchase a plethora of goodies, ranging from the more powerful weapons like spears and maces, or magical powers like fireballs. Energy top-ups can be bought in the form of food, hearts and magic potions.

Praise the Lord

Your life is not only threatened by the hideous creatures that haunt the ruined city, but a mass of intricate traps also await one wrong move. Usually triggered by the levers found on the walls, you must either dodge the snare, deactivate it by yanking the correct lever or destroy it with one of the special bombs.

An energy bar (a small beaker of liquid) located in the bottom left of the screen details Hercules' (i.e. your) power, when it reaches zero one of your three lives is lost. Extra 1-ups can be found or bought from the shop. Gods features a password system that allows you to start on any of the four levels, although you must first complete the section to gain one of the precious codes.

Fork-Tongued Freaks

The first guardian you'll have to confront is a huge sabre-wielding giant that slashes and hacks away, the second a massive fire-breathing dragon.

A minotaur charges around the third stage, while the final confrontation is with a hideous snake that weaves in and out of an oversized skull.

At present, Gods is in its later stages of development and is awaiting approval from Nintendo, which usually takes around three months. Released from Mindscape, expect to see it on the shelves around Christmas or the New Year.



Visit the shop to purchase new weapons. Throwing axes are lethal, but their range is limited. You're better off sticking with the more expensive maces



(Above) The spear is a powerful weapon; you can fire up to a maximum of three in a wide arc. They aren't quite as powerful as the maces, though

(Right) Bees swarm around their nest, stinging you if you stroll too near. Use the special bombs to destroy their hive



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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%.

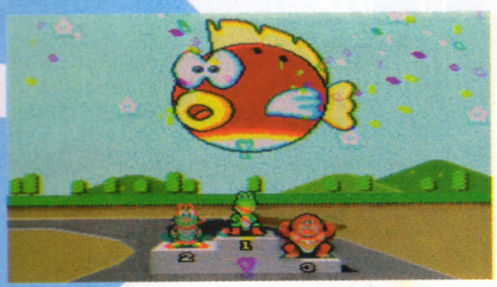
Gameplay is vital and is broken down into three parts; immediacy, longevity and enjoyment. In Control, you can see how we arrive at the Final Analysis; not in other rags that just guess to come up with their ratings.

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

Super Mario Kart

Nintendo

Usually found hopping across Dinosaur World or some other mysterious land, Mario and Luigi, along with some of the other characters from the Super Mario games, are now bombing around in small karts, churning up the countryside with their oversized racing slicks and mushroom-injected engines.





There are eight characters to choose from, ranging from the slow Bowser to the flying Yoshi. Each has personal statistics for handling and acceleration

Quite unlike any other racing game on the SNES, Mario Kart's emphasis is on fun rather than being a true-to-life sim. A one or two player game, you can choose to enter the Grand Prix, practice any of the 15 tracks or, if competing against another vaguely human opponent, enter the arena kart.

The Grand Prix is set over a series of five races, with three lands to choose from. Mushroom World is the first and features the easier tracks. This is followed by the tougher Fire Plant stages, then ultimately the Star World tracks. Your kart can be either 50 or 100cc, the latter being the faster of the two and more difficult.

Eight drivers are included, each with individual statistics. Yoshi and Princess Toadstool are the fastest but skid and slide a lot. Bowser and Donkey Kong Jnr are slow but stick to the track like glue, whereas Mario, Luigi, Koopa and Mushroom all have average performance ratings. Each course is based on one of the levels featured in Super Mario World. The earlier circuits are set on Yoshi's island, the tarmac track winding around a plush green countryside.

A Ghost in my House

Slightly harder, the ghost house courses have wooden floorboards mapping out the road. Care is needed when racing around these stages; one wrong move and you'll fall off the road and plummet to your doom. The castle stages prove the toughest of all, requiring skilled driving to avoid the lava pits, stone crushers and other deadly obstacles.

Initially you will have to beat your opponents by driving faster and better than them. However, a number of power-ups will make your race to the top an easier one. Bonus blocks, resembling the question-marked squares seen in SMB 4, hide a number of goodies that are collected simply by driving over them. You will be awarded a random bonus, of which there are nine.

Shell Suitability

Perhaps the most common of these are the shells. There are two types; red and green. The latter fires directly ahead, the red shell homing in on the nearest racer. Hit an opponent with a shell and they'll spin out, losing time and their coins. Coins are another bonus. Two coins are needed to pay the Fisher-Koopa when he hooks your Kart out of a pond or from the bottom of a ghost house.

The banana skin is dropped from the back of your kart, anyone driving over the slippery

You're Incompatible (Oh!)



Bad news for PAL SNES owners, Mario Kart isn't compatible with your English machines. Even with a convertor, Mario Kart glitches wickedly, jumbling up the tracks and making it virtually impossbile to play. The game will work on a Japanese machine or a US SNES with convertor. You have been warned!



(Left) On Yoshi's island are the easiest courses. The tarmac road provides plenty of grip while the long straights provide ample oppotunities to overtake



(Right) Super Mario Kart hits the beach on the Star World. The water slows you down so use the ramps to leap the big drink



The Ice World is tricky as your car slides alarmingly across the slippery track. Cracks in the ice pose a threat, freezing your poor driver should they zoom in!



The castle tracks are filled with lava which must be jumped. Fall in and it will cost you two coins to be hooked out. Also watch out for the crushers that block the road

obstacle will spin and drop their money. Collect the mushroom and you'll equip your car with a single-use nitro. The star is one of the most useful bonuses. When activated you can charge around the track ramming into the other vehicles without taking any damage yourself. Grab the lightning bolt and watch as all the other racers are zapped into dwarfs!

While they are minuscule you can drive over their karts to reduce them to a wafer-thin pulp, then watch as they lose precious time popping back to their original shape. The feather is best used in the ghost houses.

This bonus gives you the opportunity to cut out huge sections of the course as you leap from one part of the track to another.

Treacherous Terrain

Lastly there is the ghost icon. Difficult to find, its advantages are great, stealing the other human racer's bonus and making you temporarily ethereal.

Obstacles scattered on the track include slippery mud patches, ramps and turbo pads, as well as difficult terrain such as ice, water and grit. Popping up from the dirt tracks, moles cling to the front of the kart. Drastically reducing your speed, they can only be shaken off by constantly jumping in the air. For each win you are awarded nine championship points. Six points are given for second, with third gaining a measly three. One point is awarded for fourth position.

If, after five races, you finish in the top three you'll be awarded either a gold, silver or bronze cup, depending on your position.

Hammered on Champagne

Your character will then guzzle down his bottle of champagne before collapsing! The cartridge includes a single save slot, and will automatically record any championship result you clock up. Separate from the Grand Prix is the Arena Kart.

A battle to the death, two human competitors enter an arena full of bonus blocks. By driving over these valuable squares, you must collect a shell or other power-up. The shell must then be fired at your opponent, bursting one of his protective balloons. Pop all three of them and watch as your foe explodes in a madcap shower of nuts and bolts.

Alex

SUMMARY

Super Mario Kart is one of the most enjoyable racing games available on the Super NES. Including only fifteen courses, which can be rapidly beaten, you are left gagging for more. The two player mode and arena kart options add to the game's longevity, but after the first day's play it is unlikely you'll see anything new. Presentation is outstanding, with hilarious animation, bold graphics and neat sound effects. A thoroughly appealing game, my only gripe is with the lack of tracks – you'll soon see everything the game has to offer, but it'll nevertheless keep you hooked.

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	17/20
IMMEDIACY	15/20
LONGEVITY	15/20
ENTERTAINMENT	26/30
FINAL ANALYSIS	80%

NICK STICKS HIS OAR IN

The two player arena kart option is by far the most entertaining part of the game as I found the standard GP offered too little in the way of a challenge after a while. However, I must confess that I was thrilled at the product. A light hearted driving game that soon sinks its claws in leaving you drooling for more. Stunning graphics, but it lacks a little something to make it really 'super.'



Good fun is the two player Arena Kart. Protected by three balloons, you must collect the red and green shells before firing them at your opponent. Burst all three balloons to emerge victor

REVIEW CONTROL

IMPORT

SUPPLIED BY MEGACOM

Bart's Nightmare

Acclaim



When Matt Groening created his all American suburban family I wonder if he ever envisaged the success that would follow. Whether you like them or not they're here to stay.



(Above) Manic mallet cartoon action in the kitchen with itchy and Scratchy.
(Below) Stomping the city as Bartzilla!



I don't know what's worse, poor old Bart losing his extremely important homework assignment or being totally submerged inside Bart's mind and dreams! Bart introduces you to the deranged world of his nightmares where all his family and friends appear as you've never seen them before.

Designed like a cartoon and using the same graphics and backgrounds found within The Simpsons, you must control Bart and help him find his lost pages. Travelling through a parallel dimension created by Bart and by entering Other Worldly Worlds, weird images and situations present themselves as you guide him to recover his homework.



Bartman is here to save the day! After navigating radioactive clouds and ridding the skies of Krusty balloons, missiles and hand gliders our noble hero then comes face to face with the Red Baron...whoa, mama!

The Windy World

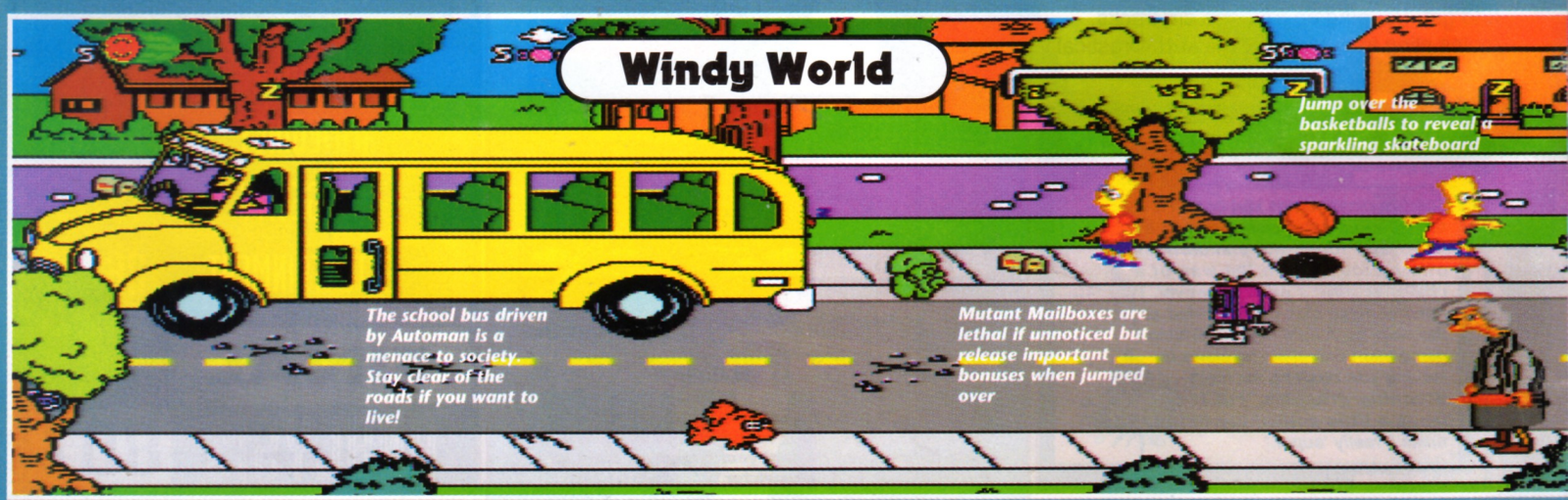
From this alternate Springfield street Bart must find his homework pages while avoiding mutant mailboxes, fairy Lisas, flying saxophones, a school bus, basketballs, TVs and a kiss-blowing granny! When a page is found your are then transported from this horizontally scrolling street into one of five other bizarre worlds. Only by conquering the nightmares behind your colour-coded choice of world will you recover Bart's homework...

Bartman

Soaring high above Springfield is none other than Bart's alter ego, the Bartman! In another horizontally scrolling level Bart uses a catapult to rid the skies of Krusty balloons, mini rockets, Terri and Sherri, radio-active clouds and Smithers amongst others. Extra lives and energy restoring bonuses can be collected easily, and there are endearing comical touches in the sound effects and the animation of the characters.

The Temple Of The Maggie

Nothing is impossible for Idaho Simpson, not even navigating disintegrating causeways over molten lava! In this highly original level



Psychedelia hits Bart in a big way! Swimming through his own bloodstream Bart must destroy bacteria and Smilin' Joe Fission to get a page of his homework



Bart must jump between multicoloured moving stones and avoid pterodactyls, demons and Maggie's flying dummies while carefully working out the puzzle of the touch-sensitive paving stones.

The eerie and dingy graphics are a wonderful recreation, reminiscent of an Indiana Jones movie, and the whole level design, including Bart's crazy attire, is impressive and fun to play.

Not an easy level but help is at hand, pterodactyl eggs can be collected allowing you to continue at the start of the level should you meet an untimely death.

Bart's Bloodstream

Nothing is more bizarre and psychedelic than swimming around inside Bart Simpson's veins, believe me.

Your objective now is to capture the bacteria in Bart's veins and destroy them using a hand pump, inflating them until they explode and then attack Smilin' Joe Fission in the same manner.

Each time Joe is hit, a shield surrounding your page of homework gradually depletes until the page is yours for the taking. Brilliant colours and shapes make up the stage design coupled with clear digitized speech from Joe. A doddle of a level.

Itchy And Scratchy

By far the most entertaining of the levels, this frantic Tom and Jerry style cartoon caper puts to use Groening's fantastic use of humour and animation perfectly.

Itchy and Scratchy's mad mallet-wielding antics take you through Bart's own house as he fights desperately for survival.

The scrolling is smooth and the characters are adorable with their comic expressions and intense speed, again the graphics are drawn in such a way as to give that classic cartoon feel. By far the most entertaining section, but also the most difficult.

Bartzilla

Does anyone out there remember Godzilla? Of course you do, he was the 100 foot tall green dinosaur with a friendly constitution that befriended a group of cartoon adolescents after having appeared in numerous Japanese monster B-movies.

What a programme! Young Bart obviously feels the same way because this section transforms Bart into Bartzilla, a fire breathing, laser shooting, city trampling enormous green lizard-like nightmare.

Using his weapons, Bartzilla has to demolish as much of the city as possible and then climb a tall apartment block in the hope of finding Homer Kong at the top!

Whilst climbing, residents of the apartments drop household appliances and there is even an appearance from the Momthra – Marge in disguise!

The graphics again are simple but stylish with Bart firstly stomping through a miniature city, roaring as he goes about his business, then using his little legs to propel him skyward in the second section.

The sprites are smooth, detailed and entertaining and controls of Bart are swift and responsive. Reasonably easy once you know what you're doing.

Allie

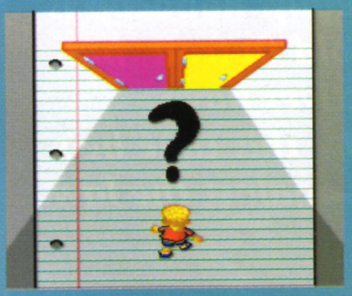


The Temple Of The Maggie proves to be a puzzle for Idaho Simpson. The stones move when jumped on – there is no such thing as a straightforward route



SUMMARY

Bart's Nightmare plays well and has plenty of longevity. The game design is original with the sub-sections stretching the imagination and the quality of humour and animation rivals the cartoon itself. Scrolling is smooth and the parallax is impressive – due to the monotone colour within the backgrounds many of the separate lines go unnoticed leaving a constant and fully in-perspective image. The downfall of this product is the immediacy of the game and the manual, although amusing it does not give enough info on the sub-sections leaving you bewildered.



When you locate a page of your homework within Windy World you can then choose which colour coded sub world to enter

ALEXPLAINS

Quite unlike any other game I've played, Bart's Nightmare is an enjoyable blend of outstanding presentation and challenging gameplay. Graphically superb, the animation and humour remains faithful to the original cartoon. Variation between levels ensures longevity, and while it may not be the easiest of games to get into, I guarantee it will hold your attention for hours. A must for Simpsons fans, and generally an original, fun game from Acclaim.

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	16/20
IMMEDIACY	14/20
LONGEVITY	16/20
ENTERTAINMENT	25/30
FINAL ANALYSIS	78%

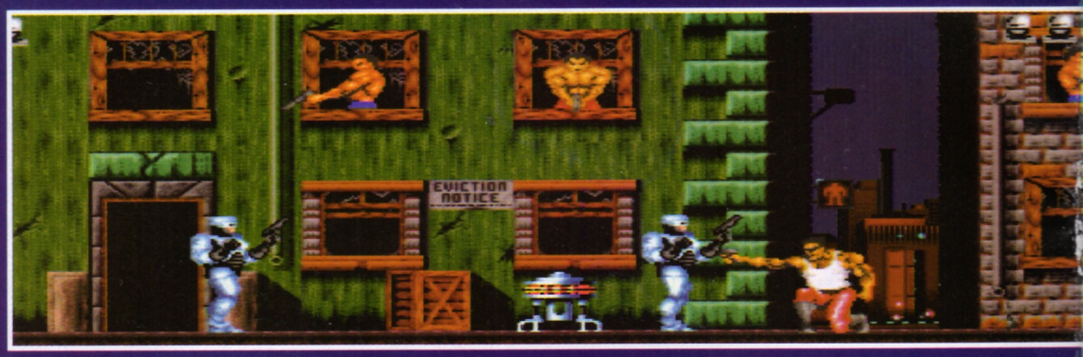
REVIEW CONTROL

IMPORT

SUPPLIED BY BITS AND PIECES

Ocean Robocop

Long before the film is due to hit British cinemas, Ocean's conversion of the would-be box-office smash is here already. Robocop is back in old Detroit, but his directives have changed – this time he's fighting against the law.



Robocop 3 is a horizontally-scrolling platform-shooter, with two overhead blasting sections to excite the player now and then. What has this got to do with the film? Knowing a little about the third Robocop movie, the game has two things in common. Firstly, they both star the revised metalhead lawman, Robo, who now packs a bigger weapon and can bolt a massive gyropack on his back.

Designer Violence

Secondly, the final showdown is between Robocop and another of OCP's inventions, the Ninja robots. The last link between the film and the game is violence, both of which are spilling over with bloodshed. The game has six levels: four horizontally scrolling and two vertically.

Starting in old Detroit, you must wipe out the Rehab officers OCP sent in to clear out the festering ruins. OCP plan to level Detroit, making way for Delta City. This will mean thousands of helpless people are left homeless, so Robocop (that's you) is now a bit narked and plans to aid the battle against Omni Consumer Products.

Future Law Enforcement

You are armed initially with his rapid-fire machine pistol. Weapon power-ups are gained by collecting the 'P' icon. Grab one bonus and you'll receive the Scatter gun, a 3-way assault weapon. Two icons award you a powerful laser gun, three equipping the renegade lawman with a flame thrower. Collect the maximum of four and grab a rocket launcher. Each weapon has limited ammo, but it's possible to toggle between weapons and therefore conserve the more powerful gun ammo for the tougher adversaries. Cases of bullets can be found to boost your ammunitions supply, while energy icons will increase your battery life. Extra points are found in the form of red crosses, while fuel for your jetpack floats down the screen. Robocop can fire all round, including straight up to take out the snipers firing from windows. He can also punch to conserve munitions.

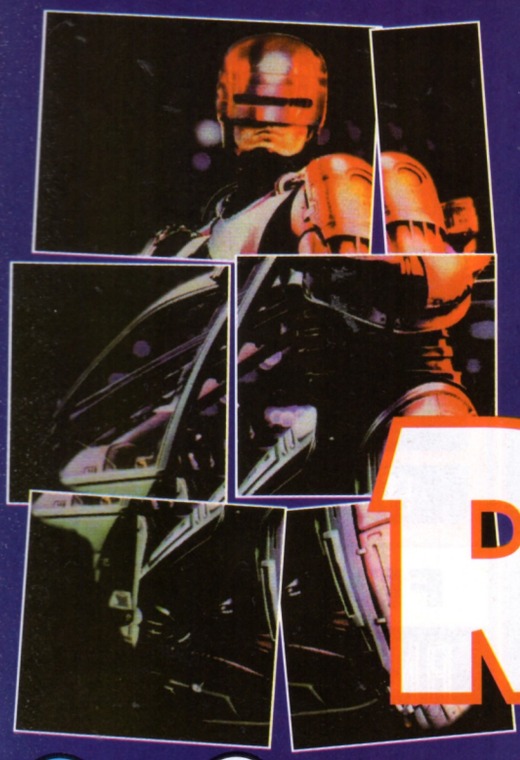
Roboclock

The Tin man can also jump, albeit rather pathetically. While in the air, he can fire forwards with his gun or bomb the ground, dropping high explosives on the tanks. Each level is set against the clock, so you can't afford to waste too much time cowering behind cover. Robocop will have to defeat OCP's toughest adversaries, although his arch-enemy, ED-209, helps him by destroying waves of charging rehabs. However, his new adversary is even tougher – Otomo the ninja robot. You can only fight him with your fists, and he's holding hostage two of your friends, Nikko and Marie, so you must fight to the death to rescue the kids.

Alex



Old Detroit is cleared of Rehabs – you hope. Just when you think all is safe, a van drives up and hundreds of thugs pile out





Even the skies are filled with Rehab officers, whizzing around on small hover-bikes. You can fire to the front using your gun, or drop bombs on the tanks below

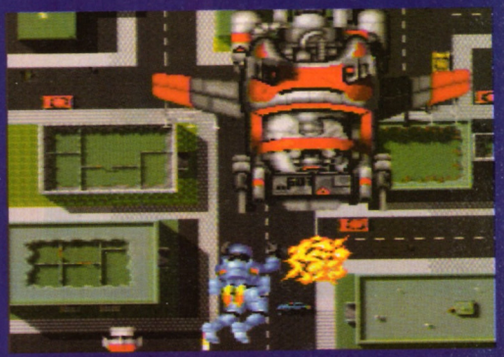
Robocop-out





(Left) The end of the second stage takes you underground. Having clambered across the car lot, Robo is attacked by a massive red jobbie with oversized guns

(Right) Low on fuel, Robocop encounters the end-of-level guardian. Destory by dodging the missile while blasting the crap out of it





(Right) A damaged ED-209 stands lifeless in the corner. Shortly after, a young girl rushes onto the screen, fiddles with its electrics and the beastie hums into life. Don't shoot it, it'll help you defeat the Rehabs





(Above) You're going down! Robocop jumps onto an elevator and heads down. Prepare to enter hell.

(Above) Robo stomps through the ore refinery, taking out Rehabs with his machine pistol. Watch out for the falling rocks

SUMMARY

Robocop 3 is infuriatingly difficult. Each time you lose a life you are cast back to the start of the level, making it difficult to progress past the opening stages. The graphics are okay, although Robo is fat. However, Robo 3 glitches big time. Because there are so many enemies on screen, the main sprite flickers and, at times, completely disappears. As there's not much variation, the game easily becomes tedious and is therefore very tiresome to play. Ocean have produced a cartridge that is rock hard, fails to use the SNES' capabilities and is one of the worst games I have played.

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	13/20
IMMEDIACY	12/20
LONGEVITY	7/20
ENTERTAINMENT	12/30
FINAL ANALYSIS	49%

NICK STICKS HIS OAR IN

I was looking forward to Robocop III. I was let down in a major way. It's one of the most ludicrous games I've seen; there are aimless graphics, uneventful sounds and awful gameplay. It's ridiculously hard. Normally that wouldn't be such a bad thing in an expensive game, but this breaks the biscuit. However, being flagged as Robocop will probably carry it through with the punters.



REVIEW

CONTROL

IMPORT

SUPPLIED BY BITS & PICES

It's time to get your brain back in gear and test your wits against a very fruity set of opponents. The world (and its banana republics) needs saving and, as always, it's up to you to do it!





To get rid of the monsters you must explode bubbles over them and hope that the consequences hit home

What a horrendous name for a game! Apart from sounding like a dodgy blue movie it is also the name of the game's hero; a very sad monkey. However, underneath the poor presentation there actually lurks a platform brain-strainer, so let's take a look through the round window and find out what hanky Spanky is up to.

Spanky's main roots are entwined heavily in the platform genre with plenty of moving platforms, maze-like level designs, secret bonus sections and of course the simple objective to find the exit. The twist in the tale, however, is that Spanky's Quest is also a puzzle game of sorts especially in the later stages.

Hanky Spanky

Your objective as Spanky is to find and collect gold keys that, incidentally, are being held by a number of mutant fruit monsters that wander around every stage. To catch them you must use a magic bubble that increases in size every time you bounce it on your head, and then, when desired, you can explode it with shattering results. The larger the colour-coded bubble at the time of explosion the more mind-boggling the consequences. These explosions are the only thing that can kill your adversaries therefore you must time your every move with care.

Malevolent Mutants

The smallest of the bubbles, a purple one, explodes into one simple baseball that calls for precise positioning if it is to hit anything, a green bubble follows with a stream of deadly footballs when exploded. Next up is a larger yellow bubble that separates into four white volleyballs that rotate in an ever increasing circle.

Finally, the meatiest of your bubbles is the red one. This divides into five large basketballs that line up horizontally across the screen, they proceed to move downwards at an alarming speed and it is almost impossible for creatures to avoid their line of fire.

If a creature carrying a key is hit and killed, the key automatically comes into your possession. When all the keys have been collected, you may then proceed to the exit and leave that particular stage. You have six levels to complete with ten stages in each. Needless to say, an end-of-level guardian must be defeated in order to progress to the next level.



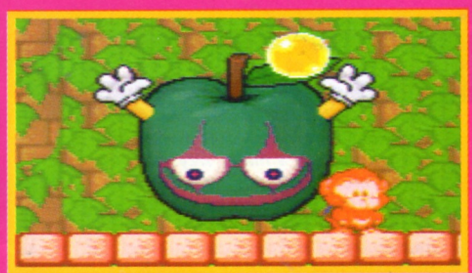
Every now and again you can pick up special hats that give you added protection against hazards

ALEXPLAINS

Bleugh, Spanky's quest has such naff presentation. Mind you, graphics aren't everything and Spanky's Quest is quite playable. It's simple so it will appeal to little kids, but it's quite challenging to boot so all you hardened gameplayers don't think you'll walk through it. However, due to its simplicity, Spanky's Quest easily becomes tedious. Therefore I very much doubt if it'll hold your attention for all 60 stages. I'm being too kind. I hate it.

Meet The Bosses





(Left) Wow, a mutant pineapple! That's the last time I ever have a fruit salad

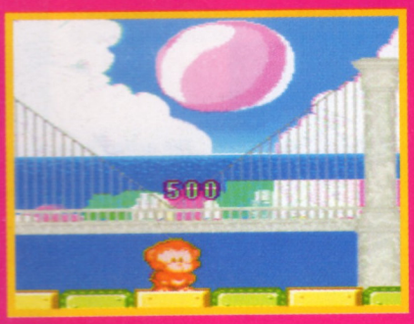
(Above) Revenge of the killer apples! Bosses are easy to kill as long as you keep your wits about you and get those hits in quick



nky's Quest

Natsume

Spanky's Bonus



(Below Left) These bonus bubbles are not easy to control, wrong positioning can cause the bubble to bounce drastically of the side of the screen

(Below) If you can manage to head the ball enough times to get 20,000 points you'll also get an extra life



The first stages seem pretty straightforward with a few monsters wandering around a couple of platforms and the exit is usually always in sight. However, the later stages become a little more complicated, with conveyor belts, pneumatic presses, ridiculous amounts of creatures, fire breathing statues, cannons and large maze-like designs.

Bubble Bonus

The objective is always to find the exit and ultimately get to the big bad Morticia situated at the end of the sixth level, but there are short cuts through most of the stages. Bubbles can knock away parts of the infrastructure revealing golden gates leading to bonus sections. When these have been completed successfully you are granted a passage into the next stage.

The graphics are very twee with the main sprite being annoyingly cute, but they are more suited to the less capable Mega Drive rather than the SNES. However, the scrolling on the larger levels is very smooth and control of Spanky himself is easy and responsive. The game also runs reasonably fast and it does not slow down at any point of play.

Crow Trouble Oh Yeah

Sound wise, the game is nauseating. An horrific tune tinkles along continuously and unfortunately there is no escape unless you turn the sound down on your monitor. Sound effects do just about pierce through the din, however. Passwords are given at the end of each guardian and infinite continues are available if you die mid level. There is a time limit of sorts but it is not completely obvious, for if you are taking too much time on a particular stage Morticia's crow swoops down and attacks you.

The crow's flapping wings and piercing talons cannot be escaped. You are pursued across the stage until you die! How charming.

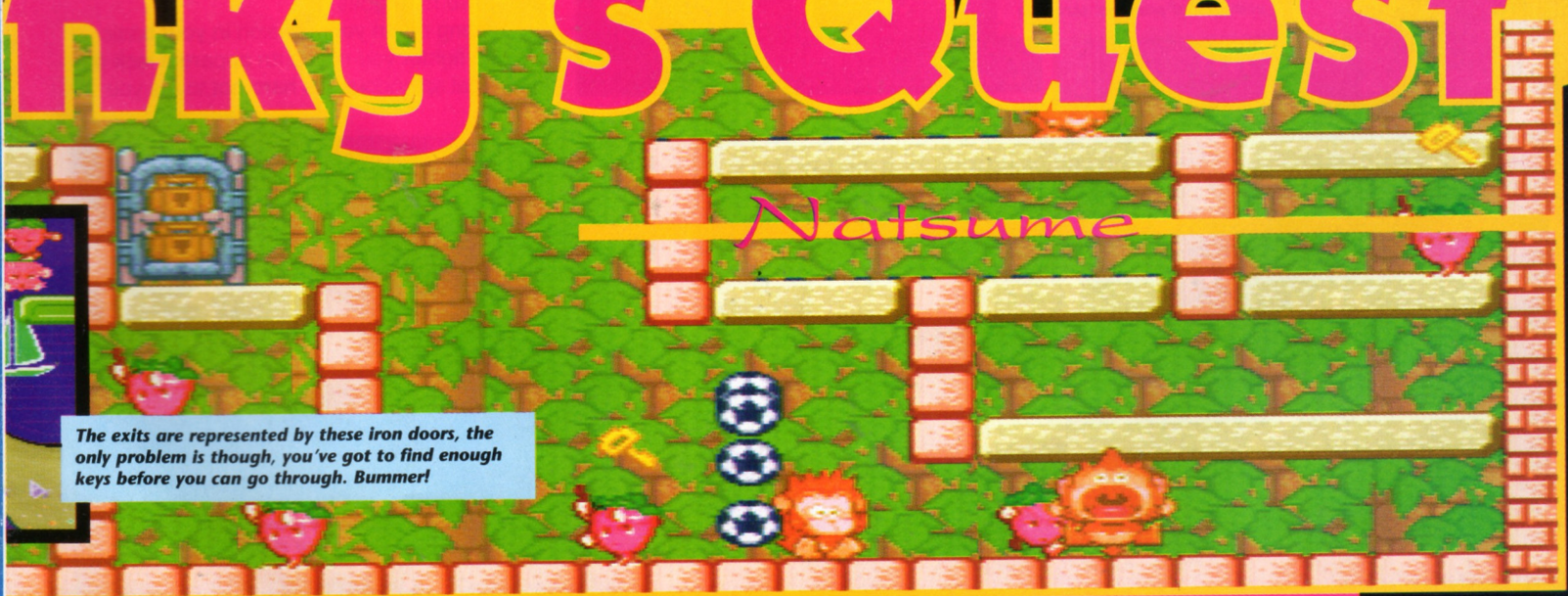
Allie

SUMMARY

At first glance, Spanky's Quest seems dull in the extreme, but as you gradually progress and more hazards become unleashed this platform effort becomes highly enjoyable. The gameplay is simple and straightforward, it's pleasing to look at and it's comprehensive enough to keep you engrossed for more than just a few hours. However, I do not feel that this is the kind of game you could repeatedly return to in the long term, therefore its longevity must be questioned. Having said all that, Spanky's Quest does remain an altogether playable SNES product.

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	13/20
IMMEDIACY	13/20
LONGEVITY	10/20
ENTERTAINMENT	21/30
FINAL ANALYSIS	62%



The exits are represented by these iron doors, the only problem is though, you've got to find enough keys before you can go through. Bummer!



One of the high points of Raiden Trad`s landscapes is the appearance of a river, despite it`s static appearance!



The action is hotting up now! This is as good a time as any to use your reasonably effective smart bombs.

Interplanetary war has descended upon Earth in a major way! Only you and an exceedingly skilled friend can pilot your Raiden fighters to victory and ultimately save Planet Earth. What a weight to carry on one's shoulders...

Raide



The standard of the graphics found in Raiden Trad are very Mega Drivish, blocky and very dismal



This section, where you fly over a raised section of road and rail lines, are the only example of parallax scrolling

Shoot'em-ups are rife at the moment and with so may to tempt your taste buds competition is seriously hotting up. It takes something special to make the mark these days and this Mega Drive counterpart is desperately trying to make a justified stand.

It's the same old story yet again – the aliens have attacked, the world needs a hero, you're the hero everyone's been waiting for and now only you can save the world. Originality knocks! Realistically speaking, if the need was ever to arise I don't think anyone would volunteer to take on an alien invasion single handedly now would they?

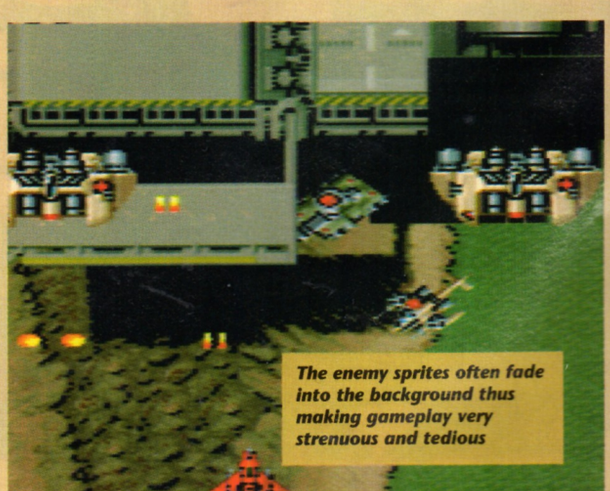
We Need A Hero

Nonetheless, you are a hero and you're dying to get a piece of the multi-directional scrolling action, so here goes.

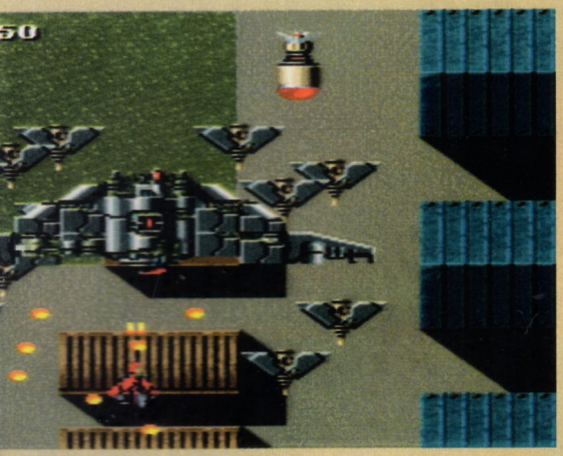
Setting off on your mission in your basic Raiden fighter you notice an apparent lack of graphical splendour, it's hard not to, as you



A full weapon power-up consists of four homing missiles and a full spray of heated bullets



The enemy sprites often fade into the background thus making gameplay very strenuous and tedious



NICK STICKS HIS OAR IN

Crap game alert! Crap game alert! What we have here is a prize one turkey, a really dire game. Graphically it's years out of date and doesn't incorporate any of the SNES' wonderful capabilities. The sound effects are also pants. The game is too easy and can be completed within a few hours, and there's not even an ounce of originality present – I've seen all the guardians, enemies and power-ups before. Take my advice, save your cash.



No, there's nothing wrong with these screen shots they are just as pixelly on screen!

n Trad

Electro Brain

glide lethargically through the sky. Apart from yourself and the enemy sprites the game is totally devoid of landscape movement. As you look down on your fighter and the ground below, tanks, jets, rockets and assorted militia travel across the screen at a reasonable pace but the action very rarely hots up in the graphical department.

Only two levels of parallax are apparent throughout the whole game, one level being the basic landscape the second being sections of road that appear on screen every now and again, otherwise everything is static.

Excellent Escapology

It is unclear whether this lack of graphical prowess is to ensure that nothing distracts from the gameplay; one thing is for sure though, there's no escaping that this looks incredibly dull.

The game freely scrolls vertically but you have the opportunity to push scroll the screen either left or right; this is excellent when trying to escape from the flurry of bullets continuously encountered.

Swarms of bonuses can be found every few seconds (these are usually hidden in coloured crates) and in no time at all you have such an impressive arsenal that nothing can get remotely close to your little ship.

No Fun

Eight levels await your presence and five different difficulty settings test your skill. You can customise the game by selecting the number of fighters and smart bombs available, choose various tunes and sound effects, and select or de-select rapid fire.

The game is also designed to facilitate two players participating simultaneously.

The gameplay is a little bland and monotonous even on the harder levels, but it is not fair to say that this game is easy. The monotony arises not from Raiden's difficulty but from the lack of varied action.

Disappointing

There is nothing really very new about this decidedly average shoot 'em-up, the enemy attacks in obvious formations, the level guardians are devoid of impressive forms of offence and there is a lack of special weapons – simple smart bombs are not enough; how about some laser cannons or plasma bullets?

Although the difficulty settings allow the gamer to experience hectic play it is most probable that even the harder levels will become boring due to Raiden's repetitiveness. Quite disappointing.

Allie



Flying into space you encounter an ateroid field, very simple to overcome with big weapons like this!

SUMMARY

There are some fine shoot'em-ups available at the moment, most of them making fantastic use of the SNES' mode seven capabilities, but this is not one of them. There is a considerable amount of gameplay included and Raiden cannot be completed easily, but there is nothing outstanding or impressive to catch the eye or imagination. The music and effects are quite impressive especially with the opportunity to change them at will. If you are a shoot'em-up freak who cannot get enough blasting action then this will please a little, otherwise look elsewhere for your fun.

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	8/20
IMMEDIACY	15/20
LONGEVITY	11/20
ENTERTAINMENT	16/30
FINAL ANALYSIS	57%

REVIEW

CONTROL

IMPORT

SUPPLIED BY BITS AND PIECES

Super

The art of throwing a heavy ball down a long and narrow strip of polished wood to hit ten objects positioned in a triangle is not an easy one. Loads of practice is needed to be a master ten pin bowler and this new release could be the solution to the attainment of perfection...

Question: How many times can you throw a simulated bowling ball down a simulated bowling alley before it gets incredibly boring?

Up to four players can display their bowling prowess in Nintendo's new ten pin bowling simulation in either a standard Turkey Bowl or a Golf tournament, with the option of having the alley dressed or undressed! Sounds nice, or does it? Is bowling really the kind of game that can be simulated successfully? We'll see...

A Turkey Bowl is the name given to a standard game of bowling encountered in all the bowling alleys across the country. You are given ten attempts to knock down as many pins as possible, and during each attempt you can have a maximum of two bowls. Knocking down all ten pins in one go is a strike, and knocking all ten down after your second go results in a half strike. Your points are determined by how many pins are knocked down at the end of ten attempts – the maximum score being 300 points. Three strikes in a row is a Turkey.

Pro Celebrity Bowling

A Golf tournament is completely different; you must try to knock down specific pins laid out in various patterns and ultimately achieve a par or under. The scoring is identical to that found in golf (funnily enough), one under a par is a birdie, one over is a bogey and so on.

The Golf tournament is certainly original.

What a load of Bowl-X









(Left) The Turkey Bowl is your average game of bowling – ten pins, up to four players and straighforward scoring

(Below) The Golf Mode is based around the game of... golf! Not all the pins are laid out on each go and you attempt to score a par or under!

(Below left) The practice mode allows you to position any pins in any pattern

Bowling

Technos

...is option adds a little more variety to this simulation and in turn raises the longevity of the product somewhat. The various 'holes' with their bizarre pin layouts create a little more interesting gameplay although you could hardly describe it as strategic.

The only other options available are the player customisations. Four characters are available, two girls and two boys, all can be either left or right handed and you can also choose which weight of ball they throw, The heavier balls being best for the male players.

Lastly, the alley can be dressed or undressed. This simply means that oil can be smeared over the alley in order to be less responsive to curve balls – the greater the oil the more you must compensate in your curves. The controls are very straightforward. Your player can be moved left or right to achieve the right positioning for those awkward lone pins, and a pointer over the pins themselves can be moved left or right to indicate where the ball is aimed at.

Curve and power bars also appear on screen and are set by simply stopping a swift moving cursor in the desired position. The ball is then bowled.

Top in a Trice

We found that it was really easy to get the hang of the game and it was also very easy to get a strike every time, in under half an hour I had achieved the top score of 300 points with two of the four players (one girl, one boy).

When this has been achieved what else is there to do?

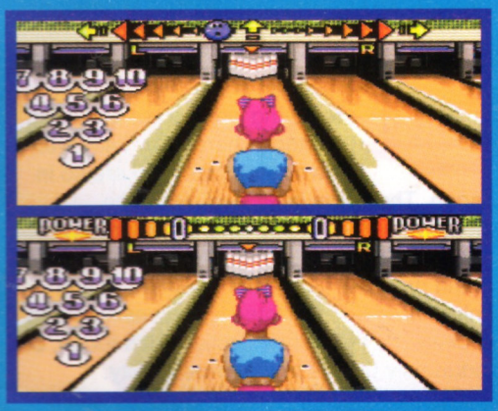
There's no strategy involved, it's simply a case of repeating the same move over and over again; not very rewarding.

The graphics are okay but very static, there simply isn't enough action or animation included, and what there is jerks considerably. The alley looks reasonably convincing and the scrolling accompanying the ball travelling towards the pins is very smooth but the overall presentation and design is all very drab.

Ten pin bowling is great in real life but as a simulation it's depressingly boring!

Answer: Not many!

Allie



These power bars allow you to throw the perfect ball. The top power bar indicates the curve and the bottom bar indicates the speed of the throw



Four characters await your selection with the availabilty of left or right handed players. You can also choose the ball weight

Top score! Just to prove how easy this game is, the top score of 300 points (12 strikes in a row) was achieved in under half an hour's play. Allie the bowling queen strikes (ahem!) again!





STRIIIIIKKKKEE!! Three strikes in a row warrant a Turkey, don't ask me why but there you go! Watch those points rocket... what skill!

NICK STICKS HIS OAR IN

I'd like to know who would buy a game of bowling when the real thing is so much better. Super Bowling only holds your attention for an hour or so, at the most! Graphics aren't bad, but there isn't enough variety. I'd rather spend my cash over a week or so at the bowling alley; this isn't good enough to justify the expense. If you have no friends to go with then fair enough, otherwise...



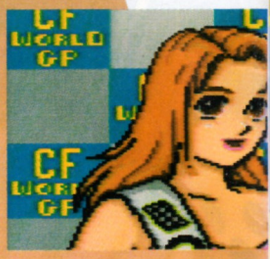
SUMMARY

If you want to spend £50 on bowling then it would be better to go to a real bowling alley and blow the money on the real thing; you'll get more enjoyment. This is not the kind of game that you could keep returning to as even the golf mode soon gets boring. It is too easy to hit the pins, even when you over compensate on the curve or throw the ball too slow you are still virtually guaranteed to knock down at least 8 pins. The only realism is the acoustics; the sound of the ball rocketing down the alley and hitting the pins is wonderful – nothing else is mind you!

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	12/20
IMMEDIACY	14/20
LONGEVITY	8/20
ENTERTAINMENT	12/30
FINAL ANALYSIS	**53%**





Racing games appear to be in vogue at the moment with various driving elements to titillate even the most obtuse speed freak. So don your leathers and burn rubber!





(Right) On the dirt track you face your arch nemesis, what's his name. Erm, Ol' One Eye. Take too long overtaking him and he'll give you a push into the gutter with absolutely no qualms at all

(Left) It may be early days yet in the race, but already you're losing traction. Remember to keep up with the pace makers or you can forget the champagne

CYBER FORMULA Driving

Takara



Cyber Formula racing is a driving game set in the distant future featuring well known animated cartoon characters. I say well known lightly, but they are so in Japan. The game is divided into three elements, either a scenario selection, a practice run on the conquered tracks, or the grand prix. The latter takes great skill, and only should be attempted after sussing out the courses via the first two options. It's tough, but fortunately there's a password facility.

You take the guise of H. Kazami, a wild haired youth with a penchant for living fast and dying young. Support is offered by a cast of unknown cartoon characters who kit out his pap-pap and give welcome advice, unbeknown to me, being ignorant of the nuances of Japanese. The other seven main rival drivers also offer challenges away from



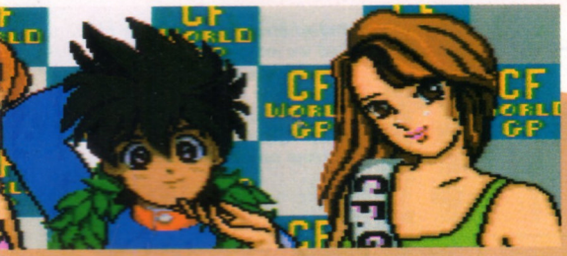
(Above) Burning rubber off the starting grid after qualifying. Third place ain't a bad place to start, but you've got many a long twisty turny mile in front of you. Try not to use too many nitro boosts



(Below) As you progress through the game, your mechanics bolt on weird and wonderful attachments to your vehicle to improve performance

ALEXPLAINS

For a one player driving effort which is viewed from the old fashioned overhead angle, Cyber Formula offers the gameplayer a pleasantly surprising amount of enjoyment and entertainment. The seven opponents all have their own personalities that are reflected in their driving styles. This, coupled with the diversity of courses in terms of terrain, weather conditions and duration enhances the gameplay. The controls are easy to master, but the tracks aren't. Sustained fun guaranteed.







the main events when successful. Again, you should accept these up for a bit of light respite. After all, they state it in Japanese so succinctly. There is no love lost between you and your competitors, and they all have varied opinions of your good self. Some literally try to knock you off the road at every opportunity, but you'll soon get to grips with these geezers.

There are twelve different courses for Kazami to tackle, ranging from the streets of Britain through to the bright lights of Japan. Of course, there are also some dodgy runs in weird locations such as Peru which add up to a varied challenge. Natural elements all play a part in this game. One of the first Grand Prix presents you with a 24 hour race, where night encroaches at an alarming rate (and the engineer forgot to give you decent lights). There's also pouring rain to cock up your steering and cloudy weather, which is off-putting at the best of times.

The tracks are all significantly different too. You either race on dirt tracks, where you are wholly dependent on your tire grip, speed over futuristic city fly-overs and negotiate perilous cliff edges where one knock too many can spin you over into the briny. This also applies to hazards such as lake fronts, forests. On occasions, you may be sent hurtling down onto the spectators viewing from below.

Not Enough Nitro

A dodgy aspect of the game concerns the rival participants in this major league rally. It's all fine and groovy to pile into the premier place, but keeping it is another tiddler altogether. You have a limited source of energy for boosting on past the other drivers, and you really have to complete a race in the top three to retain any dignity. To do this requires timing and skill to last the distance which usually amounts to a gruelling five minutes' worth of concentrated competition. The five minutes can seem an eternity.

Back markers are another hazard altogether. These drones appear at set positions after the first lap and must be avoided. However, after a few attempts you'll know what their moves will be, it's just getting to know them that's the problem, and sticking to your guns (and your turbo) when overtaking. Your car is positioned centrally at the bottom of the screen. All you have to do is slam on the gas as the track whizzes towards you from above. This takes some getting used to as you are always facing (sometimes diagonally) upwards. The signs take even more acclimatisation. Accurate reading of the signs is of incredible importance. Simple chicanes and turns are indicated as yellow arrows, but as you progress further they turn red and their sharpness and ferocity take your breath away.

Severe Skid Chicanes

Later, as your car gets faster and the turns become more frequent you really have to be on your toes. Lighting reflexes are the order of the day, as you have to contend with back markers and malicious rivals. Control of your vehicle takes time to master, although on the surface it's simple steering with acceleration and a boost. However, there are also hand brake turns that aren't much use early on, but add a vital element to cornering later. Graphically, Cyber Formula is not fantastic as it doesn't utilise the SNES' full potential. However, there are some great smooth and fast scrolling touches thrown in the game where the parallax can sometimes cause you to lose your attention.

Nick



It's a tight jam, but can you make it? Try not to make shapes out of the clouds which fly by

(Below) With all these corners, the rain is the least of your problems. The tufty green road hog intends to knock you off the road

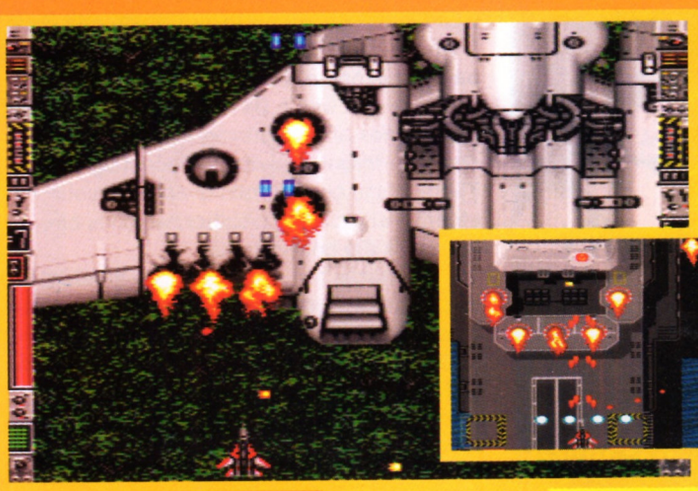
SUMMARY

Cyber Formula Racing doesn't bedazzle the eye in the way we've come to expect from a Super NES driving game nor do the sound effects exactly caress one's ears, yet it does offer more in the way of long lasting, challenging enjoyment than most SNES efforts. It's incredibly tough and frustrating, however it's also fast and addictive, so you'll return again and again in an (often vain) attempt to complete each track. A solid and worthy game if only for the sheer longevity of the thing. This is the SNES' best overhead driving game to date.

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	12/20
IMMEDIACY	14/20
LONGEVITY	17/20
ENTERTAINMENT	24/30
FINAL ANALYSIS	73%

Okay, so you wanna kick some serious alien butt, hey kid? Well hang on tight, because we're going to take you on a frenzied ride to hell and back with only the sound of your trembling teeth to keep you company.



End-of-level guardians are big, and we mean really BIG! If you thought the Earth was big then you're in for a shock. They're bigger than Mr Spock's ears, bigger than Fergie's bottom and bigger than

Gruesome guardians are the order of the day. They usually appear at the end of levels, believe it or not that's why they're called end-of-level guardians, presenting themselves after you've shot everything else!



Driving up to the drive-through can be a nauseating experience! You ask for a cheese burger and they return with a barrage of bullets!

Schooltime swimming lessons were the worst experiences of childhood – cold water and idiots trying to drown you





Lunchtime down the arcades and an opportunity to pretend that gruesome aliens are really the school bully's head!

You may have read the review of Raiden Trad included in this issue and noticed that it's poor graphical content and dull presentation lost it serious marks. Now, if you continue to read this review you will deduce that this too has uninspired graphics but the final outcome is very different.

I thought I had better warn you before you continue to read any further, just in case you think we're a bunch of hypocritical geeks! Onto the game...

Special Weapon Selection

There are a number of options available, either one or two players, four difficulty settings, up to a maximum of nine Strike Gunner craft and the opportunity to change the music and sound effects heard throughout the game. After customisation you then enter the weapons select screen; this is where you choose your 'special weapon'. Only one can be selected for each level and after use you can then no longer opt for that specific item.

It is best to try all of them before starting your mission properly therefore you can select the most appropriate weapon for each stage. You have 15 weapons to choose from ranging from a Sonic Wave (very similar to a smart bomb) to an effective multi directional Spray Missile then on to a huge Megabeam Cannon.

Ammunition Depletion

The special weapons are used in conjunction with your basic Strike Gunner weapons and are most effective for defeating the end-of-level guardians, you choose as and when the killer firepower is put to use. These weapons are subject to limited availability and careful attention must be paid to an energy bar on the side of the screen, as when the energy bar disappears your ammunition is depleted (however this is restored should you lose a life).

You cannot run out of your ordinary firepower, it can only be boosted by collecting power-ups offered by allied supply shuttles. You initially start with a four stream bullet barrage which can be charged up to a more potent laser.

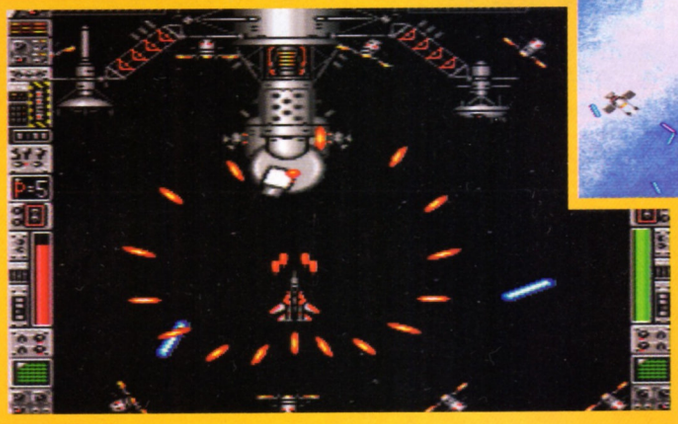
There are eight stages to complete starting in the Amazon jungle and finally ending up in the far reaches of space. As

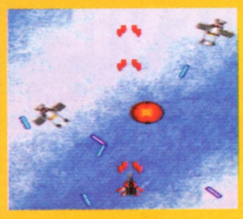
Ntvic

Strike Gunner

ALEXPLAINS

Whereas Raiden is nothing more than a no-thrills shoot'em-up, Strike Gunner takes the genre a step back. In the days of Axelay and Super Swiv I expect a little more from a blaster than simplistic visuals, poor sound and mediocre gameplay. For the first two levels the background remains the same, and when they do change they are very basic – something you would expect to see on the 8-bit NES. Strike Gunner is nowhere near £50 worth of shoot'em-up.





Use the force Luke... Hmmm, no patience have you, Jedi will you not be! Luke, it is your destiny, rule the galaxy by my side

Captain, she canna take anymore! The dilithium crystals are already overheating and she could fall apart at any moment... Captain, I'm afraid that this is totally illogical... It's worse than that, he's dead Jim!

aforementioned the background graphics are very plain with simple detail outlining the various terrains, no parallax is to be found and each stage is only identifiable due to basic detail – greenery for the trees, the bleached expanse of the beaches and the black void of space.

Class in a Graphic

What detail there is, however, shouts classic simplicity. This really is a case of 'less distraction, amplified gameplay' – Raiden Trad failed in this simply because the graphics were lazy and unprofessional, no effort had been put into their creation whereas Strike Gunner's graphics are classy and well executed.

Admittedly, many of you may be disappointed with the lack of variation in the background graphics but when in the heat of play believe me, you don't notice what you're flying over, or even care!

The gameplay gets so exciting and manic that you just focus on the strenuous art of survival.

Interesting Inclusion

The variety of aliens is staggering and the end-of-level guardians fill the entire screen in size. The forms of enemy attack are fairly original and the inclusion of the special weapons makes the game all the more interesting. Each level is incredibly long and the amount of gaming time needed to complete this game is impressive.

Allie

On the serious side, the two player option allows you to team up with your partner and fight as one space ship with double the fire-power



SUMMARY

Strike Gunner is a worthwhile shoot'em-up escapade that has enough action to hold the attention for more than a few measly minutes, which is better than certain other shoot'em-ups. The special weapon facility is an enormous bonus when it comes to the Final Analysis, and the two player combination attack is an original feature and highly playable. The various difficulty settings increase the longevity and the basic game design is more than averagely entertaining. All the graphics are simple but gameplay wins through, thus placing this release above the chaff.

Guns 'n' Posers



Plasma Shield – This protects your craft against enemy fire for approximately ten seconds

Photon Torpedo – Not quite the Starship Enterprise but an effective missile



Atomic Missile – a mini nuclear explosion sweeps across the screen, a highly effective mode of attack



Mega Cannon – definitely the best special weapon of all! It's mega, it's bodacious, it's a babe!



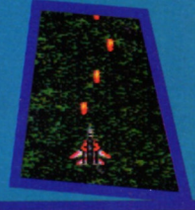


Sonic Wave – reasonably effective and extremely long lasting, a bit like Andrex really!



Laser Cannon - again, quite potent but a bit sluggish - big, fat, black and slimy!

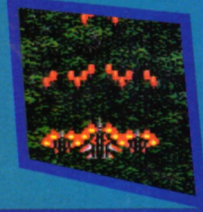
Heavy Vulcan – not Mr Spock's obese brother but a rapid firing and extremely potent cannon





Spray Missile – useful against the hordes of aliens rather than as an attack against guardians

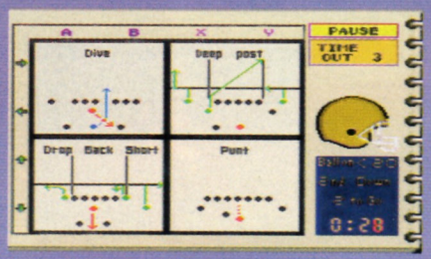
Comrade Fighter – two mini Strike Gunner craft join you in your quest and then turn you over to the KGB!



CONTROL PANEL

ACOUSTICS	8/10
VISUALS	7/20
IMMEDIACY	17/20
LONGEVITY	16/20
ENTERTAINMENT	22/30
FINAL ANALYSIS	70%

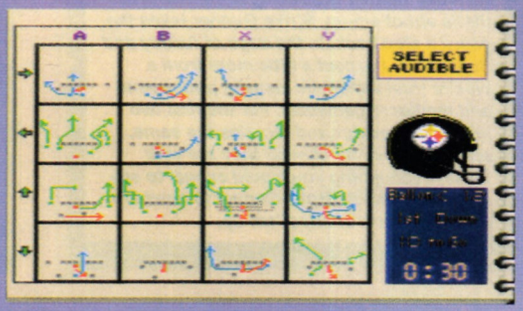
Hut. Hut. Hut. Here is yet more grunting, physical violence and tactics in the form of American Football on the SNES. Surely, this must be better than all the previous efforts that have sadly fallen short of the mark.



(Above) It's quite easy at High School, you either throw, run or kick. No sweat

(Right) No wonder they have to go to college to understand all of this in the NFL! Well take your pick from this little lot of offensive plays, there's only 32! Nothing as simple as sports like Rugby and Soccer in my day

Before And After

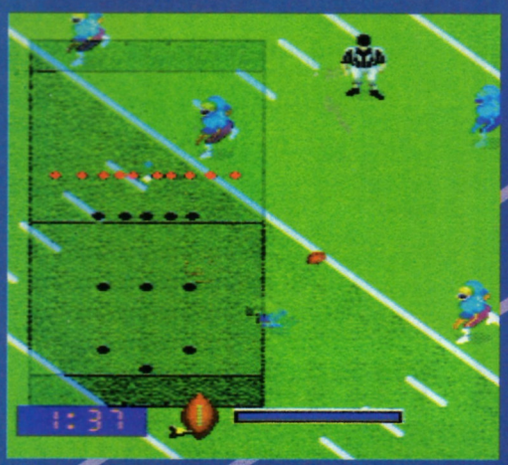


Super Play Action Foo



(Below) During breaks in play you can check up on the day's game, wind and the general state of the weather

It's a spectacular touchdown, a massive throw return of over 67 yards! Am I good enough to play for the 'Skins, or what?



Kicking off, it takes accuracy and power to put the pressure on your opponent by pumping the ball as far downfield as you can

For those unfamiliar with the sport, and there can't be many thanks to Channel 4, the aim is to gain more than ten yards in four attempts, and hopefully to score a touchdown by running over the opponents' scoreline (end zone).

It's not easy. SPA Football is a game for the real aficionados of the sport. It's tough to score, and you've really got to be clued up on the sport and its varied and diverse tactics to succeed.

SPA Football is brimming with options. Initially you can select your style of play from your knowledge of the sport. The easiest option is to play high school football, where the options are limited and the chances of success are easier.

Later it progresses to the Collegiate football. Just about every US affiliated college is available for selection, a total of 97, each with their own colours and ratings. These have a certain amount of respectability, and must be changed eventually by wise selection of your opposition, and choosing the most suitable venue for your final bowl if you qualify.

Soft Yanks

As you feel more confident, you can move onto the major league; the NFL. The NFL is split into two opposing leagues with three general geographical divisions in each. So you can select anyone whom you so desire out of the 28 NFL teams, be it decent quality sides like Pittsburgh or Cincinnati, or even the crap ones like the Redskins, and the 49ers. Depending on the quality of your gameplay you have a massive variety in the choice of set plays, from only eight options in the high school levels through to a stupendous 32 in the later levels.

Call me stupid, but the selection of moves is fantastical. I'm not going to pretend to know what the heck they all are but it adds a new complexity to the whole proceedings, and you can learn what's what as you get more proficient.

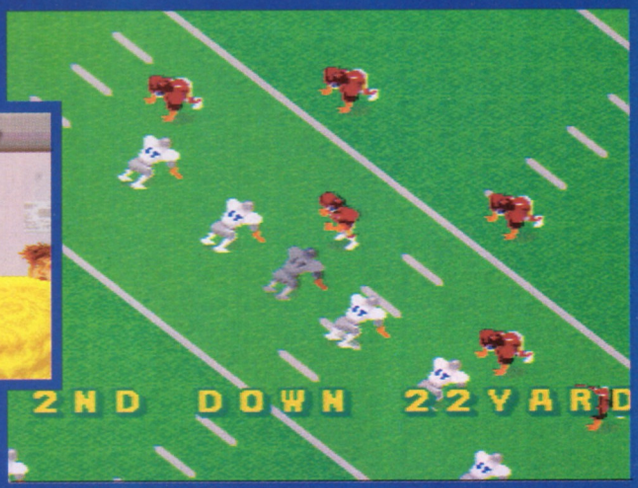
Needless Padding

Playing against the major sides, you have the option of 32 attacking plays, yes, count 'em. These are roughly translated into rushing, or passing plays, with the odd kicking manoeuvre for good measure. There are also 16 defence plays which take into account your guess work for the opponents' moves. There is a lot of

(Below) At half time, the discontent amongst the losing team is blatant as the TV cameras scan over the bench



(Right) The first down was a personal disaster. Your quarterback was sacked leaving you with second down and 22! Yes, it's a long, long way to go



otball

Nintendo

guesswork in SPA Football in selecting your plays in both one and two player mode. If the defending opponent knew what your attacking plays were, he could select the most suitable response to the situation. This is overcome by an excellent button and direction pad control system, so you can select a movement without your rival seeing. The two player, one-on-one option is excellent fun to tweak your nose at a rival. If you're buddies, you can both play in the same team, one as the Quarterback and the other as a running back or wide receiver, or anyone on the park for that matter.

The number of options during play is also ridiculous. Ridiculous in a pleasant way because there is so many of them. You can change your tactics at the last minute by shouting out audibles to your team, choose your strength of tackling, power of your throw, and also short bursts of sprinting to get you out of trouble. If you're looking for a simple press-a-button and run game, you'll be bored.

Taxing Tactics

This requires the tactics of a grandmaster, and the brawn to succeed, so it's more of a strategy game than hot arcade action. Graphics aren't spectacular but they work well enough. All the NFL teams are identifiable, and at high school level you can choose your own colours to be as gaudy as possible. Even the referees do the correct arm signals as and when they are called upon.

Sounds aren't spectacular with standard music and some grunts and speech effects. That's your lot, I'm afraid. They're suitable for the situation, but hardly splendid.

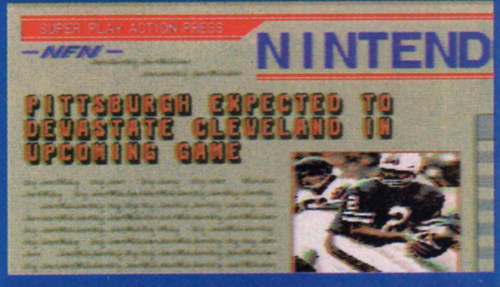
Nick

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	12/20
IMMEDIACY	10/20
LONGEVITY	17/20
ENTERTAINMENT	21/30
FINAL ANALYSIS	**65%**

SUMMARY

SPA Football is currently the best American Football sim available for the SNES. With all the complex features of the real thing, over 32 different attacking plays for instance, it deserves the NFL endorsement. However, if you don't have the patience to mess around with moves and power plays, you may end up bored. Graphically it isn't jaw dropping, the sounds aren't stunning either, but in the accuracy of gameplay it's yards ahead of the competition. If you think you know your American Football I recommend you give this a shot – you may be ignorant after all.

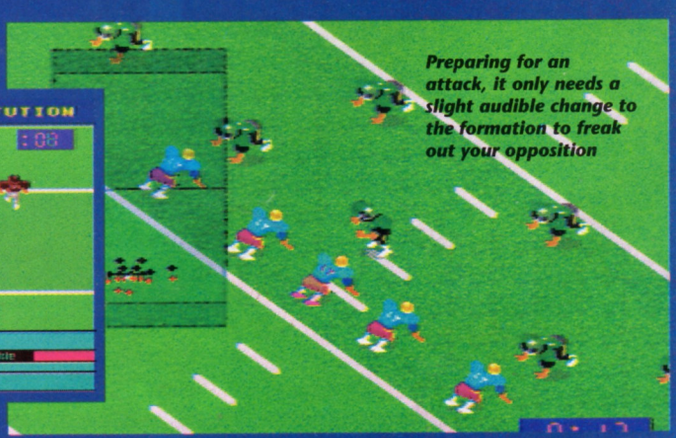


ALEXPLAINS

So you want realism, right? This quality is SPA Football's strength, but is ultimately also its downfall. American Football is continually punctuated by stoppages as ambitious plays fail to come off, or a few of those precious yards are gained towards the opponents' end zone. SPA Football illustrates this, combining all the finest points of American Football with, inevitably, its inherent tedium. If only there were hot dogs and close-ups of the cheerleaders...

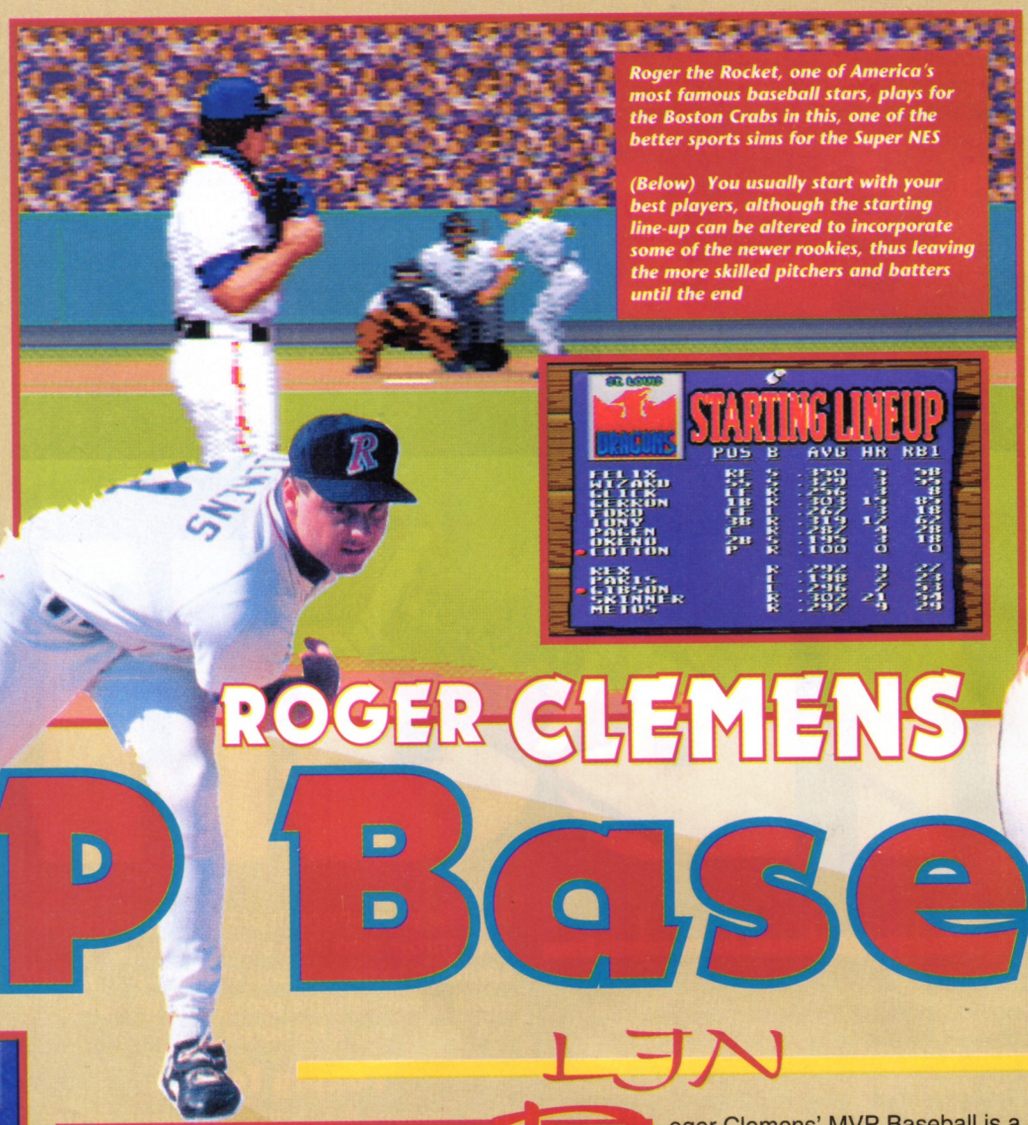
(Below) Selecting substitutes, as in most sport games, is an essential part of the play





Preparing for an attack, it only needs a slight audible change to the formation to freak out your opposition

To tie in with their other endorsed sports games, LJN bring Roger 'The Rocket' Clemens to the Super Nintendo in a superb one or two player simulation of America's most popular sport, Baseball.

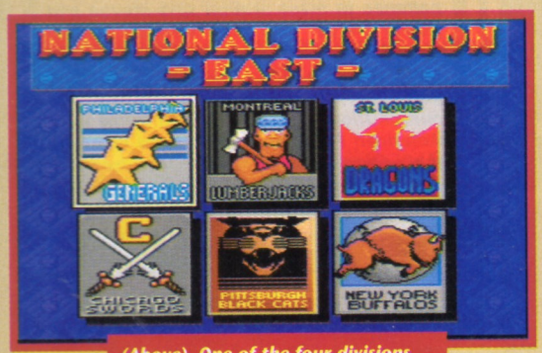


Roger the Rocket, one of America's most famous baseball stars, plays for the Boston Crabs in this, one of the better sports sims for the Super NES

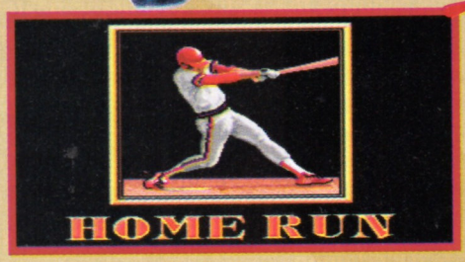
(Below) You usually start with your best players, although the starting line-up can be altered to incorporate some of the newer rookies, thus leaving the more skilled pitchers and batters until the end

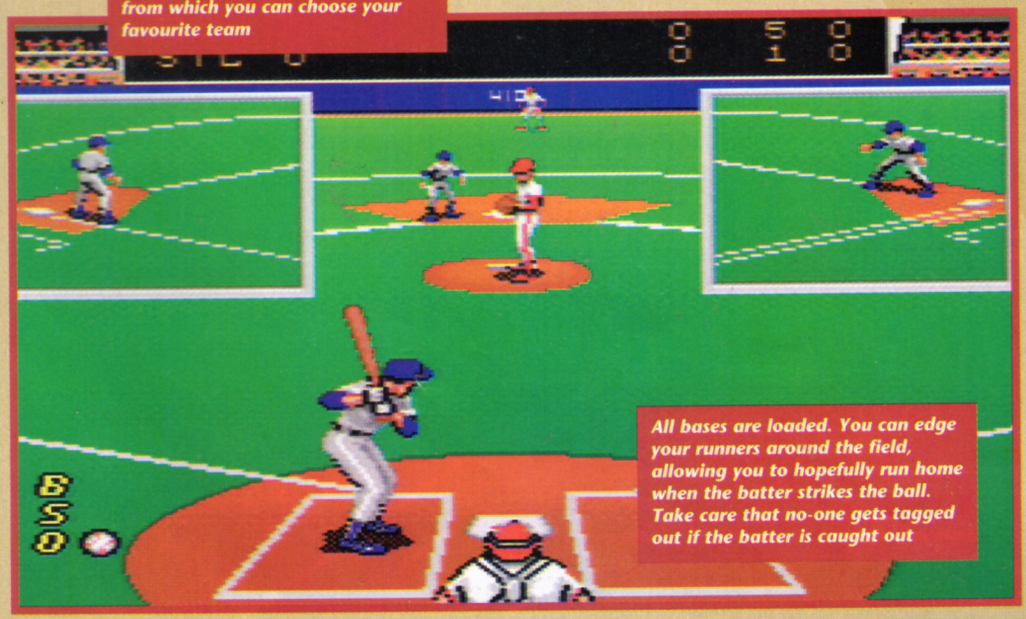
ROGER CLEMENS MVP Baseball

LJN



(Above) One of the four divisions from which you can choose your favourite team





All bases are loaded. You can edge your runners around the field, allowing you to hopefully run home when the batter strikes the ball. Take care that no-one gets tagged out if the batter is caught out

Roger Clemens' MVP Baseball is a gorgeous simulation of the aforementioned game, featuring glorious visuals and what is more important hours worth of frantic play ball action.

Select a one player game and you'll enter either the regular season or an exhibition match. Play against a friend and you'll compete in a one-off exhibition game. Each game lasts 9 innings, each inning lasting until three of each side's batters are out.

The game includes two leagues, the American and National divisions. The latter has a total 12 competing teams, while the American division has a choice of 14.

Seasons in the Sun

A regular season consists of 13 games, these being played over a period of two months. You must carefully plan your schedule, leaving enough time for your pitchers to recover between games.

Play is viewed from two perspectives; behind the catcher for pitching and hitting, and looking at the home base for fielding. The pitcher faces towards the screen, the batter away. You can position both either forwards, backwards or to either side, thus adjusting the aim of your throw or reach of your hit. There are three types of pitch, ranging from slow





liding to the base gives the runner more chance to reach the base before the fielder catches the ball. You must either dodge to the sides or charge at the base, while the receiver must counteract your move to tag you with the ball



There are nine innings, each lasting until three batters are pitched, caught or tagged out

ball

ball, medium power and fast ball. You can also swerve the pitch, a combination of the swerve and fast ball being effective.

The batter only has two types of swing. You can slog the ball as for a normal shot, or 'bunt' the ball to get as many bases loaded as possible. As well as playing the pitcher or batter, you also have control over the fielders or, if you have players held at any of the first three bases, runners. Should the batter hit the ball, control is immediately changed to the nearest fielder. You must then try to catch the ball or if you miss or the ball's rolling along the ground, return the ball to one of the bases. As long as you position the pitcher under the ball, he'll catch automatically. You can also make him dive to reach harder slogs. Before the pitcher throws the ball, the batter can sneak his runners towards the next base. This leaves them prone to being tagged out, but it can be used well if you have a player on third, ready to run home.

Pitcher Switch

At any point during a match you can switch pitchers, because their power will drop each time they chuck the ball. You have limited replacements, so don't waste them all at once and remember they must have at least three days to recover before the next match. After the game, two presenters announce the result. If you're playing a season, your score will be tallied up and you'll be placed accordingly. Just before you progress, the Rocket will give useful advice to winning if you lost your last game. Cheers Rodge, rub salt into the wound!

Alex

CONTROL PANEL

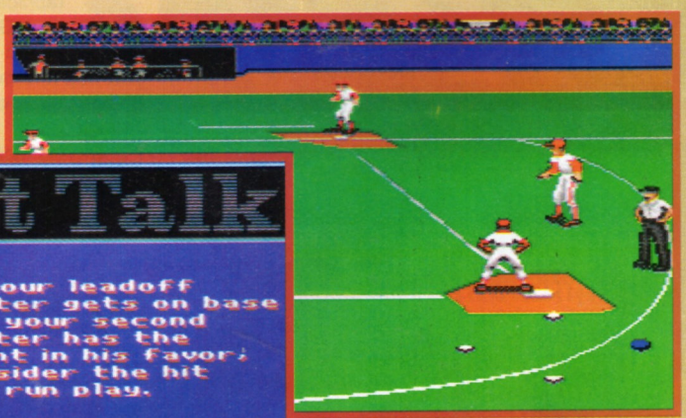
ACOUSTICS	5/10
VISUALS	14/20
IMMEDIACY	14/20
LONGEVITY	15/20
ENTERTAINMENT	23/30
FINAL ANALYSIS	71%

SUMMARY

Roger Clemens' MVP Baseball does have long term appeal, which is a quality that applies to virtually all sports simulations. The single player option is a tad annoying, with the opposing near-perfect teams playing hard ball – this is not recommended for beginners. The two player game, however, is far more enjoyable, as it gives both players time in which to learn the ropes of league Baseball. Presentation is good, with player animation being particularly memorable. Overall, a class sports simulation that bored me after while, but I'm not a baseball fan.



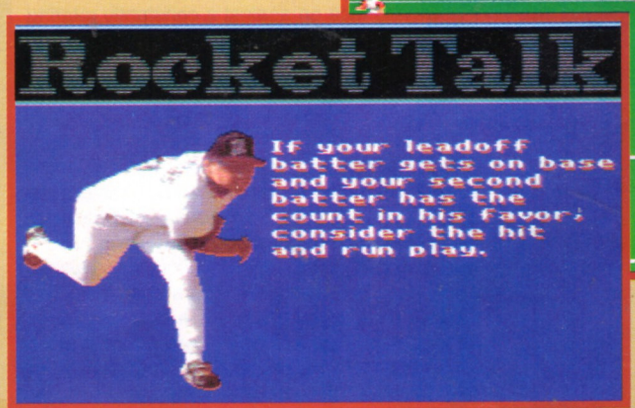
(Right) You're fielding and the ball is whacked out to the perimeter of the field. Not quite a home run, but should be enough to get the runner to second base



NICK STICKS HIS OAR IN

If you're not thrilled by the prospect of playing baseball on your SNES, you'll find plenty to change your opinion with this. It's slickly presented with different actions for the sluggers chewing gum, shuffling around or whatever. Graphics aren't perfect though, as the perspective change is dodgy in the outfield. However, in two player mode you'll enjoy it and learn more about the sport than you probably ever would by watching. A good laugh.





(Left) After the game, Rodge debriefs both players, detailing where you went wrong and also giving useful advice for future performances

RACING SPECIAL

Control doesn't hang about with its special features – not content with giving you all the latest games, we also compare them to the golden oldies and ask real stars for their opinion. Later in the mag we've even got Johnny Herbert of the Lotus F1 team to cast his eagle eye over the SNES, and its prospects for driving games.

SPECIAL THANKS TO:

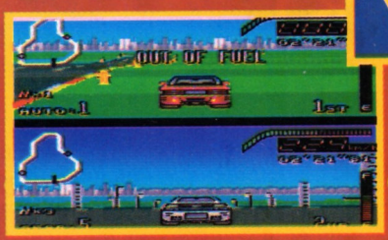
Megacom - 0602 475151
Zeal - 0282 611172
X-Gen - 0270 842082
Console Concepts - 0782 712759

For supplying us with the games featured in this article



Top Gear oozes class from every pore. Not only do you have a selection of the greatest cars this side of Christendom, but a whopping choice of courses over three difficulty levels.

1 TOP GEAR



What makes Top Gear stand out from other driving games is the sheer speed and thrills factor. It's quick. Not whoosh quick, but devastatingly quick and smooth. One minute you're tearing around some hairpin in a French riviera vineyard and the next, you're negotiating the hills just outside sunny Sheffield.

The control of your chosen vehicle is adaptable, and you can select from a choice of manual or automatic transmission. Then simply wait on the starting grid and let fly, using your limited nitro boosts to catch up, or increase your lead on, all comers.

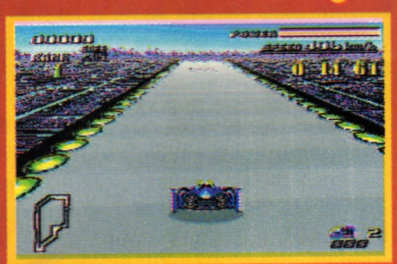
Two players can simultaneously join in with this thrilling nonsense – the thrill factor can reach a feverish peak, and who would have thought it could top the one player mode.

Okay, it's not the toughest of games to complete, but it's one you'll return to frequently. Enjoyment on a stick. Strongly recommended if you're not into complex driving antics of the Formula One Circuit.

POLE CON

The control team grid positions for SNES driving games

3 F-ZERO



Graphically, F-Zero is something to show your Grandma about the SNES' mode seven rotate and scale facility. She'll just nod knowledgeably and not know what the blazes you're on about. You'll soon get the drift though.

Driving face on against a constantly rotating track which comes towards you in a strange and bizarre style head on. You have to complete several laps of the course having to come above a certain position to continue.

Other drivers have different ideas though, and the tracks themselves aren't there to make it easy. Magnetic barriers, hot lava, ramps, ice and gravely patches all hinder your progress. Failure isn't anticipated. Fail and you'll ceremoniously explode along with your vehicle.

F-Zero has the same high standing as Top Gear in the Control office. It's a case of picking your grapes. Some think F–Zero offers a more enjoyable and challenging deal, whereas others tend to differ.

In a nightmarish future, F-Zero sees you control a hover vehicle on courses set against an hallucinogenic backdrop. But you can steer and accelerate, so it suits our demands.

FINAL ANALYSIS 76%



FINAL ANALYSIS 81%

Brand new and showing off the SNES' spectacular driving facilities. Appealing to driving freaks and Mario fans alike, Mario Kart is destined to become a sure fire winner.

2 MARIO KART

As the title suggests, Mario Kart is a carting game. Set in the weird and wonderful Mario worlds, you choose from 50cc to 100cc karts, to whizz around haunted houses, sea fronts and lava lands. Spectacular mode seven graphics slide on by and, with the two player option, a split screen viewpoint dazzles. Graphically cute with characters from the Mario games, even your Uncle Tom may say 'Ahh!' at the smiling mushroom or the tilting Yoshi. It plays darned well too. There's thrilling driving action as you select the courses, choose the power of your kart and your main character.

Each character has certain qualities; some hug the bends, while others have scintillating acceleration. This is fun; it tries to take the best qualities from the better driving games and utilise them in one product. Worth a look if you enjoy driving games that don't take themselves too seriously.



FINAL ANALYSIS 80%

NTROL

Cyber Formula, a Control office hit, is viewed from above so the game looks strange, even to the point of seeming old fashioned.



4 CYBER FORMULA

Admittedly, it doesn't utilise the SNES to the full, but it remains engrossing. There are three subtly different options to play the game over a series of twelve futuristic courses. Cyber Formula is a Japanese cult animation TV show; this is the game of the programme. Each of your seven opponents has an individual characteristic – they'll soon become obvious to you. Some ram you at every opportunity, others hang back to give nudge you off the track. There isn't a two player option; a shame, but it holds its own as a one player game. Relatively tough, it has some quirky attributes and sub-games to keep you enthralled as you want to smash your TV in. Addictive too.

FINAL ANALYSIS 73%



5 SUPER OFF ROAD

With dosh you can fit out your car to make it one heck of a driving machine. The basic needs for your vehicle are the obligatory nitro boots followed, as you get richer with groupies on your tail, by car refits to make it nippier and more stable on the courses. Super Off Road is a faithful conversion in all but one respect. You can only play with one other player, unlike the four in the original, and this does hit hard in the nethers. It never quite recovers from this gameplay shortfall. A good laugh to begin with, lastability is minimal when one considers the ease of success once you've mastered the controls and the few courses. Graphically, the game is adequate for the SNES, and accurate to the arcade machine. Not brilliant, but then it does not pretend to be anything else. Sounds vary, but they soon irritate. A good conversion with high immediacy and enjoyment, it lacks long term thrills. Pricey for the amount of time you'll play on it.

A top arcade conversion of a classic. The aim is to beat three other drivers to earn some filthy lucre.

FINAL ANALYSIS 69%

POLE CONTROL
Continued

6 F1-EXHAUST HEAT

F1 Exhaust Heat is a formula one driving game which offers both realism on the track together with spectacular mode seven rotational effects.



FINAL ANALYSIS 63%

Also known as F1 ROC (Race of Champions), it is a challenging attempt at bringing together all the elements of an accurate driving simulation alive on the SNES. Not only can you race in any of the 16 circuits, but you can also adapt your mechanics to suit the situation. Unfortunately, you can't just select any old engine. Before you can buy loads of tempting goodies, you've got to win some races to earn the dosh. Depending on your finishing position, you can earn quite a bit of lucre which is lessened depending on how much damage you inflicted on the vehicle.

The sensation of driving is quite accurate, although the car is remarkably small, the backdrops are samey and the sounds are a dull monotonous roar.

However, it's a mightily enjoyable game which is worthy for the sheer speed factor. Not a whizz, not easy and quite tough compared to the likes of top gear.

F1 Exhaust Heat is a strange old game and for the life of me, I can't understand the differences of opinion this game attracts.

7 AGURI SUZUKI F1 SUPER DRIVING

Aguri Suzuki's Super Driving is the first in what seems to be a never ending line of officially endorsed formula one driving games to be produced for the SNES.



Aguri Suzuki is Japan's top driver and must have been the first choice for the massive number of SNES owners in that country. As a game, it's far from perfect to play yet it has much in the way of options to keep you interested. The courses are accurately depicted, with the correct positioning of turns and bridges, chicanes and pits. Therefore, if you want a game to give you the closest feel of driving a F1 car, then this is it, for the moment.

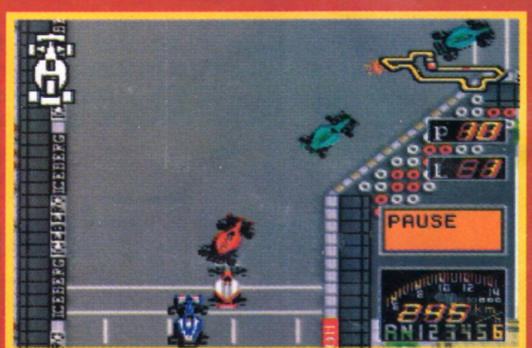
The game plays from a cockpit viewpoint, with all the essentials easily positioned on the joypad for acceleration, braking and changing gears. It doesn't particularly run fast, and it takes some time to settle into the game proper.

However, once you've played the game for a good few hours, you can tackle the world circuits. A challenge for hardened gamers and speed freaks alike. Worth a look if you can't wait for Mansell to appear on the shelves.

FINAL ANALYSIS 62%

8 F1 GRAND PRIX

F1 Grand Prix is FOCA approved. Unfortunately, it's not going to get the full Control approval, nor Johnny Herbert's for that matter!



9 F1 BATTLE GP

An overhead viewpoint game in the vein of Cyber Formula and F1 Grand Prix which is absolute pants; irritating and uncomfortable ones.

Boring to watch, boring to play – Battle GP has little going for it. Even the box is a rancid browny colour.

The aim is simple. Reach the end in as high a position as possible before falling asleep which isn't an easy proposition with this game. A definite no-no; save your pennies for one of the better SNES driving games. There are a lot of them around, and some that are coming out look shit hot.

FINAL ANALYSIS 48%



Actually, if you're a driving fan, you may feel a bit miffed as the game is now a touch out of date, and the tracks aren't accurate at all – thanks Johnny.

Graphically, the action is a trifle slow, especially when placed in direct comparison to Cyber Formula, and the sounds are very dour. Yet the game has many hidden complexities in the ability to adjust your vehicle to the course and your needs, and select from a massive range of options.

Given time, F1 Grand Prix really does grow on you, and having all the real constructors and being one of their actual drivers is a nice touch to get you feeling involved in the full scene, from mechanics to driver.

Unfortunately, accuracy, it seems, is only there when it wants to be. So if you feel like razzing through a first gear chicane in seventh, with no ill effects, this may be what you've been looking for.

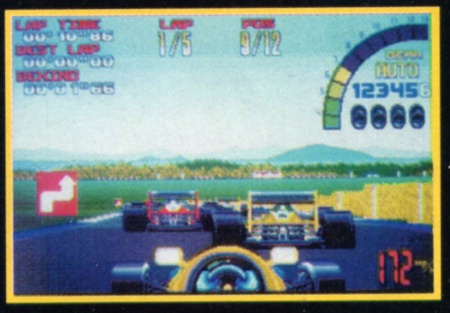
FINAL ANALYSIS 54%

BACK IN THE GARAGE

There are still a few driving games having their bits tweaked and tuned before they hit the streets in time for Christmas.

NIGEL MANSELL F1 CHAMPIONSHIP

Gremlin are designing this gem with the greatest driving sim licence of them all. Blow Ayrton Senna's jobby on the Mega Drive, this is the biggy. Set against real courses, with real teams and a realistic control method, 'Mansell' looks as it's going to be the most dazzling gem of them all.



Of course, we haven't seen a completed version, but early trials bode well (see issue one). The only question remains; will this baby stun the living pants off us? We'll just have to wait and see.

THE DUEL: TEST DRIVE II

Ballistic are hitting the SNES scene in a big way and, with this age-old classic game, they believe they're onto a winner with this Christmas release. Apparently, this eight meg cart's going to utilise the scaling facilities to a large extent, although early versions look like your about to squish a rabid motorcycle-riding sheep.



The aim of the game, as is the norm, is to get from A to B in the quickest possible time. So slam down the hankers, toot your horn and avoid everything from lorries to bikers and BMWs.

SPARE PARTS

Also in the pipeline, closely guarded and under wraps are several games to burst onto the scene some time in the new year.

SUPER F1 HERO

For December release in Japan, Varie's eight meg cart will hit the streets just as F1 mania is slowly dropping off.

KING OF THE RALLY

Paris – Moscow – Beijing, a cross country driving expedition to be released by Merudack in Japan in January next year.

EXHAUST HEAT II

Following on from the success of the first Race of Champions, Seta's next hit for release in the new year will feature more options, realism and thrills. Or so we are told...



HUMAN GRAND PRIX

This is a curiously titled Japanese game that is currently being produced by the software company Human of which we presently know very little indeed. There will be more details in Control as soon as we get them.

RACING SPECIAL

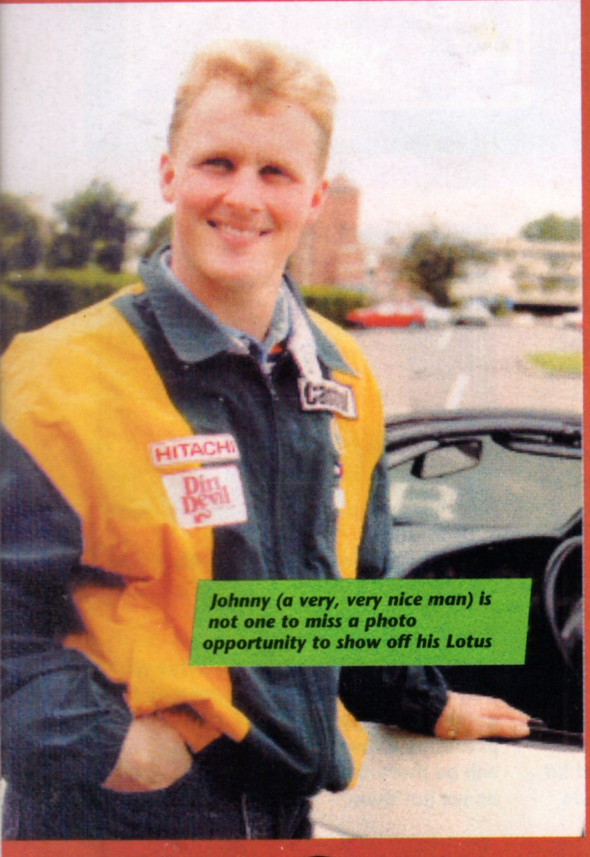
On a gorgeous day, Allie and Carolyn ventured down to Stratford, via a traffic-jam and accident on the M40, to meet F1 driver Johnny Herbert. Can a professional driver cope with the ferocity of a SNES driving game...



Johnny Herbert was quite impressed by his appearance within the F1 Grand Prix game (the highlighted character). It's just a shame that the actual gameplay was less impressive!

The Johnny Herbert Interview

GO JOHNNY,



Johnny (a very, very nice man) is not one to miss a photo opportunity to show off his Lotus

Upon arrival at a plush Stratford hotel, Team Lotus driver British born Johnny Herbert was nowhere to be seen. We were informed by his manager, James Vaughan-Fowler, that because of our delay in arrival Johnny had decided to get his car washed ready for the photoshoot – a Lotus Elan! We were impressed; especially Carolyn. While Johnny was posing against his H-reg Lotus, I set up the SNES in our room. Although F1 GP is not an incredibly realistic racing game (the tracks are viewed from above) we thought Johnny would be impressed with his console likeness and that of his team mate Mika Hakkinen.

Johnny's Mates

'Oh, no!' laughed Johnny, *'I don't look like that do I? They've got Mika too and Nigel Mansell, well they got him right anyway!'*

After positioning himself painfully close to the monitor screen at the request of our photographer, Johnny was raring to go. With a little snigger he chose his own team and his own character. *'What button does what then?'* Johnny got the grasp of the game immediately. An unnerving silence, then the bombshell, *'This is useless isn't it?'* Yes we got it on tape Johnny, *'Sorry! I think my Game Gear's better than this.'*

He didn't really look impressed so I asked if he was into computer games. *'Well, no not really, only on my Game Gear. I've got Super Monaco Grand Prix; that's quite good. It's great for on the plane.'*

Johnny got the hang of the game quickly despite the eye straining rotation and was soon belting in and out of the chicanes and round the hairpins without much difficulty. A couple of laps and a few head-on collisions with the barriers later, Johnny was still unimpressed.

'So am I supposed to say what this is like? It's a bit slow; it's more like Formula Ford! It's definitely not quick and the car doesn't turn very well either.'

Did he like the way the tracks are viewed? *'Well, I'd rather be able to see where I was going and what was coming up. You've got the arrows at the top but that's probably just to make it more*

Our Carolyn can't bear to watch as her hero, Johnny, slips into a more comfortable gear





Johnny Facts

Born on the 25th June 1964, Johnny started racing in go-karts at the age of ten. He progressed through Formula Ford (won the Formula Ford festival in 1985) through FF2000, F3 and F3000. He started his Formula One career with Benetton and now drives for Team Lotus. He won Le Mans in 1991 for Mazda and has been re-signed to drive for Lotus in 1993. He is affectionately referred to as Bart by the Lotus mechanics because of his Bart Simpson haircut. He is considered to be one of the most naturally talented up-and-coming drivers and tipped by many as the next British F1 World Champion (after Mansell, of course). His 'road car' is a Lotus Elan turbo.

Burning Rubber



Grim concentration on Johnny's face as Allie sits mesmerised in the passenger seat



*Don't talk to me while I'm driving for crissakes! Where'd you say the ****ing accelerator was?*



Johnny can't believe his lap time as the children snigger in the back of the car

GO!

difficult, I don't know. Am I sixteenth? Oh, that's not fair; I'm overtaking loads, or are they back markers? I don't know which course this is.' Johnny was racing around the Phoenix track but he still wasn't convinced. *'Are you sure?'*

Coming in for a pit stop, Johnny was amused by the constant changing of his car's nose, *'Ooh, there it goes again! They've even got the numbers round the wrong way... I'm number twelve not eleven.'* Then he was off again. *'Yeah, what a move... no, no, no, no, no! I lost the lead again! Damn Ferrari.'*

Tickled Pink

Annoyed by his relegation to last place he commented on the steering. *'It's not very precise at all, it just doesn't turn. I think the steering is the worst thing actually. The game's alright but in a way my Game Gear's better, it does handle better than this. I imagine the Sega's the same because when you turn the car it actually turns.'*

'The graphics are okay but they're not exactly stunning. Is this the top of the range one, the Super NES? It is, oh! I should have thought it would be better than that.'

We decided that it was time to change tracks to see how authentic the game design is, Johnny wanted to have a go at the Belgian track in warm-up for his next GP. *'This doesn't look right, for a start the Belgium track hasn't got hills! No this is definitely not it, there's no hairpin there.'*

Well that's a lot of good, an F1 driving game with the wrong tracks. *'Hang on a minute, I can't remember where I started from. Okay, there should be a left then a right-left, it's right so far but this is where it goes wrong, there's no hair-pin there! Oops, on the grass again.'*

Pointing to the track indicator in the top right hand corner Johnny commented *'Well it looks right on here but when you play it it's all wrong. Oh no, I didn't want to go in there!'* An unscheduled pit-stop loses Johnny valuable places even with his record breaking time of 3.48 seconds. His manager laughed, *'They had a bionic pit crew working on that one. What did they do, just suck the tyres off?'*

Almost Conned 'Em!

Stop Press; Johnny Herbert prefers driving on the buildings and verges than on the track itself. *'I'm trying to cheat but...'* Unfortunately, Johnny discovered that he was unable to crash through the barriers and in turn was extremely disappointed. *'They're much quicker than me though, it's totally unfair!'*

At the end of the race after a McLaren win what did he think overall?

'Mmmm, well it's not very good really. Being a racer myself I thought it would be a bit better, I thought it would have handled easier and been quicker. It doesn't feel like you're racing a car, more like a Reliant Robin. The steering's probably better on a Robin! What I know of the SNES it's far superior to the Sega in graphics and playability but this game is really disappointing; it's too boring.'

So will he be investing in a console? *'No, I don't think so!'*

Should have given him a go on Street Fighter 2... Special thanks to Johnny for taking time out from a hectic schedule, and to James Vaughan-Fowler for arranging the meeting. Good luck for the rest of the championship.

JOHNNY SEZ...

It's a shame really. For the Super Nintendo it should have been a lot better – the graphics really aren't that good. I just thought it would have been more realistic. The Mega Drive version of Super Monaco is much better; being able to see the track ahead and the steering wheel... Another thing, the buttons are in the wrong place. If the brakes had been on the red button then you could just roll your thumb to the right instead of having to move it up to the green button. Clumsy.



The Johnny Herbert Fan Club

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Tel: 0277 841093

The GLOBAL Story

There's a huge bundle of games available through importers nationwide; most of which are listed below. If we have missed any why not drop us a line and let us know?

SHOOT'EM-UP

★ Gradius III - Konami
D-Force - Asmik
★ Super Probotector - Konami - Official
GunForce - Irem
Hyperzone - Hal
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
★ Phalanx - Kemco
★ Axelay - Konami
Strike Gunner - NTVIC



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 - Konami
Dragons Lair - Elite - Official
Dinosaurs - IREM
The Simpsons: Bart's Nightmare - Acclaim
Hook - Sony
Spanky's Quest - Natsumi



JALOPY CORNER

★ Super Pang - Capcom
★ On the Ball - Taito
Home Alone - THQ Inc.
Rocketeer - IGS
Magic Sword - Capcom
Paperboy 2 - Mindscape
Super Pipedream - BPS - Japan

ADVENTURE

Wanderers from Ys III - Sammy
★ The Legend of Zelda - Nintendo
Lagoon - Seika
The Legend of the Mystical Ninja - Konami
Drakkhen - Seika
Might and Magic II - Sammy
Actraiser - ENIX
Arcana - Hal

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 - HudsonSoft
Super Baseball Simulator 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
Combat Basketball - Hudson Soft - Japanese
Super Pro Baseball - Jaleco - Japanese
Ultimate Football - Sammy - Japanese
MVP Baseball - Acclaim/LJN
Super Play Action Football - Nintendo America
George Foreman KO Boxing - Acclaim
Super Bowling - Technos



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
Super Golden Fighter - Culture Brain - Japanese
Robot Police - Atlus - Japanese
★ King of the Monsters - Takara - Japanese

RACING

★ Top Gear - Kemco
★ F-Zero - OFFICIAL
Super Off Road - Tradewest
F1 Exhaust Heat (ROC) – Seta
RPM Racing - Interplay
Aguri Suzuki F1 Super Driving - LOZC - Japanese
Cyber Formula - Takara - Japanese
F1 Grand Prix - Foca - Japanese
Super Mario Kart – Nintendo
F1 Battle GP - Japanese



STRATEGY

Romance of the Three Kingdoms II - KOEI
★ Populous - Acclaim

PUZZLE

★ Krusty's Super Fun House - Acclaim
★ Lemmings - Sunsoft

★ **Control strongly recommended**

CONTROL THE MOB'S TOP 5

1	Top Gear
2	Streetfighter II
3	Super Mario Kart
4	Super Pang
5	Cyber Formula

The OFFICIAL Story

At last the floodgates are finally opening for the officially released games. Keep your eyes peeled, 'cause there are some tasty morsels to sample and here they are;

SUPER MARIO WORLD 86%

A Platform spectacular that is free with the SNES and claimed by many to be the best game of all time. Incidentally, it's also being re-released as an individual cart soon for those who get the Street Fighter II bundle.

STREETFIGHTER II 86%

See the mini-review on page 46 for the full run-down on this beat'em-up.

SUPER TENNIS 83%

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

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.

TOP GEAR 81%

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

SUPER PROBOTECTOR 80%

A hell raising side-to-side shooty. Great sounds, fantastic graphics and marvellous gameplay. A shoot'em–upper's dream.

TURTLES IV 79%

A close arcade conversion with excellent presentation, add to this a whole hosts of moves with hectic gameplay and you won't be too far off the mark.

THE LEGEND OF ZELDA 79%

One of the best adventure style games available for the Super NES anywhere, this whopping game has pleasant graphics, a good storyline and is rather massive.

PILOT WINGS 77%

See the mini-review on page 47 for the full run-down on this flight simulator.

GHOULS'N'GHOSTS 77%

See the mini-review on page 48 for the full run-down on this platform romp.

F-ZERO 76%

Uses mode 7 to portray a highly playable futuristic racing game. Whiz through bizarre landscapes designed to give the maximum in headaches.

LEMMINGS 76%

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

SIM CITY 75%

A devilishly addictive game which doesn't need fancy graphics or sounds. Pure addictive fun as you build a city and watch it fall apart.

DRAGON'S LAIR 74%

See the mini-review on page 48 for the full run-down on this platform romp.

JOE AND MAC 72%

Cro-magnon bashing antics turn sour in this enjoyable rompette. Cute and cuddly in both one and two player modes; some unbelievable sprites.

SUPER R-TYPE 72%

An 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.

UN SQUADRON 72%

A stonkingly action-packed shoot'em-up from Capcom. We ponder, will they ever produce a dross game?

THE ADDAMS FAMILY 71%

Tough platform action with great presentation and sharp visuals. It's enjoyable although there is an enormous question mark over the game's long term enjoyment.

ACTRAISER 70%

See the mini-review on page 47 for the full run-down on this platform romp.

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.

WWF WRESTLEMANIA 69%

A steaming hot pot-boiler of a beat'em-up where overgrown men with strange names wearing tight underpants and eye make-up beat the living daylights out of one another. It's all real.

SUPER SOCCER 61%

Another mode 7 piece de resistance but this time one that disappoints in one-player mode. However, things are improved when two players are involved, thus enhancing the gameplay.

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 selection of moves.

ULTRAMAN 45%

A futuristic style Street Fighter II, only nowhere near as entertaining. The graphics are shoddy, the sound is poor and the gameplay is rank.

PAPERBOY II 43%

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.

The OFFICIAL Story



Streetfighter II

Capcom

The first 16-meg cartridge for the Super Nintendo, Streetfighter II is the definitive beat'em-up on the Super Nintendo. Everyone's talking about Capcom's near-perfect conversion, and now you can sample the PAL version yourself.

Streetfighter II is a one-on-one arcade conversion featuring 12 characters, eight of which you can select to play yourself. Either a one or two player game, the object of the solo game is to first defeat seven of the eight selectable characters (you can't beat yourself after all) before going on to face the final four guardian fighters.

Ryu returns from the original Streetfighter, his most effective means of attack being his Dragon Punch or Cyclone punch. The same moves apply for Ken, although his throw is slightly more powerful than his Japanese counterpart's. Chun Li is extremely agile and is good at kicking, while Guile, pride of the US Army, has the impressive Sonic Boom. From Russia there's Zangief, a huge wrestler who grapples his opponents before slamming them to the ground.

The rubber Yoga man from India, Dhalsim, can breathe fire as well as stretch across the screen to deck an opponent in their corner. Weirdo Blanka can zap his foes with his electric shield, while his wicked left hook will see off even the toughest opponent. Lastly there's E. Honda, sumo wrestler and lardy boy extraodinaire. His Hundred Hand Slap is devastating, while his belly flop will cripple the toughest of characters. The two player game allows you to compete against a human competitor, with eight handicap settings available to obtain a fair fight.

Each character has six basic moves: three different kicks and three different punches. You can combine both moves with a jump to perform a spectacular flying attack, or attempt one the many special attacks used by all eight characters. These moves require furious finger tapping and the correct d-pad movements, while at the same time you must attempt to fight off the opposing fighter.

This game will make you jump for joy, scream in pleasure or maybe even mess up your pants – it's so good.

It's a perfect conversion of its arcade predecessor, incorporating graphics that have been taken straight from the coin-op and spot-on gameplay. The sound is also great, thus making Streetfighter II an essential SNES purchase.



Ryu, returning from the original Streetfighter, manages to take out his pent-up aggression on Zangief in a bleak Russian industrial setting



Zangief prepares to pummel the living daylights out of the hapless Blanka who, instead of using his electric shield, merely cowers in the opposite corner

CONTROL PANEL

ACOUSTICS	8/10
VISUALS	19/20
IMMEDIACY	13/20
LONGEVITY	18/20
ENTERTAINMENT	28/30
FINAL ANALYSIS	86%

Actraiser

Enix

Appearing on the Japanese Super Famicom well over a year ago, Actraiser is a joyous combination of strategy and arcade action.

As a God-like deity, you must develop you plot of land in similar veins to Sim City. Order your minions to build new installations for your people to dwell in and cultivate the land to increase food supplies, thus allowing population to increase and so forth.

All is not well in this mystical world – the land is plagued with monsters that, luckily, remain inside their lairs. However, before you can expand your metropolis to the next continent you must first purify the existing land and that means killing the beasties.

Enter the lair to commence the action mode, a Ghouls 'n' Ghosts type section with loads of bloodshed and spleen-ripping violence. Fight your way through the entrance of the creature's lair to face the 'orrible demon itself.

Carrying a huge great broadsword, your warrior can also cast three types of magic. Limited in its use, the magic can drastically reduce your opponent's energy or, depending on which class of spell you choose, temporarily protect your character from harm.

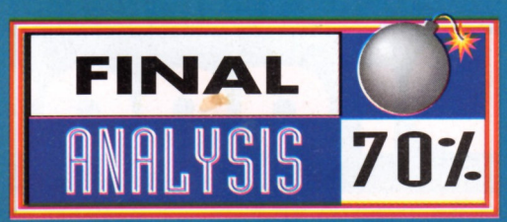


(Left) At the end of the first action zone your warrior is ambushed by a lance-weilding Centaur. Duck under his blade and strike

Completely icon driven, Actraiser is a unique and enjoyable product with elements that will appeal to action fans and strategy buffs alike. Neat presentation makes the game a pleasure to look at while the simple but addictive gameplay will have you hooked until you have purified the whole world. The problem is that the world is a little too easy to purify, taking only a matter of days.



Back at base you are offered a gift from your minions. With the monsters beaten, all that is left to do is to head off to the next continent, in search of the next lair and more land ready for cultivating



Pilot Wings

Nintendo

If you fancy the thrill of the open air without the faintest possibility of air sickness, Pilot Wings could be for you. This is no common flight sim – it contains much more.

The game is broken down into lessons. With eight sessions in all, you must satisfactorily pass each task to progress to the next instalment.

In the aerial stunts you are marked for accuracy, how much of the course you managed to complete and whether or not you landed correctly.

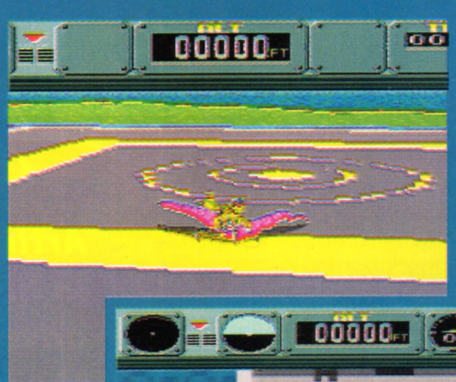
While basic light plane training you must fly through a path of hoops before landing at the airfield, the faster you complete this section the more points you'll earn. As for hang gliding, you need to rise on the air thermals to a pre-destined altitude before you descend.

Viewing the rocket belt section from above or behind, you must pilot the powerful jet pack through loops and past waypoints before landing on the correct target before time runs out.

Sky diving is another through-the-loops section, requiring you to manoeuvre through the rings before opening your chute and landing on a minuscule target.

Okay, there are only eight sections but they are tough, and even if you do manage to complete all of them I guarantee you'll return for more.

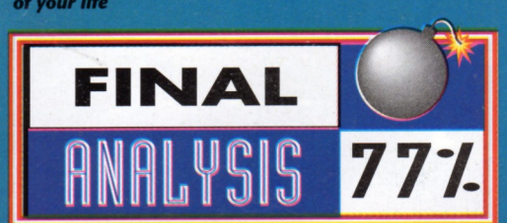
The mode 7 facility is set on overtime to produce the breath-taking graphics. In terms of gameplay, Pilot Wings is original and enjoyable.



Missing the thermal, your glider plummets toward the target. You managed to land but you won't get points for execution



Stage eight, the helicopter mission. Clamber inside your AH-64, arm the missiles and get ready for the ride of your life



Dragon's Lair

Elite

Based loosely on the video-disc game, Super NES Dragon's Lair features gorgeous presentation and slightly more gameplay that its arcade predecessor.

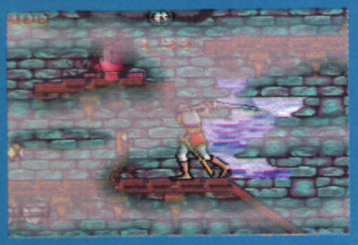
Your quest, as Dirk the Daring, is to rescue Princess Daphne, held hostage by Singe the dragon in the bowels of Mordroc's castle. Set over twenty-four levels and including four guardians, Dragon's Lair is an eight-way scrolling platform adventure.

Armed with a massive two-handed sword, you can swing his blade to destroy even the toughest of opponents. Also, you can carry a back-up weapon; either a throwing axe, daggers or throwing stars. These can be lobbed at Modroc's pets but cause little damage. They are, however, vital if you wish to defeat the guardians.

Starting with three lives, your life-force is divided into three shields of energy. They can be increased to a maximum of four by cracking open the bonus jewels scattered around. Other bonuses include gold coins used to access the bonus stage, 1-up hearts, extra time and energy top-ups. Each level is set against the clock, so don't hang around.

There is more than one route to Singe's Lair, with many stages having multiple exits. However, it is usually the more inaccessible doors that open the path ahead – many others just retrace your path. With no continues, Dragon's Lair allows you to start where you left off using a novel password system.

Suffering from the same problem faced by the laser disc version, SNES Dragon's Lair suffers from lack of gameplay. Presentation can't be faulted. It's bloody hard though, and the tricky controls make the game annoy at times. It does offer a decent challenge, providing you can handle the slothful control system.



Up on the spooky battlements, Dirk must fight through the mist to find one of the many exits



Dirk the Daring must rescue Princess Daphne from the clutches of the evil Singe, found at the bottom of Mordroc's castle

FINAL ANALYSIS 74%

Super Ghouls'n'Ghosts

Capcom

Arthur the Knight is back in his most impressive adventure ever to rescue the princess yet again.

Divided into eight vast and graphically orgasmic levels, Super Ghouls 'n' Ghosts is a tough platform romp that uses the SNES' mode 7 scale and rotate capabilities to impress.

A map details the treacherous journey ahead, Arthur's trek taking him through haunted forests, across a haunted shipwreck before finally penetrating the foul demon's fortress.

Armed initially with a lance, Arthur (you) can quickly progress to a better weapon by cracking open the treasure chests that burst from the ground. The guardians, one found at the end of each stage, require heavily concentrated fire before they are finally defeated.

Featuring spectacular visuals, atmospheric sound effects and addictive gameplay, Super Ghouls 'n' Ghosts is similar to caveman Dave's head in terms of hardness. It's ridiculously tough, and is therefore a game that won't be completed in a matter of days.



Level two and Arthur's journey takes him across the sinking shipwreck, haunted by ghosts

FINAL ANALYSIS 77%

GAME TOP TEN

From this issue Control brings you the Game Top Ten of official SNES games. This is the latest accurate listing representating SNES cartridge sales from Game stores throughout the UK.

1	Smash TV
2	Zelda 3
3	Super WWF
4	Krusty's Super Funhouse
5	U.N. Squadron
6	Addams Family
7	Castlevania IV
8	Rival Turf
9	Ultraman
10	Super R-Type

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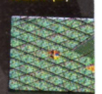
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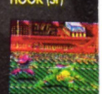

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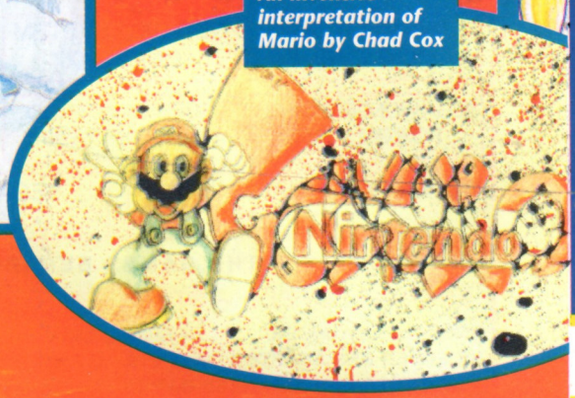
Rogues



This is only part of a marvellous six foot montage sent to us by Duncan Scott

Gareth Greenway's fertile imagination led to this rib-tickler

An inventive interpretation of Mario by Chad Cox

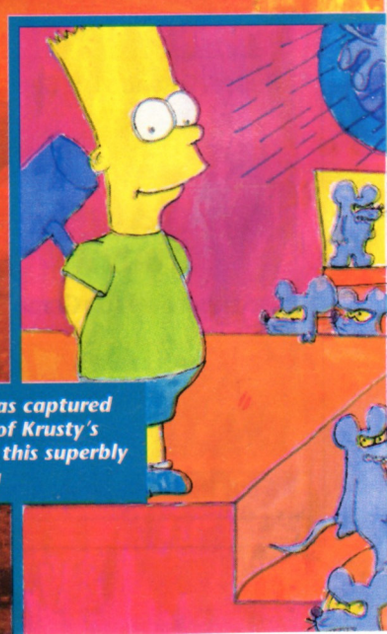


Your artistic masterpieces continue to flood in and stun us with their brilliance. A quick glance at the work in this month's Gallery will give you an idea of the high standard produced by Super Nintendo junkies the length and breadth of the country. Keep sending them in; although they may not win a prize, surely being featured in Control is a high enough honour for anyone.

Dean Rebeiro's atmospheric 'Armageddon Street' came complete with an explanatory poem

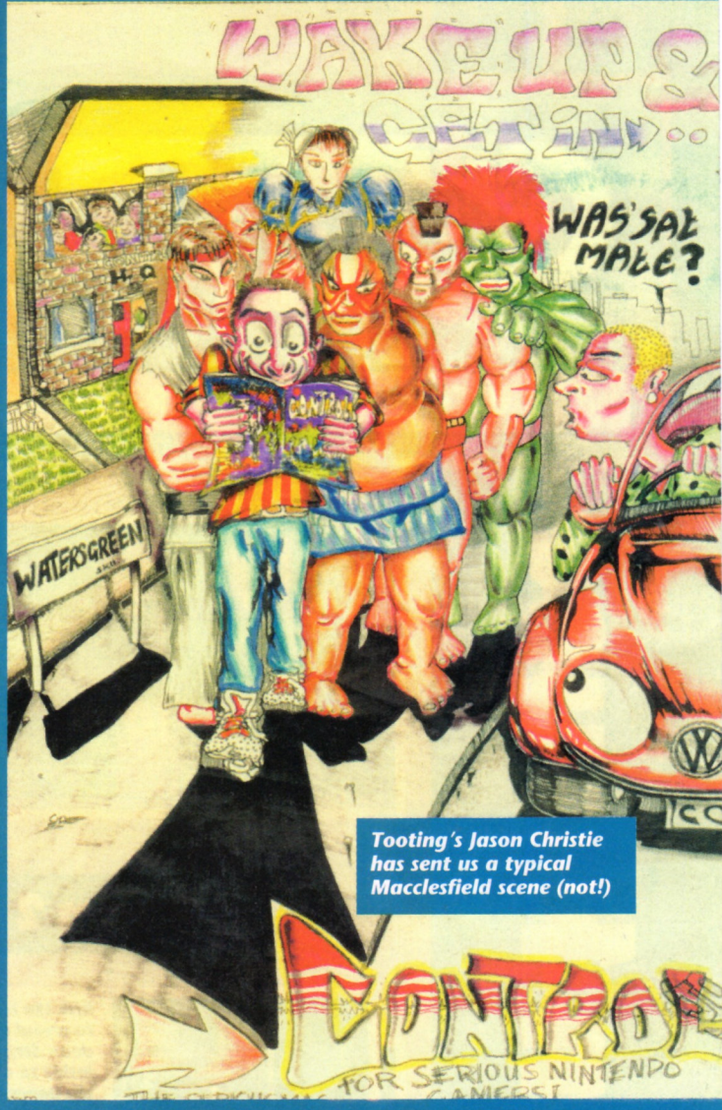


Check the detail of the snake's hideous scales on this gloomy number by Michael Blois



Manish Jadan has captured the personality of Krusty's rats perfectly in this superbly painted offering





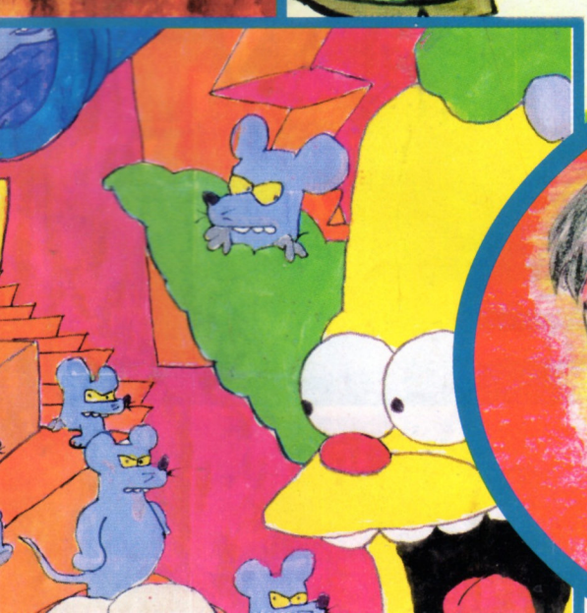
Tooting's Jason Christie has sent us a typical Macclesfield scene (not!)



Half-Italian and half-machine it's Simon Wescott's Ter-mario-nator



Detail of Michael David Crane's feisty Nintendo chicks who have just wiped out some Sega geeks



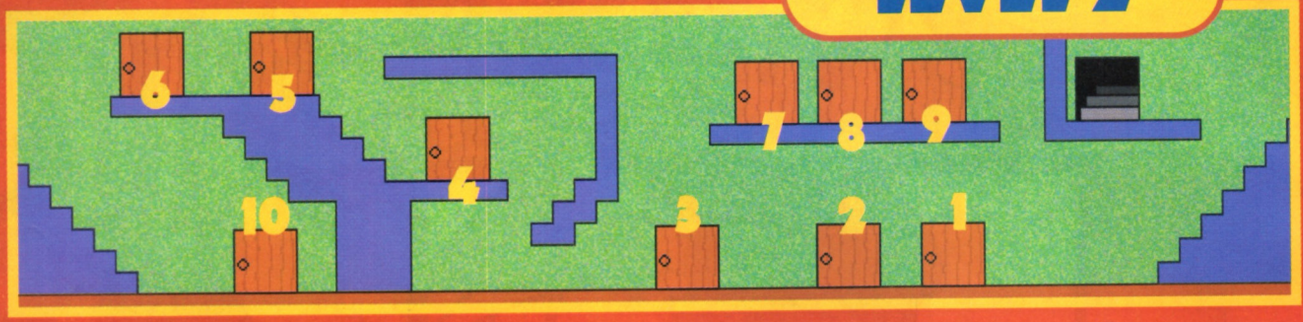


Ken and Ryu's profiles add to the mystical atmosphere of Derek Job's drawing of Chun Li

Krusty's Fun House

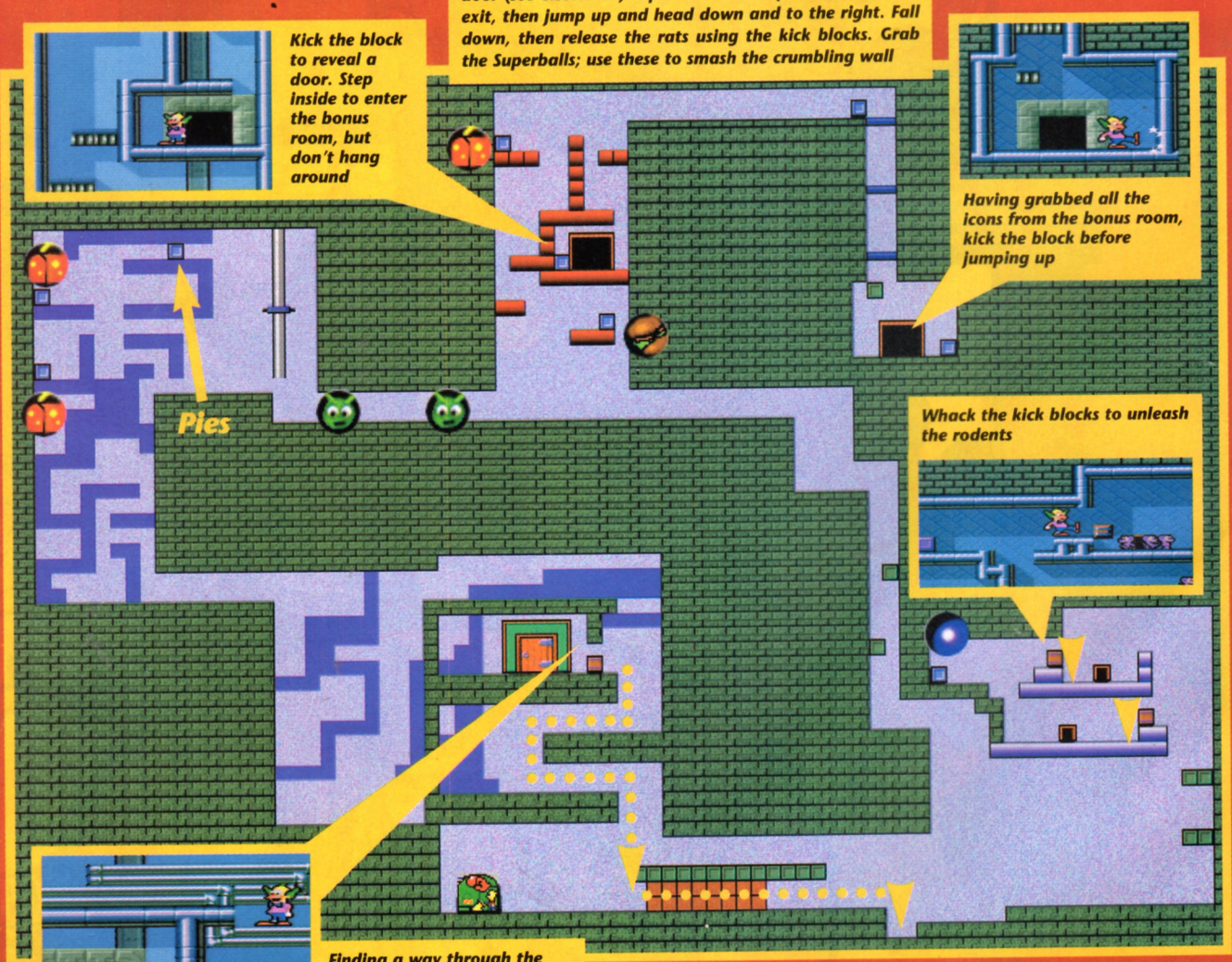
Hi ya, Kids, Krusty the clown's back for more moronic mayhem against the rebelling rats. You've probably walked through the first level, but the second is a little trickier. Don't worry, Complete Control will guide you to the end...

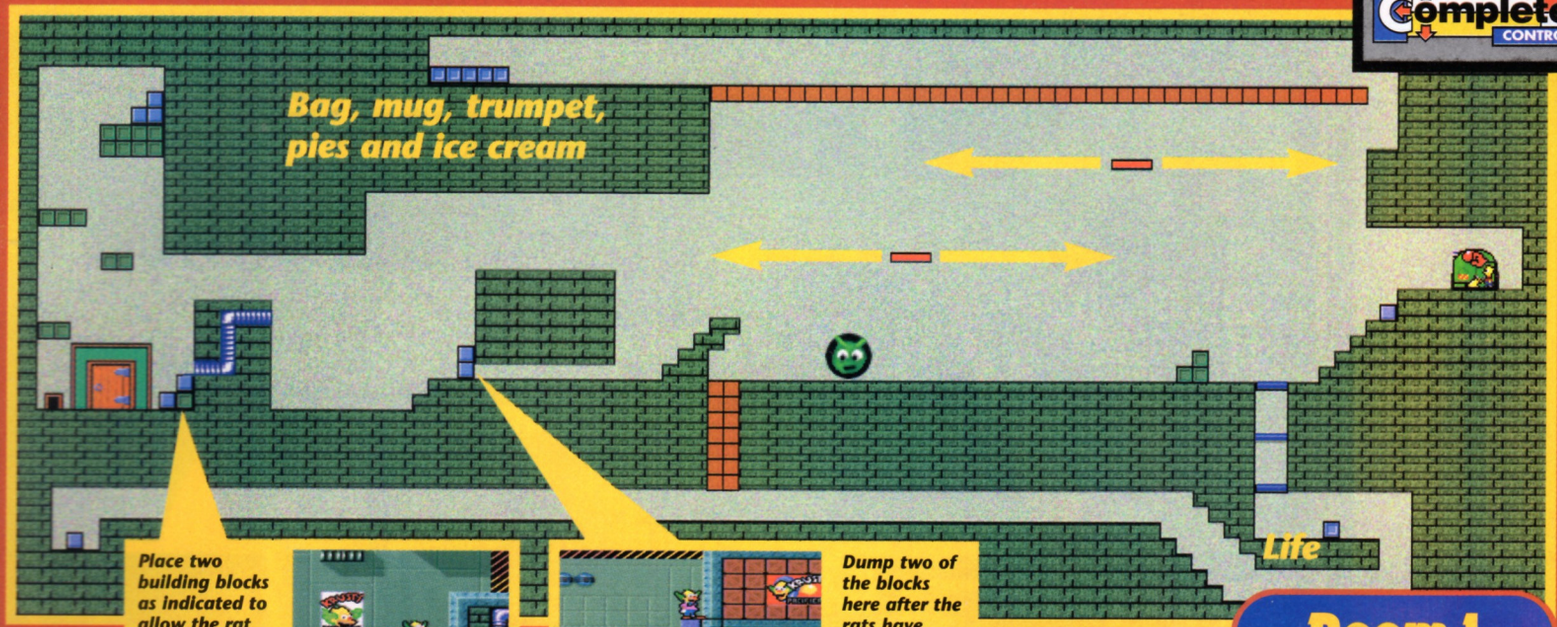
LEVEL 2



Room 2

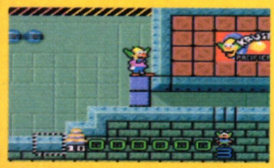
Boot the block to the bottom then nip up and make your way through the pipes. Head for the first alien. Jump up and kick the block that opens the bonus room door (see elsewhere). Open the block by the bonus room exit, then jump up and head down and to the right. Fall down, then release the rats using the kick blocks. Grab the Superballs; use these to smash the crumbling wall





Place two building blocks as indicated to allow the rat horde to escape





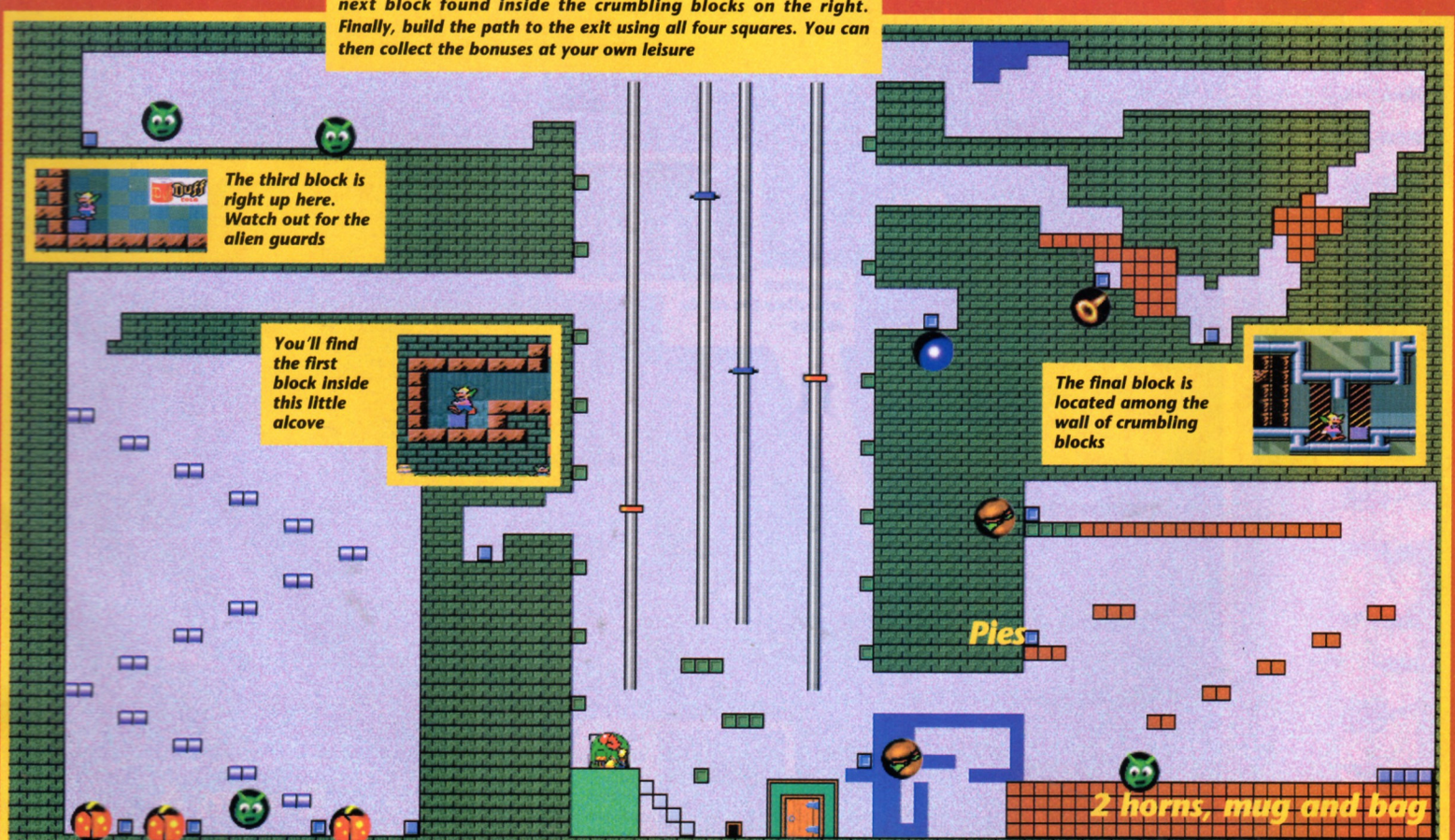
Dump two of the blocks here after the rats have passed. You can then jump past

Room 1

First of all, grab the building blocks from the top and use them to guide the rats into the pipe. Using two blocks, jump over the high wall and disappear down the crumbling wall. Grab the building block on the far left and carry it all the way right and placing it just before the trap. Don't forget to grab the bonus as you pass

Room 3

The first block is easy to get, just nip into alcove on the left, pick it up and take it back down. The second block can be found at the bottom of the next left exit, but watch out for the guards. Take the block back to the trap, then retrieve the next found at the top, on the left. You'll need to grab the Superballs to get the next block found inside the crumbling blocks on the right. Finally, build the path to the exit using all four squares. You can then collect the bonuses at your own leisure



The third block is right up here. Watch out for the alien guards

You'll find the first block inside this little alcove

The final block is located among the wall of crumbling blocks

The second building block is found right at the bottom





Collecting the blocks one at a time, use them to create a stairway to the rat trap

Krusty's Fun House

Room 4

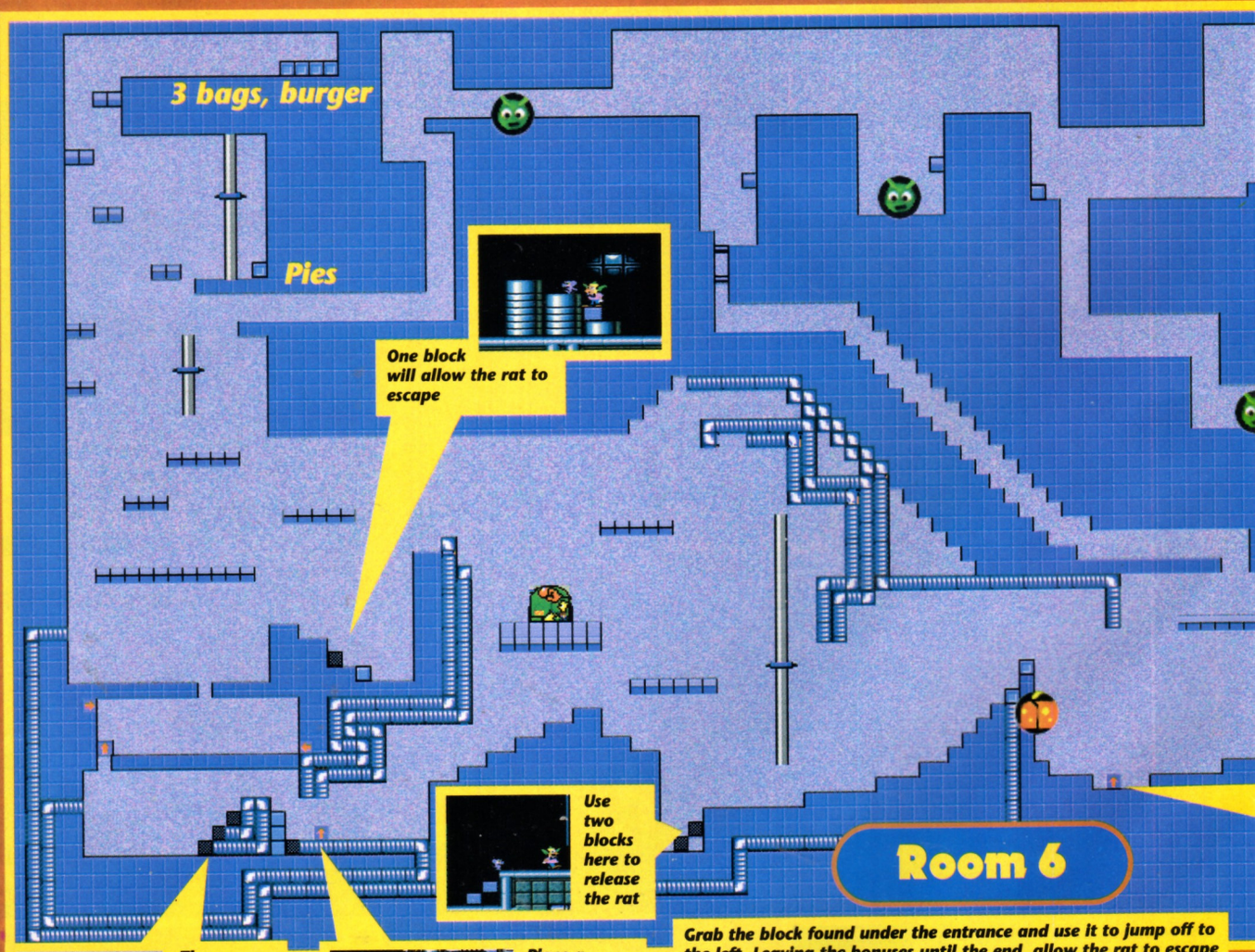
Quickly run and move the first block. Dump this nearby, then jump right and collect the square blocking the pipe. Use this to fill the gap on the right, but make sure you leap over the crumbling floor when you pass

Act quickly here. Before the rats get out, nip down and move the blocks away from the pipe allowing them to walk past





Place a single block across this gap to create a path to the rat trap

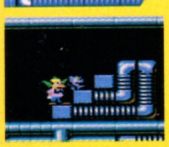


One block will allow the rat to escape

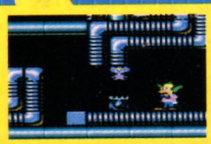
Use two blocks here to release the rat

Room 6

Grab the block found under the entrance and use it to jump off to the left. Leaving the bonuses until the end, allow the rat to escape using a building block. Place the blower under the pipe as shown before creating a path over the pipes with three blocks. The rat will end up just below the trap, and can only be released with two squares. A couple more blocks allow the rodent to pass over the pipe. Finally drop the blower to shoot the rat into the trap



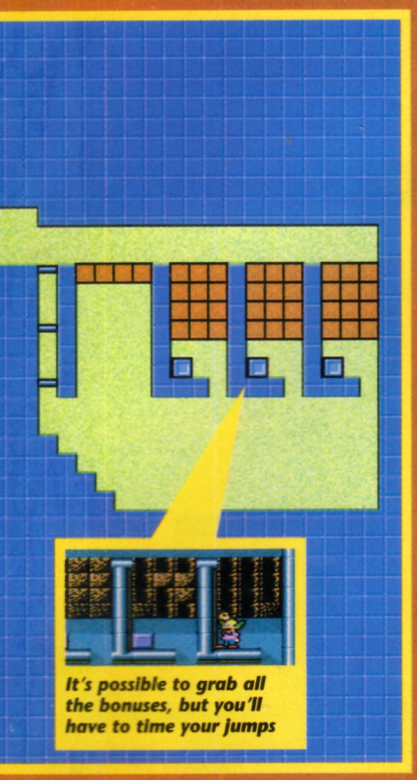
Three blocks are needed to form a path over the pipes



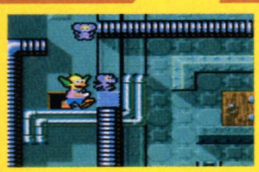
Place a blower under the pipe to get the rat nearer the trap

Room 5

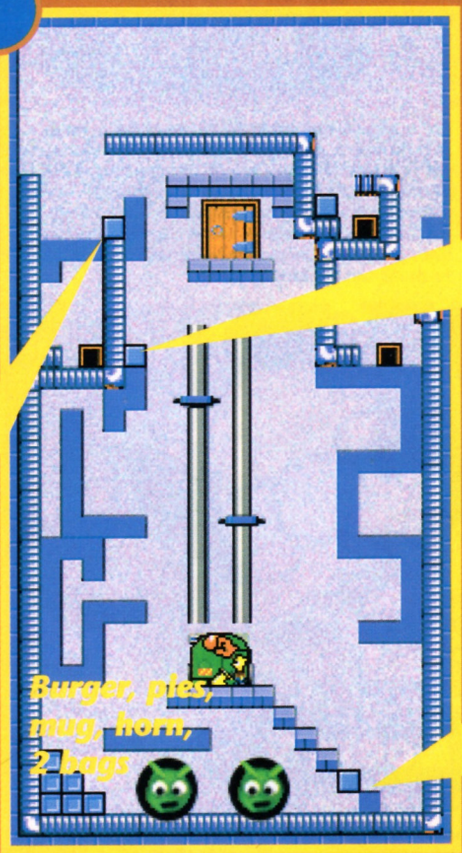
Grab the block from the right of the level, and place it by the mouse hole. Wait for all the rodents to escape, then carry it down to the bottom. Use it to make steps to the rat traps, making sure you wipe out the alien guards first. Finally use it to reach the exit door



It's possible to grab all the bonuses, but you'll have to time your jumps



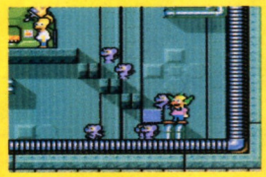
Pick up the block and place it here first. This will allow the rats to get out of the constant loop of pipes





Having blasted all of the rascally rodents, dump the block here and jump off it to reach the exit

Wait for rats to stroll to the right, then place the block here to form a stairway to the trap. You'll have to do this a couple of times before you catch all of the fiends







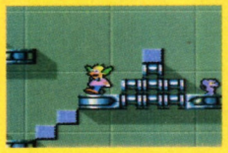
Place this blower here just before the rat reaches you. The fan will blow the rat into the pipe above, which will speed him to his ultimate doom

Room 7

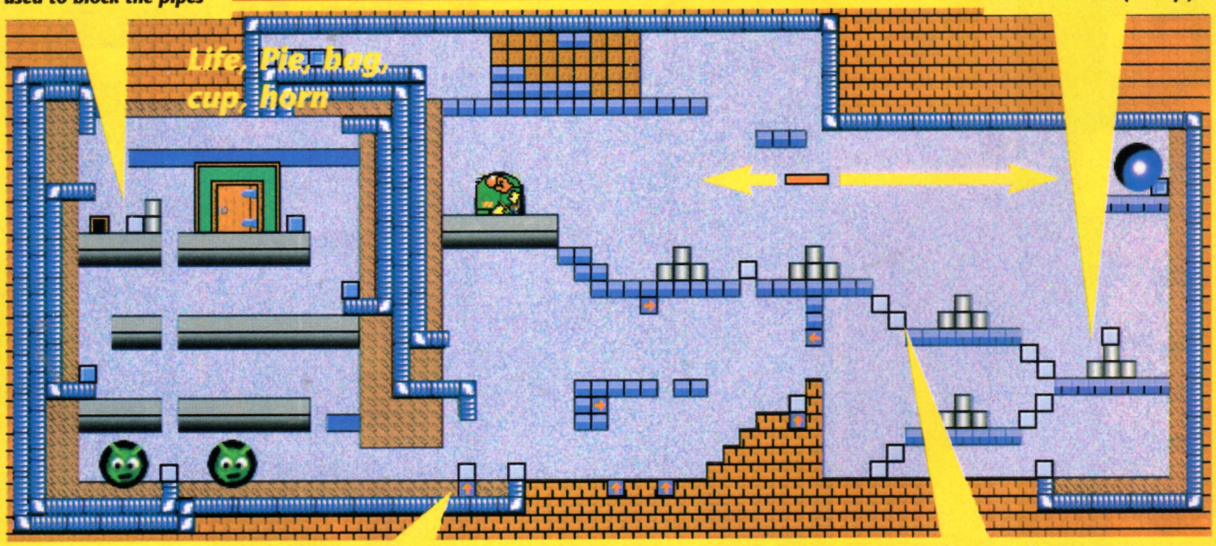
Use two of the blocks to fill the pipe and blower, then drop the remaining one by the rats' entrance. The rat will make his way across to the right, so you'll have to block the other pipe with a block you used previously. Use the blocks to make a path over up to the platforms, picking up and replacing squares to fill the gaps as you go



This block lets the rat out. Before you release him make sure the other building squares are used to block the pipes



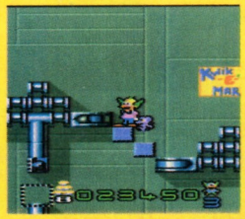
It's pretty difficult trying to make a path with only a few blocks, but persevere and the rat will be beaten (finally!)



You will have to start taking some blocks from the very beginning, making use of them to stop the blowers. Wait for the rat to pass by, then use them further on in the Super Fun House...



After allowing the stupid rat to perambulate merrily along your makeshift staircase, pick up just a couple of blocks and lay both of them down here, double quick!



Krusty's Fun House

Room 8

Use a blower and three blocks to make a path to the first platform, then let the rat loose by taking away the last square and placing it at the top of the next platform. Using the previous three blocks, create steps so the rat can be trapped on the second platform, then release it when the final gaps have been plugged. Remember to use the vertical blower to shoot the rat into the trap





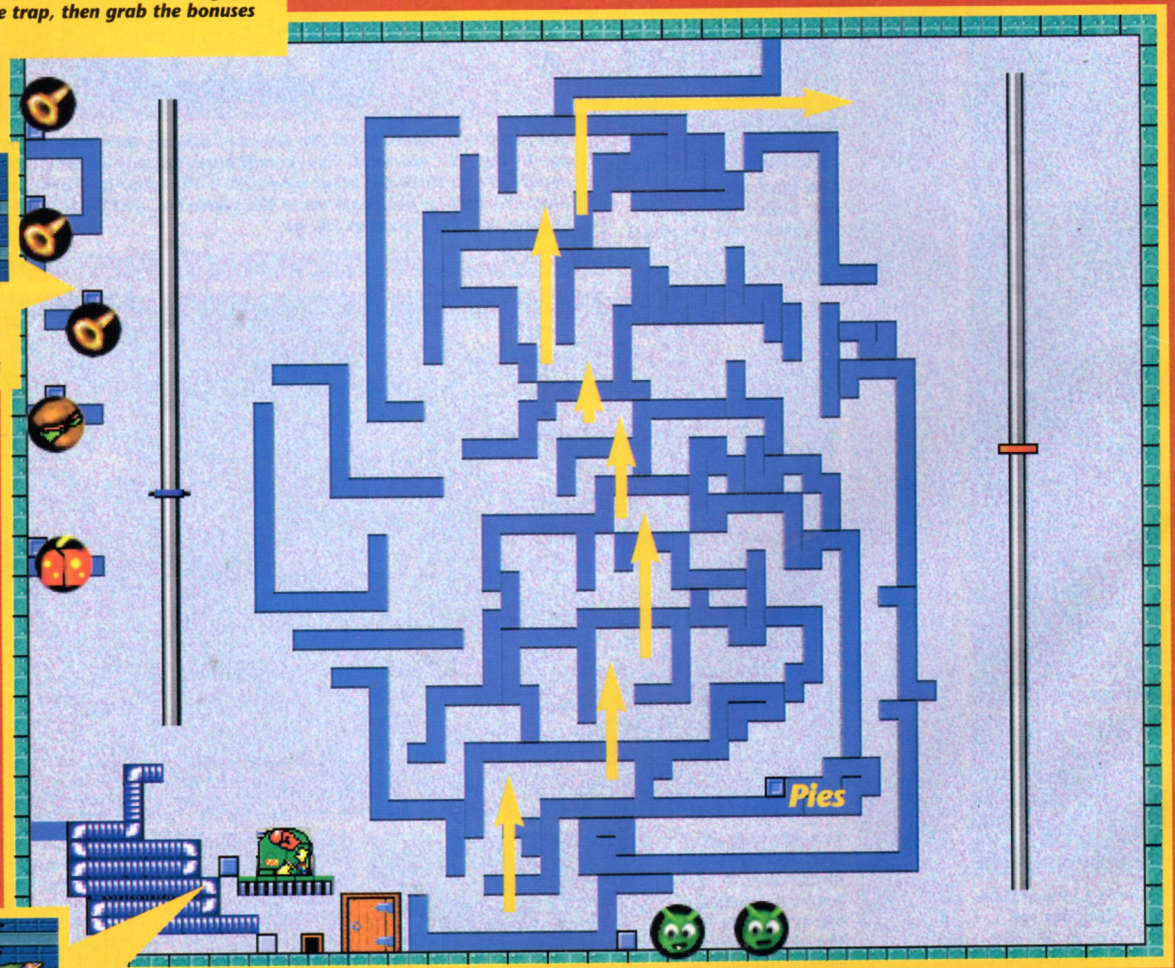
You'll need the Superballs to break through the crumbling wall

Room 9

First of all make your way through the maze of pipes, using the route indicated. At the top, fall down, or use the elevator to drop you down safely. Kill the pair of guards and pick up the building block. Use this block to guide the rats into the trap, then grab the bonuses on the left

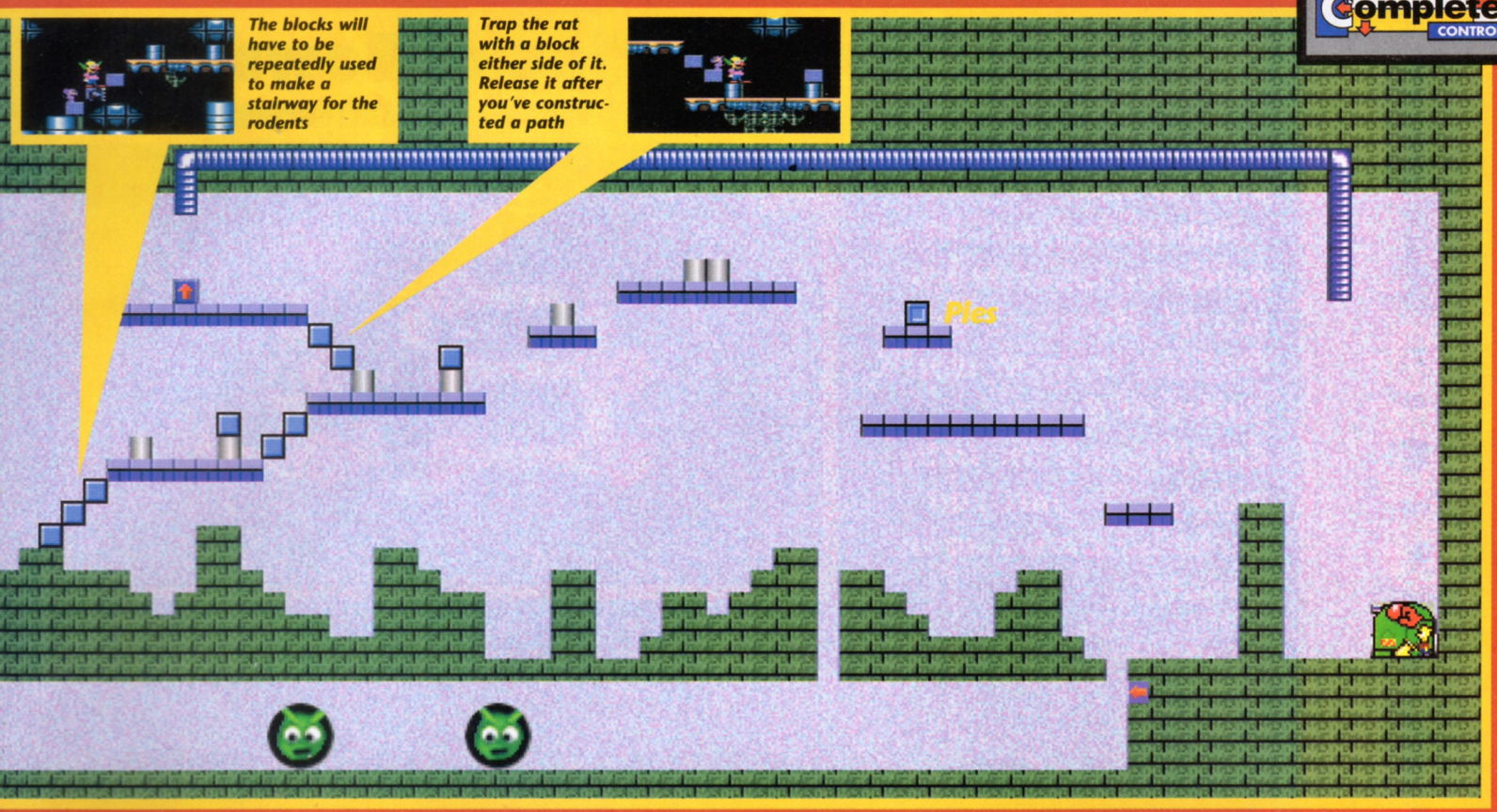


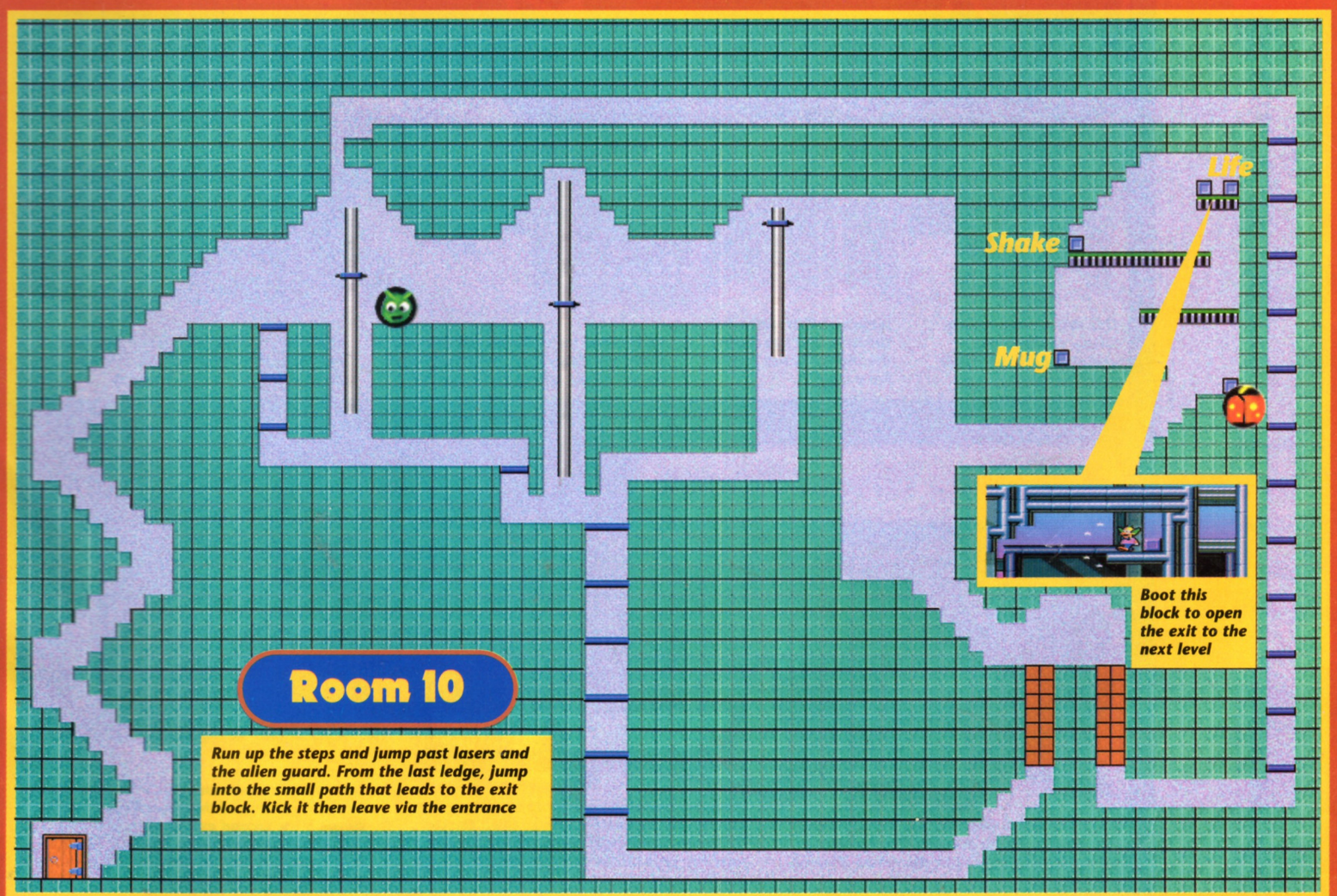
Jump from the top right to reach the wad load of bonuses





Use the single block in both places to guide the rats into the trap

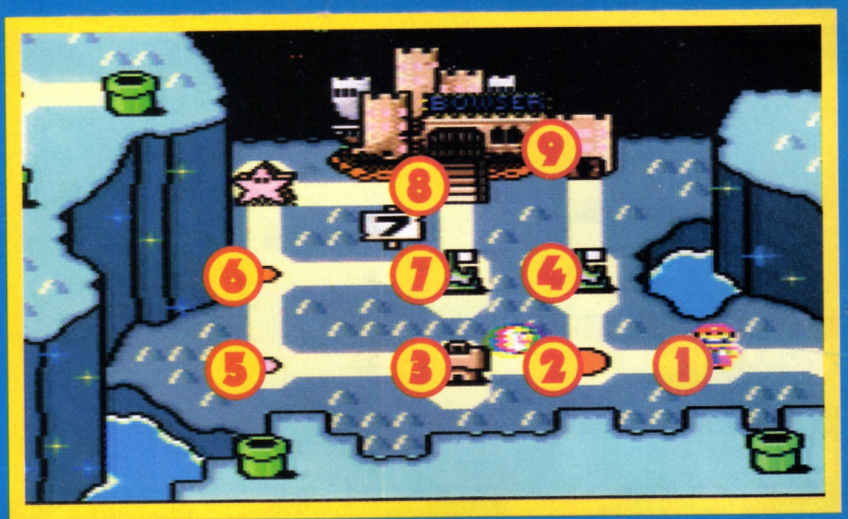

The blocks will have to be repeatedly used to make a stairway for the rodents
Trap the rat with a block either side of it. Release it after you've constructed a path
Pies

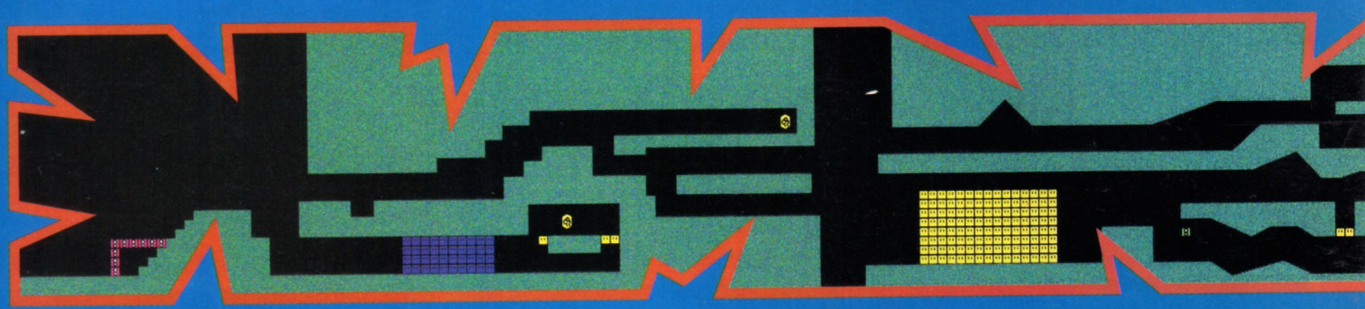

Life
Shake
Mug
Boot this block to open the exit to the next level
Room 10
Run up the steps and jump past lasers and the alien guard. From the last ledge, jump into the small path that leads to the exit block. Kick it then leave via the entrance

Super Mario World

World Seven: Valley of Bowser

Welcome to the third part of the comprehensive Control guide to Super Mario World. Here you will find the seventh world, Valley of Bowser, detailing all the little niggly bits that you probably didn't know about...





2: Valley of Bowser 2



This first section is easy. Simply charge right, avoiding both Swoopers and Koopas as you go

Jump up to the left of the tube and headbutt the hidden bonus blocks for a cape

To find the secret room, run like hell to avoid the rising rock. Next jump back up out of the screen and head left

Mario won't actually appear onscreen, but the scene will scroll left until you come across the secret level key

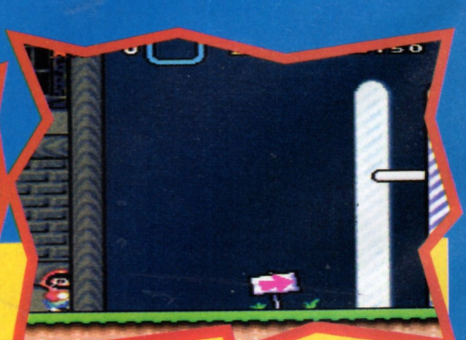
3: Valley Ghost House



Avoid the green bubbles. You'll find them very easy to dodge because they move in a set pattern. Exit through the yellow door on the right

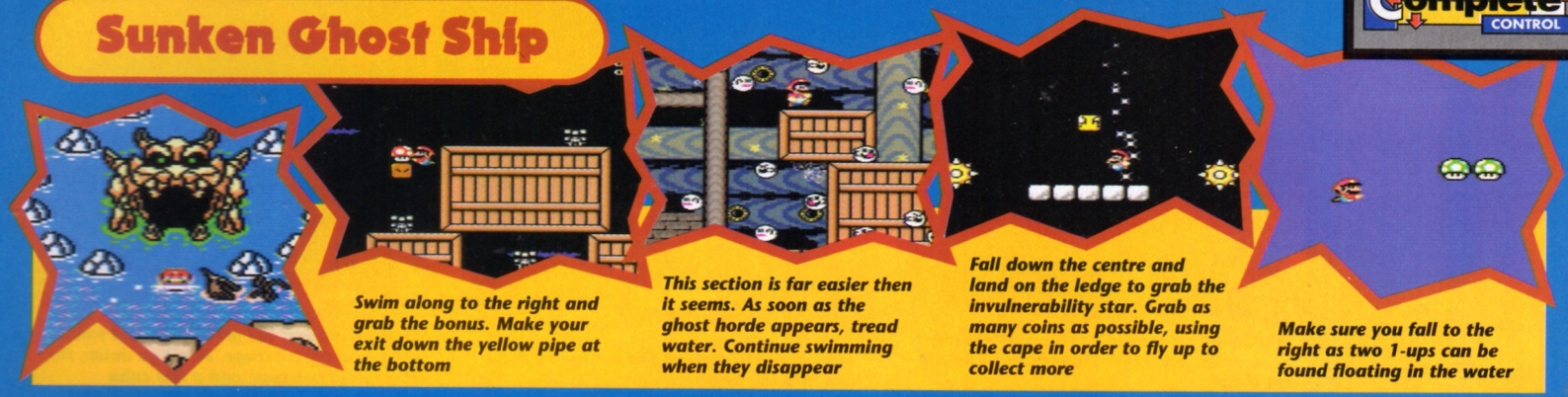


Jump up and strike the block to release the power pad, then stomp on it. Grab the star, then run to the right. Jump across the gap and run past all the doors to grab the 1-up on the right



Enter the first door and you'll be taken back to the beginning of the ghost house. Walk through the second exit to enter a sub-level that contains a few coins. Doors three and four exit the house, while the fifth will also take you to the coin sub-level

Sunken Ghost Ship



Swim along to the right and grab the bonus. Make your exit down the yellow pipe at the bottom

This section is far easier then it seems. As soon as the ghost horde appears, tread water. Continue swimming when they disappear

Fall down the centre and land on the ledge to grab the invulnerability star. Grab as many coins as possible, using the cape in order to fly up to collect more

Make sure you fall to the right as two 1-ups can be found floating in the water

1: Valley of Bowser 1

The cape is the most useful power-up for this stage, allowing you to knock off the giant moles and spin through the bonus blocks.

There are five Yoshi coins scattered around, collect all these to gain a 1-up.

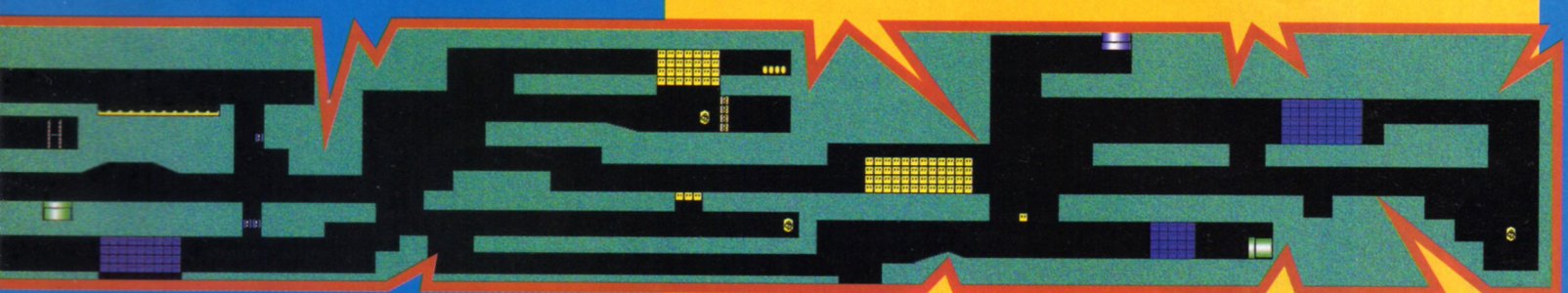
Hit the bonus block just before the exit and a vine will sprawl up to the ceiling.

Climb this and enter the blue pipe to find a bonus room packed with goodies.

Hitting the switch palaces is vital because gaps become filled in that would otherwise make this section tough.

Filled with Chargin' Chucks; use the cape to dispose of them.

They will bundle through the bonus blocks if you stand near to them.



4: Valley Fortress



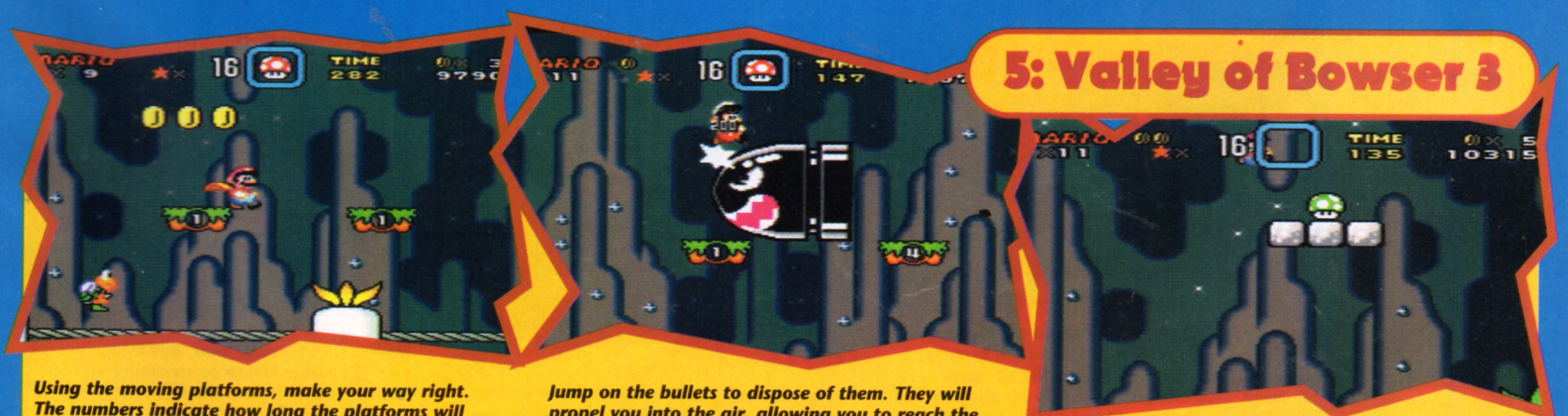
Wait until the spiked crushers rise, then run past them quickly

Using the cape twirl along the floor, defeating the two bony dinosaurs and the Koopa with your spin. Beware of the three falling spikes

The cape is vital. Wait until the smasher is down, then leap out over the lava. Drift down onto the platform as the spikes rise, then nip across between the crushers

The Raznor. Butt their platforms to knock them off. After hitting the first three, jump onto an empty platform and wait until you rotate under the remaining rhino, then knock it off

5: Valley of Bowser 3



Using the moving platforms, make your way right. The numbers indicate how long the platforms will stay in the air

Jump on the bullets to dispose of them. They will propel you into the air, allowing you to reach the next platform

Take the top route here to gain an easy 1-up

Super Mario World

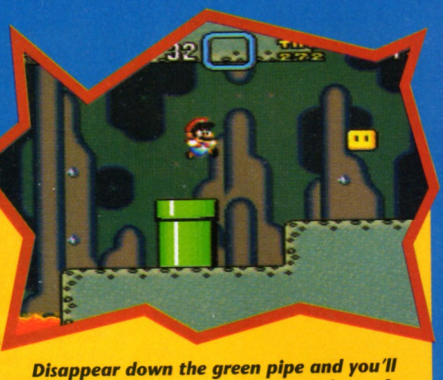
Valley of Bowser 4



Watch out for the rocks. You can't destroy them unless you're on Yoshi's back – he can eat them!



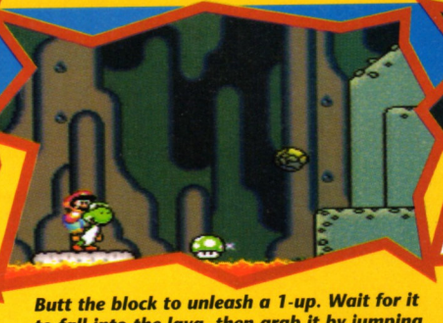
As soon as you step on the platforms, they sink into the lava



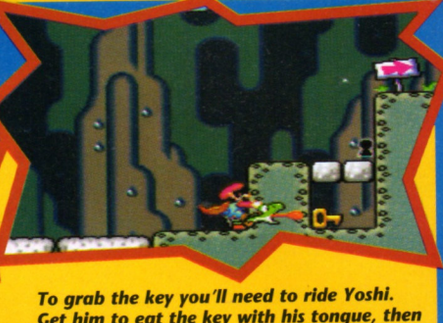
Disappear down the green pipe and you'll enter a tricky ice stage. Don't go down, for all you get is a cape and a few coins



Jump on Yoshi before spin jumping through the wall of bricks



Butt the block to unleash a 1-up. Wait for it to fall into the lava, then grab it by jumping onto the platforms below



To grab the key you'll need to ride Yoshi. Get him to eat the key with his tongue, then pop it into the hole



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The Back Door



Hit the switch to light your path ahead. Spin jump on the MechaKoopas to beat them

Bowser's Lair



Wait until Bowser throws out the Koopas, then stomp on them. Jump on the Koopas, then throw their lifeless bodies up at his head. Two hits and he'll spin off into the distance. Flames will fall to the ground, but these are easy to avoid

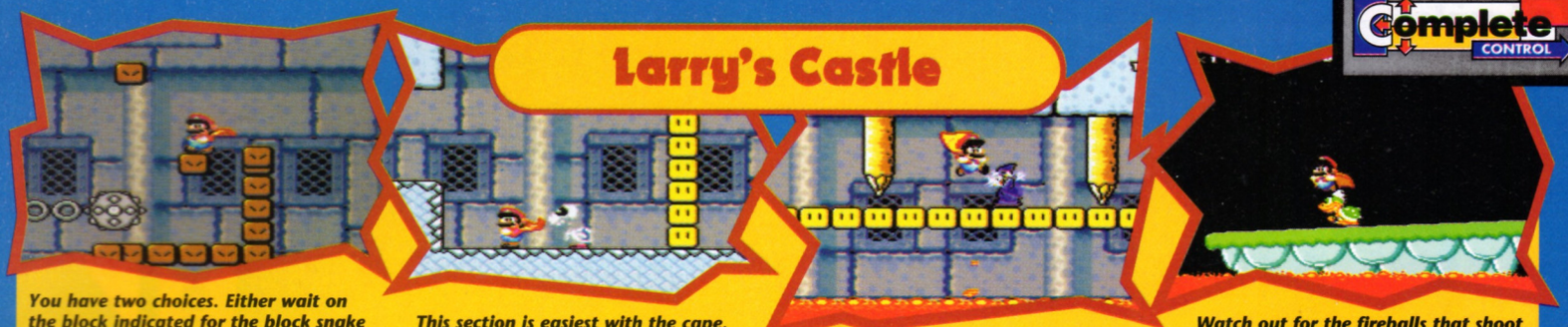


Jump over the massive steel balls he rolls at you, then repeat the process by lobbing two Koopas at him



Now Bowser's really mad, and he'll attempt to crush you to death by stomping on you. Run to avoid his pod, then use the Koopas to hit Bowser. Two hits and you'll have defeated Bowser and freed Dinosaur Land

Larry's Castle



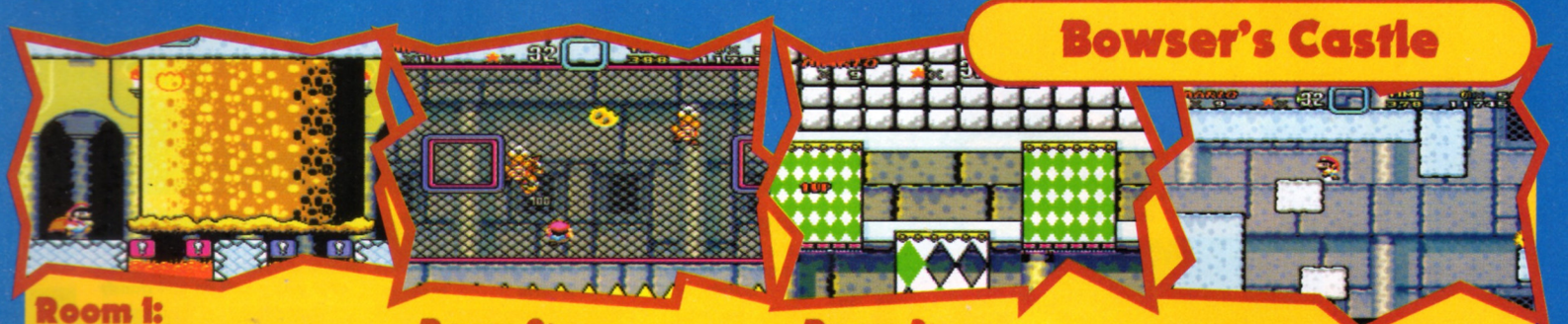
You have two choices. Either wait on the block indicated for the block snake to return, or follow it. The latter is pretty tough but you'll gain a cape and coins

This section is easiest with the cape. This allows you to spin-kill the bone koopas and bash your way through the block walls

It's best if you kill the Wizard Koopa as soon as he appears

Watch out for the fireballs that shoot from the lava. Repeatedly jump on Larry's head to knock him off of his island and into the flames

Bowser's Castle



Room 1:

This section is simple if you've completed all the switch palaces. Simply charge across, ensuring that you time your jumps to avoid fireballs and the giant crushers

Room 2:

This is probably the easiest of the initial four rooms. Simply clamber across the mesh, punching the Koopas as you pass

Room 3:

Use the twirl jump to defeat the MechaKoopas. There's a 1-up found in the top left, while a cape is located on the right

Room 4:

This level looks particularly daunting at first, but it's quite simple as long as you take your time



Room 5:

A simple level, but don't hang around. Wait for the crushers to fall once, then run like hell to the other side. You'll just make it to the door

Room 6:

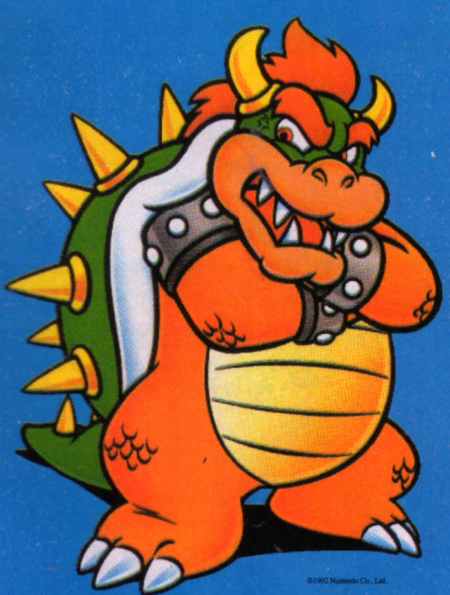
This section's underwater. The cape is a great help as it enables you to defeat the bony dinos. Watch out for the spikes and balls – there are loads of them

Room 7:

Yet again another simple room, as long as you take your time

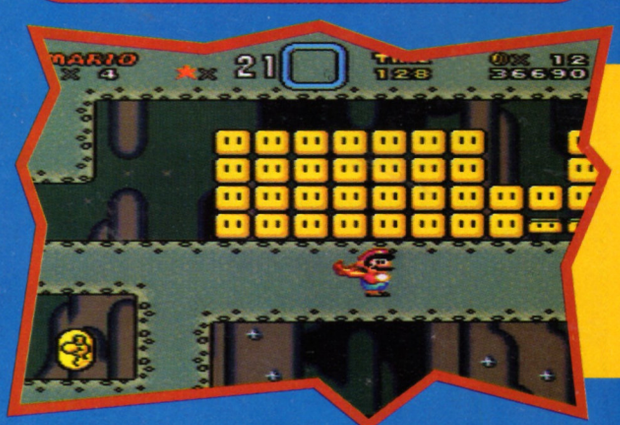
Room 8:

A section requiring the cape. Edging your way along, kill the Chargin' Chucks by twirling at them



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Screeeech! Crash!

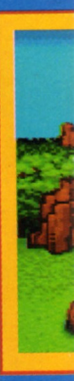


Oops, it looks like Nintendo over-looked a little bug, found on Valley of Bowser 1. Use the cape to twirl through the blocks, then keep spinning to the right. The blocks will force you down into the rock. You can now run around without being damaged

Joe and Mac

Exclusiveness has always been our motto here in Control. So what have we done this month? We've brought you the ultimate players' guide of Joe and Mac. Everything is revealed! So now, your caveman ninja may go and rescue all the top models and save the day! Incidentally, this action replay code will give you infinite lives: 7E082202.

Game Map



The first weapon egg to be found in the game. To obtain it you must hitch a ride on one of the pterodactyls to the right

Another weapon egg! Smash it open to receive a power up

The first prehistoric football hooligan, who is bound to be a Newcastle supporter. Sunderland forever!



Stage 2

It's captain caaavvveeemaaeean! Try saying that one backwards after 10 bottles of Newcastle Brown!

Don't worry about this geyser. Just make sure you jump on top of it and you'll be just dandy

A fire weapon to help you melt your frozen surroundings

Wahey everybody! A weapon egg for the taking

It's a high altitude weapon egg. I bet that caveman had trouble laying it!

A docile thug that aimlessly brings a weapon egg to you. Fire a few shots to make him drop it



Stage 8

Oh joy oh joy oh joy! It's another absolutely outstanding free egg that contains a weapon

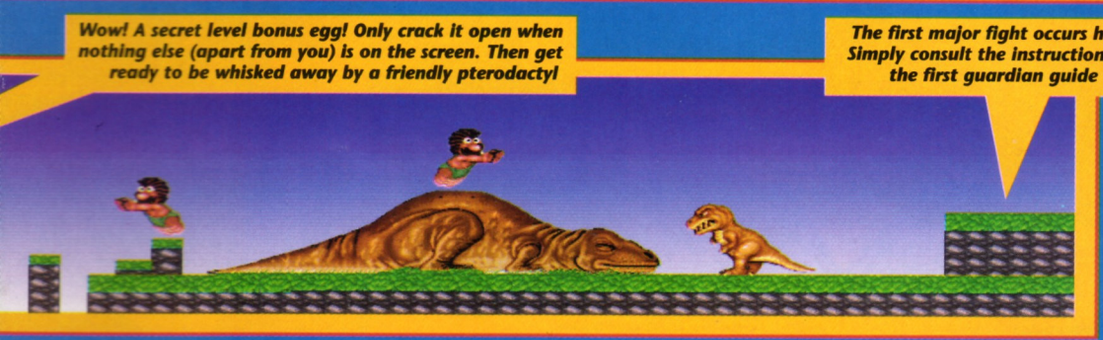
Another fire weapon. And as Alex Lee would say, 'Do the fire!'

Oooh! Oooh! It's another red egg waiting to smashed open

Two incredibly vicious Tyrannosaurus Rex that just want to play

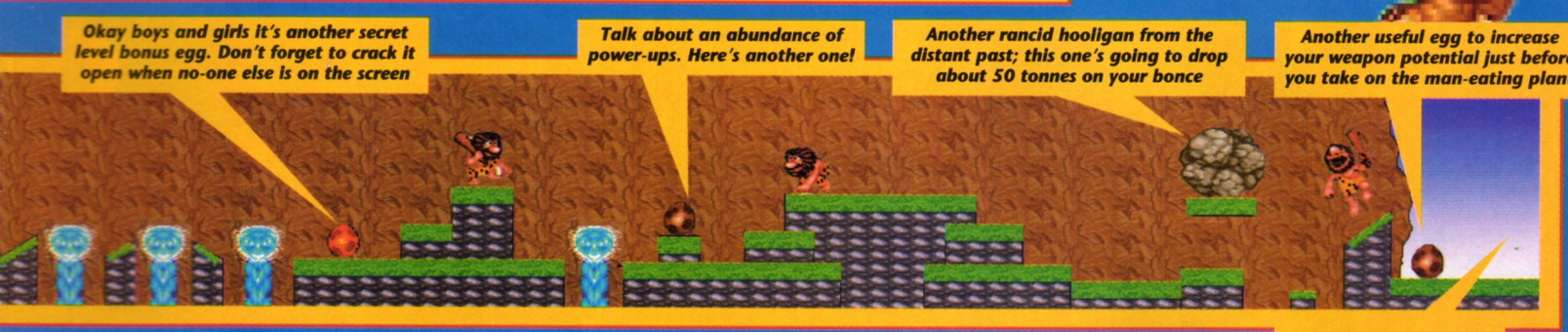
More cavemen having a rave-up. And they're not going to be pleased about your presence

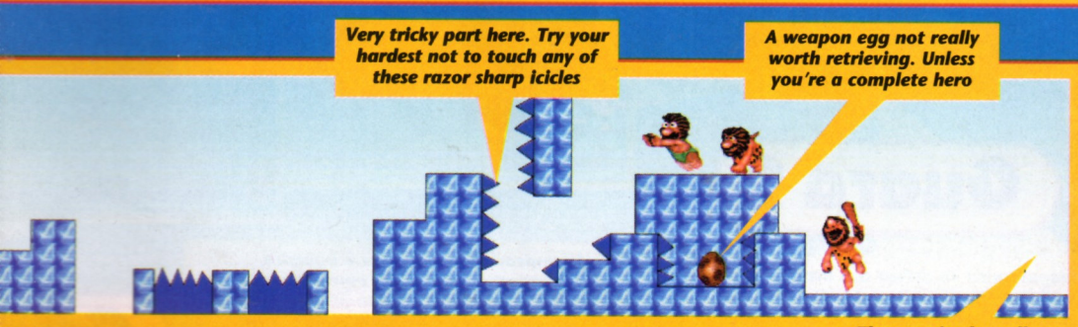




Stage 1

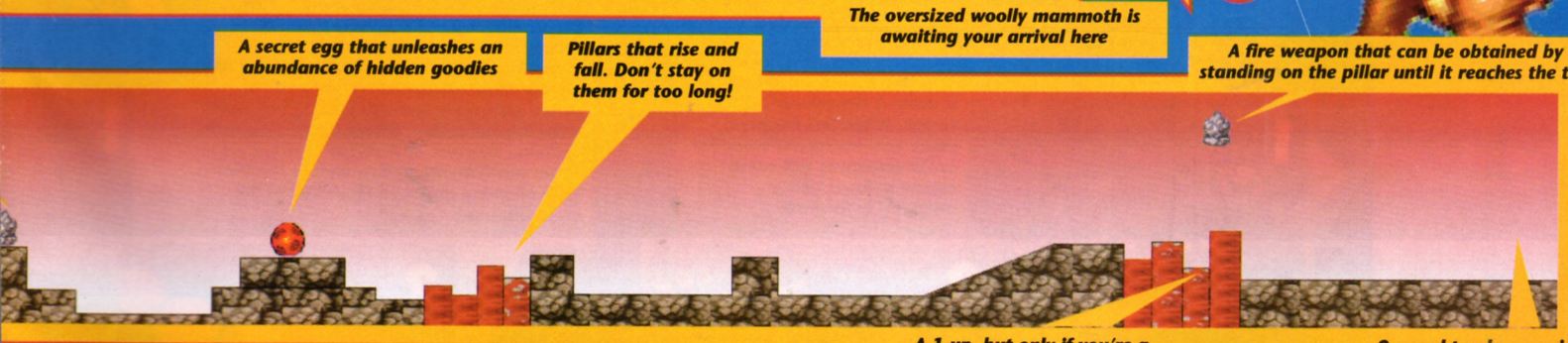


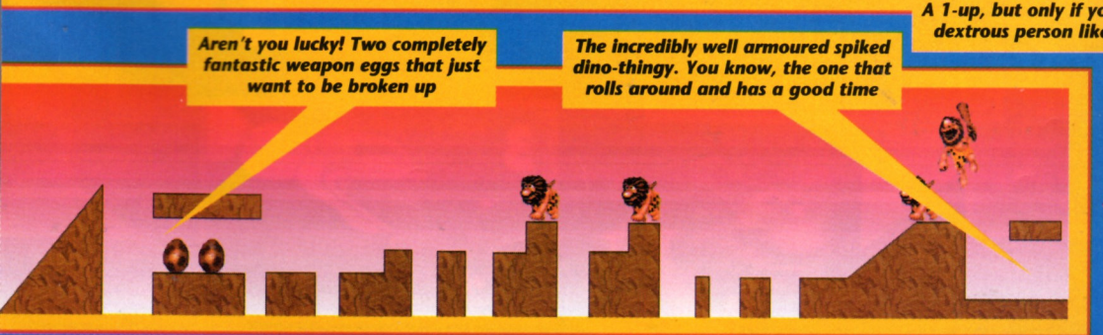




Stage 6







Stage 9

CONT.

Joe and Mac

Guard 1





As you hear the blood-curdling scream of this fearsome beast, you should jump up onto the highest platform and stand exactly in the middle of it. Wait until it opens its jaws, then fire directly into its mouth. You'll know if you've made a direct hit becuase its eyes will widen and it'll roar at you. Every now and again it'll advance towards you to try and steam you to death. Simply retreat a little every time it does this. Easy peasy!







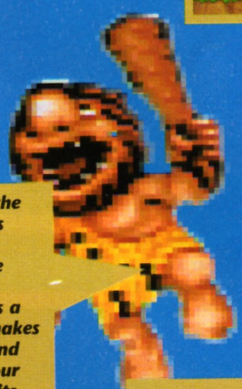
Guard 5







After displaying your intricate acrobatic skills in the air and escaping contact with the falling boulders you'll come face-to-face with another dinosaur. There's not much to defeating it; just follow these simple commands. When it appears, shoot it repeatedly in the eye region. Then, when it makes a dash across the screen, jump over him. When it makes its final attack, rush over to where it is. Crouch and keep firing your weapon into its mouth. This will result in destruction of the piranhas.



Gu

There's great danger whilst fighting the monstrous mammoth. Stay to its immediate left and shoot and jump to hit it in the head. You'll know if you're damaging it, because its eyes will enlarge. Eventually, its tusk and trunk will depart from its head. When this happens,





Guard 9

Eeek! It's a ginormous stegosaurus! To defeat this oversized prehistoric hedgehog read the following; its only attack method is to roll around the screen in a vain attempt to impale anything it hits. This is easy to evade. Try to follow it around until it pauses and opens up. Only at this point is it vulnerable to attacks. As soon as you've made your attack, run away! The only time you have to worry about is when it disappears off the screen. When this happens, make sure you're not standing in the middle as it'll come crashing down killing anything in its path.







An undead dinosaur seeks vengeance against all perpetrators, especially you! Stand and wait on the top platform, then start firing your weapon like mad. Then prepare to dodge the falling bones. Get ready for evasive action as they travel across the screen to reassemble. After a few hits its head will fall off; it will also fly across the screen towards you. Simply wait until the last second before moving to avoid collision. Beware, as it comes back for more. Soon, you'll lay its soul to rest for the final time allowing access to the inside of the main dinosaur.

Gua









uard 2



Straight from the little shop of horrors the man eating plant makes its return. It's fairly simple to kill off. Stand to the far left of the screen and fire you boomerang weapon. If you aren't armed with this, you'll just have to stand a little closer. This monster possesses no actual strategy apart from its retaliations. These will take form of striking vines and flying plant eggs. Also, to make things harder, it'll fire whatever weapon you're using straight at you. Stay stalwart and you'll be the conqueror.



Guard 3

Upon reaching the summit you'll be greeted by one of the caveman's greatest fears; the pterodactyl (yes it is spelt correctly, we're all so incredibly educated here). This prehistoric flying marvel will try its best to rip you to shreds. The only major weak point it has is underneath its wings, so it's quite easy to vanquish. The only attack mode you'll need to worry about is when it drops eggs that hatch more pterodactyls and when it does make its sweeping dive across the screen it's simple to dodge.







Guard 4

After traversing the logs and dodging the killer piranha, you'll find yourself in a frantic aquatic fray with a shoal of sharks. Unfortunately there's no technique that can be developed for this encounter. However, if you move from side to side on the screen the fishy fiends are unable to lock in on you, although there will always be a few that get lucky. So keep yourself on the move or suffer the gory consequences!



Guard 7



ard 6

boulders will start falling from the roof of the cave. To safely manoeuvre out of this unpleasant situation, move slightly to the right and carry on shooting it in the head. Soon its legs will buckle under its weight and crash to the floor, thus allowing you to move on.



This boss is reminiscent to the pterodactyl on level three. Only this time it's stronger. However, at the same time it seems easier to destroy. Use the same techniques you may have acquired from the previous encounter. Beware, for it will perform a repeated double sweeping attack. There is one small compensation; it won't rush off and bring back eggs to hatch more of its ilk. Happy hunting!

Guard 8

Oh no! It's another bodiless dinosaur! Don't worry, for here is how you may vanquish it. Simply stand dead centre of the screen, repeatedly leap into the air and fire your weapon. After a number of well-aimed shots it'll keel over. Then a gorgeous cave babe will run on and reward our intellectual hero with a large kiss.







d 10



Guard 11 Part 1





Now for the Final Encounter; it's more tedious and monotonous than difficult. When fighting these giant clam-like creatures, wait in the middle and dodge any as they try to fall upon you. Then shoot at them as if they were normal Neanderthals. Once they're disposed of, you're ready to fight the red demon. When scrapping this geek, stand and fire your boomerang in the middle, moving across the screen as the demon does. When it unleashes an apparition that's the spitting image of Joe, just shoot it three times in order to destroy its illusion then concentrate on destroying the entity above you.





After killing off the previous guardian, you'll be entertained by the last guardian of the whole adventure. A carbon copy of the red demon with one tiny difference; it's blue! Its attack combinations also differ. Instead of flying around giggling and launching images, this will fly around, giggle and hurl fire rings. Just watch where they go and dodge them. After an age of boredom, you will appreciate the final credits.

Guard 11 Part 2



Castlevania IV

LEVEL 5: STAGE 1

As you wander along watch out for these green hands. If they catch you they will steal all your hearts



Eagle men fly onto the screen and drop bouncing orange monsters. Each bite from the monsters causes damage so whip diagonally upwards before they drop their loads



These fire-breathing monsters are easily destroyed if you duck to avoid their breath but while you are doing so watch for green winged creatures that swoop down on you



More fire breathing creatures; the easiest of this stage's foes. Again simply whip them a few times while ducking to avoid their missiles



LEVEL 5: STAGE 2

What a doddle this is! The only adversaries to be found here are two types of skeleton – one has a whip and the other has a sword – both can easily be killed by ducking down and striking them a couple of times. Take advantage of the bonuses at the end of the stage



This is it chaps, the final instalment in our Castlevania saga; we're taking you right up to the final confrontation with Drácula himself. Beware though, the next stage of the game is no picnic and you've got a lot of hard work ahead of you!

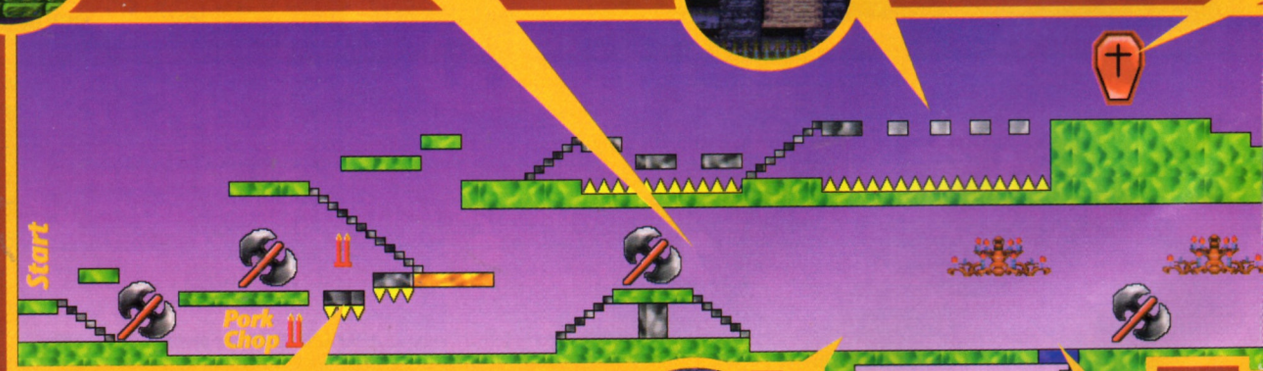
LEVEL 6: STAGE 2



Strange white clouds swoop around the screen but these can be destroyed by hitting them three times. Also, watch out for the zombies dressed in white that speed across the floor



Don't hang around for long on these crumbling platforms but don't be too hasty either. Each platform is very narrow and you will have to position each jump carefully





As soon as you jump onto these platforms they twist to reveal extremely sharp spikes. You must therefore jump off very quickly. Hit the candle first before you jump, then collect the large heart as you pass over

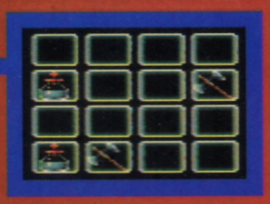


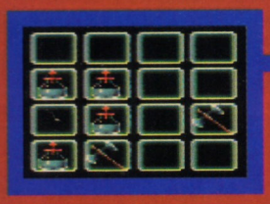
Three ghostly ladies lie in wait, whip them once each but try not to stray from your position or another deadly hazard will float towards you



Apart from the plethora of bonuses you will also find a ghost man with his dog – the dog can hurt you but the man cannot. Kill the dog and watch the old man weep with grief!







LEVEL 6: STAGE 1

Quick-running dogs creep up on you from either side of the screen; if you do not have enough time to hit them a quick jump will suffice. The zombies are less of a menace – one hit defeats these gruesome manifestations



Collect holy water from the candlestick above the highest small platform; this allows you to kill the axemen with much more ease



These two axe-wielding nut cases present a real problem, however if you stand on the second from bottom platform and throw the holy water towards the left hand knight he will disintegrate allowing you to concentrate on the right hand one



Whip diagonally upwards (or, if you have any holy water left, throw that instead) at the axeman on the stairs. By doing this his deadly axes cannot harm you in any way



Here you are confronted with huge swinging chandeliers. The secret to passing over them safely is to wait until they start swinging to the right and then jump onto each grey platform. Once they start swinging to the left do not move!



At one point you will have to use a wall ring to swing between the stationary platforms – this should be easy to do as you should be very good at this by now!





LEVEL 6: STAGE 3

These red skeletons are unlike the others as they cannot be killed, they can only be stunned. Once down, they will remain unconscious for about three seconds and then they will spring to life



To the right of the steps as you approach on the next section you will find a large food portion inside the wall



The hands in the wall grab hold of you and by doing so awaken the skeleton warriors. Just keep whipping frantically and you will hit both the skeletons and the hands

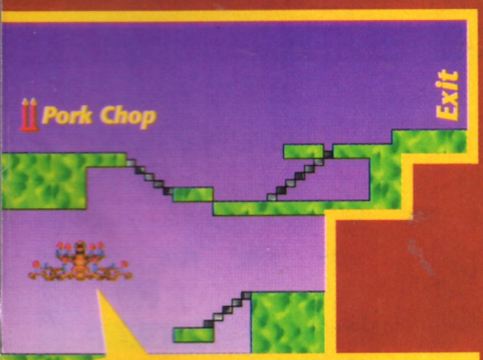


These coffins do not attack you so you are quite safe when standing to the left of them. Destroy them all before passing





This coffin will only attack when you have passed it, but it is destroyed in one go





As you approach, these chandeliers fall from the ceiling. When they do so, move backwards in order to avoid a single candle that flies off the broken chandelier

Right by the axeman between the second and third chandelier whip the floor to facilitate entrance into a secret bonus room



The table and chairs look harmless enough but when you get in close they try and crush you; therefore keep at whip's length and destroy them from afar



Dancing apparitions appear later on and for a few seconds will flicker; while they are doing so they are completely harmless thus allowing you to get out of the way. Do not run away from them as they follow you. Whip them twice



At the end of the second section whip high up in the wall to find a 1-UP

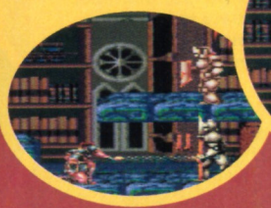


Wait on the left hand side of the screen while standing on the middle platform and jump over the waltzing guardians as they approach. Move to the bottom, hit up frantically and destroy at least one of their lances when thrown. Again, hit them while they are stationary and then jump up to the middle platform this time on the right hand side of the screen and repeat tactics

Castlevania IV

LEVEL 7: STAGE 1

Yet another mad axeman, this time accompanied by a spear thrusting knight – their bark is much worse than their bite. Quickly get within whipping range of the knight and dispose of him with a couple of strong hits, then whip upwards at the axeman



Very easy to miss are these small grey apparitions; they home in on you and will follow you throughout the whole level. Three hits destroy them



When making your descent down the stairs all the main enemies make sudden appearances from the bottom of the screen, so progress cautiously. The killer books are your biggest problem – they only remain stationary for a few seconds so get your hits in as quickly as possible



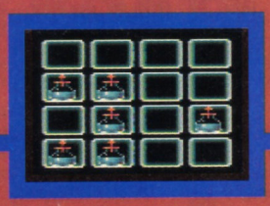
The easiest way to defeat these two axe guards is to jump down in front of the second guard and kill him first by jumping over the axes that he throws. Once he is dead you can then safely kill the other axeman by whipping upwards



Carefully jump onto the flying green books and pay careful attention to their pattern of movement then, when this has been ascertained, whip the red skeletons and jump off to safety







LEVEL 8: STAGE 1

Quickly whip diagonally upwards at the spider and then run under the spiky platforms. There is enough time to get safely under and enough space to stand in between the two



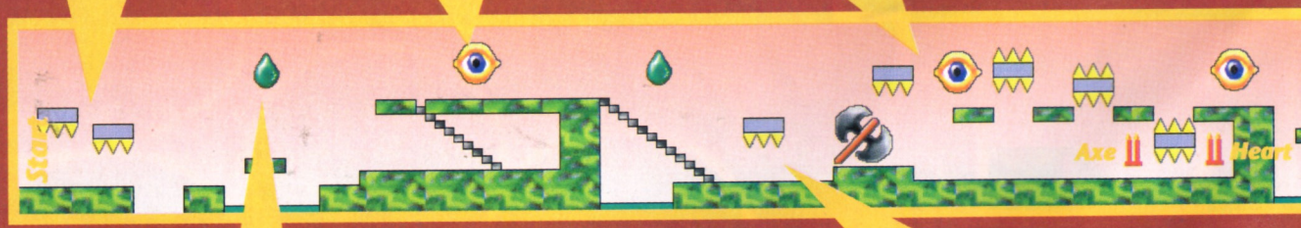
Destroy the fire monster before you attempt to kill the eye, move backwards and forwards to miss the eye's missiles





This first eye is a real pain, jump and whip up to hit it. Leap up onto the moving platform when it hits the ground and then kill the other eyes while standing on the higher platforms



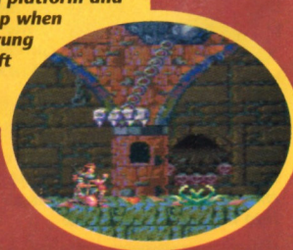


Although incredibly small and extremely easy to miss, these little acid drops that fall from the ceiling are highly dangerous – pay attention to their position on the map

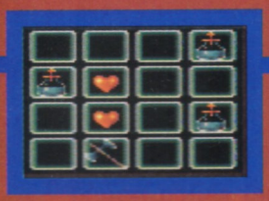




Duck under the swinging platform and only jump when it has swung to the left of the screen



LEVEL 7: STAGE 2





The blank picture frames house club-wielding monsters – jump up and whip at them to destroy what lies within



Whip the wall for a large food portion



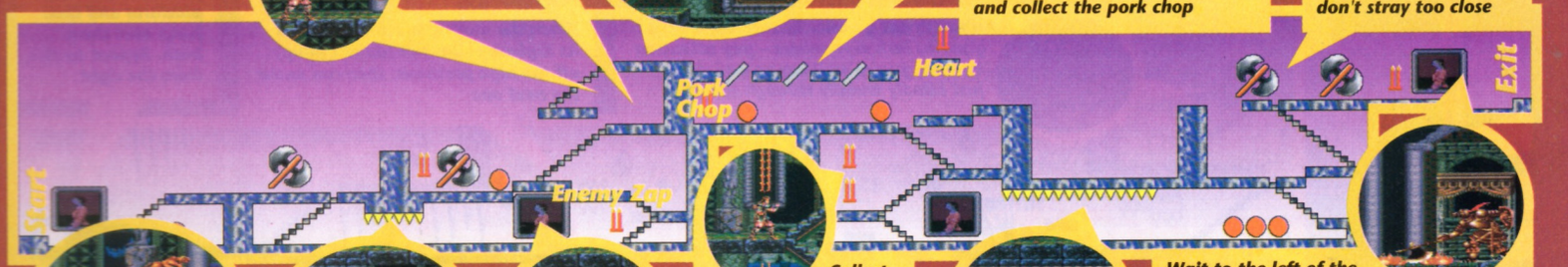
Dogs run loose on the top platforms knocking all the bonus candlesticks off the walls!



Run quickly over the twisting platforms (DO NOT JUMP!) and get the fireworm off the screen, if you manage to do so he will miraculously disappear altogether thus allowing to return left on the lower platform and collect the pork chop



While concentrating on the axeman you may fail to notice the club wielding creature in the picture frame, don't stray too close





Whip the wall behind the collapsing statue for a large portion of food



When approaching the spikes, duck down and crawl though to avoid a moving mound



The portrait painting of Drac's mum reveals a deadly secret – if you fail to notice the grasping hand at the bottom of the frame she will hold you allowing the swarms of bats to tear you apart!

Collect a mass of small hearts from this array of candlesticks



Again duck under the spikes to avoid the mound pushing you up into them

Wait to the left of the glass case and when the guardian appears hit it as many times as possible then jump up onto the small platform when he strikes at you with his axe. When he throws his axe jump over it but when he hits the ground with it, watch out for the fireballs. In between each swipe of his axe try and hit him at least once, when he gets too close jump over him and attack from behind



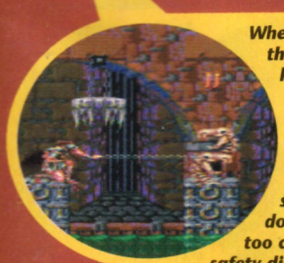
Jump onto the platform beneath the swinging spike when it is at its furthest point on the right, then duck as it swings back and move when it has passed over. Carefully jump onto the next two moving platforms





These crumbling platforms tremble first and then fall off the screen. Should you fall with them you can jump through the slime at the bottom but only for a few seconds as each passing moment your energy depreciates rapidly





When you approach this small platform, kill the eye first and then whip at the fire monster; if your whip fails to reach it, shuffle forward slightly until it does but don't get too close because the safety distance around the spike is negligible

If you have collected the time freeze activate it when the eye appears on the screen and jump up to whip it. Climb down under the platform to collect a dagger and then run quickly under the spikes hanging from the ceiling

Keep your distance and hit the skeleton snake's head. Don't jump around too much whilst trying to get your hits in as the snake shoots fireballs at you

Hit the wall to obtain a large food portion

LEVEL 8: STAGE 2



Approach the pillars with the black holes with caution as skeletons suddenly appear from within

When the moving spiked platform is at the bottom jump over to get the pork chop. Duck until the platform is at its highest point and fall down

Although not a major hazard these root growths lurk everywhere – pay attention to what you're walking on and don't just blindly trundle through the level

When the moving platform reaches its highest point, fall (do not jump) off the high platform, then run under the next one

Use your daggers to attack the guardian and when he throws a fire bomb move out of the way slightly as it homes in on your position. When he draws close to you his doppelganger appears; make sure you are on the top platform and then jump over them both. Repeat tactics from the right

Don't hit the brown sections on the stairs, for they disintegrate into numerous pieces and if one hits you vital energy is lost

When the two moving platforms are level with each other, run underneath

When the moving platform swings to the right, jump up onto the next platform and duck when it swings back

Run under the spikes; they will not touch you if you do not hesitate

These spikes will not touch you as long as you crawl underneath them. Hit the candlesticks for a pork chop and a large heart

The secret behind passing these disappearing platforms is to jump backwards and forwards over them as they appear and fade away

LEVEL 9: STAGE 2



Hit upwards towards this skeleton in order to destroy it safely

Stand in the centre of the screen and whip upwards. Hit the bat three or four times (avoiding the shards of gold that fly off) and move to the opposite side of the screen from the bat. Wait until it swoops and then hit it another three or four times. When its energy is halved it will split into three. Attack in the same way as before but this time avoid their gold bullets

Whip the coffins from the right hand side but be careful of the tree stumps that suck air in and hold you

Jump up and whip the rings to collect the bonuses

You can walk on the gold floor but will have to grasp the ring to reach the next platform

Aim for the head of the skeleton snakes and watch out for the missiles

If you go on to the next screen and then return this pork chop can be collected again and again!

This next snake reveals oodles of money when destroyed

Again, use the ring to get between the platforms

The coffin will attack you if you pass over it to the left and return to the right

When the blocks fall from the ceiling, quickly jump onto them when they land

Hit diagonally upwards to kill the skeleton snake, and as always watch out for its missiles

LEVEL 9: STAGE 1





Your only real enemy on this stage are the Incredibly easy-to-defeat skeletons; these ones have no special qualities

Climb the pinkish platforms to collect the boomerang but be careful as these disintegrate immediately

More dissolving platforms; don't try and collect the bonuses just keep running and make a flying leap onto the solid platforms



Skeletons lurk on each of the solid platforms but they are very swift and will jump down onto the lower platforms in order to try and knock you off, therefore move as far right as possible so the skeletons can't knock you off if they hit you



Don't even attempt to collect these bonuses just keep running; one hesitation will only lead to your demise

Jump and whip diagonally upwards to catch hold of the first ring, swing and then whip again to clutch the second one – oodles of bonuses for the taking





DRACULA

We've got you this far now it's about time that you did some working out for yourselves. We've left the two special stages for you to fathom. Don't moan, it's only a couple of levels, you did buy this game for a challenge. You don't want us to play the game for you as well, do you? However, we aren't completely mean so here are a few tips to help you defeat the infamous vampire, Count Dracula.

As you approach Dracula's lair you first come to a staircase with a vast expanse of emptiness on the left hand side of the screen. Using this touched-up screen shot as reference jump over to the left hand side of the screen. There you will receive loads of handy power-ups. To climb back up the stairs hold down the direction pad right/up at the same time







This is it! To kill Dracula you must jump up and hit him in the head using the boomerang, so throw it as soon as the white light appears and prepare to whip the large white bullet that he throws. When it is hit, the bullet separates into three so quickly hit again to destroy the top two. To do this, however, you must try and keep as much distance between you and Dracula. Next he will throw swirling white balls of light that when hit fire small bullets across the screen. After a few seconds it will turn into a pork chop.

Take great advantage of this opportunity to replenish your health. If you are still alive Dracula bombards you with fireballs. This is the tricky part! Again keep hitting him with the boomerang and swiftly whip at the two fireballs that home in on you. When hit, they fall to the floor in a blaze of flames so again keep your distance. Congratulations! You've completed Castlevania IV!

DOT & LIL'S GREASY HINTS & TIPS

The infamous Macc duo, Dot and Lil, are taking time out from their cholesterol cafe and lardy boy truck spot to give us a hand presenting this month's hints and tips. Take it away ladies, the floor's all yours...

Arcana

Take a gander at this one kiddy winks. A smashing bloke called David from Mindscape gave us this 'un (Which part of the country is Mindscape in Lil?). While you're on the title screen press DOWN, SELECT, SELECT, X, Y, SELECT, SELECT, L, R, SELECT, SELECT, LEFT, RIGHT then UP. Phew! Once you've done that you then press:

A - For Chapter 2
B - For Chapter 3
X - For Chapter 4
Y - For Chapter 5

Simple eh, ducks!



Krusty's Fun House

These codes go really well with the players' guide in this issue so take a gander at it! Cheers to Mark Sadler from Steeple Bumpstead near Suffolk.

Level 2 - BARTMAN
Level 3 - SMITHERS
Level 4 - SNOWBALL
Level 5 - JEBEDIAH

David at Mindscape has also given us a Debug Mode code. Type in JOSHUA with a space at the start of the word and at the end.



Pit Fighter

I love this 'un Lil, just listen to this! A sprightly young chap called Jon Demetriou from South Ockendon in Essex says that the ultimate tip for Pit Fighter is not to buy it in the first place! Ha, ha, ha, what a corker!

SuperContra

Ere's a good un, chucks! If you want to be a sneaky cheat and get to all the other levels dead quick 'ere's what you 'ave to do. Get to the player select screen and press LEFT, DOWN, diagonally DOWN, LEFT, LEFT and START then listen for a humming sort of sound, if there's no sound you've done it wrong. Ha, ha, ha! We've got Peter Tassel from High Wycombe to thank for that one. Thanks very much, luvvy.

Ultraman

Oooh, what a crap game Dot. Never mind, somebody must have it out there so if you have, just press SELECT and START on the option screen for an option menu. Thanks to Paul Emery from Ely in Cambridgeshire.



DOT & LIL'S SPECIAL TIP

A good greasy fry-up the old fashioned English way first thing in the morning can start the day off just right. For two pound you can have fried sausage, fried bacon, fried egg, fried bread, fried beans (or fried tomatoes), fried fag-ash and a lovely cup of fried tea (with the tea bag left in of course!). Ooh, you can just smell that cholesterol! Lovely...

UN Squadron

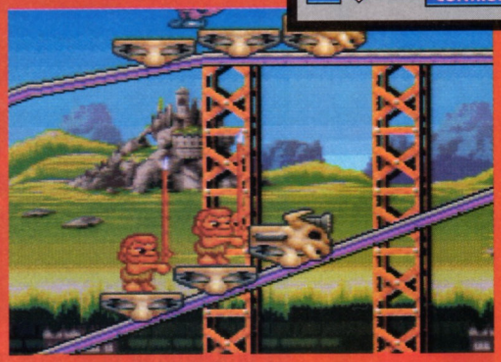
Richard Westwood from Chasetown, Staffs has found a new difficulty level, bully for 'im! Enter the option screen and highlight the game level, now using controller two press DOWN while holding buttons A and X. Still holding controller two skip through the difficulty options using controller one, and you will see a new setting called Gamer.

111



The man from Mindscape is at it again. Just how does he do it? This time he's given us level codes for big scaly prehistoric reptiles (Weird bugger! – Lil). Enter these codes:

I S X R I E W M X N N N - Stage 2
J C S N K E W K X 4 C 3 - Stage 3
N C D D I V W Y X N X N - Stage 4
D C U J J W W G X U O N - Stage 5
I K O R Z E W U X N A N - Stage 6



Dinosaurs

Prince Of Persia

Blimey, would you look at all these codes, it must have taken Gregory Williams of Cardiff bloomin' ages! Congratulations me young fellow-me-lad, what a games player.

Level 2 - BIEMC4L
Level 3 - YLYWQEZ
Level 4 - 4T31IJP
Level 5 - 3A4KKGZ
Level 6 - FCXAI5Z
Level 7 - EPDKW1L
Level 8 - NJPK5FE
Level 9 - MCQLARA
Level 10 - FQILWOA
Level 11 - 36YVQVS
Level 12 - ZDCLIAJ
Level 13 - 3Y4L54J
Level 14 - VK6HILN
Level 15 - U6DVKJN
Level 16 - NBZJABN
Level 17 - 3AGKR1Q
Level 18 - FYEQRFU
Level 19 - E6SQR3J
Level 20 - ZBGIBSB

The Level 20 code leaves 'alf an hour to spare but this Level 20 code sent in by Jonathan Cracknell from Chester leaves a massive 100 minutes to spare. Cheers pet! Level 20 - RHQMRCP

Top Gear (Part 1)

Our Alex may think he's the bees knees when it comes to driving sims (see below) but here are some wonderful codes for Fifth Gear (um, I think you mean Top Gear, Lil!). Oh yes, of course, anyway these were sent in by the very lovely Lee Peet from Worcester.

LEVEL	AMATEUR	PROFESSIONAL	CHAMPION
S America	MOONBATH	FOUR MEG	EDUCATED
Japan	GEARBOX	LEGEND	OIL CLOTH
Germany	CAR PARK	THE WORLD	WRECKAGE
Scandinavia	ROAD HOG	LETS RACE	CARACOLE
France	EMULATOR	ALCHEMY	EPYLLION
Italy	ANALYSER	A LOOPER	GLULAGON
UK	HORIZONS	SEASONAL	KEELSON

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Top Gear

Control's Grumpy Simmons has given us a lovely little tip for gaining two positions in every race! If you are clever enough to get into first place then you can cheat and collect extra points by coming in second as well! Cor, love a duck! When you are approaching the finish line try and ram into one of the posts, by doing this you should gain first place then bounce back to get second.

Keep sending your hints and tips in. They're greatly appreciated, but if you really want to win a cart you will have to do a lot better than at present. We're not just looking for little cheats but also impressive game hints that we could allocate possibly a whole page to – the sender of the most impressive contributions will win a game of their choice.

SPECIAL MESSAGE

Control is a very open publication, we want you to write in with all manner of goodies so you have a say in what Control looks, feels and darned well smells like. Write on!

Any problems or questions regarding the SNES or the SNES games and we'll get our resident expert, Alex Simmons, to try and answer your queries. He'll act childishly stupid and deny any knowledge, but we'll simply have to gently persuade him otherwise.

Mark your envelopes 'Question & Answer Time' and send them to the address below.

If you have any other queries, comments and criticisms of Control, Nintendo, SNES or anyone else, then drop us a line. We'll try and lend a sympathetic ear or even set off on a crusade on your behalf. Again, we may not!

Don't forget to mark your letters 'Control Post' when you send them to us. Control Post is your soap box.

Remember, our competitions are the greatest. In this issue's Uncontrollable Compo you can win over £1500 worth of Nintendo goodies. You don't see other mags offering so much in the way of SNES' or equivalent in software. So impress us, and you can win!

We're also one of the few magazines to offer carts for complete game solutions that we can print in our magazine. Of course we want it completely legible and easily deciphered, with all the special moves and secret rooms. Tips will get you a mention, but we really need to be impressed to offer the goodies.

We are also after scintillatingly good artwork for which we'll offer you stonkingly good prizes for the those warranting a place in Control's Rogues Gallery.

While we're after your contributions for Control, how come there are hardly any female readers? We know you're out there, so write to us and tell us about yourselves. The lads are particularly interested, especially if you enclose something mysterious or a photograph.

Have you got any gear you want flogging off? Any cart that you're sick to the high teeth of, or are simply strapped for cash – let Control help you solve your problem. If you have any fanzines, books, or simply want to meet a Bolivian SNES owner, female, 18-24, then write it down. We'll try our best to get it published.

Get sending stuff in. Remember, Control is your magazine too, and we need your contributions to make it bigger and better.

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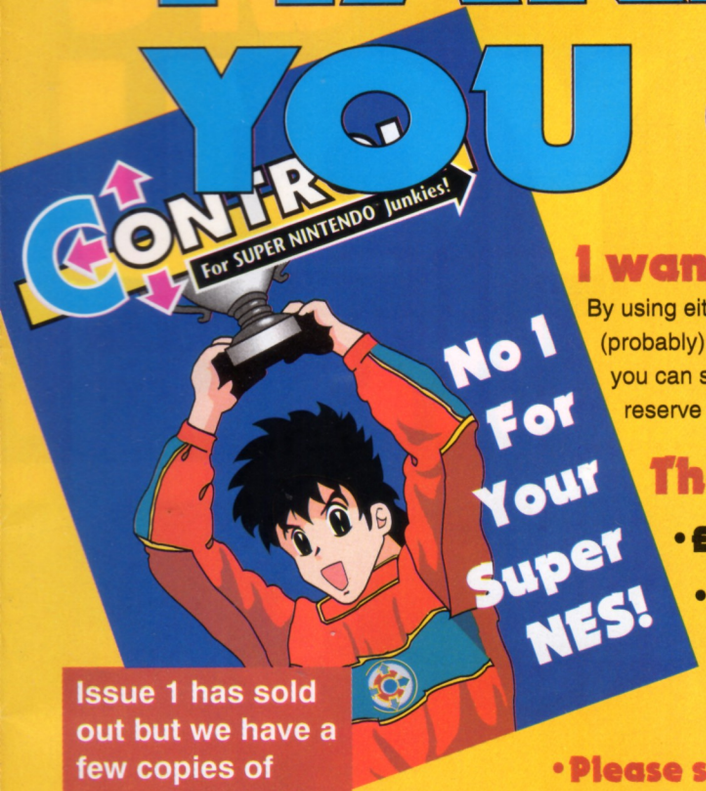
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Sorry we can't send subscriptions to Europe at the mo but any of you intelligent SNES gamers in Canada or the US of A who want a subscription can contact the following address for prices and details: British Magazine Distributors, Unit 14, 225 Bysham Park Drive, Woodstock, Ontario, N4T 1P21, Canada Tel: (519) 539 0200 Fax: (519) 539 9725

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trollable?

This time we want something relating to the term 'Uncontrollable'. It can be absolutely anything, but make sure you do tell us why you think it's uncontrollable. Because we want to give you all a fair chance at winning a brand spanking new SNES, or £150 worth in software, we'll give you a hint as to what we want. Artwork has to be bloody marvellous to stand a chance. If art is not your forte (which it probably isn't judging by past experience), then don't bother. We're open to bribes (see below), but we'll gladly accept quality cartoon strips featuring the *Control* staff or flattering drawings of us.

Send your entries to:

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IMPORTANT

You could always send in things you reckon will impress individual members of the Control team, such as saucy pictures of Sherilyn Fenn for Nick, anything to do with Queen and Freddie Mercury for Allie, Depeche Mode rarities for Alex Simmons, dinosaurs for Paul, a grooming kit and comics for Jase or antique Subbuteo table soccer accessories for Alex Lee.

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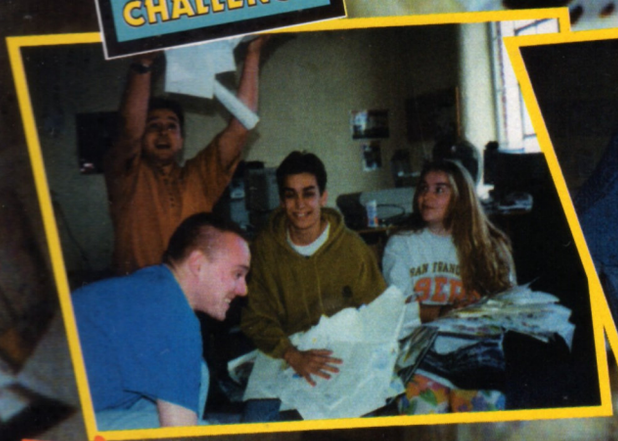
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COMPETITION RESULTS

CHALLENGE







The quality was phenomenal; ranging from pitiful efforts through to full blown pieces de resistance, so there are bound to be some upset punters out there. We'll try our best to use these in the mag in the near future.

Many entries were for the first person to get the dead easy word sequence, although we received some after the second issue! Obviously, this was CONTROL, although some people guessed it was Faint Hearts Never Won Fair Prizes amongst other, more bizarre, answers. Some young chap even guessed it was ?YHW - WHY? backwards – unfortunately, no reason was given.

The majority of entries were based on the following themes: Mario, Control and Streetfighter II. Streetfighter II entries were of the most varied quality; some who didn't win probably deserved to and the rest were fit only for the bin. Copying artwork from other magazines didn't harden us to your cause at all, however.

Mario was of a more stable quality, although we were more impressed by those that were different to the norm. Mario as a fashion model was a simple yet effective challenger, as were the numerous other piccies with backgrounds.

Control featured in lots of your selections. That speaks for itself.

Slamming lesser magazines hit our heart strings, but we feel it to be beneath us to hit below the belt. Alright then, Tootle and No Force had a deal of stick, but the now nintendoless Meagre Machines took the brunt. 'Your mag is good, but MM beats yours in one department... It makes better bog roll' was one opinion that particularly tickled us.

Sonic, the poor dear, took a lot of hammer. We received a Sonic cart with a bloody stake through it, one roasting on a spit and plenty of other gruesome and gory creations. Not at all pleasant, but rather humorous nevertheless.

Cartoon strips of the team were popular, especially with Alex Lee, as he was in every one, and not by Nick, who wasn't. In fact Alex appeared to be the star where entries regarding the team were concerned, he even got a hand puppet depicting him after a particularly heavy night.

We nearly succumbed to many a bribe (which are still welcome) if you hadn't already guessed. We received ladies phone numbers and a Japanese NES cart. Our favourite, however, was a great little Irish Whiskey hip flask which was tops for a prize, although Mr Lee sneaked off with it one night, so in a fit of jealousy we refused to award anything. We also got tricks, change, monsters and M&Ms. The list goes on, and on...

Models (such as Cindy Crawford and Linda Evangelista... not) arrived in various stages of disarray. Some survived; others didn't fare so well. A series of Blu tak things looked like blue tak things when they arrived. God knows what they were supposed to be, but they're holding up some prize winning artwork now.

One entry simply said GINSDALE IS A FISH! Original, yes. Outrageous, yes. Nonsensical, yes. A winner in the making, but the sheer number of entries which had more effort put in lessened its claim.

We received quite a few postcards. One came from someone without an address or name from the city of London, and also plenty which were a TOTAL waste of time. We also received a few photos, one blowing something with Control at his feet. Bizarre.

The Winners

Having the pride of place on our wall is the Control Mural. Every time we look at this whopper we find some witty comment hidden away in the morass of complexities fitting to the CONTROL letters. Brilliant, and well worth the effort... Duncan Scott of Peterborough, a SNES is on its way to you

A wide variety of models, ranging from the dire through to Milo's Venus arrived at our door unscathed. The most popular of these has to be John Pattison of Leeds' Mario and Yoshi. It's intricate, colourful and sitting proudly astride Allie's monitor

Another pic was by Jason Christie of Tooting. Featuring none other than the Streetfighter gang reading Control in downtown Macc with us merry lot looking out from atop Maverick towers. Well drawn, colourful and pure quality

Re-drawn covers were popular, but the runaway winner has to be Matthew Godfrey from Wickford in Essex, who also sent in a witty Control poll for a change. Even our famous Art Ed, Macca, was heard to utter a complement or two. By the way, Matthew, where are those caricatures?

A yellow tube. Yes, a yellow tube making strange gurgling noises which has been an office favourite for ages now, unless you happen to be making a politically sensitive phone call at the time. This was sent by Manchester's Craig Nixon

More Streetfighter stuff, but Jack Chung's caricatures of the gang in his Streetfighter II players' guide are stunning. Write in and tell us your address, Jack. No-one need bother trying to steal his prize because we're too clued up for that nonsense

For the completely original, nonsensical and downright outrageous, we had to give a prize to P. Croft of Manchester's for those gross removed toenails. Not at all pleasant, but they stand neatly on the wall to persuade people not to eat before meal times

Most people who entered the CONTROL word sequence got it right. The first out of the bag was Miss Carla Hutton – the only living girl in New Cross!

Alex Hollister impressed us all with his amusing caricatures of the Control staff who featured in a marvellous, original seven-page long epic comic strip

Veenlesh Jowaheer from Bedfordshire sent us a comfortable cushion in the shape of a SNES with its own stuffed controller. This has disappeared under Nick's backside – he obviously likes it

SOMEWHERE ON THE EDGE OF THE KNOWN UNIVERSE...

CONTROL POST

The onslaught hasn't stopped! Every day we receive about 100 letters in our morning post and then another 50 in the afternoon, what can we say? We really are totally amazed by your encouraging reactions. Cheers everyone and keep writing in.

Standing Proud

Dear Control,

I would like to congratulate you on your new mag. It makes me feel proud to own a SNES, with a mag like yours I hope other SNES owners feel the same way.

Your review of Street Fighter II was so good it even provoked me into paying £90 for the actual game!

Colin Smart, Ayr, Scotland

Control: Enough said.

Dodgy Comparisons

Dear Control,

Firstly I would like to congratulate you upon an excellent magazine, keep it up! Now the point I would like to make is that I think the SNES, great machine that it is, has been highly overrated by the other mags, most games scoring over 90%.

Even with its new state of the art technical abilities I don't think that it could produce up to expectations. For example, Krusty's Super Fun House on both the Mega Drive and the SNES are almost identical. If the Mega Drive can only handle 64 colours at any one time and the SNES has 256, shouldn't the graphics be different, the SNES being better? I am not being biased because I own a Mega Drive (that had the same treatment two years ago), this seems to happen to all the new machines. New machines are given all the hype until something better comes out, it happened to the Mega Drive and the Gameboy.

You can't compare new state of the art technology with older less capable machines, it all depends on the software and the price – the Neo Geo for example! A game such as Krusty's Super Fun House can be bought for the Mega Drive but £10 cheaper than the SNES version, but you get the same gameplay and almost the same graphics and sound. I've also played two games on the SNES, F-Zero and Final Fight, and both didn't live up to expectations though still good games. Anyway, although the SNES is over-rated I still believe the Mega Drive to be the inferior machine. Finally, what is Mode 7, 8 bit colour layering and is the Japanese version of Street Fighter II quicker than the American one?

N. Hoang, Bow, London

Control: Krusty's Super Fun House is a very poor example, graphically the SNES is far superior to the Mega Drive and 90% of the games available make use of the SNES' excellent capabilities, unfortunately in this department Krusty's doesn't. F-Zero and Final Fight are also not the best examples of the SNES, however if you take Street Fighter II, Hook or Contra III you will notice the vast improvement in graphical quality. As for the hype, why shouldn't we all rant and rave about the new machines?

If they are always improving then we should commend the technology not ignore it. What would be the point of continually getting better if everyone was going to treat a new product like an everyday occurrence? We can only compare new machines to the old ones because if we didn't then how would we know if technology really is advancing? Mode 7 is the name given to the SNES' scaling and rotational chip – simple, eh?

I Like It!

Dear Control,

Here's a few lines to tell you what I think of the new mag. Firstly, congratulations on being the first to corner what is set to be a very competitive area, and in style! The well laid out, uncluttered front cover is great and I can't see it coming off in my hands like some other mags! The name's nice and catchy too.

The price is about average, but with the extra pages on the way the mag should definitely be worth every penny. Presentation is great also, big and bold for once with clear screen shots (a rarity these days!). It's nice to see that there's something for everyone, with competitions, add-on reviews, import reviews, players' guides (the most comprehensive I've seen), Remote Control and of course the normal reviews in which the detail is perfect. The size and number of the screen shots is also just right.

I like the way you've injected humour into the mag which helps to make it a bit more friendly. Another thing I like is the news section, some mags simply give us the name of a game and print a few huge screen shots and call it an exclusive with virtually no info on the game itself. You give us loads about the game as well as exclusive screen shots.

Speaking of exclusives, you had your fair share for a first issue! Super Dunk Shot and Romance Of The Three Kingdoms II have never been reviewed in any other mag to my knowledge. The progress report on Gremlin's up and coming carts was really informative and again told us more than any other mag so far.

You are honest with your ratings too, never before has anyone been so tight with SNES marks but if it stops people from being disappointed when buying games then I'm all for it. I can find very little wrong with your excellent mag apart from a few minor niggles. In the free booklet on import games you stated that almost every unofficial game was reviewed, this wasn't exactly true now was it? Also what about arcade coverage, it's not essential but I for one would welcome it. To end with I'd just like to say well done!

Philip Campbell, Kearsley, Bolton

Control: As soon as we hear about new games then we'll let you lot know about it! There is a thriving SNES market in Japan and America and just because Nintendo haven't got their act together over here we are not going to let all those new games go to waste. If a game has just been released abroad then we will do our best to get the game in Control.

The Devil Incarnate

Dear the sad magazine called Control,

I am writing to complain about the ratings, the rating system and the screen shots. The rating you gave Street Fighter II, it's worth more than 82%, I gave it 98%! Here's how I came to it:

Presentation - 89%
Graphics - 94%
Sound - 96%
Lastability - 89%
Playability - 98%

I would also like to complain about your screen shots, they're terrible. I mean just look at the screen shot of the Turtles jumpkick bit, you can see all the pixels. Now the rating system. What the hell are acoustics and immediacy, why can't you just say sound and pliability like I've done. Also why don't you do it out of 100 instead of 10, 20 and 30? From the posse who think you stink.

Control: It is unfortunate that you disapprove of our scoring system considering so many of our readers think it's extremely good. As for the Street Fighter II rating we believe that our score was fair, for a game to get much more it would have to be one hell of an extraordinary game, one which has yet to surface. No game is perfect and when one is we'll tell you. I'm glad that your literacy skills allow you to grasp the meaning of acoustics, but immediacy isn't 'pliability' – entertainment is. Immediacy is how good a game is to get to grips with, whether the manual informs you enough of gameplay etc. For example, shoot 'em-ups usually get a high immediacy score and adventure games could get low ones.

Idolistic Chit-Chat

Dear Control Crew,

Hooorrayyyy! Three cheers for you... Hip hip hooray! The mag is brill, I can't stop reading it, it's so good it should be illegal. My life was empty after spending £6 on console mags each month and then rummaging through them to find a page in each about the SNES and a review about as reliable as John Kettley *(a weatherman – Control)*. Then one day I flicked through all the magazines on the shelf to find something that didn't look like second hand toilet roll... what was it, Sharon Stone? Nope, better! I couldn't CONTROL myself.

I fondled the silky pages and caressed the beautiful cover, I took £2 out of my pocket and slammed the money on the counter, 'Keep the change!' I said as I ran out of the shop. That night I looked out of my window but no blue moon was in sight – ace scoring system, brilliant screen shots, wicked art, fab news articles and amazing reviews. While reading the mag I noticed that there were a lot of adverts that looked about as reliable as a recent photo of Michael Jackson. Please reassure me that these have been checked thoroughly so I won't be sending my money to a con-man or a thief. Please do not take the comment of 'a lot of ads' offensively because if I knew that my idols hated me then I would sprout hair and bury myself alive!

Lucas 'Is alive and happy' Orme, London

Control: Every advert is checked out thoroughly by our News Trade Manager, some of them supply us with games and none of them have let us down! Most of these places are respectable shops so I don't think you've got anything to worry about.

Well Done!

To everybody at Control,

Congratulations on a great magazine. It is by far the best magazine available (Super Action should be ashamed) and totally devoted to the greatest console around! Like everybody else who has written to you I

too have some comments that I would like to make.

1 - Neil Fuller *(letters page issue 2 – Control)* can go and read his Womans Weekly covered in flea encrusted dog turd because your rating system is brilliant. Your reviews ARE totally honest. By the way, has it occurred to you that Neil Fuller might not be able to read the scoring explanation?

2 - I think that it is about time that you let us readers write a review for your magazine. Most of us gamers are 14 - 20 and I believe that we all have mostly the same ideas about a game which would be easier to relate to. What do you think?

3 - How can shops get away with selling Street Fighter II at such rip off prices? I've heard that some shops are selling it for around £80. The shop where I live are only selling it for £54.99, surely shops cannot get away with the high prices?

4 - Could you give me a password for the final tournament in Super Tennis? I'm having a little trouble you see!

5 - Remote Control is a great idea (even if it did appear in Games-X first). Fancy coming to Market Harborough? It hasn't exactly got a console shop but some shops do sell games, like the market stall on Saturdays. You see, we feel a bit deprived and sad that Harborough isn't exactly famous and we would be grateful if you could make our dreams come true. After all, almost everyone in Harborough likes to play on consoles and a lot of people own one.

6 - I don't understand why all magazines seem to call the Mega Drive garbage. I've owned one and I thought it was brilliant at the time. Lets face it, quite a lot of Mega Drive games are better than some of the SNES games, cheaper too. The only reason why the SNES is better is because it hasn't been around for long and has newer and greater technology to go with it. Mega Drives are good, SNESs are simply better.

7 - Could you please say a big hello to Taco, Nick, Darren, Adam, Sam, Jo, Jeff and all of my other friends. I hope they all go warm and gooey when they read this.

Anyway, keep up the good work on your stunning magazine.

Daryl Wing, Market Harborough, Leicestershire

Control: 1 - Yeah, Neil, how is Womans Weekly nowadays?
2 - You're right about the average age of games players that's why most of us reviewers are of the same age. For example Alex Simmons is 19 and has been reviewing games since he was 16 and Allie West has just turned 20 and has been reviewing games since she was 18, so you see we're not old fogeys who don't know what's what. As for you lot writing reviews, okay why not, if someone sends us a really good review (about 500 words) we MIGHT print it – it will have to be superb though!
3 - Some shops have obviously cornered the market in their particular area of the country, but we advise you lot to shop around and find the most affordable prices.
4 - No. Try harder
5 - Alex 'Wonderboy' Lee and Nick 'Killer' Walkland are seriously thinking about it, but can Market Harborough withstand the demon duo?
6 - You hit the nail on the head! The Mega Drive is a good machine and some of the games are fantastic but the SNES is just that bit better.
7 - BIG HELLO!

Moan, Moan, Moan...

Dear All,

Hi there! I've just read issue 2 of Control for about the third time, I didn't think it could be done but yes indeed, you have improved on issue 1.

First of all I'd like to have my little moan about things. Neil fuller, Corringham, Essex, you annoying spoilt little brat! Just because Control didn't give Street Fighter II 100% in it's review you have to have a tantrum, rolling about on the floor crying and stamping your feet. Why can't you appreciate the fact that although Control reviews may give lower percentages than other lesser mags surely you can see that it is a much truer and fairer percentage. As for Womans Weekly in flea encrusted dog turd, it's obviously far too intellectual for you! Sorry Neil if this offends you but if it has then you have just proved yourself to be a complete liar and hypocrite by reading another issue, haven't you?

Please Control type people, don't take the advice of Tom Hope and fill pages up with adverts, what you have in issue 2 is quite enough. For example, the last issue of Mean Machines (ehr! Wash my mouth out) has 115 pages, of which 52 are adverts! By the time you take out pages for charts, tips, letters, editorial etc. this leaves a meagre 33 pages dedicated to reviews. Now compared to Control which does (unfortunately) have 32 pages less it has a staggering 32 pages of reviews! It also has the tips, letters, editorial etc. pages on top of that. Need I say anymore about value for money? I think not!

My last little gripe is your screenshots, although better than issue 1 they are still very pixellated. For example your review of Hook. Sorry, I won't go on but please note my point. Finally, please try to remember to put a closing date on your competitions, you forgot it in issue 1 and then again in issue 2. Another fine magazine off to a stupendously great start, keep it up.

Mat Godfrey, Wickford, Essex

PS - Why do you insist on putting the next month on the front cover, i.e.: the issue for August has September on the front and the one for September has October on the front, are you mad?

Control: Thanks for sticking up for us! On the subject of our screen shots you can usually only notice the pixels when the screen shot has been enlarged, we apologise for this and hope that it does not take away the enjoyment when reading our publication. The closing date for the Game competition is 31 October and we are always a month ahead in our cover dates due to our distribution monthly returns. We promise that we are only slightly mad!

Wanted: Dead Or Alive

Dear Control,

Please could you run the following 'ad' in your boomshantingly brilliant mag:

For Sale: Fun, vibrant, scintillating, 19 year old Fiancee. Fully compatible with anything American or Japanese. Very sprightly and a great Pal. Stunning graphically. Excellent longevity and Immediacy. Provides the most entertainment two people can have (apart from SFII). Will swap for a Super NES.

Tah very much chuck!

C. Turner, Ilfracombe, Devon

PS - I really do think it's the best £1.95 I've spent since the last Labour government. Expect my subscription any day now.

Control: Answers on a postcard to...

Unerring Accuracy

Dear Control,

Well done for your honest and accurate scores for SNES cartridges. For too long mags like C & VG and Zero have given 90+ scores to nearly every game and as I've had access to over 500+ games I've realised how unbelievably way off these type of marks are. The only accurate mag I've read is Amiga Power until by chance I came upon your mag in my local newsagent.

It was a pleasure to read! I've had up to seven different computer mags delivered to my door at any one time and yours is like a breath of fresh air. I agree with all your reviews except maybe Super Soccer which you gave 61%, I thought it deserved less! It looks good but the gameplay's terrible even in two player mode. Talking of football, any chance of the superb Sensible Soccer coming out on the SNES? That game is the only reason I wish I'd kept my Amiga!

There's a lot of SNES games I'd like to order but I have no reviews of them to guide me, so are you doing a games index at the back of the mag on every SNES game? You've got my trust and I'd certainly use it, something I'd rarely admit to.

Darren Goodland, South Shields, Tyne and Wear

Control: Our man in the know, Nick 'Deputy Dawg' Walkland is unaware of any future release of Sensible Soccer on the SNES but as always, if we hear anything we'll let you know. We're not doing a back catalogue as such but when a new game is released officially we will do a mini review of it even if we featured it when it was on import.

Chart Attack

Yo! Control,

Your magazine is the best. It's excellent. It's too good for words. Your news is hot off the press, your hints, tips and guides are revealing, you don't mess about (like those other mags!), your review system is spot on, but (there's always one thing) I can't decide what games to buy.

So please, please could you do charts for the top five or ten platform games, shoot 'em-ups and beat 'em-ups etc. You could even include your own top games, please consider this as it would make life easier for me.

Mathew Storey, Wollaton, Nottingham

Control: At the moment we can't do extensive charts because there aren't that many games officially released yet! However, as you can see by scanning through the mag we have included a top ten chart as supplied by Game.

Nintendo Nut Cases

Dear Control,

Firstly congratulations on a great mag. Anyway what I have really written in about is the official/import games debate.

With the introduction of the British SNES Nintendo thought it would stamp out grey imports once and for all by incorporating a security chip, putting up the price of games even more.

They obviously thought this would work but even before they could release the SNES in Britain the importers had come up with an adaptor.

This now means we either have to put up with inflated British prices or line the importers' pockets by buying an adaptor. Nintendo have done the importers an even bigger favour with the introduction of the security chip.

Nintendo can solve their importing problems in one easy step - keep British prices down and release games the same time as they are released overseas.

I would like Nintendo to explain just why they are so against imports – they get their money whatever.

It must be so they can hold us to ransom to extortionate prices. Nintendo aren't doing themselves any favours – of the people who have bought other consoles recently many said the thing that put them off the SNES was the lack of games.

How can Nintendo expect the SNES to take off in Britain by releasing only four games?

Even several months later the games still aren't into double figures, they should count themselves lucky it has done so well.

I still think the SNES is the best console and have recently bought an adaptor. My games now cost £31.99 instead of £47.99 and I can now buy whichever game I please. Please keep up the good work - scoring system is brilliant - I wouldn't be surprised if C & VG etc. changed theirs soon. Particular praise to the look of the mag. Please put in more news – what about the Super CD?

W. Roberts, Salisbury, Wilts

Control: Have any more of you got any gripes about Nintendo's poor performance? if so write in and tell what you think.

Next month we will have a Questions & Answers section because so many of you are bursting with exciting questions. Get writing everyone!

Send your letters to:

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control room

Next month's Control will have so much in it, the cover won't be able to take the pressure. We're going to review some stunning games, preview the cream of forthcoming releases, and keep our news coverage way above the rest.

Remember, unlike a certain magazine, we're not tied down by reviewing only official games, we review all of them, be they import or official. Being independent, we can say just what we like without big brother Nintendo looking over our shoulder.

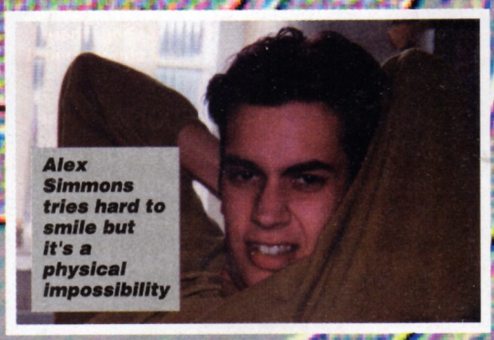
We're nothing if not generous here at Control, not only have we got some super duper freebies for everyone, but we're starting a challenge where you can win a full one year's releases of SNES games. More details of this mega compo in next month's issue.

Mario is big news wherever you see it but have we got something special lined up for the next issue. Just wait and see. Don't forget the special goodies, and ooh. There's so much in it – what more could you possibly want?

The Dot 'n' Lil's cholesterol championship has taken many twists. Lee is keeping a steady pace while Walkland's lead is spluttering due to financial constraints. There has been some late entries, the Simmons bros. and Allie have all indulged, but Caveman Dave is putting on a bold sprint – can he catch up? Wait for more info.

We had no response to our plea for a Glockenspiel. Why on earth not? We had a gleaming SNES waiting for the first person but we're now going to hand it over to next month's desire. SEND US FOOD! Tins of Norwegian Fish Soup, Chip Butties, Swiss Chocolate, Snails, Marmite or anything that will appeal to our taste buds. It may be worth your while, after all.

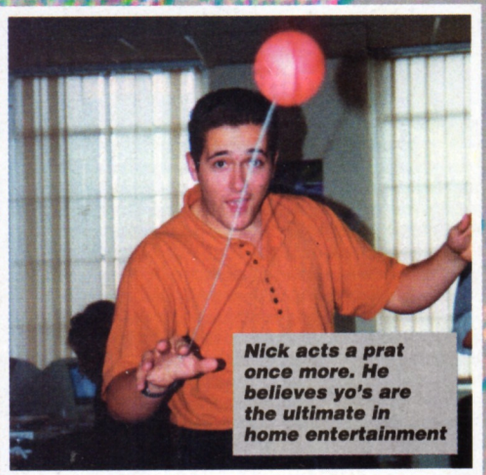
For some bizarre reason the Control editorial team appear to be regressing back in years. Once mature arguments and constructive criticism filled the air but now the office is like a kindergarten. Alex Lee, Alex Simmons and Nick Walkland suck their thumbs and whinge about the unfairness of it all before breaking out blubbering. Psychiatric nurses have been brought in. Well, that was interesting...



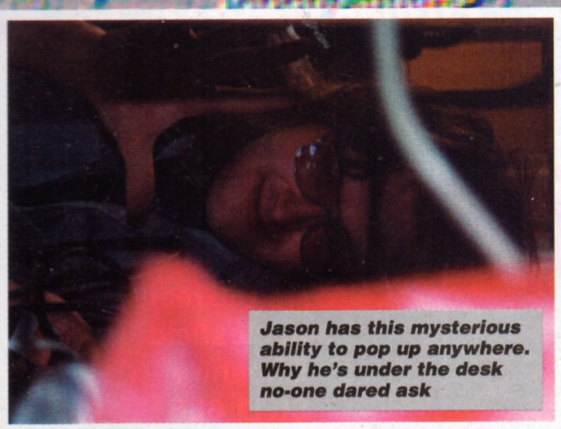
Alex Simmons tries hard to smile but it's a physical impossibility



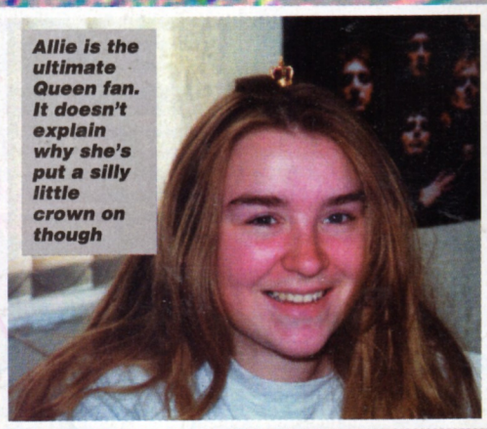
Paul looks at the SNES with a creative eye, tongue out and a loving caress of his fingers



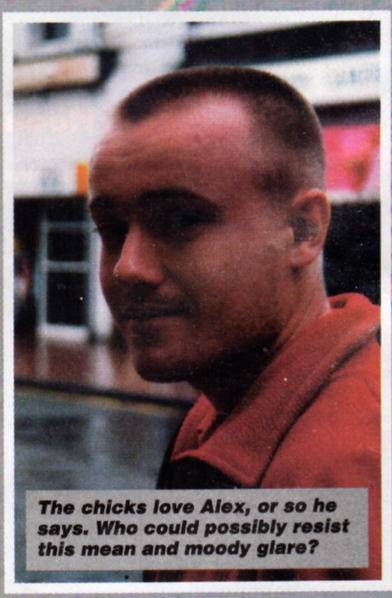
Nick acts a prat once more. He believes yo's are the ultimate in home entertainment



Jason has this mysterious ability to pop up anywhere. Why he's under the desk no-one dared ask



Allie is the ultimate Queen fan. It doesn't explain why she's put a silly little crown on though



The chicks love Alex, or so he says. Who could possibly resist this mean and moody glare?

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