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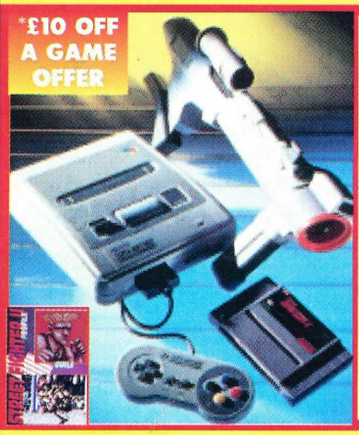
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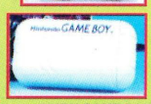


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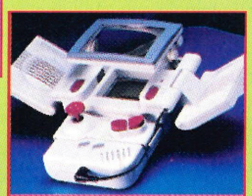
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This is Control, the only Super Nintendo mag that's really worth bothering with, wishing you an uncontollable Christmas!



In

GLOBAL CONTROL
6 The latest news from Europe, America and Japan. This month we have the hottest info regarding the Super NES CD-ROM and fancy speed-upping chips, Chuck Rock, and loads more to tempt your taste buds.

PREVIEWS
10 We get our hands on the amazing Super Star Wars and give it a complete going over from start to finish. Syvalion, a strange and bizarre arcade shoot'em-up that is pretty darned weird. Also we give the Complete Control treatment to the amazing tennis simulator, Ubi Soft's Jimmy Connors Pro Tennis Tour.

GAME REVIEWS
19 Take a gander at the page opposite to glean some idea of the latest games available for the SNES hot off the game stores' shelves. Yet again, some are purest dross and others are absolute dream quality.

CHRISTMAS SPECIAL
43 Christmas time is here, so Control offers you the complete low down on what you should and what you shouldn't ask Santa for this Yuletide season. A full description of all the peripherals to impress your friends, and the latest instalment of our very own cartoon series; Billy Wild – SNES Junkie.

OFFICIAL STORY
68 Here we have all the officially released games available in the UK, with mini reviews of the latest new releases: Populous, Kick Off, Super Mario Kart and Bart's Nightmare. Also a full listing of what's officially hot and what's not, and a series of most of the unofficial grey import games from Japan and America.

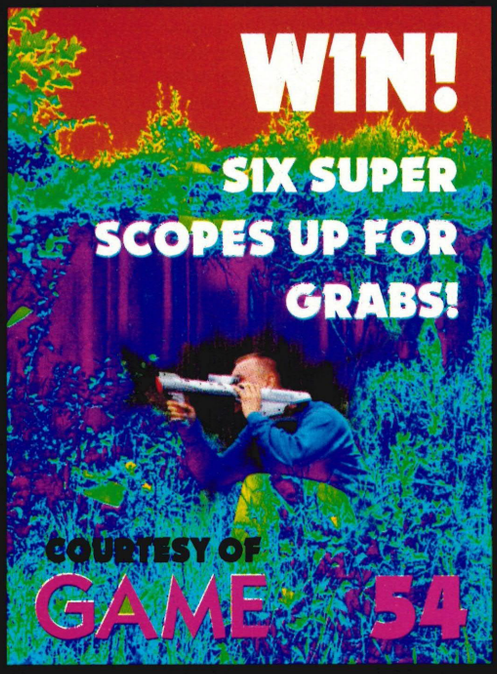
COMPLETE CONTROL
88 Control has the most useful and complete players' guides in computegame magazine history. This month we offer the definitive tips on Super Mario Kart, Dragon's Lair, Zelda and Ghouls and Ghosts. Also wehave the latest tips from this month's guest tipster, Santa Claus.



ISSUE 5 JANUARY 1993
The ONLY Mag SNES Owners Need!

CONTROL

For SUPER NINTENDO® Junkies!



ROGUES GALLERY
54
What a bunch of talented readers we have. No pitiful doodles in our mag, just purest artistic quality. Let's keep up the fine standard.

T-SHIRT OFFER
58
It's finally here. After five months with most of you walking around semi-nude and bare chested, you can now cover up in style for the winter with the official Control T-shirt. Be the envy of the fashion world for the very reasonable asking price of £6.99.

CONTROL POST
78
Tell us whatever you like in Control Post, the SNES magazine market's most unbiased and open ended comment column. Got something on your chest? Get it off and tell us (and keep the Macclesfield postie in a job).

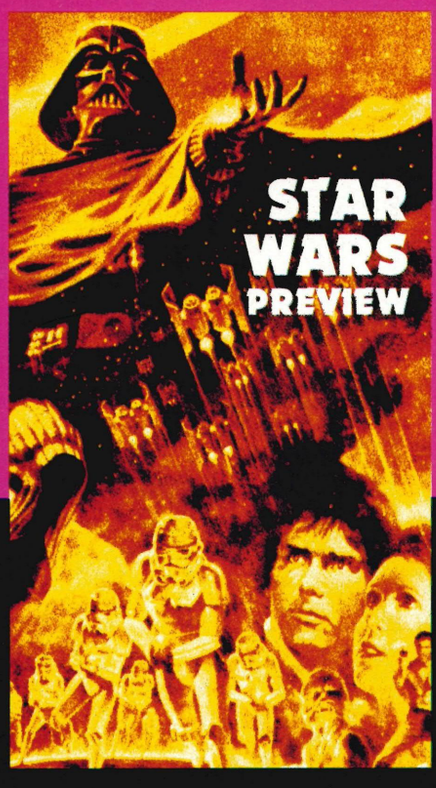
CONTROL ROOM
80
Gratuitous nonsense and piccies of members of the team with a little extra sauce about next month's spectacular issue.

PREVIEWS

STAR WARS 10
We dedicate a huge four pages to this game that really takes to book theaction of the film, featuring slick graphics and impressive gameplay.Control grabs this advance screening and gives it a thorough going over.

JIMMY CONNORS 14
Ubi Soft will have their work cut out against Super Tennis and the new Amazing Tennis, but from our preview in-depth look, it will certainly put up a spirited and strong challenge in this challenging conversion.

SYVALION 16
JVC Music Industries are releasing this little known arcade shoot'em-up challenge. Featuring a snake-like creature with a severe halitosis problem, you have to dash through twisty tunnels and caverns to reach the big nasty at the end. Familiar? It ain't.



REVIEWS

JOHN MADDEN FOOTBALL 20
Another great issue, and another American football simulation lands on our review desks. Compare and contrast.

ANOTHER WORLD 22
Slick animation, challenging problems and a completely different style of gameplay make Another World something really special.



MYSTICAL QUEST 26
An excellent style of adventure game that features cute graphics and plenty to challenge the ardent adventurer.

SKULJAGGER 28
A platform style beat'em-up that promises much but doesn't quite deliver. An above average style of game that offers nothing new.

AMAZING TENNIS 30
Graphically, this tennis simulation really is amazing, but in the gameplay court, it doesn't make the grade.

DESERT STRIKE 32
A classic Mega Drive game, if that is possible, has been faithfully converted to the SNES with excellent and enjoyable results.



IREM SKINS GAME 34
Yet another golf game on the SNES, this time an excellent conversionof the arcade 'Major Title' – but still another golf game.

JAMES BOND JNR 36
A distinctly average shooty, beat'em-up and platform rompette. Mediocre laughs for only a short time, I'm afraid.

SKY MISSION 38
Graphically impressive, this recently released official game (as Blazing Skies) sadly lacks in the thrills department.

FACE BALL 2000 40
A decent Game Boy game that doesn't cut the mustard on the SNES, the lack of multiplayer link up really affects this release.

GLOBAL CONTROL NEWS



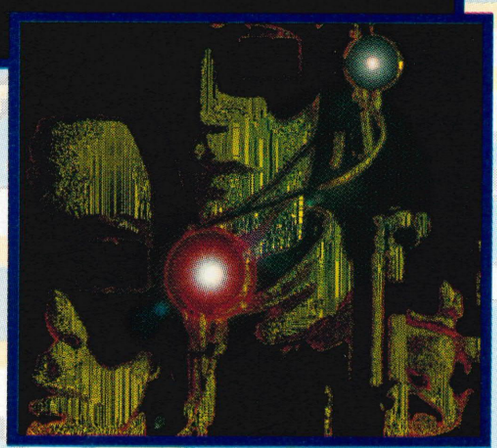
Ballistic, the console label of Accolade, are all set to release Universal Soldier for the SNES. Based on the smash Carolco film of the same name, you step into the large armoured boots of Luc Devereaux, a perfectly engineered soldier with extraordinary skills and powers.

Although he was killed off during the Vietnam war, he has been brought back to life by a secret organisation determined to create an army of indestructible soldiers. Something went wrong though, so his memory has returned, as has his old nemesis, Andrew Scott.

UNIVERSAL SOLDIER

Even on the Mega Drive, the game has over 2000 different play screens, and over 40 different styles of music. Incorporating digitised voices, sounds and graphics from the actual film it lends itself highly to the film of the same name. The aim is to battle through eleven tough levels where you have to do battles with all manner of nasties. A choice of weapon is always available, and you can enlist whatever is most suitable for the situation. Universal Soldier should be released on the SNES officially in the UK during January. Keep your eyes open for further details.





Storm's Lawnmower Man, based on the spectacular special effects film of the same name, is still going to be released early in 1993.

However, not content with the first film, they've also gone out and got the rights for the follow-up film, Lawnmower Man 2.

So while we're waiting for the first one, you can now look forward to the second as well.



LAWNMOWER MAN

SUPER CD ROM

Despite the eager awaited release of this addition to the SNES family early next year, our contact in Japan has told us that this has been put back the production of this until autumn of next year. Apparently, they've seen the troubles Sega have had with their CD-ROM and will wait until the quality of the technological advances reaches a peak with the addition of an all-new 32 bit chip. What with improved chips (see chips for all!) appearing all the time to improve performance of their carts, they're going to sit and wait.

FELIX THE CAT



One of our sources in America has told Control that a SNES game featuring Felix the Cat, which appears to be going through some sort of renaissance with its showing on SKY TV, is deep in the development stage in the States by Hudson Soft.

Unfortunately, we have very few details about the game, and can only presume it will be a glitzy improved version of the NES game which we haven't, as yet, seen.

Expect a classic style platform romp. More information as and when we get it.

Wordtris has been released on the SNES by Spectrum Holobyte. Loosely based on the classic Tetris, Word Tris has a novel twist. Not only have you to make lines of the blocks but also, as the title suggests, make up words.

Claiming a word memory of over 50,000 words, it expands your vocabulary as you try to put paid to the raising stack of letter blocks. This should be out now, 8 megs of the stuff from Spectrum Holobyte in America.

WORD TRIS

Q Bert was such an age old classic in the arcades, that it was only a matter of time and a few incarnations that 'old big nose' would finally make his debut appearance on the SNES bouncing over loads of blocks to change them to his favourite colour. This bright, cute and cuddly classic looks tops from what we've seen of it. With 3D graphics, bizarre back drops, and deep stereo sound, there is also more in the way of a challenge, different landscapes and extra enemies.

NTVIC of New York are releasing this four meg cart and it should be available on unofficial grey import within a couple of weeks of reading this.

Q BERT 3

BUBSY

Bubsy in: Claws Encounters of the Furred Kind is Ballistics latest dabble on the SNES front. The world's supply of yarnballs is seriously under threat and you, Bubsy the Cat must put an end to this serious turn of events.

The earth has been invaded by alien Woollies from the planet Rayon to gather yarn from earth. Unfortunately, they don't contemplate the wrath of Bubsy.



Claws Encounters is a monstrously large 16 bit platform arcade challenge. Utilising the power to offer over 40 animations to the main cat, giving him more character than a standard game.

Featuring digitised sounds and voices, american animation style graphics and an original musical score, it sounds great at this early stage. Even on a large cart, it is compressed to utilise the SNES to the full.





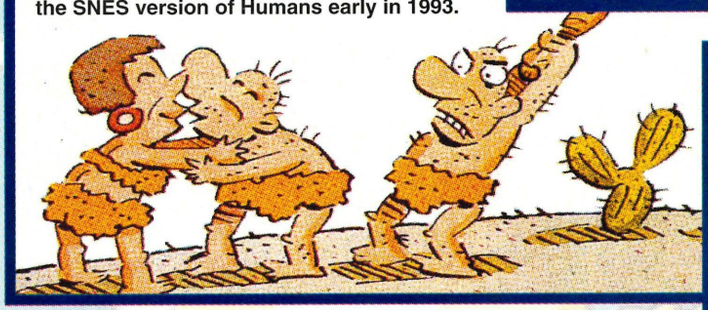
Gametek in the States have announced they're to launch Humans on the Super Nintendo.

Humans, developed by the British team, Mirage, has almost developed a cult status on the Amiga and is one of the contenders for the Christmas number one.

Details are patchy but the computer game equivalent (see Amiga screenshots) is spectacular and the SNES version should include all the best bits and more.

It will incorporate a fancy Lemmings style gameplay in which you have to lead your band of Neanderthals to discover tools, survive and multiply. Gametek will release the SNES version of Humans early in 1993.

HUMANS







COMBATRIBES

Wherever you look on the current SNES front you can't help but notice the sheer number of beat'em-ups trying, mostly unsuccessfully, to knock the almighty Street Fighter II off its mantle.

One such game is Combatribes, a beat'em-up based on a popular cartoon series.

Here you can choose from one of the three Combatribes, Berserker, Bulova and Blitz, and pan the living daylights out of all comers.

Combatribes is set for a Japanese release during December, and this twelve meg cart is to be released by Techno's.

OCEANOGRAPHY

Nintendo film tie-in experts, Ocean, are piling on the pressure with their SNES releases, but two that really captured our imagination on Control are Cool World and Radio Flyer. Both are based on films ready to burst on to our cinema screens. Cool World features the animation of Kim Basinger in a parallel universe inhabited by cartoon characters known as Doodles. Whilst transported into the Cool World, you are seduced by the Doodle vamp, Holli, who wishes to regain her human form. Apparently, Cool World uses a lot of humour in this platform style game hopping between the real and the Cool World. Radio Flyer on the other hand, is a Columbia pictures film that hasn't had hardly any publicity. After building a flying machine with a lawn mower engine and a few spare parts, you decide to take to the air.

The graphics look smart, with variable speed and plenty of diversity in the backgrounds. Flying over mazes, funfairs, ocean islands and oil rigs, it all promises plenty of fun to get to your final fantasy. Neither of these games have an official release date as we go to print, but as soon as we hear more about these two, and more, Ocean games we shall let you know.

GLOBAL CONTROL NEWS

ALIEN vs PREDATOR

Quite a bizarre beat'em-up is promised by IGS' Alien vs Predator, both respective bad guys from the 20th Century Fox company. Playing the role of either the Alien or the Predator, the aim is simply to beat the hell out of one another, chucking in a few special moves for good measure.

To be released in Japan in January, Alien vs Predator will be an eight meg cart by IGS. Keep your eyes peeled in Control.

CHESTER CHEETAH

The star cartoon of a type of potato crisps (Cheetos) has lent his name to a new game. Playing the role of the cool Chester, the aim is to escape from four corners zoo and defeat mean Eugene, the zoo keeping fiend. Looking sufficiently hip for this hip character, it is brought to you by Kaneko and should be available any time soon.

FIREPOWER 2000

Storm's Super Swiv, the classic arcade shoot'em-up on the Amiga, will be released shortly as an official British release under the same title.

However, for fans of imported games, you won't find it available. That's because, in the States, it's going to be released by prolific producers Sunsoft, and will go by the name of Firepower 2000. Just thought we'd let you know.

SUPERMAN

The man of steel lives! According to our friends at Sunsoft in the US of A, Superman is having its final touches put on to the SNES version of the ultimate comic book hero for release stateside, in February '93.

The Sunsoft's Superman video game asks the Man of Steel to rescue Lois Lane from the evil forces of his most dangerous of enemies – Metallo, Mister Mxyzpltk and Brainiac.

Each criminal mastermind has his own special powers that will make the rescue of Lois a very tricky preposition.

Containing graphics straight out of the comic books, the most popular comic character over the last 50 years promises to leap out of the screen with all the super running and flying abilities of the main man.

Superman is an idolised figure for all age groups, so this Sunsoft release is being eagerly awaited in the control offices.

Hopefully, the official UK release should occur at around the same time, but if not, you'll be able to get your hands on an American import from February onwards.



GAME GENIE

Hornby, the makers of Scalextric and the Railways, are gearing up for the production of the Game Genie, a video game enhancer on the SNES. Previously available on the NES, the Game Genie allows for special effects.

Invented by UK company, Codemasters, it comes complete with a codebook which allows the player to try out novel and strange effects such as invisibility, retain special powers and change music. These will all be in the codebook, so you won't have to go searching for them, like in Datel's Action Replay. Not only that, Hornby will have a free full time code information service, so if you get a new game, or fancy some further details on an existing game, you can give them a call for a friendly one-on-one chat.

Shown is the American version, the UK version shall have all the nice rounded corners we've all grown to love on our SNES. Available in most stores around February or March at a RRP of roughly £44.99, look out for our review.



CHIPS WITH EVERYTHING

An advanced microchip capable of zipping up the speed of certain SNES games is set to be released unto the eager SNES gaming public some time in February. This isn't to be confused with the DSP chip which is available to nip things up in games like Super Mario Kart and Pilot Wings. Apparently, this chip incorporates the ultimate in RISC technology and will feature a digital signal processor. What that means is that the SNES will be able to crack its whip through high end mathematics so graphics will be stupendous. Their speed and quality will have to be seen to be believed, if we believe Nintendo. Full colour and unbelievably nippy 3D graphics are promised. Seta, known for F1 Race of Champions, have developed a chip to bump up the processor speed to 8 MHz – this will first be tasted on F1 ROC 2 (Exhaust Heat 2) – to be available on import in January.

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CONTROL

PREVIEW

At last. It has arrived for the full Control preview treatment – Super Star Wars. A game full of desire, spectacular graphics and, more especially, a game that requires you to utilise the Force to its utmost.





1 *On the surface of the Death Star you have to find the canyon while avoiding trifling things like towers and tie fighters*

2 *Firing the laser against enemy missiles. They actually look like pretty fire works, but don't be fooled. These are more than bangers*

'Oota goota Solo?'
'I was just on my way to see your boss, Greedo.'
'Soam peeta lay, a wincha kawa!'

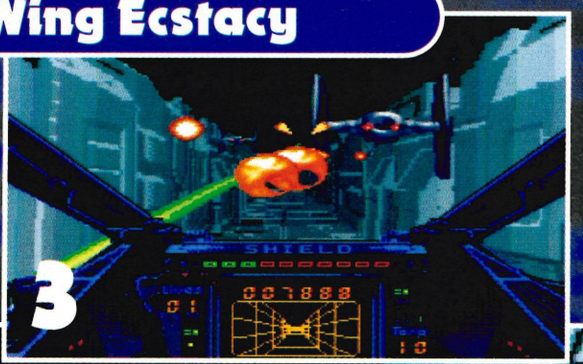


X-Wing Ecstacy

3 *Soon you'll come across the nippy and dodgy machinations of Darth Vadar*

4 *Cock up too many shots and you'll end up on your last legs*

5 *It's time to Use the Force, Luke. Remember, it's just like Beggar's Canyon back home...*



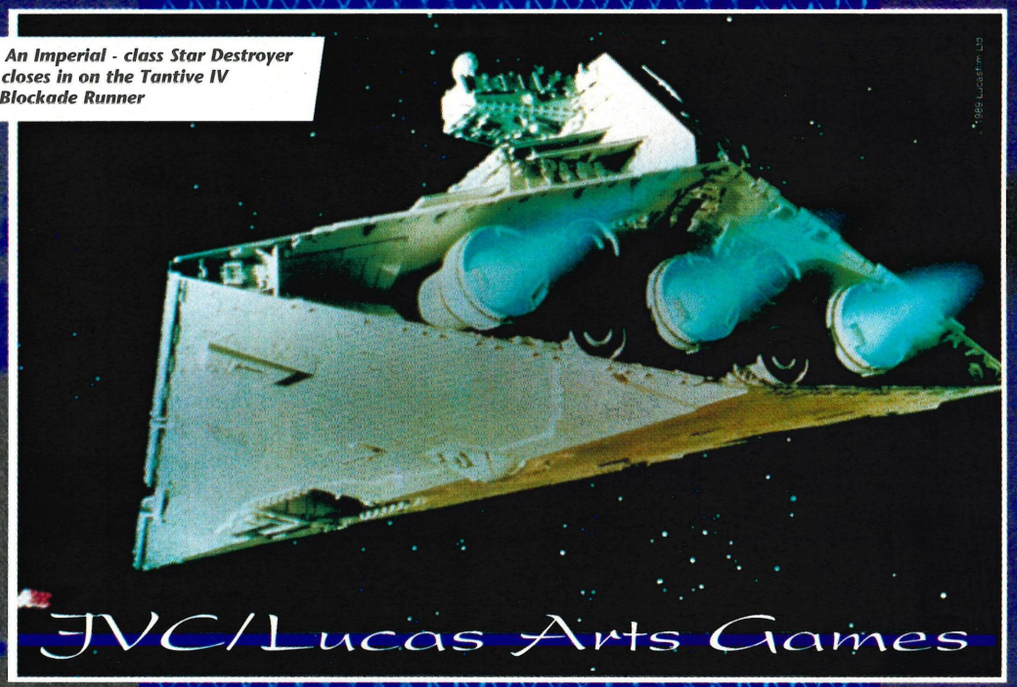


The Star Wars saga has been said to encompasses a galaxy as huge as imagination itself. That's quite a sweeping statement, and surely the SNES can't handle something like that. Well, thanks to Lucas Art Games and JVC, they've put up a bold challenge.

Super Star Wars follows the plot of the first film quite closely, and the films buffs will have no trouble recognising certain creatures, militia and robots such as the Sand People (or Tusken Raiders to their friends), Storm Troopers (bastards to all and sundry) and R2 droids (smart ass little blighters). And that is just a brief taster.

See Threepio

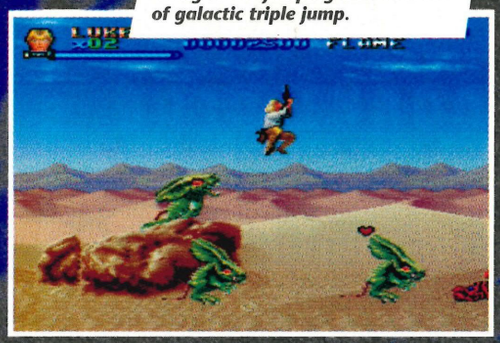
You are flung into the fray immediately, initially playing the role of Luke Skywalker. A young upstart dashing through the Tatooine desert like there's no tomorrow. After surviving numerous attacks by scorpion type creatures you then sink in the mud against a Sarlacc Pit Monster, a nasty creature with poor personal hygiene.



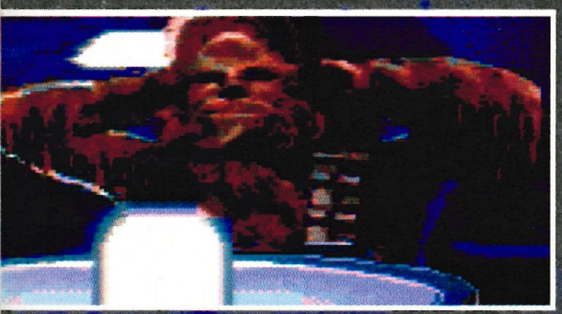
An Imperial - class Star Destroyer closes in on the Tantive IV Blockade Runner

JVC/Lucas Arts Games

SUPER STAR WARS



Hopping over loads of green things after jumping a rock. A sort of galactic triple jump.



Later you control young Skywalker as he razzes through the desert in his landspeeder for kicks and a speed boost.

Throughout the game, even in this early stage you are presented with scenes from the actual film.

A glimpse of Skywalker scanning the horizon one minute, a shot of R2 D2 blurbing out a dodgy hologram of a woman with an even dodgier haircut, and that grumpy ol' timer, not Alex Simmons, but Obi Wan Kenobi.

Artoo Deetoo

Happily, you'll come across the old favourites now and again like in the film, as you bump into C3PO, Han Solo and Chewbacca. Actually, the latter two can be played if you are getting a tad sick of the sights of the blonde Skywalker, and a rampaging Chewie is quite a sight as he blows away numerous alien nasties in the Mos Eisley Cantina.

Han is quite a star, although in a slight aside from the film, they make quite a show of getting to his Correllian cruiser, the Millenium Falcon. The parallax through the desert city is quite spectacular as you dash about, blowing away the psychotic storm troopers.

It's a shame that at this stage, there isn't a Millenium Falcon blasting level, because for some reason that always stands out in my mind from the movie. You suddenly find yourself embroiled in the Death Star, and they don't offer the Rebels aboard a heroes' welcome.

Chewbacca

Obviously, things don't get any easier on the Death Star. Enemies come at a frighteningly hectic pace, the leaps have to exercised with caution, and you also have to cope with tie fighters' exhaust blow back! Dashing through the disposal system isn't pleasant affair for anyone, but fortunately you can deal with this in the comfort of your living room.

As Luke or Han, you have even more guardians to deal with, and trickier problems and enemies.

In a similar vein to the portrayal of the landspeeders at the beginning and when they approach Mos Eisley, tackling the trenches over the mysterious Death Star is visually stunning.

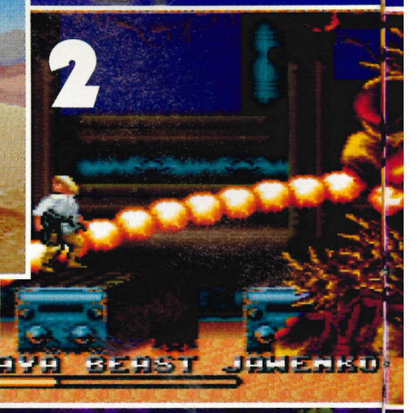
Massive towers and enemy tie fighters block your way and have to be despatched in time before the final run.

CONT.

CONTROL

PREVIEW









The most eagerly awaited part of the game, from the teasers you may have seen in Control's hallowed news pages, is the final attack on the Death Star. Zipping through the trenches, avoiding oncoming missiles and battling solely with Darth Vadar is truly breathtaking to view and impressive to play. The animation in this part of the game is amazing and fast.

Use the Force

The game challenges the most ardent game player in many different ways. Clambering onto the Sand Walker takes the ultimate in precision platform gaming, while wandering the cities and varied places on foot requires beat'em/shoot'em-up action. Whizzing over the surfaces of planets and negotiating the Death Star needs all the reflexes of a shoot'em-up addict.

Graphically, one can only call Super Star Wars amazing. From the cute animation of Luke, with his flowing locks and beaming smile, through to the slickly presented flying stages, it oozes quality and shows that a lot of time has been spent on the visual aspects. Sounds too are great, with musical effects taken straight from the film proper.

From what we've seen of Super Star Wars, this is a supremely polished effort. With massive levels, varied and challenging difficulty and stunning graphics, Super Star Wars will be a game to keep the keenest of eyes on.

Fortunately, you won't have to wait an inordinate length of time. It's to be released officially by JVC in the UK around February. Super Star Wars promises tough, engaging game play and superior graphics. We have been reliably informed that in development it received one of the highest ever Nintendo ratings. All fine and groovy, but keep your eyes peeled for the Control method. And remember, the Force will be with you... always.



Dashing over the desert in Luke's unc's glorified hover mower. Well, after a good few years of drought, it needs a run around

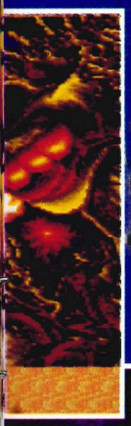


Dashing to the spaceport in Mos Eisley blasting away at the storm troopers. And you're not even pissed from the cantina





Monster Mashing



1 *A Sarlacc Pit Monster with indigestion, spitting boulders from an age old ingested rock*

2 *The lava beast Jawenko showing little scruples to our fair headed hero*

3 *Big, bad, and reeking of BO, here Luke faces a Bantha*

4 *A mutant Womprat taking a good stabbing from Luke*

5 *The Kalhar Boss Monster who has had too many, and is taking out his frustration on Chewie*

6 *Some of the nasties aren't all carbon life forms. In the docking bay, you have to take on the illustrious Hover Combat Carrier*

7 *'Imperial Defence Droid' may seem like a fancy name for a tin box, but it deserves respect*



6



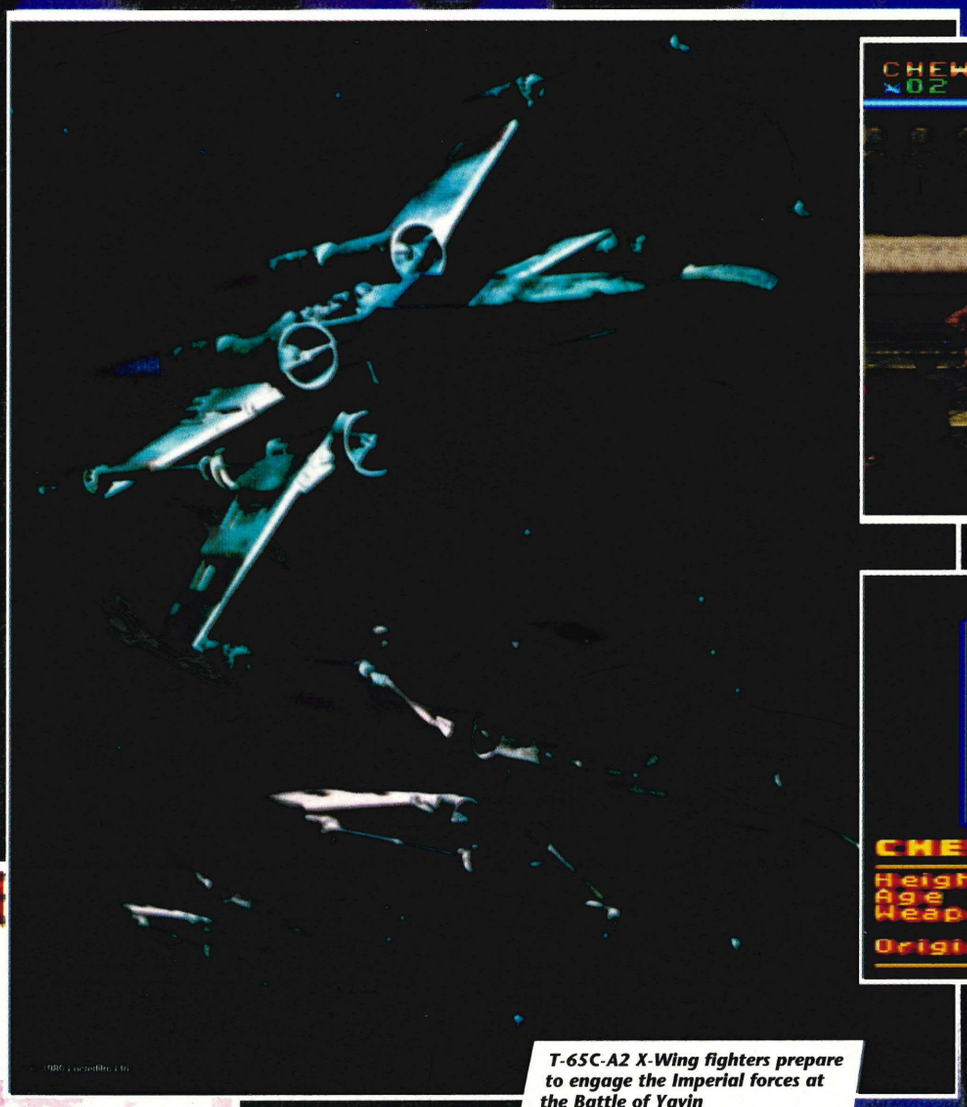
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T-65C-A2 X-Wing fighters prepare to engage the Imperial forces at the Battle of Yavin

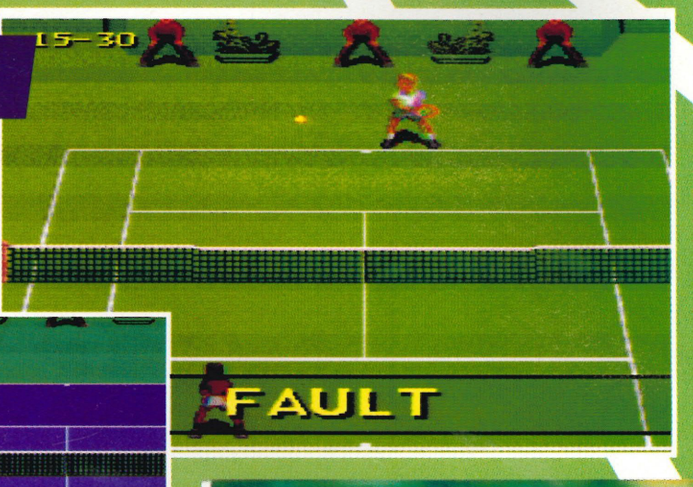


The hairy one goes on a mass slaughter exercise as the band plays merrily on

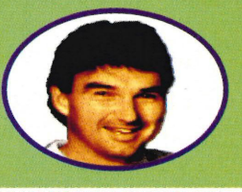


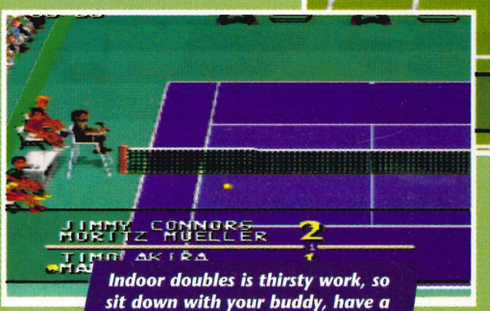
CONTROL

PREVIEW



Dang and blast! Put too much effort into your shot and you'll probably blouse it





Indoor doubles is thirsty work, so sit down with your buddy, have a can of pop and discuss tactics

JIMMY CONNORS PRO TENNIS TOUR

Jimmy Connors is one of the all-time greats in the Tennis world, with the longest ever hold on the Men's number one spot, more singles titles than anyone, and eight grand slam championships. Now Jimbo puts his signature on a SNES tennis game endorsement, but will it have his golden touch?

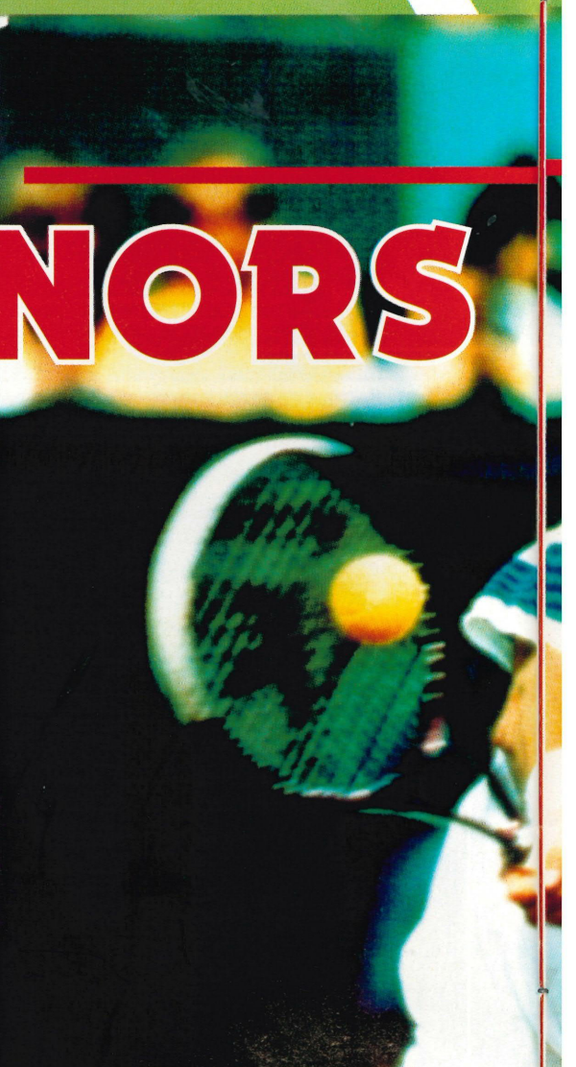
Since our first issue, five months ago, Control has been keeping tabs on numerous Tennis games in development. One that we have kept in the spotlight is Jimmy Connors Pro Tennis Tour.

Jimmy Connors has one of the toughest tasks on the SNES; to try and improve on the amazing Super Tennis. Ubi Soft are confident, and at this stage, it looks rather nifty. For a change, it's a truly European game – developed by German team Blue Byte, it is gearing up for release in the UK by the French Firm, Ubi Soft.

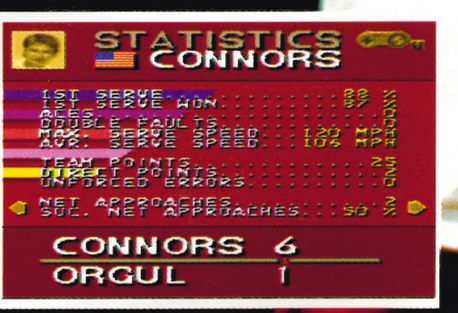
For the uninitiated, Jimmy Connors' Tennis is a game of hitting balls as hard and as accurately as possible over a net and within lines on a court. That's about it, but Connors' Tennis contains all the subtle intricacies of the sport.



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



You can check on the stats at any point during the game, if only to give your ego a slight massage





Select your choice of tournament by following a bouncing ball around the world



Playing doubles is quite action packed, so long as you don't get under your partner's toes

Ubi Soft

These intricacies could make the amazing Super Tennis appear basic and simple. Whereas Super Tennis is one of the most playable games of all time, it did sacrifice some realism. It is this realism that is being addressed in Jimmy Connors.

There are three levels of difficulty ranging from amateur through to professional, and obviously the difference is as big as that between Robinson's Barley Water and Happy Shopper economy squash. As you can imagine, on professional level it really does set a challenge.

Backhand Smash

When you start, it is recommended that you take on the easy level. This is made even simpler by a choice of control method. If the range of joypad options appears dazzling, you can have the easy control. Here the computer moves your character as you prepare your shots. Of course, you can also take full control over your player, once mastered, to dodge and fool your opponents.

Realism is a major aspect, and the number of shots and services available is quite overwhelming to the rookie. Every button has a different effect on the ball.

The standard controls include a top spin slice, a standard slice, a stop ball and a lob, with hook and slice spin shots with the left and right buttons. Aiming is simply a case of pressing the direction pad in the desired position – all in all a great deal more complex than Super Tennis. The controls are also different if you wish to volley the ball at the net. The power of your returns depends on how long you hold down the button. It is this anticipation of what the other player is thinking that puts Connors slightly ahead of the competition in the Tennis game arena.

There are also a bewildering range of service options to dabble with. There are risky fast, fake average speed serves, together with side spins, but the obvious one for the beginner is the easy serve. Here the computer controls the aim so you don't have to panic as you serve a gentle yet safe ball. For the others you have to release your ball when the service aimer is in the correct place according to your positioning with the D pad.



Having tuition from our Nick. A friendly sort of coach who offers advice on your returns

Foot Fault

Options rule in Jimmy Connors Tennis. So much so that you can play singles against another player or the computer, and doubles with another player or against one, or playing solely with a computer partner and opposition. There are 16 players in total, each with their own specialities such as backhand returns, net play, or service.

They also look remarkably like their professional counterparts. For example, the German Mueller looks like and has similar tennis strengths to Becker. Connors himself has his signature fluorescent racket. To play you get the option of an exhibition match, joining the tour or expert tuition from the training pro. On the standard exhibition you are offered a choice of opposition, game length and a selection of courts.

Play It Again

There are eight courts to choose from. Lawn, clay, hard and indoor are standard but there is also a desert court and an Antarctica court. Whatever you select, you can be sure to expect a varied effect on the ball speed and bounce. Weather effects are also neat, with snow falling on Antarctica, and rain over a Wimbledonesque lawn.

Join the yearly tour season, and you are offered a range of tournaments to enter once a month. These include the Grand Slam classics such as the American and French opens, and Wimbledon, with lesser known competitions in places like Casablanca and Bombay. All these have a points score allocated to them, and the opposition you face varies significantly – the option of who to play is yours.

A great touch is with the coaches. They hit a ball to you and, depending on your reaction and shot, offer advice to improve your play. There are five, offering advice for the amateur through to the professional, and trainers for service and net play. Stats freaks are catered for; the stats can be checked at any time during play. They show percentages of things including top speed of serve, double faults, aces, net play stats and loads besides for both players. Ubi Soft will officially release this Blue Byte developed game in the UK during January. At this stage, it looks like a real challenge. Look out for a review in a forthcoming issue of Control.

CONTROL

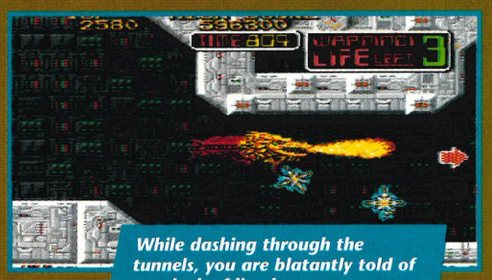
PREVIEW

Arcade buffs will immediately know what Syvalion is – a straight conversion of an Arcade shooty maze game revolving around a dragonworm figure. And a pretty sharp conversion it looks at this stage of development.



SYVALI

JVC



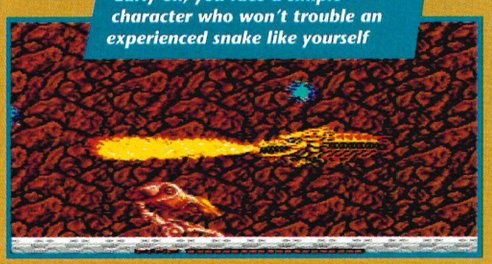
While dashing through the tunnels, you are blatantly told of your lack of lives!

Alright, let's get one thing straight from the start, Syvalion is one heck of a strange SNES game. It's a hectic combination of a maze, speed and shoot'em-up game all rolled together into a giggling concoction of excessive and brutal violence.

The aim of the game is to take control (off the shelf and buy it) of a snake-like being with a capacity for pain. It's annoyed for some reason, and will let rip with a jet of flame at any passers-by getting in its way. This route is a tricky maze like-series of tunnels full of twisty turny things, mine-like things, horrible things and indestructible blue things.

Some Things

Yes it's a game about a thing avoiding other things to meet the big things at the end of each level.



Early on, you face a simple character who won't trouble an experienced snake like yourself

The aim is to navigate through these, avoiding trouble whilst frazzling anything in your path, all in order to get to the end-of-level guardian.

These guardians are terrible fiends who don't take nicely to you appearing in their living room whilst in the middle of watching Brookside.

Spoilt For Choice

Actually, there is more to it than that, although that is the basic gist. There are three options of gameplay to select from. The first is a learning game option that introduces you to the game and instructs you, offering constructive criticism and such like.

The second option is the game proper, which is more of the same although without the additional comments from a smug SNES. The third option is the time trial. More of the same, but here you have to dash through the tunnels without stopping off for a quick cup of coffee.

All of this may sound pretty samey and it is, to a degree, but the levels do actually play significantly different.

It's hard to explain, but I will try nonetheless. All the levels in the game are massively different.

Some are large, some are awkward, some are brightly coloured and some are absolutely packed to the brim with whizz-around tunnels. And they are different according to the game you play.

The enemies in your path require a lesson in flame. This flame is created from



It gets gradually tougher as you face a flying star letting rip with indestructible balls of flame

An action packed screen with loads of well 'ard blue monsters, grey mines and a tricky maze



Fantastic Journey

ION

your tindaloo-lined stomach and varies in power depending on how much you use it.

Hold down the fire button for too long and the flame dies down until you allow the power to build up again. Most creatures can be cremated in this way.

However, some are indestructible. These are easy to spot as they have a blue aura around them. Having said that, even they cringe back away from you with your pilot light on full.

You can get a bonus for time. Reach the guardians in record time and you'll earn a trusty pat on the back with a tasty bonus.

Guardian Variation

These guardians vary massively throughout the game. Obviously, they get ridiculously tough later in the game and require different strategies to cope with them and the weapons they throw at you.

The control method does take some time initially to get to grips with, as it's more of a cursor pointer than direct control. However, after about half an hour you'll soon get to grips with it and will be eager to meet your next nemesis.

Graphically, it is rather smooth at this stage, and varied. The number of guardians and nasties is phenomenal.

Acoustically too, it sounds rather good as it takes all the aspects of the arcade machine original and transfers it superbly to the SNES.

Only to be released in Great Britain initially, this fine arcade conversion shall be officially in the stores by March.

Released by JVC, this is a strange pickle of a game and one that will draw many a diverse reaction.

In conclusion, Syvalion certainly looks like it will be an eminently tough challenge for seasoned games players and shoot'em-up game fanatics alike. Check future issues of Control for a review.



Dashing through the caverns, you are indicated where you should head by the arrow pointers



The aim here is to destroy the obstacles and reach the end as quickly as possible



The blue objects will disappear like grilled bacon in a mo under a harsh flame

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REVIEWS

CONTROL

CONTROL reviews a game like no other magazine. With our objective AVILE scoring system we re-write the rules of games ratings to offer you an impartial and totally unbiased scoring system where the essentials of the game are broken down in front of your very eyes. We're not sycophants promising scores in the high nineties; we analyse all the aspects and judge accordingly.

SCORING SYSTEM

90 - 100%	Unreal
80 - 89%	Fantastic
70 - 79%	Excellent
55 - 69%	Good
45 - 54%	Average
Below 45%	Utter Crap

PRESENTATION

Presentation is vital in any new SNES game, and we take this into account with around a third of the Final Analysis score.

What with a special sound chip and stereophonic sound, we show how much this has been utilised by 10% of the final score.

Visuals tend to be impressive, but there are some dogs. This is where you can check out how dreamy they really are.

SNES games, as we all know, aren't cheap, so it's your right to have the truth. If you saw a game reviewed at 70% for an essentially bobbins game you'd feel robbed. Average is average, and 50% is fixed at Control.

Likewise, games get ridiculous high scores like 98% in other mags. There's no denying that it's probably a great game, but it cuts off any chance of there being anything better. There will be, and we cater for this.



MOTIFS AND ACCOLADES



Control accolades the better games by how it sets the gamer alight. Only the cream of releases warrant the blast of a nuclear explosion, whilst excellent games earn a cherry bomb for their explosive efforts.

Dire games will never set you alight, these turkeys are awarded a fizzling damp match for their pitiful troubles. A reminder not to even bother.

Games that are deemed as truly supreme are awarded a Control Classic Cocktail motif, and personal favourites of the review crew get personal reviewers' accolades.

GAMEPLAY

Gameplay is the most vital aspect of any game, and with a whopping 70% of the total score, we show just how good the cart is.

We analyse how easy the game is to get into via the immediacy rating. Will you get into the game in seconds, or will it take all night? Check the mark out of twenty.

Equally important is how long the game will hold you in raptures. Fifty smackers is a load of cash to fork out for a couple of hours, or even days of entertainment. Our Longevity aspect checks this out from our in-depth play testing.

The most important mark is Entertainment – i.e. just how enjoyable is the game to play? It may look good, it may be a cinch to get into, but if it's about as enjoyable as a wet Wednesday in Macclesfield we mark honestly out of a whopping thirty; almost a third of the total score.



FINAL ANALYSIS

This is the sum total of all aspects of the game. It may appear lower than in other magazines, but that doesn't mean other scoring systems are more accurate – just more sycophantic. Scores in the eighties in Control would probably be 90+ elsewhere; if this bothers you why not add ten? But remember, the other mags' scores are just a cop out.

THOROUGHLY VETTED

Each game coming through our door gets thoroughly vetted by our team of experts, and the scores aren't the opinion of just one person. At least three experienced games players will cast their critical eye, play the game and argue it out, lowering or raising the scores, and putting an alternative opinion into the review in the form of *Nick Sticks His Oar In*, *Allievaluates* and *Alexplains*.

No other magazine has such honest reviews that you can rely on before parting with your hard earned pennies. If you have any constructive criticism drop us a line.

The Control scoring system makes other magazine rating systems look staid, old fashioned and totally biased. Be honest, whose scores would you trust?

REVIEW CONTROL

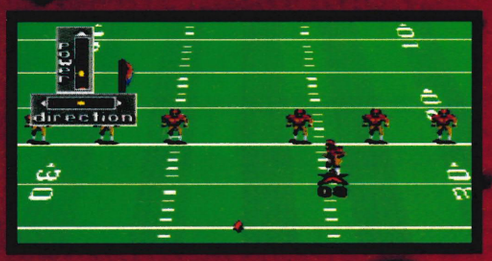
IMPORT

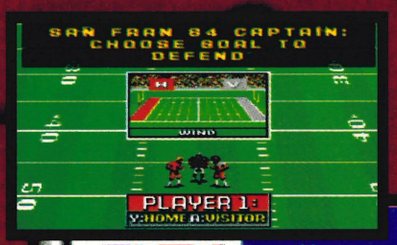
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JOHN MADDEN FOOTBALL

Electronic Arts

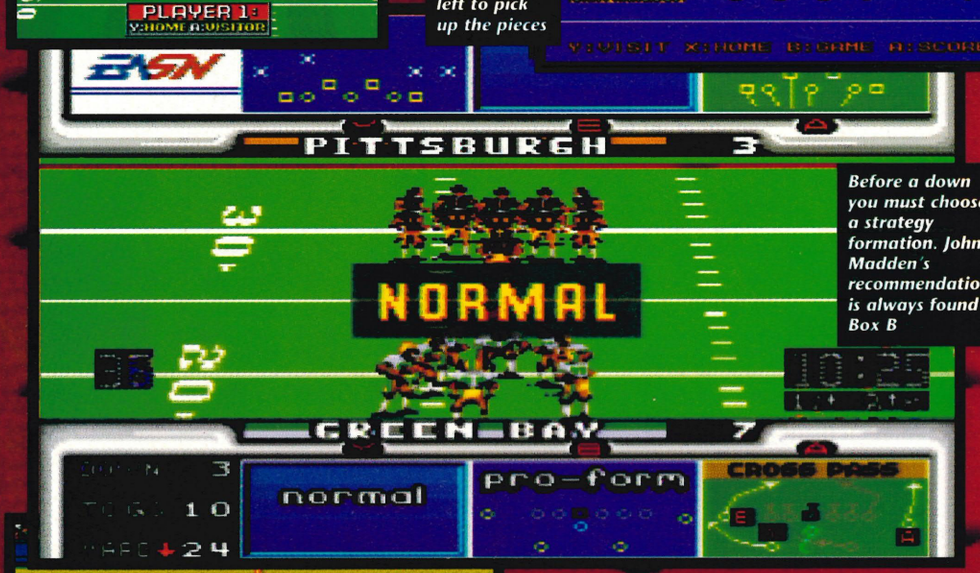
With the American Football Super Bowl almost upon us what better way to whet your whistle for this prestigious event than playing a good John Madden adaptation? Blue 42, blue 42, hut, hut!





John Madden has a few words to say at half time. Things aren't totally lost, you still have two quarters left to pick up the pieces





Before a down you must choose a strategy formation. John Madden's recommendation is always found in Box B



Being an avid fan of American Football I was intrigued to play this new improved version of what is possibly the best US Football sim on the SNES market. With my favourite team selected and ready to kick ass and my SF 49ers baseball cap resting nicely on my monitor (what a team!) I was prepared to deal out some heavy defeats on my opponents.

Falcons

The rules to American Football are seemingly endless and extremely complicated – explaining the intricacies would be a complete nightmare.

Luckily, and as always, the John Madden manual accompanying the game is highly informative making your game reasonably easy, so I'll leave all the explaining to the expert.

The basics of the game, however, are quite easy to grasp. The teams comprise of offensive and defensive sides and the team with possession of the ball must try to gain field yardage, ultimately reaching the opponent's end zone for a touchdown. The offensive team have four attempts to gain ten yards, and if they achieve this yardage then they have another four attempts to gain ten yards and so on.

Redskins

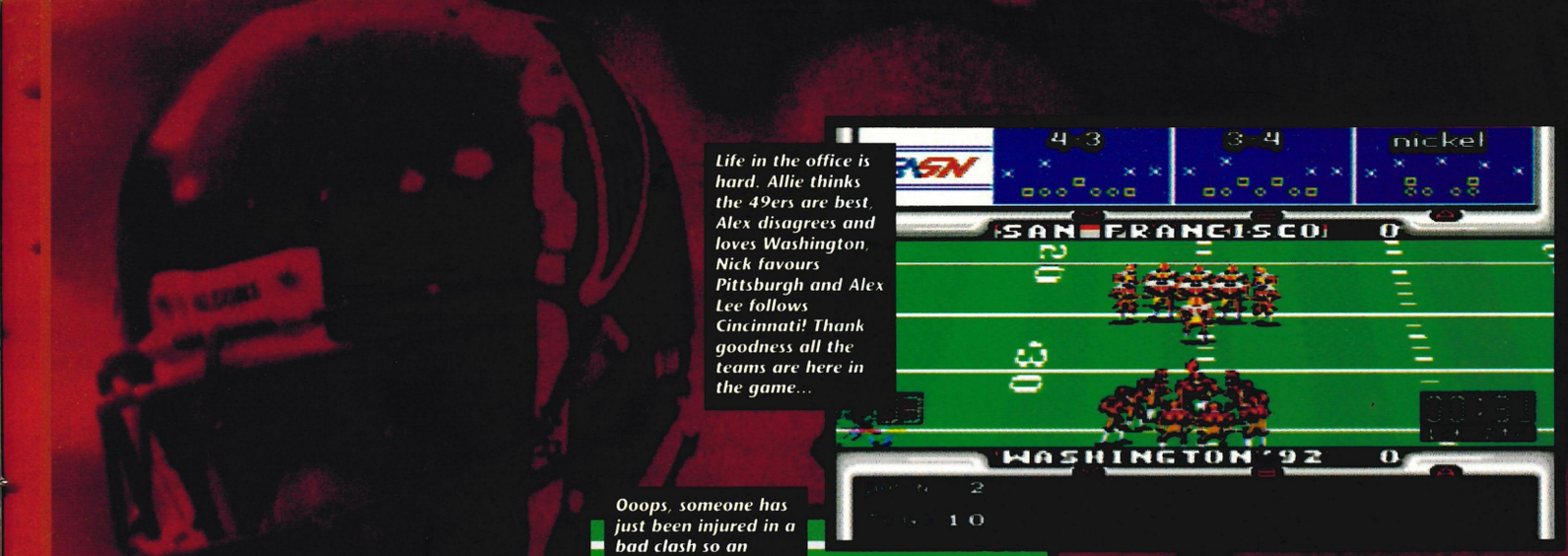
If the offensive team fail to gain their yardage within the four attempts, possession of the ball goes to the other team and the action heads back down the other end of the pitch.

Six points are gained for a touchdown and an extra point is awarded for a goal kick, so if the action is harsh a high scoring game is a distinct possibility.

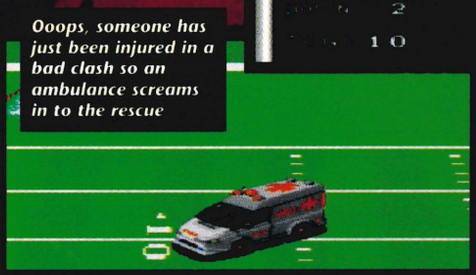
There are many more rules underlying these basics and John Madden '93 has tried to capture the more advanced side of

ALEXPLAINS

John Madden '93 is a vast improvement over the original, but still lacks that certain something that made the Mega Drive version special. It's simple to play, providing you know the rules of American football, and includes a wide array of options. The team roster is huge, with all the NFL teams as well as a few special line-ups. Unfortunately, as with the real thing, constant stoppages make play tedious. A competent American footie simulation, but one best left for the fan.



Life in the office is hard. Allie thinks the 49ers are best, Alex disagrees and loves Washington, Nick favours Pittsburgh and Alex Lee follows Cincinnati! Thank goodness all the teams are here in the game...



Ooops, someone has just been injured in a bad clash so an ambulance screams in to the rescue

EN'93 LL

the game. The few other US Football sims on the market fail to have varied options, as usually it is very much a case of choose a team and play. This is not so with Madden '93.

There are seven game modes from which to choose here. The Regular and Pre-Season modes simply decide whether the Play Clock is enforced or not, New Play-offs and Cont Play-offs allow tournament play and Sudden Death is a quick game where the first team to score wins the game.

49ers

Finally, New All Time Greats and Cont All Time Greats again allow for tournament play but with the best make-up of each team. The stats and skills of the top NFL teams have been evaluated and gathered to show each team at its peak performance, such as Washington '92, San Francisco '84, New York '86 and Chicago '85, with each year corresponding to their respective Super Bowl wins.

Bengals

With a team and game mode chosen you are ready to play ball. Accompanied by clear digitized speech you embark on an exciting game of strategy and severe action. Before each play of the ball, or down as it's known in the game, both the offensive and defence teams must choose a strategy formation.

Three options of both offence and defence formations are shown at the top and bottom of the screen before a down is to be played. Madden himself makes a suggestion of appropriate strategy depending on your situation and this is indicated in box B, however, you can select your own strategy by flicking through the options.

When playing defence only one of the players is in your control. you can change which man you control by pressing button B and, when the ball is in play, pressing button B again will automatically select the player nearest to the ball. The computer controls the other players on your team and moves them according to your defensive formation chosen earlier.

Offensive play is slightly trickier. You can select either a running or throwing formation, and a diagram illustrates which players will run where or who will throw to whom. A small letter under each throwing position on the diagram corresponds to the buttons on the control pad. For example, a throwing move will have an A, B and Y on the diagram and pressing either of these buttons will result in the quarterback throwing to that position.

Steelers

Once you've got the hang of all the rules and the formation of play then you're really rocking. The controls are very easy, and although the moves may sound complicated the gameplay is really very fluid, and the manual is informative and extremely useful. A few hours playing this and you'll be ready to play in the Super bowl for real...

Allie

SUMMARY

By far the best American Football sim to surface on the SNES. It is fast, has smooth scrolling, nice presentation, clear graphics and intense gameplay. The manual is very helpful and the variation of options and different game modes prolongs longevity. The only thing that lets it down is the complicated offensive and defensive moves, if patience is not one of your strong points then you could very easily give up with this product all too quickly. Where this complicated gameplay adds to the action and realism it is also quite monotonous if you just want to play ball.

CONTROL PANEL

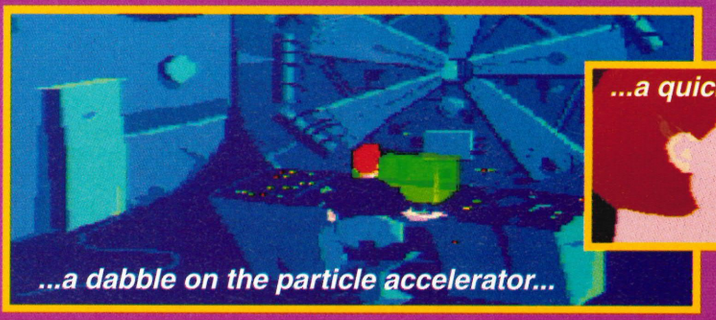
ACOUSTICS	6/10
VISUALS	15/20
IMMEDIACY	9/20
LONGEVITY	16/20
ENTERTAINMENT	22/30
FINAL ANALYSIS	**68%**

Slick animation, tough puzzles, nasty problems, plenty of action to keep you on your toes and lots of purple, and I mean lots of purple. That's the best way to describe Another World, a game that plays like a cinematic action movie brought to life on the SNES.


A dash to the lab in the Ferrari...


...all seems quiet and in order...

Worlds Away


...a dabble on the particle accelerator...


...a quick glass of pop...

ANOTH WOR

HER RLD

Interplay

Returning to the lab late one night, physicist Lester Chaykin sets into motion the chain of events that will catapault him into the horrors of a savage and hostile alien world. A freak thunderstorm and an odd glass of lemonade help him bid farewell to this plane of existence...



...and it's 'goodnight from me!'



These alien beings are crudely portrayed throughout the game as laser blasting brutes. Here we see the other, more tranquil, side of their existence

Way back when the Super Famicom was only available in Japan, ST and Amiga owners were offered a game that was unlike any they had seen before. It featured a cinema film like storyline, with plenty of action, polygonal shapes for the fluid animation and a slight linear style.

This game was Another World, developed by Eric Chahi of the French development house, Delphine, whose graphic adventure games are all worthy of note although this in particular stunned the pants off most players.

Even we at Control look back at the time with nostalgia. Now it's been brought to life on the SNES, with additional elements and increased speed.

Just Another Day

Another World concerns the story of Lester Knight Chaykin, a physicist dabbling in the world of nuclear acceleration. You are offered a brief tale of what happened to Lester by a spectacular introductory animation.

This is rather smart, and slickly depicts young Lester skidding to a halt in his Ferrari, going down a lift, entering the lab, dabbling on a fancy peanut computer, drinking his pop and actually disappearing into another world.

He appears suddenly, sitting at his desk, submerged in a pool in a far and distant land. Quick reactions are called for immediately as horrid tentacles reach out to grab you under – for you are Lester.

So you arrive at the surface in a bizarre landscape and it's hardly a pleasant place. Just having a wander round you meet large black slugs. Unfortunately, you can't squish them as they rise up and out pops a poison-soaked bone claw.

Dead Lester

Once bitten you're a gonner but you can avoid them by kicking them from a distance or leaping over them.

Then you'll come across a massive cat-like creature who you have to run from like billy-oh, act like Tarzan and then get zapped by creatures who don't know the meaning of peace.

CONT.

ALLIEVALUATES

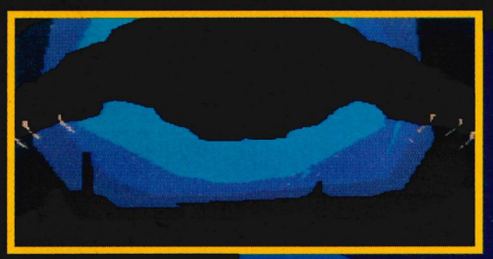
This was impressive when it first appeared on the ST and Amiga, but the SNES version has lost its impact. If, by any chance you have an ST or Amiga version then you will feel let down by the lack of changes as only one new section is included. The controls are smooth, the graphics are identical to former versions and the gameplay is still impressive. I finished this in two days on the ST – I finished the SNES version in under two hours. Lastability? I don't think so.



Stranger In A Strange Land

REVIEW CONTROL

ANOTHER WORLD



Fail miserably early on and you get turned into a rather tasty afternoon snack for this big, black beast. You can try again without being made into a jumbo sarnie

CONT. That's just in the first five screens! There is no side tracking away from certain actions throughout the game. You have to complete sections in a roundabout set order – there's no going back to places later. It's all now or never.

You will awake from your laser induced slumber to find yourself trapped in a cage above an abyss with an ugly, deformed bloke who from here on in will be known as Potatohead. Here's your first real chance to test out your gaming skills.

Rockin' All Over The Cage

Rocking the cage you can make it collapse on the guard, rescuing yourself and potatohead in the process, and the mad rush begins. Not forgetting to pick up the gun the guard left, you have to dash past

Planning aforethought is darned useful. Shooting a chandelier above this screen at the right time and Bingo! It clobbers his lights out



ALEXPLAINS

Slick presentation makes Another World a visually and sonically outstanding game. The sprites are somewhat simplistic but the awesome animation more than compensates for the lack of detail. Initially tough, the game becomes easier with a little thought – you'll need more than a quick trigger finger to complete this one. With the aid of the password system you'll probably complete Another World within a couple of days – if it's challenge you want, try another game.

the prison cells blasting the horrid creatures trying to turn you into a large pile of ash.

Old Potatohead has a heart of gold thanks to you rescuing him, and he will help you on your journey throughout the game as you guide Lester through tunnels, caverns, underwater, over canyons and even in a tank.

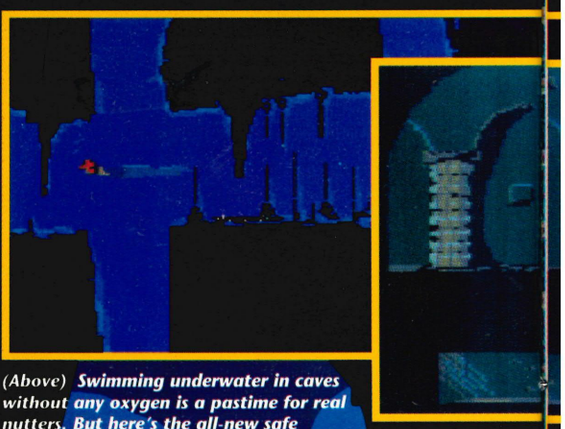
What's The Password?

This mutual understanding is vital, especially in a game where one wrong turn or cock-up will set you back to the beginning of the stage. Thankfully, Another World is split into fourteen areas each designated by an easy password system.

Without a doubt, Another World is tough initially but once you've sussed out what to do, it's a case of being as accurate

SUMMARY

This is a great game with added extras to the original. There's excellent animation that defies reason, although the polygonal graphic quality of detail is rather sparse. The music soundtrack is exceptional, even for the SNES's standards as it sweeps you away into the atmosphere. However, the game is quite linear in style and will leave you querying your motives as you die again and again. Yet success is heart warming once you've sussed out the solutions and I guarantee you'll have a good time working them out. Another World – a future SNES classic.



(Above) Swimming underwater in caves without any oxygen is a pastime for real nutters. But here's the all-new safe method, and it won't wet your feet

(Above right) Keeping the enemy aliens at bay is a bit of a problem, but at least Mr. Potatohead is preparing to help you from beneath the floorboards

(Right) Lester may be as intelligent, but he's got no common sense. Who in their right mind would blast a rock underground holding back tons of water?

as you can control the joypad. If you've completed the Amiga or ST version, completing the SNES version is like riding a bike – once done, never forgotten. However, actual success is tough even when you know what is expected, because sometimes you can't pull it off due to falling rocks or a badly timed laser blast.

However, the SNES version has extras that weren't included on the original computer versions. Extra rooms, nastier nasties and additional fiends all make up for enhanced gameplay.

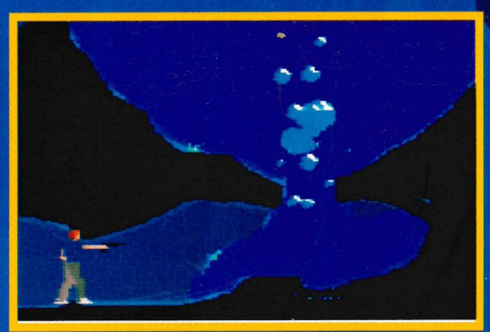
Another Pretty Face

Another World is so darned pretty, it's more like a cinematic movie with action elements, consisting of slick animation and linear style. It's tough and tricky in places, and has some of the most sweeping atmospheric music and sound effects I've heard on the SNES. Almost as nail biting as some of the classier PC stuff, and a damned sight faster. It's a game that has to be experienced because it's like no other, and will drag you into it as quickly as the opening screen's tentacles. Another World suceeds in bringing a dour looking game to life with stupendous and engrossing results.

Nick







CONTROL PANEL

ACOUSTICS	8/10
VISUALS	16/20
IMMEDIACY	15/20
LONGEVITY	14/20
ENTERTAINMENT	26/30
FINAL ANALYSIS	79%

Meet Mr Potatohead!

(Right) You wake up with a dizzy head, a sore throat and an ugly apparition in front of you. Here's your first impression of what Control calls Mr. Potatohead







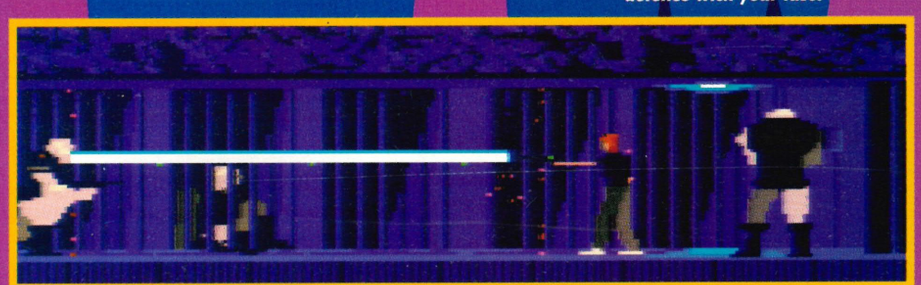
(Above) Bless him. Here he is in an all new part of the game, and he distracts the guards' attentions as you make a dash around the back of the building

(RIght) In the cage with Potatohead. It's times like this you wish you had cancelled the milk



(Left) He's so helpful, he'll even chuck you from one rooftop to another! What are friends for?

(Below) After saving Potatohead in the cage, it's his turn to help you by unlocking the prison doors – while you put up a stiff defence with your laser



Another Fine Mess!



REVIEW CONTROL

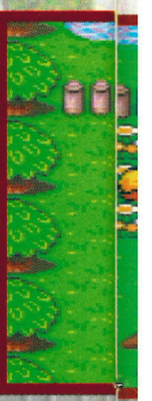
IMPORT

SUPPLIED BY MEGACOM





The world in which Final Fantasy Mystic Quest takes place is comprised of 29 locations. Although this may sound very little, each area is huge and will take hours to explore







Combat takes place between your party and a maximum of three monsters. Choosing to attack or run, you can engage the enemy with your sword or use magic. Alternatively, use one of the many items you carry in your backpack to heal your wounds



Your backpack is where you stash all your goodies. Equipped the mega bombs, you also carry the knight's sword as well as an assortment of other daggers and blades. Your team-mate's valuables also appear on the inventory, although you're not allowed to tamper with them!

Adventurer wanted: apply within. Must be proficient with a sword and skilled in the art of battle magic. Previous experience not essential, although enthusiasm is vital! Square Soft present their role-playing game for the beginner, Final Fantasy Mystic Quest.

FINAL FANTASY MYS QU

Role-playing games are always given a hard time. Often slated and accused of being boring, RPGs are for the thinking man. Fast reflexes are not vital, but patience and lateral thinking is essential. Mystic Quest is the latest in the best-selling Final Fantasy series, and is therefore similar in many ways to the previous adventures.

The Mission

Mainly viewed from above, you control a single character whose task it is to rescue the world. A tremendous force of evil is at work, changing the once-plush green land of the Earth into a frozen wasteland. Only by recovering the four crystals of the Earth can you restore the balance.

Your character, customised to suit your own desires before the game begins, starts armed only with a steel sword and a handful of courage. From the information gained by



Your quest is to lift the land from the curse of evil. Without a single crystal, the town of Foresta is drab and lifeless... However, collect the fire and ice crystals and the place will bloom. Rivers will start to flow once more, and the grass will become green and flowers will grow

idly chatting with the locals, you'll soon realise that the immediate source of evil is coming from the Bone Dungeon, positioned north of your starting place.

During your quest, you will be joined by a variety of other characters. Controlled either by the computer or manually, they will aid you in battle, but will leave your party when they have accomplished their mission, which is usually collecting treasure or helping a friend.

The game reads like a storybook, spoon-feeding you with information where and when you need it. Each time you uncover new instructions, follow them to the word and you'll breeze through the game.

This Island Earth

Protecting each one of the Earth crystals is a truly fearsome guardian – more powerful than the foulest demon imaginable. The gargantuan monster is best challenged with magic, as a sword of steel will only cause minimal damage. Before you can cast spells, you must first learn them. The learning process is simple – just find the spell book that contains the magic chant.

Spizz Energy

However, you will need the power to cast the magic and initially, you will only have enough to cast a maximum of four or five spells. As your character's skills increase, so do your magic points. Once you have used all your mana, the only way the restore your energy is by eating the seeds bought or found from one of the 29 locations found in the world of Mystic Quest.

Equipped with three save slots, each time you lose a battle you are offered the chance to take a few steps back in time and try again. There is one small catch though, as any magic points your party used in the previous battle will be lost, and only restoring a save will recover the mana.

Alex

SUMMARY

Final Fantasy Mystic Quest is the perfect role-playing game for beginners to the genre, yet is also an enjoyable game for the hardened adventurer. RPGs are certainly an acquired taste and therefore Mystic Quest will not appeal to everybody, but the latest Final Fantasy adventure is, without doubt, one of the best in the genre, nearly equalling Nintendo's own Zelda. Presentation is more than adequate, and as the game is aimed at the beginner, the control system is naturally very easy. A challenge and definitely an essential RPG purchase.

CONTROL PANEL

ACOUSTICS	4/10
VISUALS	13/20
IMMEDIACY	14/20
LONGEVITY	16/20
ENTERTAINMENT	24/30
FINAL ANALYSIS	71%

NICK STICKS HIS OAR IN

Graphically, this is adequate, and the sounds aren't bad, but despite finding the game enjoyable at times, it's also rather tedious. The game consists of walking around, solving puzzles and giving innocent creatures a good bashing. This battling away against the monsters soon collapsed into a typical yawno affair. If that's your cup of tea, then fine. A cut above the average role playing game.



REVIEW

CONTROL

IMPORT

SUPPLIED BY MEGACOM

It's all out war in this, a desperate struggle for survival against an evil autocratic barbarian. Hack 'n' slash action through a fantasy bubblegum land filled with gooks, geeks, and goblins! It gets weirder...





Giant sized insects prove to be a major headache on some of the earlier levels. Homing in on you they steal your gems!



At some points during the game you can participate in a shoot-out section, firing cannon into the screen at various enemies



ALEXPLAINS

The storyline contained within the manual held promises of an adventuresque game, something requiring a little thinking. In reality though Skuljagger is nothing more than an average platform game and although you can pick up a few hints from reading the novella the challenge could easily be completed without it. Overall a disappointing product that is best avoided.

SKÜLJA



The bosses are situated in every level's fourth section. Some are easier to kill than the others but I won't tell you which ones!





Usually, at this point of a review it is sometimes nice to have a little bit of storyline but I think I'll skip it this time. When there is an 80 page story book accompanying the game it would be unfair to try and cram that much info into a one paragraph nutshell!

Let us just say that you're playing the hero, Storm Jaxon, and you are on a mission to free your country of Westican from the cruel clutches of the evil Skuljagger. With the help of a magic piece of bubblegum and Skuljagger's powerful magic sword you must overthrow his tyranny once and for all.

With gameplay and graphics initially appearing very similar to Hook, one naturally assumes that this is nothing more than an inferior rip-off. In a way it is not unfair to make such a statement, as the game unfolds similarities are obviously clear.

Megadeth

The game presentation is not as pleasing as Hook however – neither are the graphics for that matter. Where Hook utilises the SNES's colour palette to it's fullest potential the graphics within Skuljagger are a little blocky, and the animation used on the sprites is not as fluid either.

Constantly comparing Skuljagger to Hook could be deemed as cruel, but when the game structure is so close it is by far the obvious choice for comparison. The



game nicely scrolls horizontally as you jump from precarious platform to an even dodgier one and the game predictably unfolds with blazing fervour.

Gameplay is simple, seeing you wander from point A to point B without an over exaggerated display of enemy activity whilst swinging your throbbing magical sword from left to right.

As always the enemy faction is mind-numbingly dumb allowing for swift and easy disposal of their highly inanimated forms, the bosses found at the end of each level are however, a little more of a threat.

Helloween

The art of survival is in little red and green gems that appear all over the place, the more precarious and hazardous a platform the more gems are found. These gems are your life line, without them you are vulnerable to the forces of evil and realistically speaking, a dead man.

Gems act as armour. When contact is made with an enemy your supply of red gems is taken away, if no red gems have been collected when contact is made again your green gems are taken also. If another contact is made before any gems can be found you die, simple as that.

This system, although challenging the rules of conformity is also pretty tiresome, frustrating and downright annoying. Whereas in a normal platform game should you lose a life you start again with a replenished energy supply, here when you are reincarnated it is done without giving you at least one gem. Because of this hiccup, you could magically reappear amongst a hoard of swarming enemies without the slightest chance of survival, hence you die... again!

Metallica

To add a little bit more spice, secret levels can be entered into through a simple hack 'n' slash motion in certain parts of the levels. The discovery of such sub-sections is pretty much down to luck but a careful study of the accompanying storyline does reveal some very important clues to the portal's whereabouts.

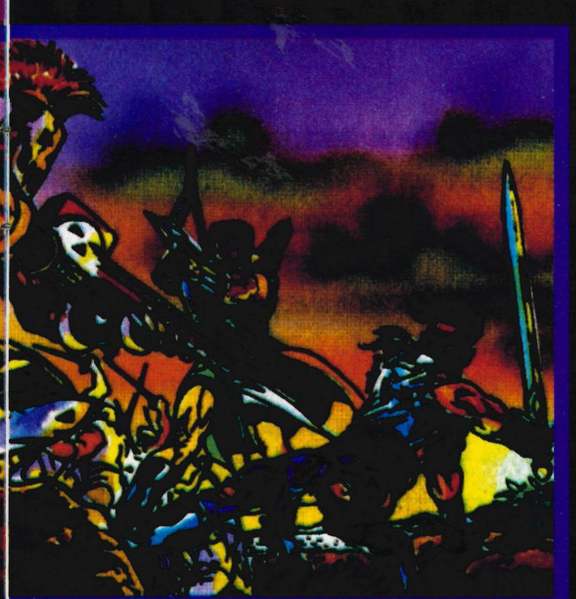
These sub-sections present on a huge gleaming silver platter the chance to really boost up your gem collection, these sections are in fact huge treasure caverns just waiting to be looted.

Unfortunately you return to the same position in the previous level when you exit the gem stores, it would have been far more impressive if you could jump to the next level – a bit of a predictable situation.

Allie

AGGER

ASC



SUMMARY

Skuljagger is a platform action adventure romp with 21 sections and over 50 hidden sub-sections. Admitedly the game is quite extensive, but it also quite dull, no, it's monotonous! The passcode system takes the challenge out of the game, making it easy to storm through the levels without real difficulty. The two player action is also quite dull with the action alternating and not running simultaneously, however the music is fairly impressive. No real challenge is offered and there is no incentive to drive your gameplay forever onwards. Only average fun.

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	13/20
IMMEDIACY	14/20
LONGEVITY	9/20
ENTERTAINMENT	17/30
FINAL ANALYSIS	**60%**

REVIEW CONTROL

IMPORT

SUPPLIED BY MEGACOM

DAVID CRANE'S AMAZING

Absolute En

Ace programming guru David Crane introduces you to the world of Amazing Tennis, his surprisingly realistic simulation of the popular sport where a SNES joypad can serve condiderably faster than any expensive graphite tennis racket!



According to the Concise Oxford English Dictionary, Tennis is a game 'in which two or four players strike a ball with rackets over a net stretched across a court'.

Very true, although the game is a little more complex than the above description. The court is divided into two halves, with additional 'tram lines' marked down each side to provide a larger court for the doubles game.

The winner is the first to two sets for a ladies match, three for the men's game. To win a single set you must win six games, with at least a two game advantage over your opponent. A game is won by scoring four points, either by hitting the ball so your opponent cannot reach it or making the other player hit the ball out of the court.

Those are the basic rules of playing the game; rules that Amazing Tennis adheres very closely to.

First Service

However, Absolute's simulation is a game that only includes the singles match, with the doubles option being sadly left out. Amazing Tennis opts for a viewpoint just behind one of the players, while the opposing competitor stands in the distance, on the far service line.

The players swap ends after every two games, thus giving each competitor the bonus of serving in the foreground.

The game features two types of game; exhibition or tournament. An exhibition game is played against one of the fifteen



The hardest shot to return is the overhead smash, played by the opponent when you lob a ball. Combined with swerve into the corner of the court, the smash is virtually guaranteed to win you the point

(Left) The tournament is set over four matches, a minimum of 48 games even if you win every single one! Initially you'll compete against the lower seeds, although the better players will appear during the finals

COURT OUT!

1. *HARD COURT: Hard courts do not affect the ball's speed or bounce in any way, so are therefore the easiest to play on*
2. *GRASS: The ball doesn't bounce very high on a grass court, and will fly low and fast over the net. Time your swing early to strike the ball*
3. *CLAY: The soft surface of a clay court means the ball travels slowly and also bounces high. Delay your swing when playing on a clay court*



NICK STICKS HIS OAR IN

Amazing tennis smacks of quality. Unfortunately, this is only really applicable to the graphics department as the gameplay lacks in a massive style. The players are adequately depicted and animated but playing the darned thing is irritating as heck, especially when your sprite is positined on the opposite side of the court. If I was given the choice, I would go for something super rather than amazing any time.







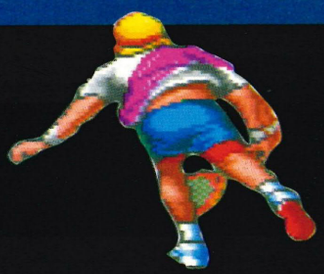
1

2



3

TENNIS



ntertainment

computer players, or alternatively another human opponent. The tournament consists of four matches, making a total of 48 games even if you win every single one. Hard, grass and clay courts are all featured in the game, each affecting the speed and trajectory of the ball in different ways.

Your player can be either left or right handed, apparently it is best if you pick the hand that matches your real-life preference.

Amazing Tennis includes a variety of shots for the player to execute, such as the lob, topspin ball, slice and the overhead smash. There are also two types of serve; the fast ball for the first serve, or a slower, soft shot for the second service.

Chalk Dust

Using the control pad, you can swerve your shot to the left or right, either when serving or through a rally.

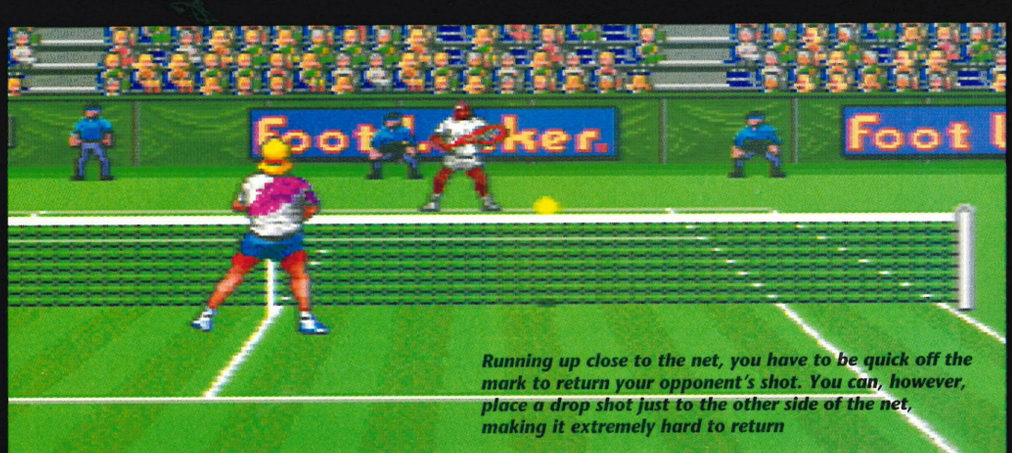


The lob is the best shot to play against a competitor who's close to the net. Chip it over his head and just inside the baseline

The amount of spin occurring depends on your position in relation to that of the ball, and also how long you hold down the direction pad.

Remember, the umpire's and line judges' decisions are always right (*unlike in real life situations – J. McEnroe*), so don't you bother screaming that the ball was in because you reckon there's chalk dust flying up!

Alex



Running up close to the net, you have to be quick off the mark to return your opponent's shot. You can, however, place a drop shot just to the other side of the net, making it extremely hard to return

SUMMARY

When placed in direct comparison to the unsurpassed Super Tennis, Amazing Tennis has very little going for it. Graphically the latter is leaps and bounds ahead of Super Tennis, but the so-called more realistic viewpoint actually makes the game much harder to play, especially if you are serving the ball from the far end of the court. The huge, well-animated sprites often block the sight of the ball, leaving the poor player at the top swinging his racket like hell, in the vague hope of striking the ball. Overall, David Crane's Tennis is good, but it's hardly amazing.

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	15/20
IMMEDIACY	12/20
LONGEVITY	14/20
ENTERTAINMENT	19/30
FINAL ANALYSIS	66%

Desert Strike: Return to the Gulf is a topical action game loosely based on the Middle East crisis of last year. With Saddam safely under lock and key, yet another madman rises from the smoking debris to wreak havoc across Iraq.





Your are equipped with three AH-64 Apache assault helicopters, these being protected with 600 points of steel armour

1 *Easing back on the joypad, you raise the chopper gently off the frigate's landing pad. Your weapons are disarmed to avoid accidents but all systems engage upon entering enemy territory*

DESERT

RETURN TO THE GULF



2 *The map details the location of the five mission waypoints, plus the location of extra ammo supplies, fuel top-ups and enemy ground forces*



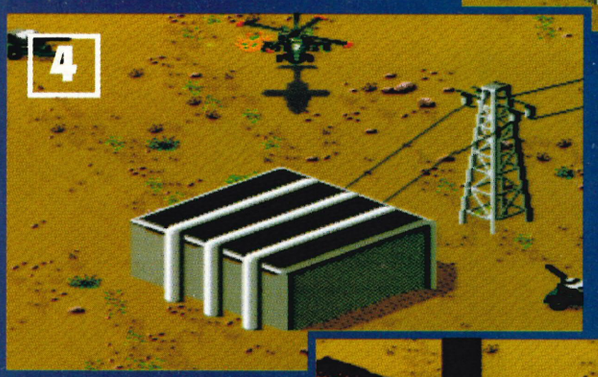
3 *The first objective is to locate and destroy the two radar stations. Heavily protected by anti-aircraft guns*

Converted from the Mega Drive original, Desert Strike is an action-packed shoot'em-up set in the midst of the Gulf War. A pilot of a lone AH-64 Apache helicopter, your mission is simple – to foil the plans of the madman by successfully completing a series of 27 missions divided into four campaigns.

The mission is one of air superiority. Firstly, locate and destroy the two radar stations situated on the coastline, then head into enemy territory to disable the power station.

I've got the Power

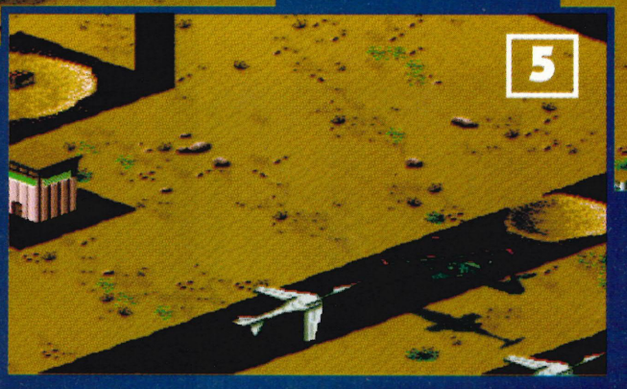
A map details the location of your objectives, as well as pinpointing fuel, extra ammunition and enemy armoured vehicles. Without power, the enemy is virtually useless.



4 *Without radar, the enemy will have trouble tracking your helicopter. To cripple their forces even more, fly to the north-east and destroy the power plant*

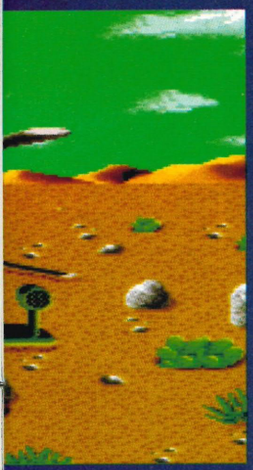
6 *The penultimate mission is to attack the enemy headquarters and capture the commanders that will flee from the smoking ruins. These will provide valuable information as to the whereabouts of the missing secret agents*

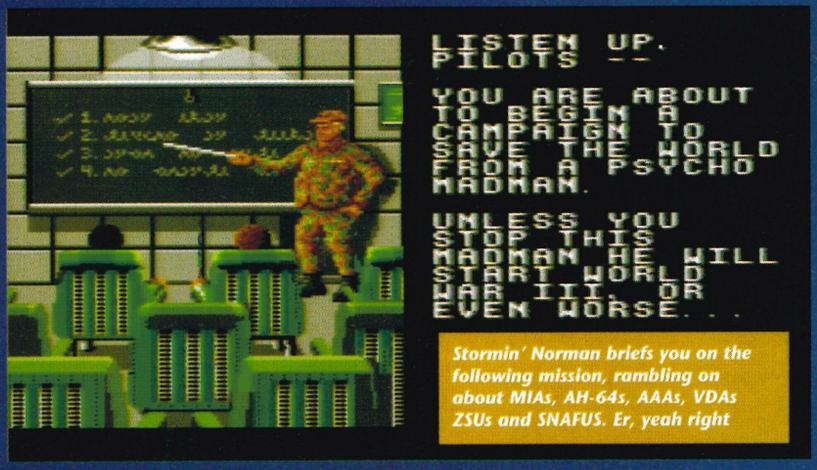




5 *Before the enemy has time to scramble jet fighters, the airfields must be attacked. Watch out for the guided missiles and the commanders that attack from inside the buildings*

7 *The entrance to the hideout is covered by a building, so firstly nuke the house. Your co-pilot will then run into the hideout, leaving you to fight off the enemy on your own for a while. Seconds later, pick them up and return to the frigate*





Stormin' Norman briefs you on the following mission, rambling on about MIAs, AH-64s, AAAs, VDAs ZSUs and SNAFUS. Er, yeah right

T STRIKE

Electronic Arts

Attack the airfields to stop the madman scrambling any fighters, then head for the sector HQ to take the enemy commander captive. You'll gain information as to the whereabouts of the missing secret agent from the hostage, allowing you to pick up the MIA agent before returning to your frigate. Your helicopter can carry a maximum of six troops. If you already have a full load, simply fly to your nearest base (probably the landing craft found on the beach) and land. You'll drop off all MIAs, and also restore precious armour points for each trooped dropped off.

Who Goes There?

You have three lives with which to complete your task – not a lot considering the size of the army you must face. There is a password system that allows you to continue your battle where you left off.

Armed and armoured to the teeth, the Apache is a fast-flying and powerful attack helicopter that can sustain a number of hits before plummeting to the ground. Six hundred armour points protect the chopper, so over ten direct missile hits can be taken!

The main armament is the guided missile, of which you have eight. Thirty-eight unguided Hydra rockets provide back-up weaponry, the 1000 rounds of chain gun ammo being perfect for mincing up enemy soldiers. Ammunition and fuel supplies are limited, and only by flying over the top-ups will you manage to stay in the air.

Simply hover above the supplies (ammo crates for weapons, oil drums for fuel) and a winch will wind down so you can pick up the bonus and drag it back to your copter.

The same applies when you try to pick up friendly troops, although a rope ladder is dropped rather than a hook!

Blackfoot, Pawnee

The movement of the AH-64 is in your hands, but you must also fire the weapons, lower the winch and drop the rope ladder. There are several control methods for the Apache, although you'll probably find the momentum control easiest. Your accuracy and speed depends on your co-pilot, of which you have a choice of five.

Each has their own strengths and weaknesses, with some co-pilots cracking under the pressure of battle. They're rated for their accuracy and winch technique, as both of these are vital. The stronger pilots are missing in action, so you'll have to pick them up on the first mission to use them on the latter tasks.

Alex



ALLIEVALUATES

A winner on the Mega Drive, it was inevitable that this strategy shoot'em-up would surface on the SNES – and thank the heavens that it has! Although I am not a fan of shoot'em-ups I took to this immediately; you could say I was enthralled. The graphics are simple, in fact they're very similar to the Mega Drive version, but the sound is better – that's not to mention the riveting gameplay. Action, action and more action – I'm not going to stop until I get to the end...

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	15/20
IMMEDIACY	13/20
LONGEVITY	16/20
ENTERTAINMENT	23/30
FINAL ANALYSIS	74%



X-MAN IS GREAT ON MISSIONS WITH LITTLE HOSTILE FIRE NO ONE IS BETTER WITH THE WINCH. BUT HIS MARKSMANSHIP LEAVES SOMETHING TO BE DESIRED

SUMMARY

Desert Strike is raw action – a thrill a-minute shoot'em-up that any gamer will relate to. Rather than blasting alien scum from Klod, you actually gun down little Iraqis and nuke their buildings. Okay, it sounds violent but hey, you can't say the game is no fun! Presentation is generally good, with the highlight being the realistic animation on the Apache. There's a tough challenge ahead, too. Even with the passwords, Desert Strike is by no means an easy game. The 27 missions ensure longevity, yet the fast-paced action makes the game easily accessible.

REVIEW CONTROL

IMPORT

SUPPLIED BY KRAZY KONSOLES

Challenging the might of PGA Tour Golf, The Irem Skins Game makes better use of the SNES's capabilities. With a little rotation, some scaling and pretty gripping gameplay this proves to be not too bad a game!



Before you undertake a new tee you are presented with a map showing extremely roughly where the major hazards lie. It is not wise to take these diagrams for granted!

(Right) A quick chip on to the green is all that is called for here so remember to lower the power of your shot or you will drastically and embarrassingly overshoot

THE IREM SKINS GAME

With Electronic Arts' PGA Tour Golf still screaming for attention like a newborn child, the best Golf sim to date, we can quite rightly wonder if another Golf simulation is really what the SNES games market needs.

Yes, The Irem Skins Game has a better design, better utilisation of the SNES and generally better gameplay but will this count when PGA Tour is already an established and well-praised product?

Nick Faldo

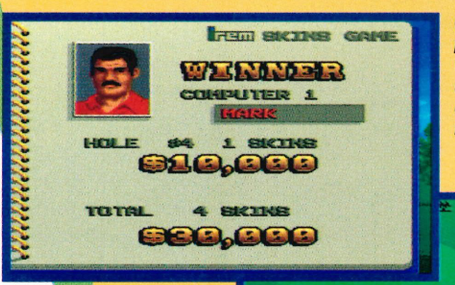
Golf sims are hardly inflicted with the mass hysteria suffered by games such as Mario Kart and Streetfighter II, and their releases are met with little fervour but fans of these sims do exist. We are not being unkind merely factual, but is the SNES market ready to incorporate a new arrival of this sort? Is there the demand?

Ours is not to reason why! We're just here to give you the facts and by all means we shall oblige with the greatest of pleasure. Firstly,

Irem



Taking a shot over water is tricky. Get your timing wrong and in you plop. it really is hard to judge just how wide the watery expanse is!



(Left) In Skins Mode the first player to complete a hole wins a cash prize, not alot of use really when you think about it. Now if it was real money....



(Right) Here, on the putting green you can see the overhead map outlining all the dips and mounds found on the green







(Above) Trees, no matter how close or far they appear to be from you you'll undoubtedly hit one of them if you don't go for the spin ball

(Above right) Missing the ball when taking a shot constitutes a foul, so one shot is added to your progress

(Right) You have four players to choose from each with varying skills and statistics. The all-round player is by far the most sensible choice

SUMMARY

Initially the Irem Skins Game is very impressive. The graphics are obviously taken from the arcade coin-op of the same name and the use of digitised speech and clear sound effects simply strengthen its punch. However, a more concerted effort to enhance the gameplay and the longevity would have lifted this game into the 'Exceptional Sports Sim' category rather than it being just average. The lack of difficulty and real challenge lets this product down. Yes, it's good but I would go for PGA Tour Golf if I really had to choose between the two.

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	16/20
IMMEDIACY	15/20
LONGEVITY	11/20
ENTERTAINMENT	19/30
FINAL ANALYSIS	**67%**

NICK STICKS HIS OAR IN

To be perfectly frank, there really isn't that much going for Irem Skins Golf, except as a good laugh once in a while, and something to impress a technophobic uncle who has a penchant for golf. It looks pleasant, it plays good and I suppose it means well, but only one course? That's almost worthy of a crap game alert! A wider selection of fairways, rough and greens would not have gone amiss, but it's a competent golf simulation nevertheless.



you're probably all wondering what the hell is a 'Skins Game', good question! The main game mode incorporated within this game is the facility to play for money prizes, or 'Skins', against human or computer controlled opponents. The first player to gain a hole wins the jackpot each time, sometimes $20,000!

Naturally, there are standard games of golf included such as the Tournament Mode, Match Play and Stroke Play for the more traditional golf fanatics, however the variation between these modes is extremely minimal. Golf is golf and there's no two ways about it!

Bernhard Langer

The redeeming and probably the most impressive feature of this golf product is the quality of graphics found both on and off the course. Originating from a very classy coin-op, this conversion has maintained the high standards found within it's arcade counterpart. This also applies to the gameplay but we'll come to that in a minute. Bright, colourful and detailed graphics are the order of the day. All backgrounds have been drawn with care and the use of the SNES's scaling facility on the menu and option screens creates an aura of development attentiveness – it often happens that developers fail to take advantage of the SNES wonder machine.

On the course you can clearly see the arcade influences surfacing; the careful animation in the main sprite, the impressive use of rotation and parallax scrolling and the mass use of colour. A main gripe however, is the difficulty in identifying the fairway when taking a shot, the use of a different shade of green to illustrate the fairway's whereabouts would have been a much appreciated feature.

Sevvy Ballesteros

Game wise this is a nifty bit of programming. The controls are easy to use, the update between actions is quick and the various skill gauges are highly responsive. No matter if you are a total novice and an undisputed pro you'll manage to putt a par on virtually your first go.

Before a shot is taken you can first change your aim direction, preferably to keep the ball on the fairway (hitting the ball Out Of Bounds constitutes a foul shot), select a different club to that of the default choice, alter your stance and the power of your shot. Then, when satisfied with your positioning you finally decide on the amount of spin or curve on your ball using the power bar on the left hand side of the screen. Stopping the cursor within the green area allows your player to hit his ball off into the wide blue yonder! On the green things change slightly with a ray-traced diagram of the green viewed from above being your only reference. You can alter the trajectory of the ball to compensate for any mounds or dips in the green and also the power of your shot but apart from that, the hole's as good as yours. This simplicity is the game's main downfall.



After one hole you find yourself sitting pretty at number five on the Tournament Leader Board but where will you be after 18 holes? That is the question!

Sandy Lyle

Despite the high enjoyment created from the ease of play, you are also left feeling a little bit disgruntled at the lack of challenge. Admittedly, it takes a while getting used to the different player abilities (you have four to choose from) and the various clubs but with a default choice of club in each new situation it is very easy to muddle through... and succeed! If various difficulty levels and more courses had been introduced then this would be the definitive golf game, but it's impressive graphics and use of Mode 7 will not see it through – PGA Tour Golf remains on top of the golfing sim podium simply because it has far superior gameplay.

Allie

REVIEW CONTROL

IMPORT

SUPPLIED BY MEGACOM

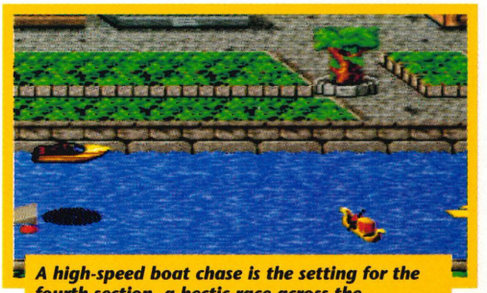
T.HQ

JAMES B

Sean Connery and Roger Moore have more in common than just grey hair and huge bank balances – they have both played the part of Ian Fleming's James Bond, Secret Agent 007. Now there's a new spy on the loose, Bond's son. Throw out the Walther PPK and designer suit, James Bond Jr wears a pair of Levi's and carries explosive Coke cans!

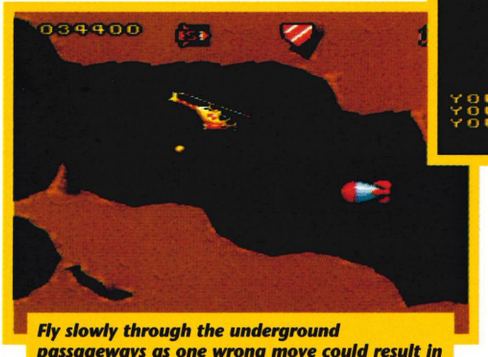
NICK STICKS HIS OAR IN

James Bond Junior does have it's moments, but unfortunately that's all they are. Just fleeting glimpses in a vast morass of direness. The beat'em-up stages are, to be extremely generous, average and the shooty stages that involve a boat, helicopter and plane are tragically dull. A very mediocre product, and very poor show for the Super Nintendo Entertainment System.



A high-speed boat chase is the setting for the fourth section, a hectic race across the waterways of Venice. Leap over obstacles using the ramps, but don't forget to collect the aerofoil to increase the speed of your boat





Fly slowly through the underground passageways as one wrong move could result in death. Destroy the bombs with your cannons, otherwise they'll take out your chopper

James Bond Jr. is based around the American cartoon of the same name, following the young agent's attempts to catch the foul SCUM lords. In this seven level platform romp-cum-shoot'em-up, you, as James, will have to chase Dr. Derange across the globe, seeking the evil arch-enemy in the canals of Venice, deep within the Aztec ruins of Central America before finally locating the SCUM hideout for the showdown.

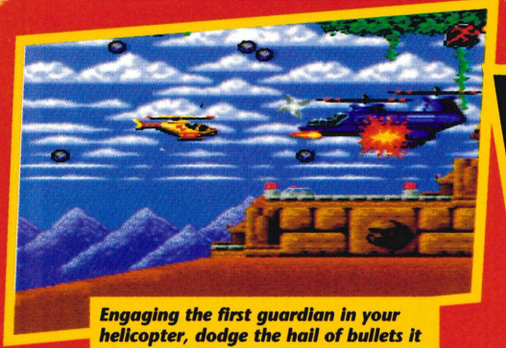
Ernst Stavro Blofeld

Leaving the Warfield Academy, you start the mission in Central America, deep in the jungle. With Dr. Derange in sight, the evil agent makes good his escape by zooming away in his massive helicopter. Don't give up hope yet, as IQ, technical boffin supreme, has constructed a chopper for you, armed with powerful cannon and bombs.

Destroy the enemy ground installations by flying low and unleashing your load, then concentrate your fire on the waves of enemy 'copters. Shields can be collected from the supply plane that occasionally cruises past, along with explosive-tipped bullets that fire out deadly shrapnel upon impact.

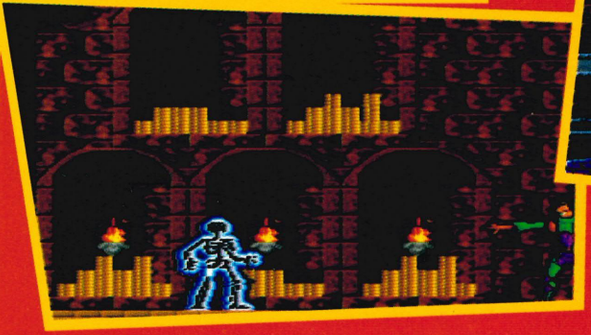
The third level takes you back to the ground, where the Doc has fled deep within an underground temple. Poisonous snakes will take a bite at you if you wander too near, but once again IQ

Ursula Andress



Engaging the first guardian in your helicopter, dodge the hail of bullets it fires and blast the beast out of the sky

Dr. Derange is hiding in the Aztec Ruins. Armed with a powerful electricity bolter, the Doc will zap James if he doesn't duck below the beam. Take Derange out with the needle gun





Using the explosive Coke cans, bomb the submarine when it surfaces. Avoid the missiles it fires at you by leaping around the central platform

will come to the rescue. Collect the electro-flute to temporarily charm the snakes and allow yourself to nip past.

You'll also find a pair of Super Jump sneakers which allow you to leap higher than usual. Defeat Derange in his lair and your journey in search for the SCUM Lord will take you to Venice.

Hugo Drax

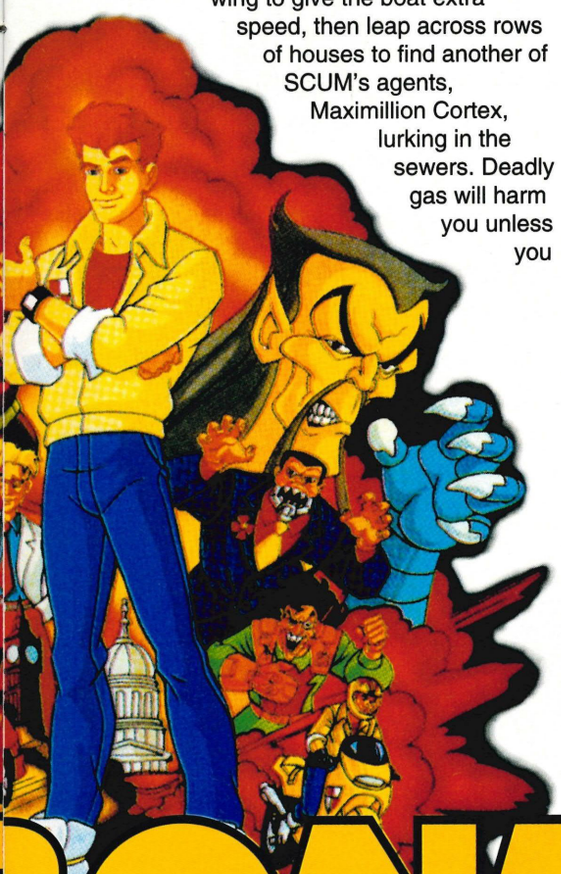
Clambering inside IQ's pus-yellow speedboat, you must race along the waterways of Venice, leaping bridges with the aid of ramps and dodging the mines the enemy boats drop in front of you. Grab the nitro boost and aerofoil wing to give the boat extra speed, then leap across rows of houses to find another of SCUM's agents, Maximillion Cortex, lurking in the sewers. Deadly gas will harm you unless you can find IQ's gas mask, and a pool of acid must be crossed by dropping a freeze pod in the corrosive fluid.

With Maximillion out of the way, the final flight to the SCUM base provides the setting for the penultimate level. A hectic shoot'em-up sequence features blast wave upon blast wave of enemy aircraft as they close in for the kill, then you must engage the massive SCUM air fortress.

Scaramanga

Land your aeroplane to begin the final stage. Make your way through the headquarters, avoiding the defence system the SCUM lord has built to prevent any unwanted visitors like yourself from entering. Successfully negotiate the guards, and you'll find your arch enemy waiting for you at the end. The SCUM Lord has one or two tricks up his stinking sleeve, but hopefully IQ will pass the ring laser on to you in time for the battle.

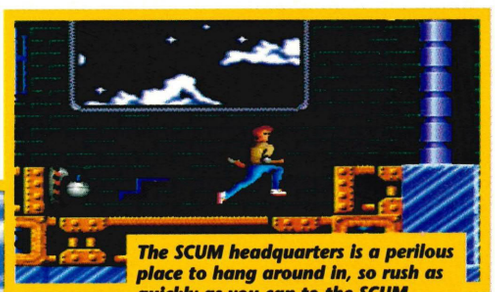
Alex



BOND JR

SUMMARY

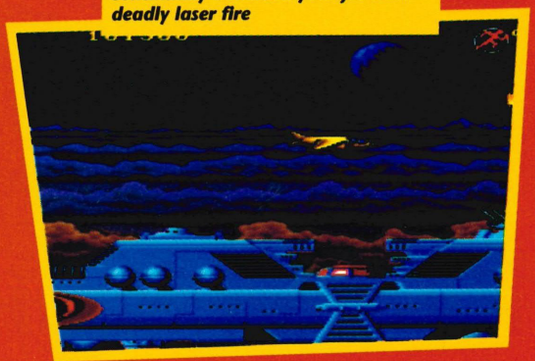
From the same software house that made the dire Home Alone, James Bond Junior is equally poor. Okay, the game isn't that bad graphically, but it's no Pablo Picasso either – hardly in the same league as Axelay or the like. T.HQ have added a little variety between the levels which makes the game slightly more exciting to play, but this doesn't manage to camouflage the extremely boring, linear gameplay. All James Bond fanatics will be disgusted by this diabolical game – having said that, all other SNES gamers will probably hate it too.



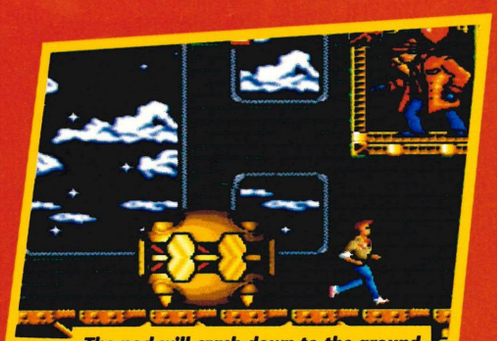
The SCUM headquarters is a perilous place to hang around in, so rush as quickly as you can to the SCUM Lord's lair



Climbing into IQ's helicopter for the second stage, you must fly across the hostile terrain, bombing the enemy ground installations and engaging the aircraft with your forward-firing cannon



Concentrate your fire at the glowing red areas, avoiding the cannon that continually bombard your jet with deadly laser fire



The pod will crash down to the ground in an attempt to crush James. Run left underneath, wait for it to smash into the ground, then turn around and blast it with the explosive cans

CONTROL PANEL

ACOUSTICS	4/10
VISUALS	11/20
IMMEDIACY	13/20
LONGEVITY	10/20
ENTERTAINMENT	13/30
FINAL ANALYSIS	51%

SKY MI

Experience dog fighting in the First World War with Namco's graphically awesome SNES flight simulator, Sky Mission. Clamber into your Sopwith Camel and engage Jerry in the skies.



(Left) Colonel Marcel LeBlanc is in the cockpit of the Sopwith Camel, flying low to ground on a strafing mission to destroy a series of enemy bunkers

(Right) With the bunkers left smoking, the enemy scramble a Fokker to engage the RAF pilot. No match for Marcel, he soon circles round behind the Jerry and closes in for the kill



Each pilot has four statistic bars detailing flying ability, shooting, mechanical skills and stamina. Each time you successfully complete a mission you are awarded experience points which boost your abilities

Sky Mission is just one of the many titles given to Namco's dogfighting cartridge. In America, expect to see the same 4 meg game called Wings 2 – Aces High and, when it's officially released soon in this country, it will be called Blazing Skies. However, each version remains exactly the same, apart from the manual that will be in Japanese for the Super Famicom version.

Set in the period between 1914 and 1918, you control a squadron of RAF pilots. Totalling five pilots in all, the initial objectives are there to help introduce you to the aircraft's controls and the various mission types. Dogfighting plays a major part in Sky Mission, but you'll also have to learn bombing skills and how to strafe enemy ground targets.

All five pilots start as rookies, 2nd Lieutenants to be precise. Their abilities are divided into four skill bars: flying, shooting, mechanics and stamina. These are initially very low, but after each successful mission you are awarded experience points with which to boost your pilot's attributes.

Before you take off, a mission briefing will summarise the task ahead. If you are flying a bombing run, photographs of the location will display the target, detailing how many enemies you must destroy to be successful.

Dogfighting Camel

You'll start a dogfight in the thick of the action, with the enemy in sight or on your tail! Your Sopwith Camel is armed only with machine guns, and doesn't possess any homing missiles or radar.

You must therefore visually acquire your target by circling until he appears on the horizon, then engage by pointing the nose of the Sopwith in the enemy's direction and firing!

Easier targets will take a single hit before they plummet out of the sky, although the more experienced will only smoke after the first hit – a second is needed to destroy them.

As World War 1 fighters didn't have the luxury of jet engines and afterburners, they don't have the power to climb vertically in the game. Therefore most of the combat takes place near to the ground.

Without an altimeter the only way of judging your height is by glancing at your shadow on the ground – if you can see it then pull up quickly!

Close

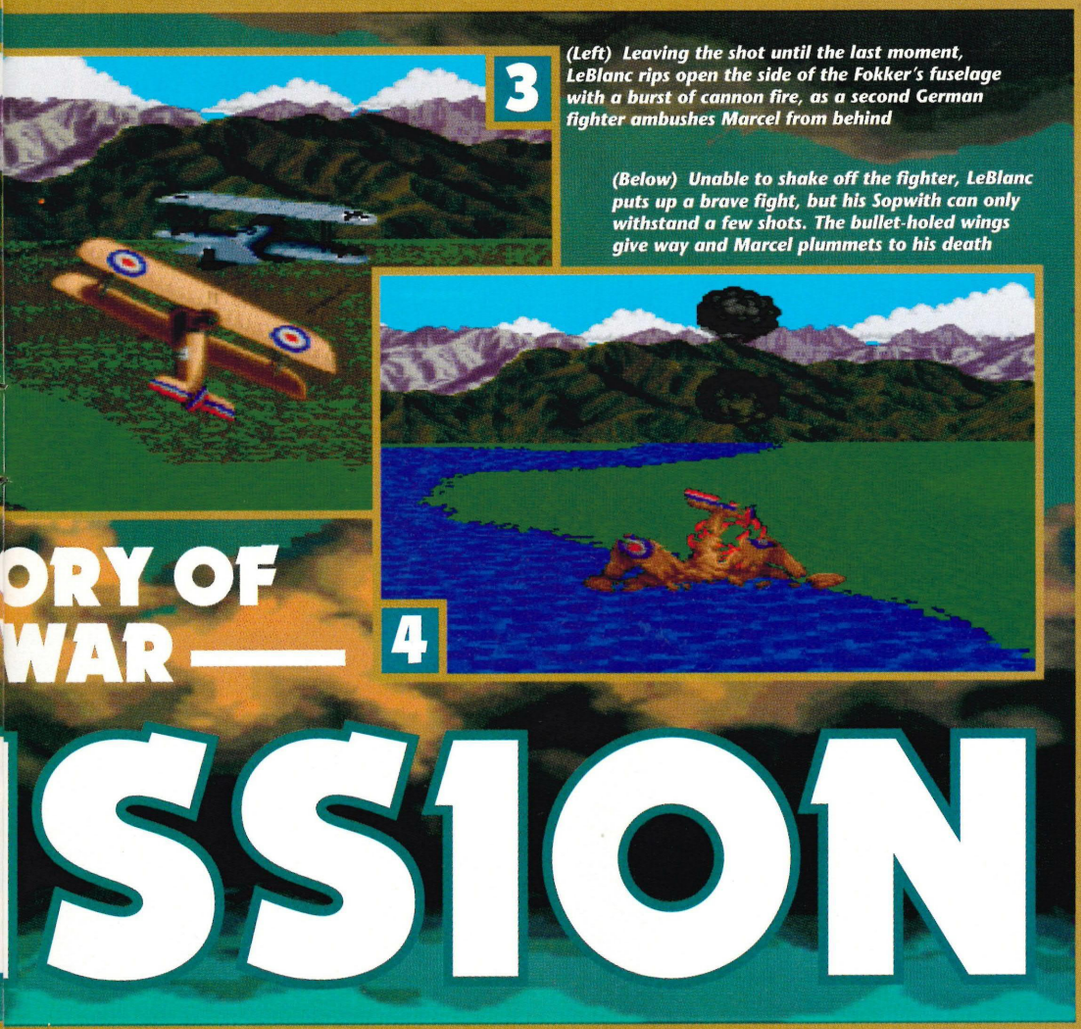


Fly low and fast to avoid enemy gun-fire. The targets are scattered sector you're flying over but you'll only get one pass, so be sure every shot count

NICK STICKS HIS OAR IN

All very pretty and all so dull. Admittedly, all this graphical quality is crammed onto a four meg cart, but it doesn't justify the lack of gameplay. I was intrigued at the start, but the thrills wore off quickly. It's hard to justify a personal slamming of a game that initially intrigues yet the lastability is extremely doubtful. Then again, if you had splashed out on the game you'll ensure you play it again and again, despite your better judgement.





(Left) Leaving the shot until the last moment, LeBlanc rips open the side of the Fokker's fuselage with a burst of cannon fire, as a second German fighter ambushes Marcel from behind

(Below) Unable to shake off the fighter, LeBlanc puts up a brave fight, but his Sopwith can only withstand a few shots. The bullet-holed wings give way and Marcel plummets to his death

ORY OF WAR — SSION

Namco

The bombing run is viewed from above. You can drop a maximum of two shells at a time, so it is vital that you aim your shots rather than rely on carpet bombing.

Taking The Flak

You can raise or decrease altitude – obviously the lower you are, the easier it is to hit your target. However, you are more at risk from enemy flak.

Strafing is perhaps the hardest type of mission, requiring low-level flying and a straight aim. Targets include tanks and lorries that trundle across the detailed landscape. Bunkers, which prevent the progress of your foot soldiers, must also be taken out.

Your aircraft is a fairly sturdy piece of equipment, but it only takes a few bullets to snap the fuselage and send you hurtling toward the Earth. With no parachute, you'll have to rely on the password system to get back into the thick of it.

Alex

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	16/20
IMMEDIACY	14/20
LONGEVITY	12/20
ENTERTAINMENT	20/30
FINAL ANALYSIS	**68%**

SUMMARY

Slick graphics make Sky Mission a visual treat, featuring loads of Mode 7 special effects as you skim across the detailed terrain. The sound is suitably atmospheric, comprising of the whine of strained engines and rattling gun fire over military band music! However, presentation only counts for half of the game, and sadly Sky Mission falls short due to its lack of variation. After completing the first few missions, objectives start repeating themselves and things generally become tedious. An interesting game at first, but one that will soon bore.



Encounters Of The Air Combat Kind



ttered about the re to make



Bombing

Approach the target at a high altitude. This will give you more time to avoid flak. When the target finally comes into view, dive down, drop your load then climb again



Dogfighting

Agility is everything, as only best pilot will have the skill to pull around onto his enemy's tail and engage from behind. Keep a constant eye on your altitude, as it is all too easy to crash in the heat of battle

FA

Bullet Pro

With Smiley yellow Faces now horrendously out of fashion (thank God) we can do what we've always dreamed of doing ever since they first appeared – blast those nauseating smiles to millions of atoms in Faceball 2000 from Bullet Proof. But will you be smiling when it's all over?



(Right) The only good smiley is a dead one, and this grinner is just begging to be gunned down. Bye bye smiley...

When you pause the game you are presented with a basic map of the current level

The Smiloids were just too much for you in the Arena, and your sad little smiley face has run through it's expressions to indicate that you are no more!



Although a little late, it would seem that prayers of annihilation have been answered, as Faceball 2000 is a fantastic medium to relieve all that pent-up frustration created years ago. Armed with what looks like a huge tennis ball we are allowed to wander around 3D vector mazes blasting the crap out of hundreds and hundreds of nauseating Smileys. Sheer bliss.

Faceball 2000 is a one or two player game, utilising the favoured split screen mode for the latter option. The game is based around a futuristic sport consisting of various shaped mazes and a plethora of strangely designed Smiloids. These Smiloids are your opponents within the mazes and they all vary in speed, shape and attack.

Acid House

You have two different game styles at which to try your shooting hand, the Arena and Cyberzone; the first incorporating the two player facility. The main game lies within the Cyberzone option; a mode consisting of 41 levels with perpetually increasing difficulty.

Your aim is to destroy a certain amount of Smiloids within each maze in order to release an exit tile allowing passage to the

(Below) After destroying a certain quota of Smiloids a series of black walls disappear thus revealing the exit; passage to the next level is now available





Split screen viewing for the two player option. Here you can compete against a friend for the most 'Tags' – the first to ten wins



(Left) The small cross hair in the centre of the viewing window allows you to select your targets with the greatest of ease



(Above) You've been had! With digitized speech you are asked to 'Have a nice day'

CEBALL 2000

of Software

SUMMARY

Faceball 2000 fails to utilise the SNES's capabilities in any shape or form. The graphics are dull, the sound is horrifyingly reminiscent of the Gameboy version and the gameplay is a big black void! Some small inkling of pleasure can be found for a few minutes but I would hardly call this a game with lasting appeal. This is a miserable cross between a shoot'em-up and a puzzle game that does not have the appeal of either. If this were a NES rather than a Super NES game then I could probably forgive it's design and appearance, however it's not so I can't!

CONTROL PANEL

ACOUSTICS	3/10
VISUALS	8/20
IMMEDIACY	14/20
LONGEVITY	5/20
ENTERTAINMENT	8/30
FINAL ANALYSIS	38%

next level and so on. Bonuses can be collected in each level thus giving you the upper hand if only temporarily. Bonuses such as speed-ups, extra lives, shields, armour and increased weapon shots are all reasonably common to find, however more advanced power-ups sometimes rear their pretty little heads.

Smiley Happy People

A freeze bonus is by far the most appealing of the hidden treasures, temporarily immobilising the opposition allowing swift annihilation, while a Cammo bonus renders the player briefly invisible – both are reasonably rare.

Using a window system developed first for role playing games, your view of the 3D mazes is very blinkered calling for continual movement in order to keep track of 360 degree enemy activity.

Player movement is slow and frustrating even with a speed-up, the turning time is particularly sluggish, and the glitching found in the graphics makes control and movement even more painful – being able to see where you are heading is a necessity in my book! The Arena option is slightly different to that of the Cyberzone – here you play a futuristic game of 'Tag' or 'It' as it sometimes known in certain circles.

Using your tennis ball weapon you must play a strategic game of Cat and Mouse through the maze in order to clock up ten tags against the Smiloids, when a ten tag quota has been completed the game is won.

All this sounds reasonably exciting doesn't it? Unfortunately, after the first few seconds (literally) the game becomes painfully tedious.

Watchmen

Wandering aimlessly and without real direction through the small mazes you notice how stagnant Faceball 2000 really is, both visually and sonically.

Even the mediocre digitized speech cannot save this product from a plummeting descent.

The gameplay is bland with excitement and entertainment being sadly amiss – there is only a certain amount of time that the human brain can put up with such inane twaddle.

It's crap on the Gameboy, crap on the SNES and I'm being nice!

Allie

NICK STICKS HIS OAR IN

Faceball 2000, with its immediately apparent cute appeal, fails miserably to produce a game of any significant quality. It's most definitely a case of don't judge the book by its cover. With eminently dull graphics and even duller gameplay, I can't possibly recommend this game except as a substitute for sleeping tablets. All Faceball amounts to is expensive tripe. Try tiddlywinks for more fun-filled, angst-ridden action.



(Left) When a flashing Smiloid has been destroyed a bonus pod is consequently revealed – who knows what lies within!



(Above) The Stop bonus temporarily freezes all the Smiloids making things too easy, it's just a shame that they wake up 15 seconds later

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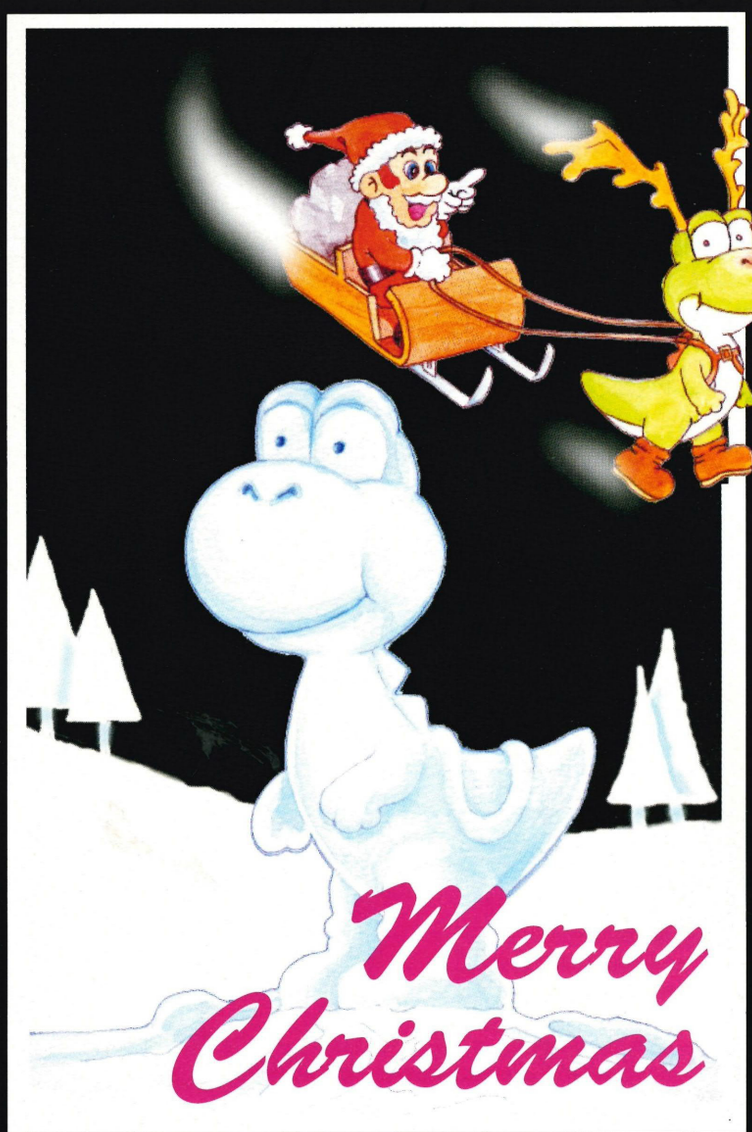
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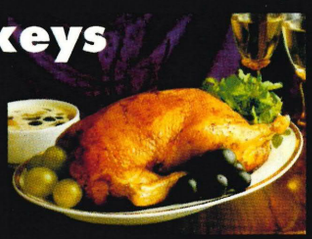
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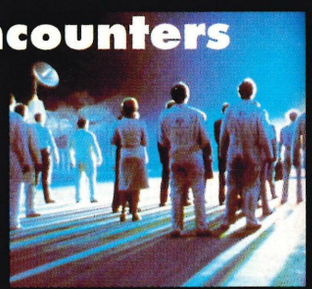
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WHY?

Should you own a Super Nintendo?

We all love the blessed Super Nintendo, God's gift to the gaming world. But in case there are any sceptics among our ranks, here are ten reasons explaining why the 16-bit Nintendo is simply the best...



The gorgeous Super Nintendo has over 32,000 colours in its formidible palette, and can display a massive 256 colours on-screen, compared to the Mega Drive's meagre 64. What's more, the geek machine only has 512 colours!

The Super Nintendo may not have as many games as its Sega rival (over 30 official titles), but you can guarantee each game you buy is a quality title. Where else do you get games like Streetfighter II, Super Mario World and Mario Kart?

The Super NES has mode 7, a facility every gamer lusts after! What's mode 7? It's the SNES' capability to scale and rotate images, providing you with the outstanding graphics you may have seen in Pilot Wings, F-Zero or many other SNES games.

Even if there aren't enough official games to keep you amused, there is the massive selection of imported Japanese and American titles available though independent retailers. All you need is a convertor, which costs around £15.

More techno-blurb! How does 128 sprites on-screen sound? That's how many the SNES can display at one time, compared to the Mega Drive's 80. This means you can have masses of little guys running around in glorious technicolour. Wow!

Super NESs are cheaper than ever; you can pick up a Super Mario World bundle for a mere £129.99. Guaranteed to keep you amused throughout the Christmas period, there's also the Streetfighter II and Super Scope packs, costing £159 each.

Get a Super Nintendo and see how popular you become. People you've never met before will rush up and shake you by the hand, members of the opposite sex will swoon at your feet and your friends will worship you!

The future of gaming lies with the Super Nintendo. Its rival, the geeky Mega Drive, has been out for years and is therefore already outdated. If you have a SNES you'll be at the forefront of technology, and you won't be a Sega geek either!

Ergonomically terrific! It looks and feels like a beautiful woman (well, nearly!). With its colour co-ordinated pastel greys and a hint of colour, any self-respecting mother would be proud to have this box of delights plugged into the TV.

Buy a Super NES and your life will have meaning, because now you can buy Control, the magazine for SNES junkies! With better quality editorial dedicated to the Super NES than any other mag, how can you afford to miss it?

BUNDLES OF JOY Christmas

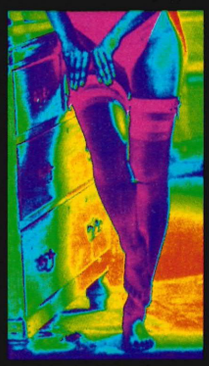


STREETFIGHTER II PACK : £159.99

Streetfighter II is the ultimate two player game, so why did Nintendo only include a single joypad? To experience the full potential of the excellent Streetfighter II you have to shell out up to another £12.99 for an additional pad. That aside, the SFII pack is an excellent bundle. Although it's quite expensive, you do get the closest arcade conversion I've seen on the Super Nintendo. No stereo cable included.

CONTENTS
- PAL Super Nintendo
- Power pack
- 1 Joypad
- RF lead plus two-way aerial connector
- Streetfighter II game

There are currently three Super Nintendo bundles available, so which is the best pack to go for? Read on with Alex 'Santa' Simmons to see what you get for your money.



JAPANESE SUPER FAMICOM AMERICAN SUPER NES

The Japanese and American machines will not work on a standard PAL television, unless you're running it through the Scart connection.

Most independent retailers sell Super Nintendos that have been converted to run with Scart, so all you need is a TV or monitor with the appropriate socket. Both of the imported machines actually run faster than the British PAL SNES, in fact a massive 17% faster!

You can also pick one up for around £140 with two controllers and Super Mario World. It is therefore an excellent choice if you own a Scart TV. Shop around for the cheapest prices.

The cheapest Super Nintendo pack available at the moment, this pack is excellent value as it contains the truly awesome Super Mario World. With the bundle you get all the equipment necessary to rig the SNES up to a standard TV through the aerial socket and play straight away – all you need is a plug. You cannot hook the machine up to a monitor or Scart TV unless you purchase the stereo monitor cable priced at £12.99.



CONTENTS
- PAL Super Nintendo
- Power pack
- 1 Joypad
- RF lead plus two-way aerial connector
- Super Mario World game

SUPER MARIO WORLD PACK : £129.99

The Super Scope is the light gun for the gamer who thinks big. Once again all you need to play instantly (excluding plug) is included in the pack – even the batteries to operate the scope. The Super Scope is a fun gadget, but to be honest it's overpriced. At the moment, the only games you can use it with are included in the bundle. You do get six games on a single cartridge, but these are dull and unimpressive, even with the scope. A nice piece of equipment that has potential, but sadly there's nothing exciting available for it yet. No stereo cable included.

CONTENTS
- PAL Super Nintendo
- Power Pack
- 1 Joypad
- RF lead plus two-way aerial connector
- Super Scope
- Infra-red receiver
- Six games on one cartridge



SUPER SCOPE PACK : £159.99

PERIP... christmas sp...

Way back in our first issue we did a small article featuring some of the peripherals available, now as part of our Christmas special we have found a glittering plethora of products.

£50



Initially intended to be used in conjunction with Streetfighter II, the Capcom Power Stick is designed like an arcade cabinet's control panel to maximise the potential of the characters' special moves. A foot and a half in width, the joystick unit is impossible to hold in the hands, although it can quite comfortably rest on the lap without being too heavy or cumbersome.

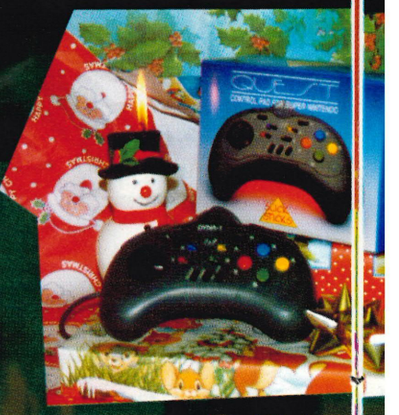
Unfortunately, the price tag is a little over the top considering it is nothing more than a joystick. Even the infra-red adaptor that fits onto the rear of the joystick is nothing more than an expensive gimmick.

Yes, you have six buttons with which to activate the special moves within Street Fighter II but surely by now everyone must have mastered these moves using the humble joypad. If it made a cup of tea as well then it might be worth the money!

capcom power stick fighter joystick & infra-red adaptor

capcom

£15



£tba



This is another sturdy convertor, this time for use on a British SNES – use on an American SNES results in annoying glitching. The design is slightly different to that of a conventional convertor with both carts loading on the top side – this compact design is preferred within the office.

The only problem with this convertor is that it fails to convert Mario Kart perfectly, so glitching and slow-down is apparent. However, we have had no obvious trouble with any other games. This converts US and JAP cartridges and is a recommended peripheral for the British PAL SNES owner.

games master convertor

x-tend

£tba



game commander joypad

imagineer

This officially licenced joypad made by Imagineer is without a doubt a standard SNES pad. As you can see the only difference is the turbo buttons in the centre.

The weight is the same as an original pad so to is the shape and feel, the only difference that maybe important is the feel of the buttons. The D-pad and the buttons do not feel quite as sturdy as the original, the D-pad also fails to move as smoothly as the originals.

However, this is a fantastic little joypad, but they could hardly go wrong with this design now could they?

£tba



The Turbo Touch 360 degree joypad is one of the most unusual controllers around. Its unique touch sensitive D-pad supposedly reduces or even extinguishes the risk of getting 'Numb Thumb' – a condition frequently suffered by avid console games players.

The Turbo Touch takes a little bit of getting used to and, if given a fair go, it is very easy to play with touching the octagonal pad with minimal effort.

Its chunky and bold design is aimed mainly at the younger games players, but the high rim surrounding the pad is awkward and not a little uncomfortable. On release in its native America, the makers flamboyantly boasted 'Higher scores or your money back'.

HERAL counters
ecial edition

Hopefully we will be able to give you some guidelines on what peripherals to steer clear of and which ones should be snapped up quickly with your Christmas money. Happy hunting...



quest joypad slick sticks

The Quest is one of the most attractive independent joypads to be released for the SNES to date. With its ergonomic design and classy appearance it is clearly appealing. Substantially bigger than the official Nintendo joypad the Quest still fits snugly into the hands, the rounded finger grips on the underside giving a more stable hold. It has the standard D-pad, four function buttons and left and right buttons on the top.

The extra features include four turbo fire buttons and a slow motion switch in the centre. Overall the Quest is strong but light, classy in appearance, with the buttons positioned comfortably – it's tastefully similar to the original without being an obvious copy.

£15



Convertors take a lot of hammering, especially in this office, and they need to be very robust – the Honeybee Game convertor is definitely that. It is also the only convertor that allows us to run the American Super Mario Kart without the glitching and slow-down

It has a standard design, placing the native cart horizontally in the back and the cart to be converted in the top. An extremely trusty convertor for use in all SNESs, converting US, JAP and UK cartridges.

super magic game convertor honey bee

£49.95

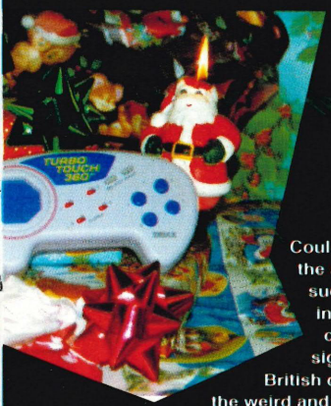


Although for use on any SNES, this convertor is also a pretty nifty cheat cart too. Designed in exactly the same way as the Honey Bee converter, by means of a simple instruction booklet you can hack into practically any SNES game and uncover codes that allow you to activate infinite lives, energy, time, etc.

Much easier to use than the Game Genie which is knocking around for the Mega Drive and the NES, the Action Replay is practically foolproof. A few codes are included with the converter when purchased but it is very easy to obtain your own.

Extremely popular in this office and one of our finer assets! The main downfall is the severity of the price tag, for is the ability to cheat really worth the asking price? Look out for the SNES Game Genie after Christmas if you can't quite afford Datel's asking price.

pro action replay convertor datel



Could it be that the absence of such a boast in this country signifies a British distaste for the weird and wonderful? This is a question that will no doubt be very important in the marketing of this product. Original, unusual and unconventional.

Should retail for under £20.

turbo touch 360 joypad slick sticks

£29.99

trailblazer joystick slick sticks



This peripheral is a joystick rather than a pad and, for those who are now unquestionably familiar and happy with the trusty joypad, this stick proves to be a slight headache. A bit on the large and heavy side, the Trailblazer Joystick isn't very user friendly, although arcade-style in design I fear that the standard joypad is now an object of the future and gone are the days of the chunky controller. It isn't a peripheral that can be held in the hand, so your lap or a table top is required. This is far too clumsy and expensive to be desirable.

continued...

Please note: All prices may vary from shop to shop.

...continued



super nintendo action case nintendo

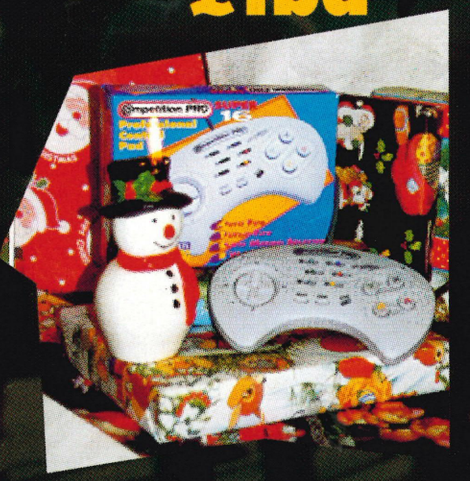
£19.99

Designed like a flight case, this Super Nintendo hold-all is a must for every Super Nintendo junkie. Its sturdy exterior will stand up to a furious battering while keeping your beloved SNES safe and warm inside. Perfect for those gamers who travel around a lot and who also wish to take their console with them, and for those who just wish to keep the dust and dirt at bay.

The case is one and a half feet wide and four inches deep so it is quite chunky to carry about, however even when fully laden it is still reasonably light. It is designed to hold one SNES with power-pack, two joypads, scart and aerial adaptors, and a maximum of eight SNES games.

The price is not too expensive when you consider how much a new Super Nintendo would cost if it got damaged so in the long run this is a bargain. I would like one for my SNES anyway.

£tba



competition pro super 16 joypad powerplay

The Competition Pro joypad looks remarkably similar to a Mega Drive pad and is slightly bulkier.

Being very flat it fits nicely into the hands with the curved sides resting comfortably into the palms, the buttons are nicely positioned and the Start and Select buttons have definitely not just been squeezed in as an after thought. However, the D-pad and buttons are a little bit squidgy the buttons especially, wobbling about in their positions – there is no evidence of micro-switching.

This pad, in our opinions, would be ideal for those gamers who have recently converted from a (sad) Mega Drive to a (splendid) SNES. The pad would be similar to the Mega Drive's, thus making the gamer's transition on to a newer console less daunting.

PERIPHERAL encounters

christmas special edition

Here we have the ultimate in gimmicks – Nintendo really have surpassed themselves on this one! The novelty factor for this peripheral goes miles off the scale but it's lasting appeal is questionable, coupled with it's simple six game cartridge of blasting bazooka action, we can safely ask if this is merely a rip-off item.

However, games are starting to surface that will incorporate the bazooka, sorry Super Scope, such as The Hunt For Red October making its existence all the more justified. Sitting comfortably on your shoulder, the Super Scope is fun to use, thus making games playing even more enjoyable.

It's quite a big favourite in the Control office! However, to make it worth the asking price there has to be a greater number of compatible games unleashed onto the market.

super scope nintendo



£59.99





pressies for non-snessies!

We know these joysticks aren't for the SNES but we loved them so much we thought they just had to be included.

These officially licenced joysticks for Amiga's and ST's could be a perfect stocking filler (for unfortunate snesless persons), choosing from Bart Simpson, Alien 3 and the Terminator. If not you could always use them as pretty aunaments!

Thanks to Thornley Distribution, Megacom, Sonmax, Cheetah, Bits & Pieces, Hornby Hobbies and Datel for supplying us with these review copies.

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TOP 10 stocki...

super mario kart



The slickest racing game available on the SNES, Super Mario Kart is far more absorbing than the second-rate movie usually shown on Christmas Day. Play any of your favourite Mario characters, including the two bros, Yoshi, Bowser, Princess and many more. Themed around Super Mario World, compete in a one or two-player Grand Prix with three difficulty settings and twenty tracks. There's also a fun one-on-one battle mode that allows you to work off your temper! More fun than a romp in the snow ●



Having problems compiling your Christmas list for Santa? Below you'll find ten top stocking fillers to play on your spanking new Super NES – and five under-done turkeys to avoid like the plague.

top gear



Don't bother asking for Scalextric this Christmas – experience the real excitement of armchair racing with Kemco's Top Gear. A wickedly fast one or two-player saloon car simulation, pick a car from a choice of four and drive it to the top of the championships a massive 32 tracks later! Including three difficulty levels, you'll need to use your nitros and time your pit stops to perfection to beat the drone cars ●



ing FILLERS

the legend of zelda

Zelda III will keep you hooked for hours while the snow falls silently outside. An adventure game of massive proportions, your quest is to first rescue the young Princess Zelda, then recover the crystals that control the world. These gems are protected by evil princes and princesses, so only the courageous will be able to grab them. Featuring three slots in which to save your game, The Legend of Zelda – A Link to the Past offers excellent value for money. An adventurer's dream ●





a link to the past

super tennis

The season of Wimbledon may have long gone, but the excitement still lives on in this first-class simulation of the racquet-and-ball sport. A one or two-player game, you can choose to play either singles or doubles, as team mates or opposing each other. Alternatively enter the World circuit in an attempt to win many of the major international tournaments, including Wimbledon. Simplicity, enjoyment and variety of moves makes Super Tennis one to put near the top of your Chrimbo list ●



axelay

A visually stunning shoot'em-up, Axelay is a game sought after by action freaks. Why? Probably because it has six levels of non-stop blasting mayhem, not to mention the breath-taking guardians you'll find at the end of each of these stages. The various difficulty ratings make Axelay an excellent shoot'em-up – a must for all ages ●



streetfighter II

What better way to spend Christmas than with Ryu, Dhalsim and friends in Capcom's awesome beat'em-up, Streetfighter II. Easily the best one or two player Super Nintendo game of it's genre, the game features all eight characters seen on the arcade original, as well as the four guardian fighters. Experience the thrills and spills of the arcade game in the comfort of your armchair – the ultimate Super NES-related stocking filler ●





continued...

TOP 10 stocking FILLERS

...continued

super mario world

If you didn't get Super Mario World with your Super Nintendo, why haven't you bought this stonking platform epic already? The fourth in the series remains faithful to the previous games, but is far better thanks to the capabilities of the 16-bit Nintendo. Chase the king of the Koopas, Bowser, over a massive 96 levels of platform heaven. Ride Yoshi the friendly dinosaur or join up with your brother, Luigi, in the two-player mode ●



sim city

Create your own town and watch it bloom into a sprawling metropolis in Sim City. Without relying on fancy graphics and sounds, Sim City concentrates more on addictive gameplay. The result is a devilishly addictive game that you'll be playing into the small hours of the morning. Build a city from scratch or play one of the scenarios included on the cart. This is guaranteed to last throughout Christmas and well into the New Year ●



super probotector

Another supreme blaster from the software maestros, Konami. Extraordinary mode 7 effects create the outstanding visuals present in Super Probotector, a one or two-player horizontally scrolling shoot'em-up set over six levels. The guardians will make you gasp, the addictive gameplay will keep you returning for another fix of violent mayhem and the alien invasion will guarantee you won't complete this quickly. Ask for Super Probotector this Xmas – it's a damn sight better than turkey sandwiches on Boxing Day ●



robot



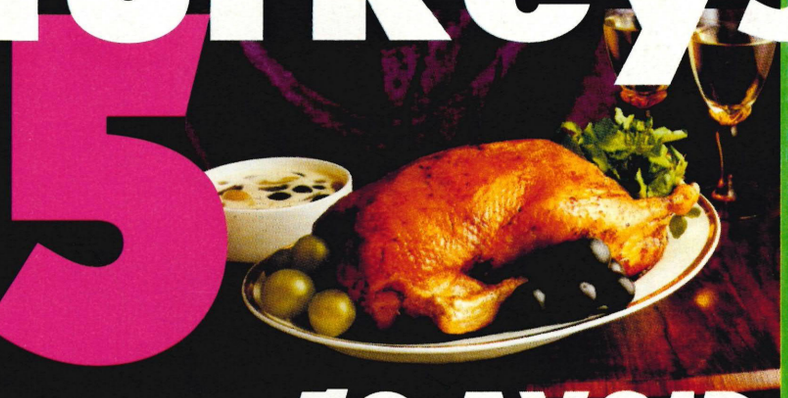


super pang

Super Pang's simplistic gameplay makes it one of the most addictive games on the Super Nintendo. Only available through import at present, the simple aim of the game is to blast the pink bubbles with your gun. It may sound easy, but when you're about to be crushed by a bubble twice your size, your gun won't always save you. The normal game mode is set over 40 levels, but for real hectic action try out the panic mode – that will sort out the men from the reindeers ●

5 turkeys to avoid

Not every Super Nintendo game uses your machine to the full. Listed here are five of the worst Christmas turkeys best left to fuel the fire to keep you warm over the winter months...



golden fighter

Available only on Japanese cartridge at the moment, the language barrier makes Golden Fighter about as accessible as Fort Knox. However, communication problems are not the only quirks Golden Fighter has against it. For a 12 meg cartridge, the graphics are diabolical. Jerky scrolling and animation makes the game almost unbearable to play, and what's more you'll have more fun washing up after scoffing down the roast turkey. Unadulterated dross from the Land of the Rising Sun ●



home alone



A game with a festive setting, Home Alone is the father of all turkeys, the most conclusively crap game that other toadies would be compared to. I'm sure most people have had the misfortune to see the film, and the game follows the plot quite closely. As Kevin MacCallister you must grab all the valuables in the house and store them in the cellar. Why? To prevent the burglars from nicking them! If a distant relative does buy this for you this Christmas, simply pour some brandy over your head and consider setting fire to yourself ●

police

Shoot'em-ups can be okay, even if they are dull most of the time. Robot Police manages to differ from that general ruling – it is by no means okay and is duller than the black hole. It will have you looking for excitement from the polyester socks Aunt Gertrude gave you. Shoddy presentation is just the tip of the iceberg. The levels are bland, the game is tedious to play and are far too easy to complete – the overall challenge will last no longer than a couple of days. An insult to the power of the SNES and to anyone who receives it as a gift ●



paperboy 2

The original game was a classic, but the sequel is a disastrous attempt to improve upon the first Paperboy. Delivering papers is not the most exciting profession, but your round is spiced up by a number of obstacles that knock you off your bike. Armed with a sack full of The Sun, the gist is to throw the papers in the mailboxes of subscribers, then use the remaining ones to smash up the non-subscriber's premises. If that sounds dull, you're quite right. Even with the various difficulty levels, numerous paper rounds and occasional taxing obstacles, the game is still pap. Did Mindscape pay Nintendo a lot of money to get the official seal of approval on the front, we wonder ●

race drivin'

The arcade parent was actually okay, but every single home computer conversion I've played is tripe. Race Drivin' is no ordinary racing sim, it uses advanced polygon graphics to portray the feeling for speed – at least that's what it is supposed to be like. Instead Race Drivin' is a game that is yawn-inducingly slow, and jerky too. The three courses make for little variation, and after the initial frustration of conquering the corkscrew, the game is too easy by far. The instant replay is abysmal as well. A disappointing gift, even if found inside a cheap cracker ●

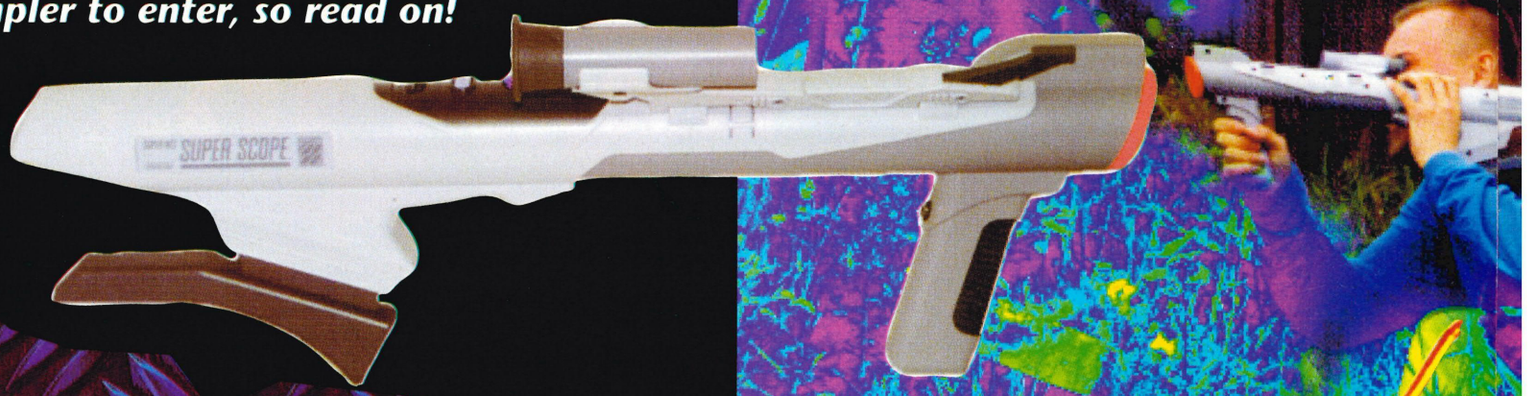
you have been warned!

LAZER DAYZ

with GAME

Yes, it's that part of the magazine where we give you the chance to win some fantastic goodies. This month, those wonderful people at GAME are yet again delving deep into their stock rooms to see what they can find...

To coincide perfectly with our Christmas Special on peripherals, GAME have given us six Super Nintendo Super Scopes to give away. As always with the Control competitions things couldn't be simpler to enter, so read on!



In their generosity, our friends at GAME have also supplied us with the money saving coupon below which can be redeemed at any GAME store when you spend at least £39.99, and you don't even have to enter the competition!

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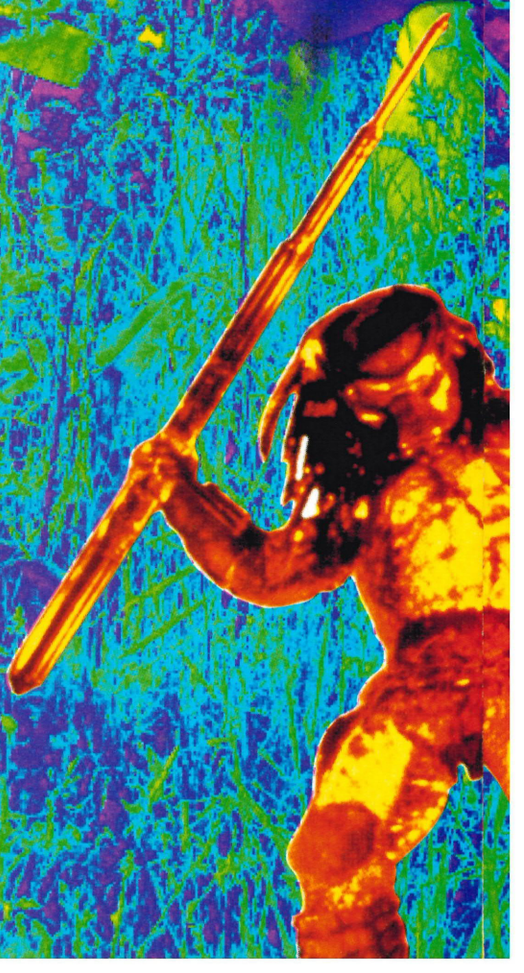
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Also, check out the £4 off voucher at the bottom of the page. Any one, whether you've entered the competition or not, can use this voucher in any GAME store throughout the country. Read the conditions carefully and make sure that the store you visit will let you use the voucher before you actually buy something.

THE QUESTION!

The Super Nintendo Super Scope can be used in conjunction with Hi Tech Expressions' new SNES release, The Hunt For Red October. We want to know which former James Bond played the lead role, was it:

A - Roger Moore?
B - Sean Connery?
C - Timothy Dalton?

Easy or what? Send your answers in before the closing date below – there will only be six lucky prize winners!

Closing Date: 10th January.

Get writing because we'll choose the winners bang on 12 noon on the 10th, if we make it back safely after the seasonal festivities that is! Don't forget though, the Editor's decision is final and no correspondence will be entered into in any way whatsoever!

Answers on a postcard or the back of an envelope to:

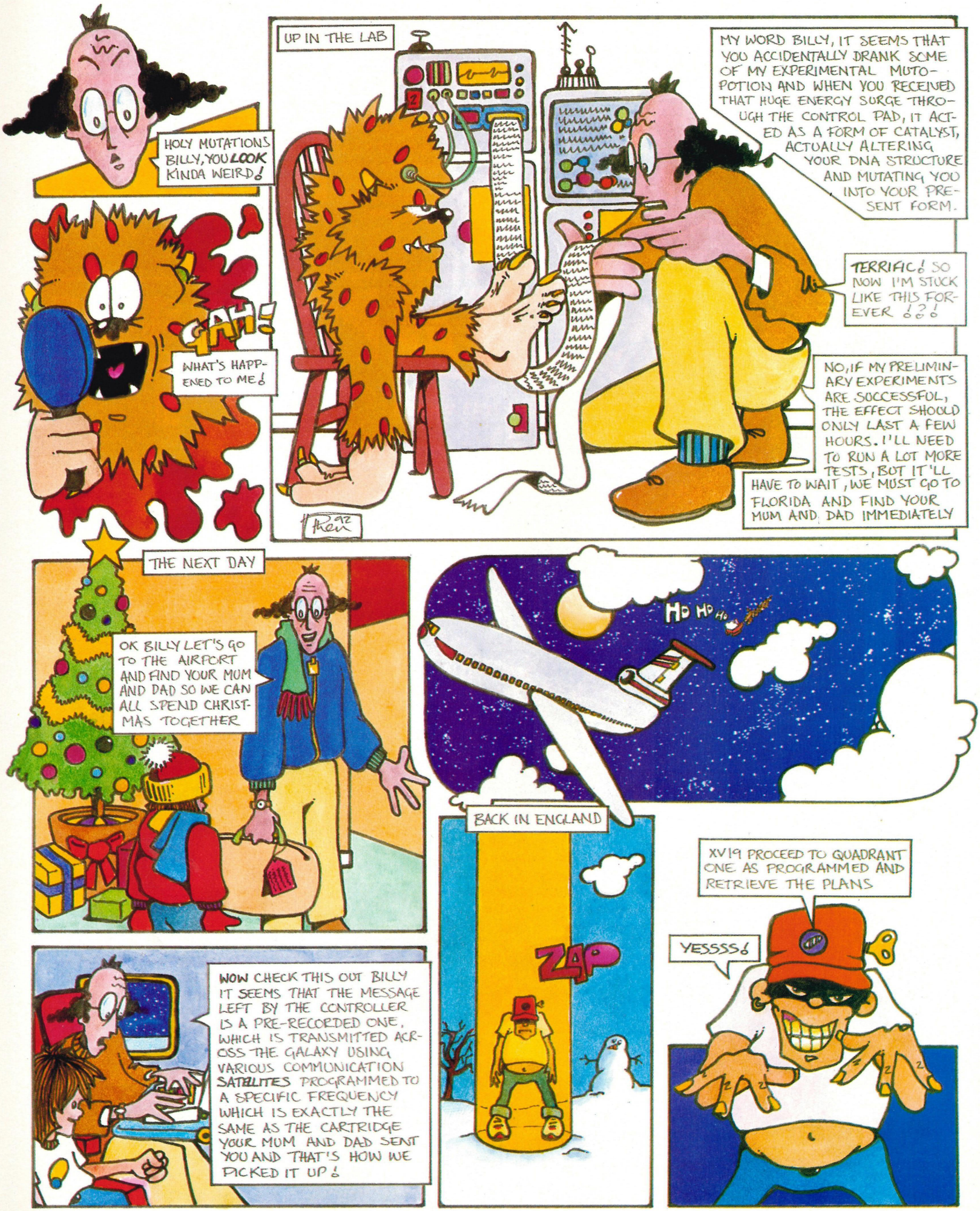
LAZER DAYZ
Maverick Magazines
Waters Green House
Waters Green
Macclesfield
Cheshire
SK11 6LF

© Twentieth Century Fox Film Corp. 1991

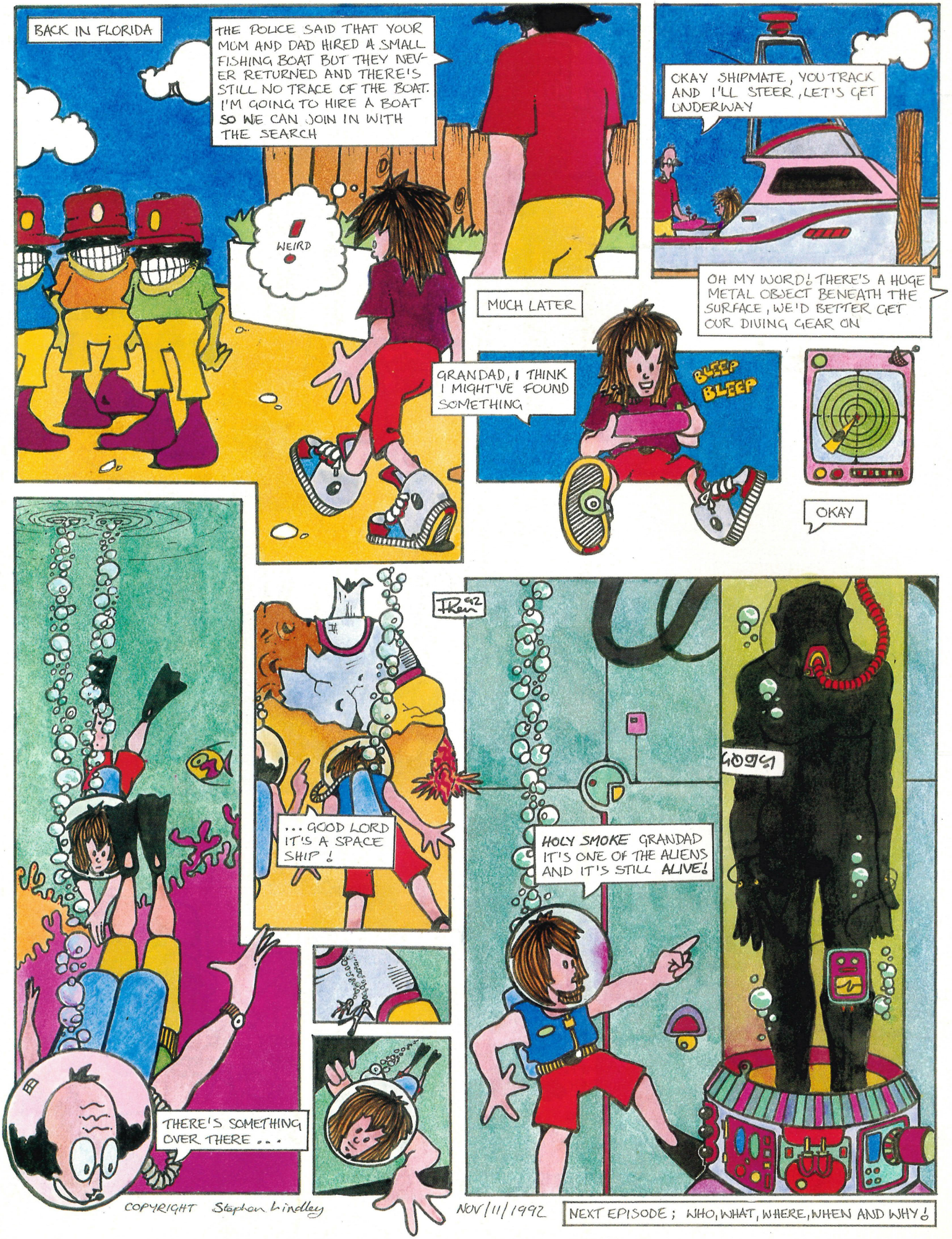
* The Super Nintendo Super Scope does not come with a Super Nintendo. It is packaged independently from the SNES and comes with its own six game cartridge. You have been told!



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BACK IN FLORIDA
THE POLICE SAID THAT YOUR MUM AND DAD HIRED A SMALL FISHING BOAT BUT THEY NEVER RETURNED AND THERE'S STILL NO TRACE OF THE BOAT. I'M GOING TO HIRE A BOAT SO WE CAN JOIN IN WITH THE SEARCH
WEIRD
OKAY SHIPMATE, YOU TRACK AND I'LL STEER, LET'S GET UNDERWAY
MUCH LATER
OH MY WORD! THERE'S A HUGE METAL OBJECT BENEATH THE SURFACE, WE'D BETTER GET OUR DIVING GEAR ON
GRANDAD, I THINK I MIGHT'VE FOUND SOMETHING
BLEEP BLEEP
OKAY
... GOOD LORD IT'S A SPACE SHIP!
HOLY SMOKE GRANDAD IT'S ONE OF THE ALIENS AND IT'S STILL ALIVE!
THERE'S SOMETHING OVER THERE...
COPYRIGHT Stephen Lindley
NOV/11/1992
NEXT EPISODE; WHO, WHAT, WHERE, WHEN AND WHY!

The OFFICIAL Story

SUPER Nintendo MARIO KART



Arguably the best racing game on the SNES is about to become official, speeding onto British machines for a New Year release. Race as any of the eight characters across twenty of the cutest tracks ever!

Initially Super Mario Kart has two difficulty levels; 50 and 100cc. There are three Grand Prix; mushroom, flower and star cup. Each is made up of five races, making a total of fifteen. Win gold on all three GPs on 100cc and you'll enter the special cup, which is another five courses designed for the expert karter. Take the gold here and you'll reveal the toughest difficulty level – 150cc!

There are eight characters in all, with driving skills divided into handling, acceleration and top speed. Donkey Kong Jr. and Bowser have high top speeds, Yoshi and Princess Mushroom have quick acceleration, Koopa Troopa and Toadie stick to the track like glue while Mario and brother Luigi are good all-rounders. Use the joypad to steer and accelerate, and also jump over obstacles. A variety of goodies collected from the track enhances your chances of winning.

Speed Kills

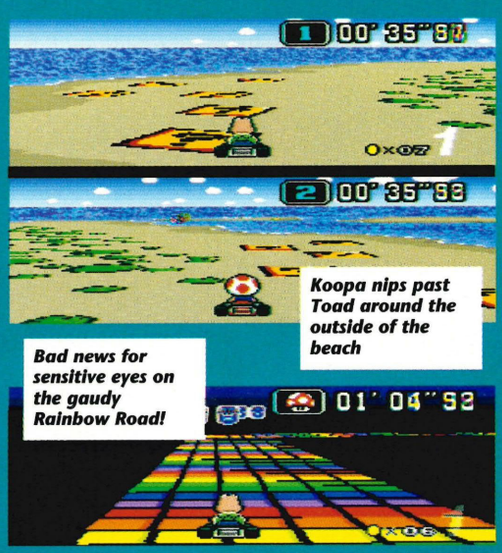
The gifts include shells and banana skins which make the opposition spin out, as well as mushroom nitros. Coins increase your top speed, while the star provides temporary invulnerability. The feather allows you to take short cuts, with perhaps the best bonus being the lighting bolt. When used, all the other karters shrink in size, allowing you to run over them! In addition to the Grand Prix, Super Mario Kart also has time trials, a head-to-head and the battle mode.

Time trials offer a single player the opportunity of perfecting their times. Get a fastest time and future time trials will race against their fastest lap! The head-to-head is simply a two player race on any course, without the added confusion of the other six computer drivers. Finally there's the battle mode. Protected by three balloons, two karters must charge around the arena collecting bonuses. When they have a shell, they must zap the opposing driver until all three balloons have burst!

Skid Marks

Mario Kart is quite simply the best racing game on the Super Nintendo, offering immensely absorbing gameplay with the cutesy Mario graphic style we have come to know and love. SMK is a highly polished game with every detail catered for. Presentation is great, sonically it is good and it plays like a dream. Nintendo have managed to produce yet another brilliant game – a must.





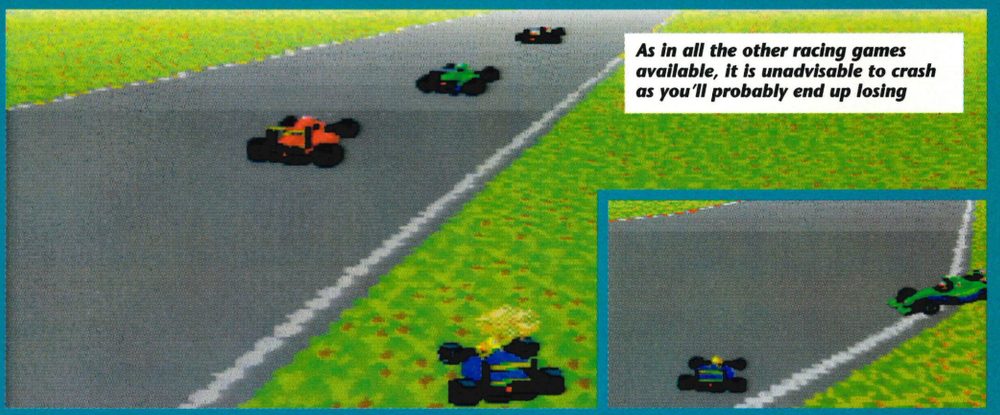
Koopa nips past Toad around the outside of the beach

Bad news for sensitive eyes on the gaudy Rainbow Road!

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	18/20
IMMEDIACY	15/20
LONGEVITY	18/20
ENTERTAINMENT	28/30
FINAL ANALYSIS	86%

Exhaust Heat has been around for literally ages on the import market – it seems an age ago since I played the Japanese version. Now, in their infinite wisdom, Ocean have released this SNES classic officially.



As in all the other racing games available, it is unadvisable to crash as you'll probably end up losing

Ocean

EXHAUST HEAT

Exhaust Heat is a Formula One driving game that is presented in a manner that is designed to show off the SNES mode 7 rotation capabilities as you whizz around the track. So much so, it looks remarkably like a contemporary F-Zero.

Jack Brabham

As with all other Formula One driving games, you get to dash around one of the 16 circuits in the world circus. You can train on the various tracks to get to grips with the intricacies of the courses, or pile straight into the Grand Prix mode. The money side of things is a large part of the driving game, and to succeed you need plenty of it. Even before your first race you'll need to kit out your motor, and then pay simply to qualify! Qualify in the fastest possible time to nudge up on the starting grid to ease your entrance into the world championship positions. Money is earned according to your position and with this you can improve the vehicle – or redesign it from scratch.

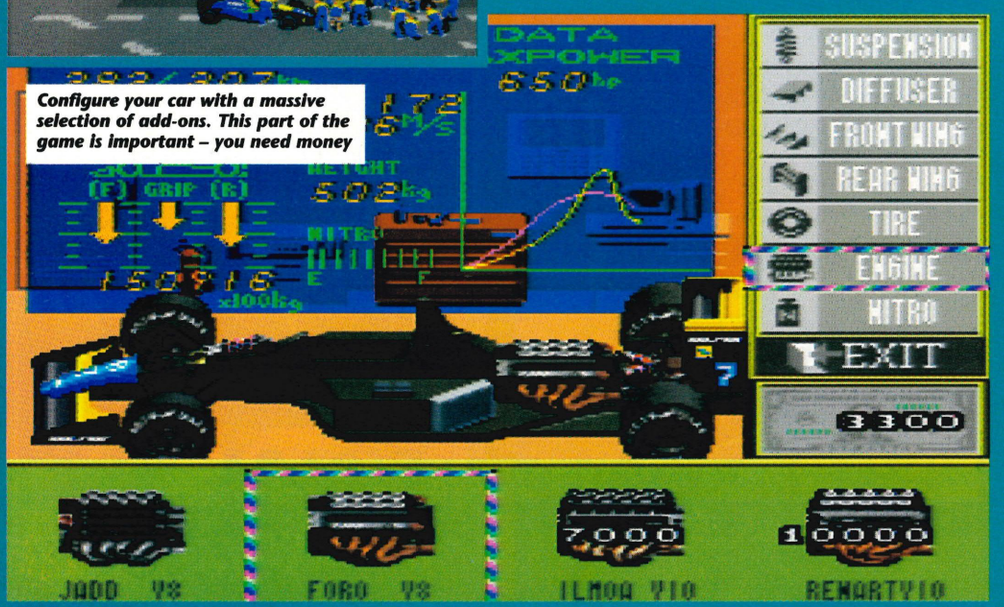
Control is a relatively easy affair, and can be re-configured according to your preference. It is possible to adapt the steering, gear shift changing and the nitro boost all to your own needs. You can, if you don't fancy gear changing, choose an automatic gear box.

Johnny Surtees

Graphically, Exhaust Heat is rather good although the actual cars are a bit of a let down. Gameplay-wise, it lacks some bite. Again, it's a game that depends on personal taste. Some think it's the bees knees, yet in the Control office it falls short of the quality of Super Mario Kart and Top Gear. It's a worthy official release nevertheless, and worth consideration.



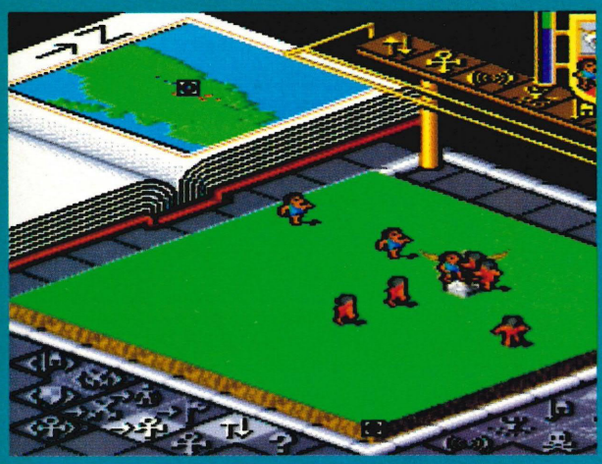




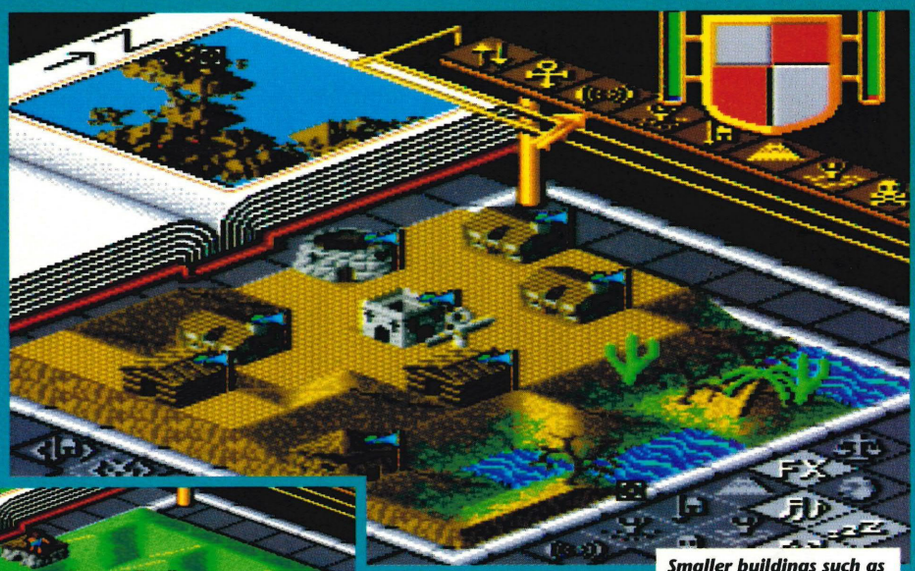
Configure your car with a massive selection of add-ons. This part of the game is important – you need money

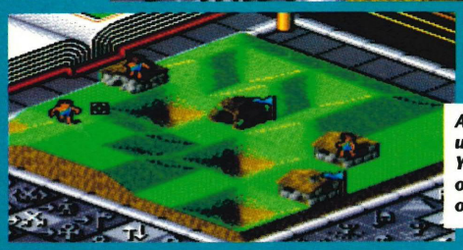
CONTROL PANEL

ACOUSTICS	5/10
VISUALS	12/20
IMMEDIACY	11/20
LONGEVITY	12/20
ENTERTAINMENT	23/30
FINAL ANALYSIS	**63%**



Armageddon has arrived! With your population and Manna at maximum, you can attack the evil followers





As it stands this land is useless for population. Your followers can only build and prosper on flat land

Smaller buildings such as these are sometimes better than huge castles. More walkers will emerge thus populating the land at a quicker pace

POPULOUS

Acclaim

Rule the world as a god and unleash natural disasters on the minions of Evil as you govern the followers of Good. This is a fight for supremacy with only your godly wisdom to show you the way...

With the release of Populous 2 looming on the horizon it is quite apt that the original Populous is being released officially to heighten public awareness and demand for the follow-up. Designed along the same lines as Powermonger and Sim City, Populous is a Godly strategic adventure that pushes your patience to the limits.

This is the ultimate battle between good and evil, a battle for universal supremacy. With the Godly power to change the face of the earth literally you can guide your followers into victorious wars and with any luck over throw your opponent, an evil God with the same capabilities as yourself.

World Domination

Using a series of icons and a 3D isometric playing grid, you must develop worlds into vast flat expanses so that your followers can build settlements and multiply within. The populations grow steadily in number and before long you have an outstanding number of loyal subjects.

These subjects will obey your every move and while you concentrate on developing useful areas of land they will wander around until they find suitable space in which to build either a mud-hut, a cabin or even a castle. Only by increasing your population to the maximum can you obtain the power, Manna, to unleash a deadly onslaught.

The computer controls evil followers and, like you, is trying to multiply his population as quick as possible. It is possible to set natural disasters upon your opponents people such as earthquakes, floods, swamps and volcanoes to halt his progress but beware for he can do exactly the same to you.



Your settlements will come under attack from the enemy if the two forces are in close proximity to each other. The more established settlement will win

Architecture of Aggression

Serious strategy is involved here. You will have to carefully and quickly build a land that cannot be easily wiped out by floods and tidal waves while at the same time will not be too susceptible to earthquakes and the like. This game is by no means as easy at it sounds.

Impressive gameplay, simple but effective graphics and atmospheric sound all combine to form a really interesting product. However, it might be wise to wait for the sequel...

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	13/20
IMMEDIACY	11/20
LONGEVITY	17/20
ENTERTAINMENT	28/30
FINAL ANALYSIS	71%



Stomping through the streets as the awesome Bartzilla

Here's a brand new adventure featuring the ever loveable Bart Simpson and, of course, all his Springfield friends. Whoa, mama, don't have a cow!

BART'S NIGHTMARE

Acclaim



Mad mallet wielding action through Bart's house with Itchy and Scratchy. KA-POW!

By far the best Simpsons game to appear on any format to date, Bart's Nightmare is a whacky recreation of the popular cartoon series, incorporating Mat Groening's bizarre humour. This time, we accompany Bart on a nightmarish journey through his dreams while he searches for his misplaced homework assignment.

Cleverly designed, this action adventure utilises the SNES's capabilites both graphically and sonically. The animation and background graphics carefully mimic the cartoons, while endearing in-game humour keeps a smile permanently plastered to your face.

Don't Have a Cow!

In a parallel dimension, Bart must be guided down a strange Springfield street whilst looking for a page of homework fluttering in the breeze. All the old favourites are present such as Automan in his school bus, Bart's sister Lisa and the school principal Mr Skinner, none of whom will help the mischievous Bart.

When a page of homework has been located, Bart is then faced with a choice of two coloured doors. There are five in all, these randomly appear whenever you find your page, and each one takes you deeper into Bart's mind. The five sub-sections each hold the final pieces of homework and you must complete each level safely in order to repossess your important homework assignment. The Bartman level sees you soaring through the skies, cape, catapult and all! Here you must navigate through radioactive clouds and swarms of Krusty balloons.

Eat my Shorts!

The Temple Of The Maggie section allows you to be Idaho Simpson; a rip-off of Indiana Jones. With graphics very similar to the Indy's film The Temple Of Doom, you must jump over disintegrating causeways and solve the pattern of the stone's movement to succeed. The Bart's Bloodstream section allows you to swim around in exactly that, blowing up bacteria, while the Bartzilla level gives you the chance to stomp through the city roaring like a lizard with indigestion and shooting lazers from your eyes. Finally the Itchy And Scratchy section transports you into a cartoon caper filled with exploding mallets, fire extinguishers and flying knives! Fun is the order of the day here! The game is highly original and the graphical content almost rivals the cartoon series. A tough challenge – Simpsons fans take heed!





Uh, oh! The Momthra is coming to get Bartzilla! If he gets past her Homer Kong is waiting at the top...



Falling asleep is not good! Bart has to travel through his dreams in order to find his homework pages

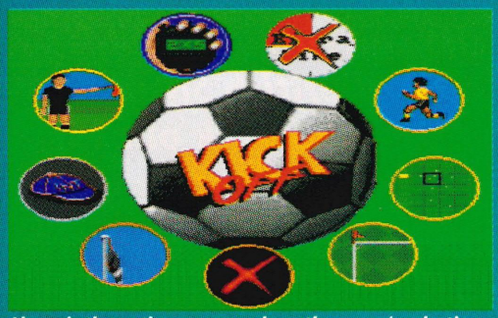
CONTROL PANEL

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

KICK-OFF

Anco

The all-time classic Amiga football simulation has finally arrived for some furious joypad abuse on the British SNES. But was it worth the wait? Look no further than this review...



Above is the options screen where the game's selections can all be adapted in order to suit your whim for the forthcoming match

One of the classic games on the Amiga has finally been prepared for the glory machine; the SNES. Originally available on Japanese import last year, unfortunately it was very poor indeed.

Now, for the British official launch it has been revamped for us more discerning soccer fans in this country. Featuring most of the original features albeit without the same layout and design, it really does take some time to get your teeth into it.

Chris Waddle

Featuring larger sprites than the original which involved more eye squinting than normally expected, it also has all the extras you can expect from the classic football sim. Unfortunately, the control method just hasn't crossed the threshold from joystick to joypad. Ball control takes some time, but you'll be chipping, passing and trapping the ball with a little patience. It'll take a little longer to suss out the overhead kicks, dribbles and chip pass – but it'll come, eventually. All your kicks are liable to after touch by kicking the ball and pushing the pad in a certain direction, this ensures a good bend on the ball and ace shots.

You can select your team from a selection of European and national and domestic teams offered by the computer, or make up your own. Decide on the team selections, and formations, you can also redesign the kits.

Chris Woods

Options are many and varied, you can practice your penalties one moment, change the prevalent weather conditions to your desires, and decide on the type of pitch surface, be it grass or artificial.

The sprites are bigger but then so is the pitch, so there is a lot of guesswork and a big deal of hoofing the ball forward in a naff style. An on screen display of the players and pitch compresses everything so you can check where you are.

However, you can play cultured footy, like Sheffield Wed, passing the ball from player to player. The game doesn't allow for many mistakes and if you hang on the ball for too long the other team is going to clatter you with a tackle. The referee does keep a close eye on these matters and, depending on who he is, goes off in a different way. Some refs allow everything, while others will pull you up at any juncture. Set pieces come into play and you can adapt free kicks by bending the ball and lobbing walls and the goalie. This after bend is vital in all aspects of Kick Off. So much so that without it you're unlikely to score a goal.



Taking a corner kick is a relatively easy task if you take the formation of your team in and around the penalty area and the strength of the wind into account

Chris Bart-Williams

Other options include entering competitions, from European, International and Domestic plays. Of course, the standard of opponent does change according to the situation, and it pays to practice. Also, elements such as surface, speed, extra time and penalties all come into play. It's also worthwhile to suss out the tactics which suit your mode of play.

Action replays are there so you can gloat about your successes at a later date with the five save slots. The key criticism of Kick Off is that it's inaccessible initially and is harder than the Amiga version although I believe that the fault lies with the SNES controller – too awkward to control your men. However, if you're in the mood for hectic soccer action then this fits the bill.



Selecting the tactics, you can pick from the obvious through to the bizarre You can also experiment with your own



The name of the game, kicking off to start the first half

CONTROL PANEL

ACOUSTICS	4/10
VISUALS	10/20
IMMEDIACY	8/20
LONGEVITY	16/20
ENTERTAINMENT	24/30
FINAL ANALYSIS	62%

The OFFICIAL Story

Control's listing of ALL the currently available official British SNES releases – check out the final analysis score and brief, informative summary of each game.

SUPER MARIO WORLD

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.

86%

SUPER MARIO KART

Set in the weird and wonderful Mario worlds and boasting slick mode-7 graphics. Graphically cute and with a two-player split screen option this is excellent fun. Check out the mini review in this issue.

86%

STREETFIGHTER II

The ultimate in beat'em-up action is the closest thing you can get to an arcade machine in your own room. Fantastic gameplay, great graphics and sound, a stunner.

86%

SUPER TENNIS

Just about the most visually appealing, accurate, playable and enjoyable tennis game going in an electronic guise. Excellent.

83%

CASTLEVANIA IV

A beat'em-up/platform romp 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.

82%

TOP GEAR

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

81%

SUPER PROBOTECTOR

A side-to-side shooty where you're hell bent on the destruction of various alien type beings. Great sounds, fantastic graphics and marvellous gameplay. A dream.

80%

TURTLES IV

A close arcade conversion with excellent presentation; add to this loads of moves spiced with hectic gameplay and you won't be far off the mark.

91%



ZELDA III

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

91%

BART'S NIGHTMARE

Smooth scrolling and impressive parallax contribute to an very playable, but sometimes bewildering romp. See the mini review in this issue.

81%

PILOT WINGS

Quite a remarkable demonstration of just what the SNES can do on the graphics front, mode 7 at its best. A playable 'arcade' style flight simulator to boot.

71%



GHOULS'N'GHOSTS

Eight massive levels of monster hacking action which will bring a tear to even the most hard nosed gamer. Top gameplay with great sounds and graphics. Well 'ard to complete.

71%

F-ZERO

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

61%

LEMMINGS

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

61%

CONTROL THE MOB'S TOP 5

1	Mario Kart
2	Top Gear
3	Streetfighter II
4	Sonic Blast Man
5	Axelay

POPULOUS

Fancy yourself as an all-powerful mega-being? Look no futher than this. See mini-review for details.

15%

SIM CITY

A devilishly addictive game which doesn't rely upon fancy graphics or sounds. Pure addictive fun as you become town planner. Build a city and watch it fall apart at the seams.

15%

ANOTHER WORLD

Gorgeous on the eye and plays like you're actually in an action movie. Slick graphics and a top notch presentation make this a must.

15%

DRAGONS LAIR

Ogle at those graphics and indulge in a game which first saw the light back in the eighties on a laser disk machine. A real challenge.

14%

KRUSTY'S FUN HOUSE

Krusty's is another arcade puzzler set in Springfield. Help Krusty destroy the rats that have infested his abode in the fun, challenging and nail biting addictive game.

13%

JOE AND MAC

This arcade classic has been faithfully converted to the SNES with all the colour and detail intact. A beat'em-up with a difference, it's certainly great fun.

12%

SUPER ALESTE

Quite a stunning shoot'em-up with plenty of mode seven and absolutely no slow down; therefore a lot like the all the rest.

12%

SUPER R-TYPE

Well executed shoot'em-up in the classical vein of mass slaughter. It's let down somewhat by the amount of on-screen slowdown when the pressure builds up.

12%

UN SQUADRON

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

12%



ADDAMS FAMILY

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

71%

ACTRAISER

A unique combination of action and simulation. as you find yourself strolling along singing a song and killing nasties.

10%

BLAZING SKIES

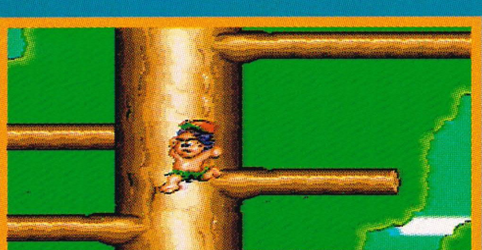
Also known as Wings 2, this flight sim-cum-shoot'em-up features splendid graphics with a yawnable gameplay. But not bad for a 4 meg cart.

10%

ADVENTURE ISLAND

A platform-cum-beat'em-up romp through lush islands, tropical seas and dodgy haunted houses. Graphically, it's superb and the sounds are toe tapping, too.

10%



SUPER WWF

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.

66%

EXHAUST HEAT

An enjoyable and fairly accurate driving game worthy for the sheer speed factor. Quite tough compared to Top Gear, for example.

63%

SUPER SOCCER

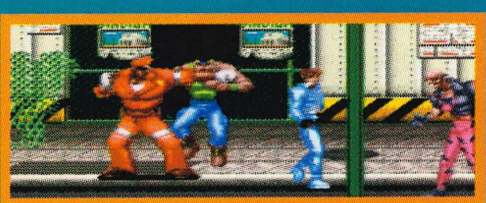
Another mode 7 piece de resistance but disappointing in one-player mode. This let-down is not repeated when two players are involved, thus enhancing the gameplay.

61%

RIVAL TURF

Beat'em-up freaks will be in their element in this violent, blood-splashing game. The graphics aren't bad but it lacks a selection of moves.

60%



ROBOCOP III

The film doesn't exist, and nor should this game. It looks alright but to play it stinks. There are better ways of wasting your money.

49%

ULTRAMAN

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

45%

PAPERBOY II

A classic arcade game poorly converted on the SNES. It isn't enormously thrilling but no-one ever said delivering papers was supposed to be.

43%

HOME ALONE

Total pants, in fact there is nothing I can recommend about it. What's worse is that there is already a sequel for it!

33%

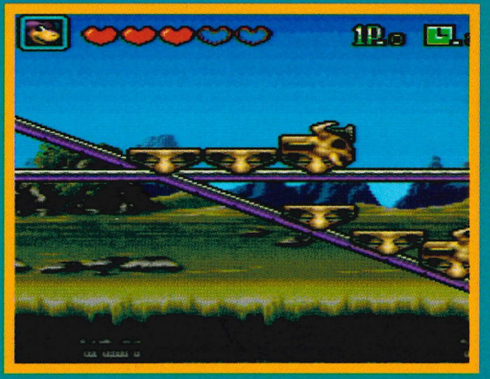
The GLOBAL Story

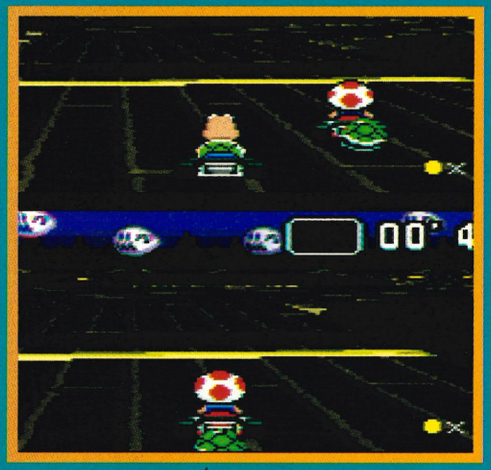
There's a massive range of games available through importers nationwide, so much so that we've had to extend this listings section. Most of the import games on the market are listed below. If you know of any we have missed why not drop us a line and tell us which ones?

✔ Control recommended ✘ Control fizzlers – Avoid

RACING

Aguri Suzuki F1 Super Driving - LOZC - Japanese
Battle Grand Prix - Naxat - Japanese
Big Run - Jaleco
✔ Cyber Formula - Takara - Japanese
✔ F-Zero - Official
✘ F1 Battle GP - Japanese
F1 Exhaust Heat - Ocean - Official
F1 Grand Prix - Foca - Japanese
✘ Race Drivin' - T.HQ Inc
RPM Racing - Interplay
Super F1 Hero - Vaire - Japanese
✔ Super Mario Kart - Nintendo
Super Off Road - Tradewest
✔ Top Gear - Kemco





PLATFORM

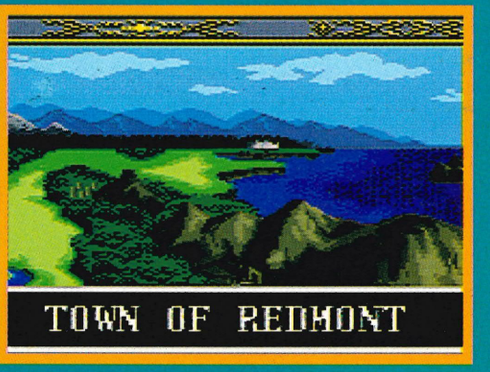
Addams Family - Ocean
✔ Another World - Interplay
Dinosaurs - IREM
✔ Dragons Lair - Elite - Official
Hook - Sony
✘ James Bond Jr. - T.HQ Inc.
Joe & Mac - Data East
✔ Prince of Persia - Konami
Magic Sword - Capcom
Skuljagger - ASC
Smart Ball - Sony Imagesoft
Spanky's Quest - Natsumi
Super Adventure Island - Hudson Soft
✔ Super Castlevania
✔ Super Ghouls 'n' Ghosts - Capcom
✔ Super Mario World IV
Super Vallis - Telenet
✔ The Simpsons: Bart's Nightmare - Acclaim



ADVENTURE

Actraiser - ENIX
Arcana - Hal
✔ Drakkhen - Kemco
Final Fantasy II - Square
Final Fantasy Mystic Quest- Square
Lagoon - Seika
Might and Magic II - Sammy
✔ Soul Blazer - Enix
Super Ninja - Koei
Super Wagon Island - Namcot
✔ The Legend of the Mystical Ninja - Konami
✔ The Legend of Zelda: A Link to the Past - Nintendo
Wanderers from Ys III - Sammy





STRATEGY

✘ Air Manager - KOEI- Japanese
✘ Earthlight - Hudsonsoft - Japanese
✔ Populous - Acclaim
Romance of the Three Kingdoms II - KOEI
✔ Sim City - Official
Sim Earth - Imagineer



SPORT

Augusta Masters Golf - T&E Soft
Bill Laimbeer's Combat Basketball - Hudson Soft
Chessmaster - Mindscape
David Crane's Amazing Tennis - Absolute Entertainment
Extra Innings Baseball - Sony
Flaming Dodgeball Kid - Sunsoft
George Foreman KO Boxing - Acclaim
Hal's Hole in One Golf - Hal America Inc.
Jack Nicklaus Golf - Trade West
✘ John Madden Football - Electronic Arts
John Madden Football '93 - Electronic Arts
MVP Baseball - Acclaim/LJN
Nolan Ryan's Baseball - Romstar
Pebble Beach Golf - T&E Soft
✔ PGA Tour Golf - Electronic Arts
✘ Pro Soccer - Imagineer
Skins Game - Irem
Space Football - Triffix Entertainment
Super Baseball Simulator 1.000 - Culture Brain
Super Bases Loaded - Jaleco
Super Bases Loaded II - Jaleco - Japanese
Super Bowling - Technos
✔ Super Dunk Shot - Halken - Japanese
Super Fire Pro Wrestling - Human - Japanese
Super Play Action Football - Nintendo America
Super Pro Baseball - Jaleco - Japanese
Super Soccer - Nintendo - Official
Super Soccer Champ - Taito
✔ Super Tennis - Nintendo -Official
Ultimate Football - Sammy - Japanese
Waialaie Country Club - T&E Soft
World Championship Boxing - Softel - Japanese
World League Soccer - Mindscape





JALOPY CORNER

Faceball 2000 - Bullet Proof Software
✘ Home Alone - THQ Inc.
Mario Paint - Nintendo
✔ On the Ball - Taito
✔ Pilot Wings - Official
✘ Paperboy 2 - Mindscape
✘ Rocketeer - IGS
✔ Super Pang - Capcom
Super Pipedream - BPS
Wheel of Fortune - Gametek



BEAT'EM-UP

Astral Bout - A Wave
Battle Blaze - Sammy
Final Fight - Capcom
Final Fight Guy - Capcom - Japanese
King of the Monsters - Takara - Japanese
Last Fighter Twin - Banpresto - Japanese
Pit Fighter - THQ Inc.
Ranma 1/2 - NCS
Rival Turf - Jaleco
✘ Robot Police - Atlus - Japanese
Sonic Blastman - Taito - Japanese
✔ Streetfighter II - Capcom
Super Double Dragon - Tradewest
✘ Super Golden Fighter - Culture Brain - Japanese
Super WWF - Official
✔ TMNT IV- Konami
✘ Ultraman - Bandai US

PUZZLE

Chessmaster - Mindscape
Ka-Blooey - Kemco
✔ Krusty's Super Fun House - Acclaim
✔ Lemmings - Sunsoft - Official
Super Shanghai - Hot B - Japanese



SHOOT'EM-UP

✔ Axelay - Konami
Blazing Skies (Wings 2) - Namcot - Official
D-Force - Asmik
Darius Twin - Taito
✔ Desert Strike - Electronic Arts
✔ Gradius III - Konami
GunForce - Irem
Hyperzone - Hal
✔ Phalanx - Kemco
✔ Parodius - Konami - Japanese
Raiden Trad - Electro Brain Corp
Strike Gunner - NTVIC
Super Aleste - Official
Super Battletank - Absolute Entertainment
Super Earth Defence Force - Jaleco
✔ Super Probotector - Konami - Official
✔ Super R Type - Official
✔ Super Smash TV - Acclaim
Sylvalion - EMI
Thunder Spirits - Seika
✔ UN Squadron - Capcom
Xardion - Asmik



Complete CONTROL

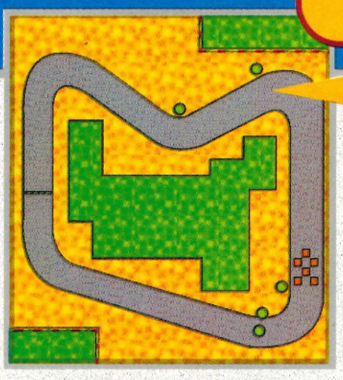
THE ULTIMATE IN PLAYERS' GUIDES

SUPER MARIO KART

Having a karting crisis in the lastest Super Mario game? To tie-in with the official release of Super Mario Kart, Control guides you through all twenty tracks and give you the low-down on all of those dirty drivers. What's more, you get to feast your eyes on these gorgeous maps!

Mushroom Cup

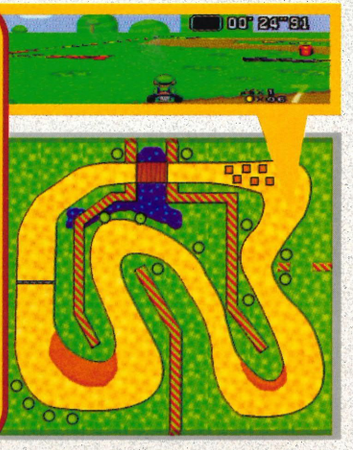
Mario Circuit 1





A straightforward track; if you're racing with the Koopa Troopa or Toad you can speed around the course without taking your finger off the accelerator. Try to stay on the inside when cornering, overtaking the other drivers by driving over the chevrons. If you collect a mushroom, uses the boost of speed to short cut across the mud as indicated on the map.

Donut Plains 1

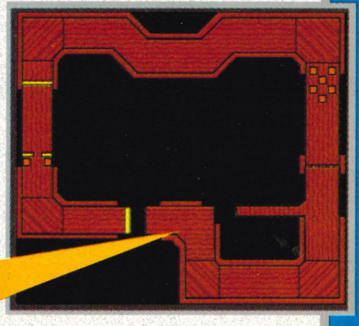


Collect a nitro and use it just after the bonus blocks, powering across the grass as indicated. Watch out for the mud on the corners – either steer around the muddy paths or turn into the slippery areas and head straight across them. If you attempt to accelerate and turn on the mud, you'll spin out. Approach the final corner on the left of the track, turning early and racing straight across the mud patch. You can then straighten out to face the start/finish line without losing control. Dropping banana skins on the bridge is an excellent way of taking out the opposition.

Ghost Valley 1

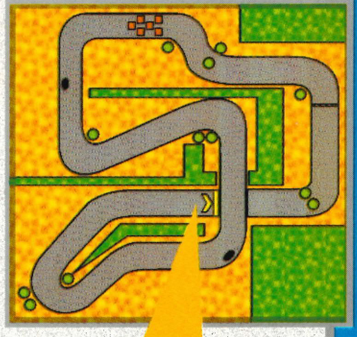
Run over the bonuses at the beginning of the course – if you grab a banana, nitro or green shell, use it quickly as you'll be able to gain another goody just after the ramp. To reach the bonuses, simply jump over the ramp in front of the icons. The feather is used to cut across the track. Use it just after the ramp to leap onto the thin ledge, then slow down to turn left back out onto the home straight.





Mario Circuit 2

Drive in between the pipes as this provides a quicker route to the bonuses. You can drive over the oil without spinning but you mustn't accelerate. If you collect a nitro, punch it in just before you hit the ramp. Hold left in mid-air to leap across the scenery and land by the starting grid!

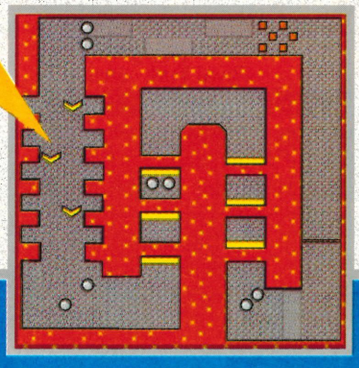




Bowser Castle 1



The huge straight just after the start line is perfect for the nitro boost start (see elsewhere). Hit the single nitro pad on the right hand side, as the two pads on the left will propel you into the wall!

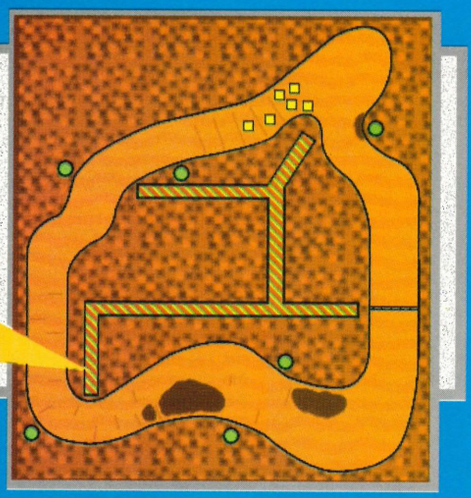


Flower Cup

Choco Island 1

Stay off the gravel that surrounds the track at all costs, as it drastically reduces your speed. The bonus blocks hidden between the small ramps are difficult to reach – you'll have to jump over the ramps to reach them. The nitro is best used across the muddy patches, as is the feather.

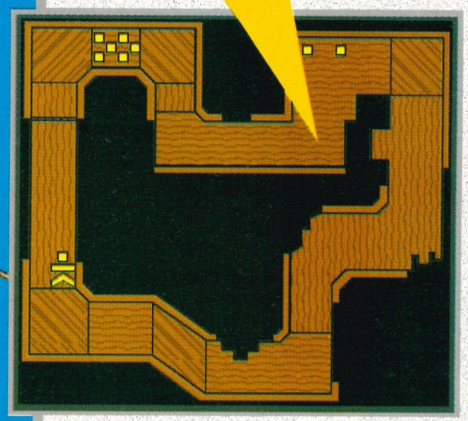




Ghost Valley 2

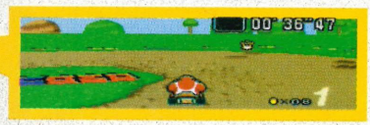
Use the feather to jump across the short cut as indicated. Don't bother going for the bonuses in the top right corner, as you'll lose precious time. To hit the nitro pad at the end of the course, take the previous corner wide, then pull the kart round to hit the pad and jump all the way down to the start line.

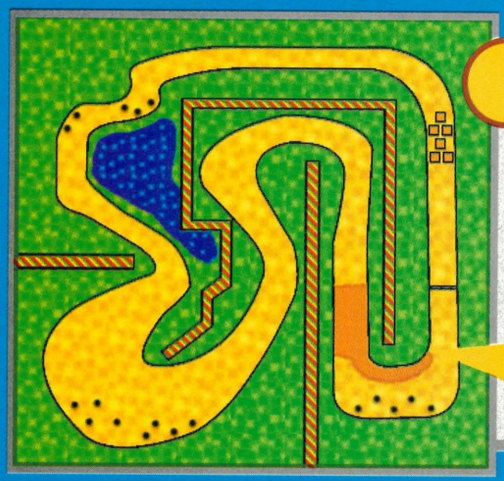




Donut Plains 2

Watch out for the gophers, they jump out of the ground as shown on the map. The course is fairly easy, apart from the last hairpin. Take the corner wide, then cut across the apex of the corner, remembering to slow down to lessen the chances of sliding.

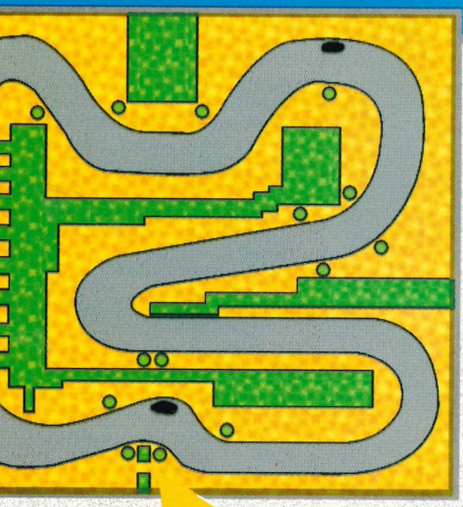


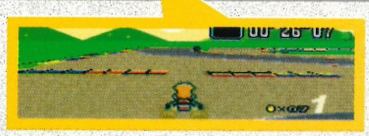






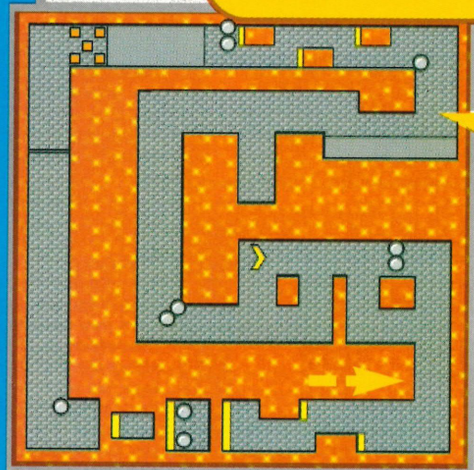
Mario Circuit 3

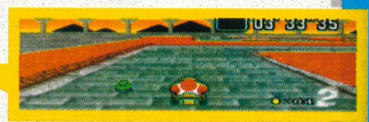




Watch out for the oil spills on the corners, and remember to approach the hairpin wide and cut across the apex. Save your nitro for the bottom straight and use it to zoom through the small gap in the wall. Make sure you hit the speed arrow, as this will allow you to gain valuable seconds over the computer controlled drivers.

Bowser Castle 2

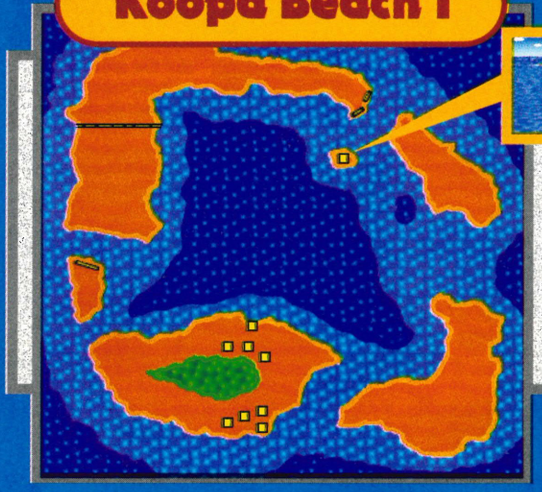




Grab a green shell from the bonuses and use it at the following hairpin, as shown. Fire it straight at the wall, then turn out of its path quickly. The shell will bounce from wall to wall, creating a problem for all drivers behind you. Don't bother trying to use the nitro arrow, as you'll negate its usefulness by hitting the wall. An excellent way of getting ahead is by grabbing the feather, then using it to leap the lava as indicated on the map.

Star Cup

Koopa Beach 1





Drive on the very edge of the sand, jumping over the water as you hop from island to island. Grab a nitro to power across the ocean as indicated. It doesn't really matter if you grab a bonus from either the left or right of the seaweed, but don't waste too much time driving out of your way just to grab a goody.

Choco Island 2

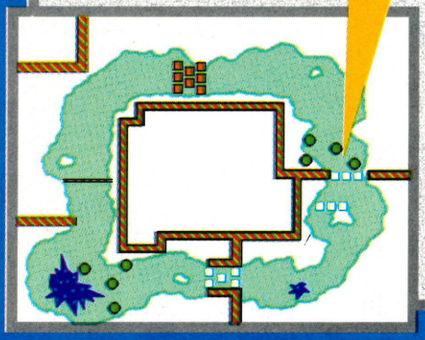
Take the corner by the bonus blocks slowly, otherwise you'll slip onto the mud and slide onto the gravel. Drop any banana skins on the thin straight at the top, and use the nitro mushroom to zip across the mud pool.





Vanilla Lake 1

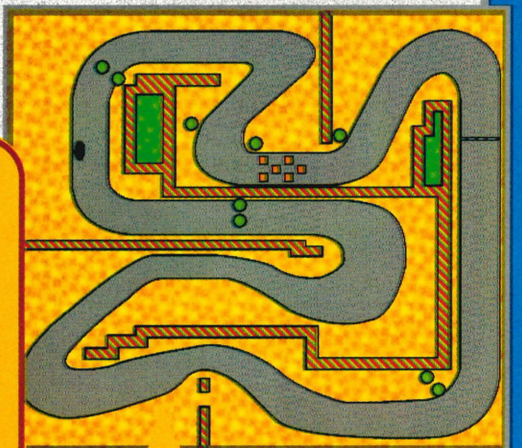




Mario and Luigi are the best characters to choose when racing on this course, as they can drive around the icy track without slipping too much. The ice blocks will disintegrate after you've hit them once, but it's possible to jump over the obstacles by tapping the left or right buttons. Avoid the water pools at all costs, and don't be afraid to cut corners by nipping across the snow.

Mario Circuit 4

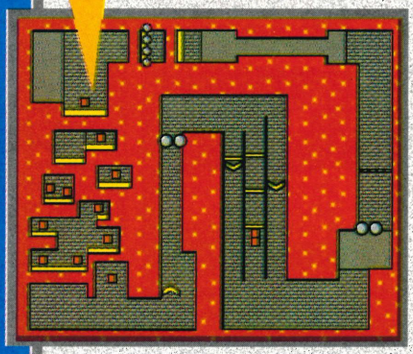
The fourth Mario Circuit is comprised of a few tight bends so you'll have to constantly slow down to take the hairpins. Drive in between the pipes when approaching the tight bend in the centre of the track – you can then turn across the apex of the corner and accelerate quickly along the following straight. Use any nitros on the bottom straight, propelling yourself across the sand and in between the walls.





Bowser Castle 3



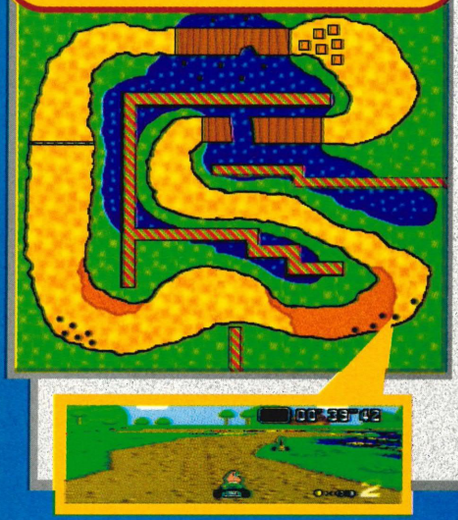


This is one of the toughest tracks, so it's vital you get out in front early otherwise you'll be rammed around on the thin stretch just after the first corner. Take the left route when jumping over the bonus blocks, as this is the quickest route across the lava and providing you take the hairpin wide, you should be able to hit the nitro pad and zip under the thwompers. Drive down either the first or second lane just after the hairpin. Remember to jump over the ramp and onto the nitro if you take the first turning, and once again jump the ramps to grab a bonus on the second straight.

Special Cup

The special cup can only be played by the best karters. You must first win gold in all the other three cups at 100cc to access the courses.

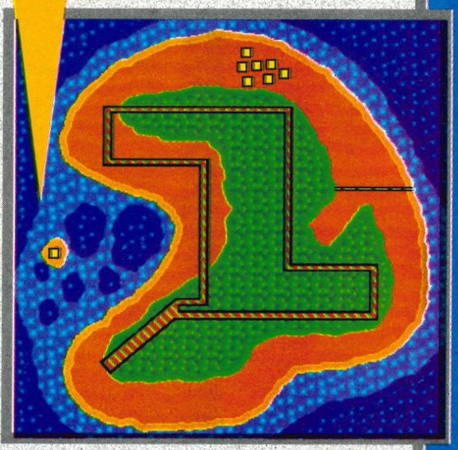
Donut Plains 3



This course is extremely thin, and more often than not the opposing karters will attempt to ram you off the bridges and into the water. Although it is possible to drive over the gap in the second bridge, it is best to jump to make sure you don't fall in the drink. The mud on the third corner causes a real problem, and the corner must be taken wide even if you slow down. Make sure you accelerate quickly out of the corner, and use any nitros along the bottom straight. The best place to overtake, apart from the straights, is the final corner. Cut across the grass to give yourself a few seconds to pass.

Koopa Beach 2





A simple course apart from the water section. Head towards the single bonus pad, then turn left and nip between two deep pools. A nitro will allow you to skim across the deep pools. Alternatively, use the nitro to fly across the shallow water just before the final corner.

Ghost Valley 3



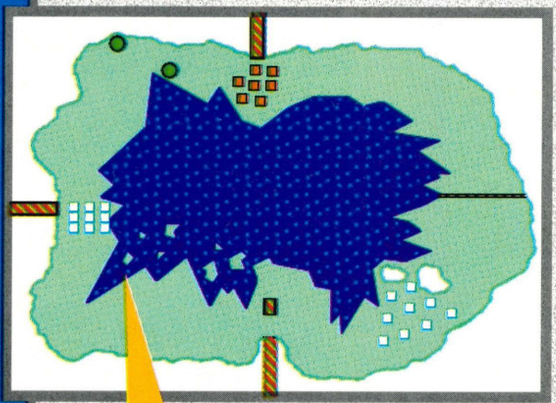




The feather is the ideal bonus, allowing you to cut across the track as indicated on the map. The majority of the course is not surrounded by a barrier so being rammed by the computer opponents can be a real problem. Choose Mario or Luigi as they are tougher and less prone to being nudged about. The nitro and jump at the bottom of the course provide the perfect way to gain precious seconds, simply hit the nitro and jump across onto the track as indicated on the map.

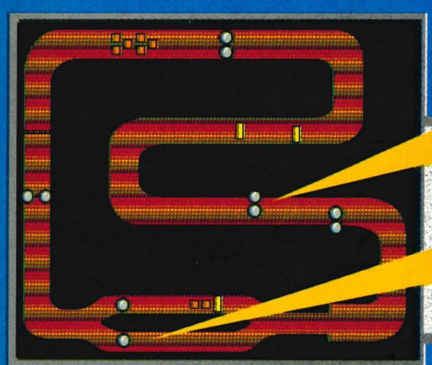
Vanilla Lake 2

The second Vanilla Lake course is perhaps the easiest Special Cup race, as long as you're willing to take risks. Stay close to the water's edge, cutting corners by jumping over the water and onto the small ice islands. Then quickly jump off the other side and back onto the course. The perfect place to drop a banana skin is between the ice cubes on the left, and remember to jump over the ice cubes on the final corner by pressing the left and right buttons.





Rainbow Road





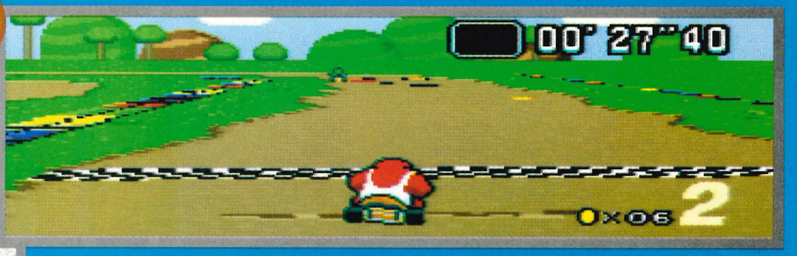


The Rainbow Road is hard on your eyes but easy to negotiate. The crushers must avoided at all costs as you'll spin out even if you touch them. The track has no barriers whatsoever, make sure you stay in the centre of the track or be prepared to be barged off! Weave in and out of the thwompers on the third straight, then take the following corner slowly to ensure you don't fall off the course as it gets thinner. When the road splits, take the left stretch. You won't get an additional bonus, but you'll find the next corner easy to drive around.

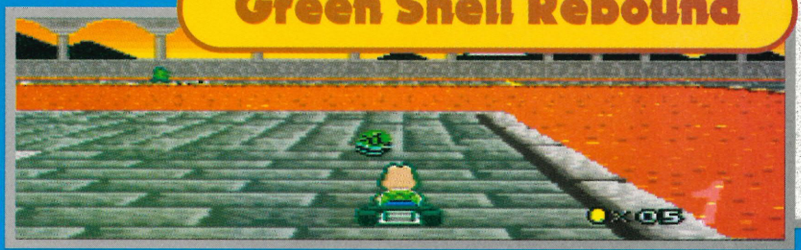
Track Tricks

Nitro Start

To get the best start possible, timing is essential. You can actually nitro off the starting line, propelling you out to the front of the field! You must press and hold the button down just before the second chime. If you're successful, your karter will zoom off down the track. Press the accelerator too early and you'll wheel-spin, too late and you'll just cruise off the line.



Green Shell Rebound



A excellent way of bugging the drivers behind you is by rebounding a green shell off a wall and watching it take out another karter. As you're approaching a corner, fire the shell at a wall facing you. The shell will hit the side, then bounce back towards you. Quickly steer around the corner and the shell will race off towards any drivers on your tail. With practice, the green shell is immensely useful, especially on the Bowser Castle courses.

Shell the Human!



Although the computer karters may be a pain in the butt, it is best to save your shells for your fellow human driver. It's more than likely that they'll shell you , so make sure you get them first!

Nitro Ram

On the Ghost Valley courses, try to ram the other drivers off the track. Either nudge them to the side, or ram them from behind as they're approaching a ramp. You can also nitro into the back of them, sending the unfortunate driver into the black void that surrounds the track.



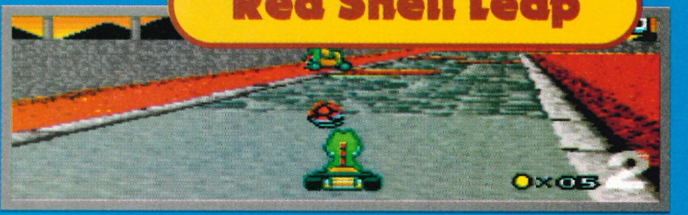
Banana Skin Block



If you're being chased by a fellow driver armed with a red shell, there's not that much you can do about it apart from jumping over the shell then hoping it crashes into a wall. However, if you' re carrying a banana, it is possible to block the shell with the skin. As long as the shell is fired from behind, wait until the red is upon you then quickly drop the skin. The shell will hit the banana, knocking them both off the track. It is possible, but it will take some practice.

Red Shell Leap

If you being chased by an opponent armed with a red shell, there's not much you can do to avoid the inevitable. Either try the banana skin block or, if you have a feather, leap over the shell as it hurtles towards you. The shell should whizz straight past, and hopefully hit the scenery. If not, it'll home in on you again!



Karting Characters

Bowser and Donkey Kong Jnr.

These fat lumps are best avoided as they'll casually ram you off the track! Using their weight to shove you about, your coins will soon disappear. Kong drops banana skins which are easy to avoid, although Bowser's fireball is a little harder to dodge, as it sways from left to right. Kong also has the nasty habit of leaping over any red shells you fire at him, so try to outmanoeuvre the fatties on the corners.



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Mario and Luigi

The Mario Brothers, especially Luigi, will attempt to take the lead as early as possible. After the first lap, they'll start using the invulnerability trick, flashing as they speed around the track. If one of them is in front of you, he'll deliberately slow down to try and ram. Obviously, if you're rammed by this flashing menace you'll spin out. Either try to overtake both of them in the first lap (none of the characters will use their special ability in the first lap) or wait to pass them on a straight. If you attempt to zoom past them on the corner, more often than not they'll swerve into you!

Koopa and Toad

Two of the best all round characters to use thanks to their handling, Koopa Troopa and Toad are usually fairly easy to pass and will not cause you too much of a problem. Koopa drops a static green shell which you'll find easy to zip past, while Toad drops poison mushrooms.



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Princess and Yoshi

The Princess and the little green beast may be small, but they'll still ram the hell out of you! Quick off the mark, they throw the eggs and poison mushrooms with surprising accuracy. They are fast around corners and will often overtake on a hairpin, so try to take the racing line without skidding out. If you accidentally run over a poison mushroom, you'll shrink. Stay at the side of the track to hopefully avoid drivers attempting to flatten you, then grab another mushroom. This will return you to your original size.

DRAGON'S LAIR

SNAKE GUARDIAN



Stand on the edge of this platform and wait until you see the snake's head first appear on the edge of the screen. Then leap into the air and fire your dagger into its head. If a successful hit has been made the snake will turn white. Occasionally turn and face the left to shoot the oncoming baby lizards. Once the snake has been killed, go to the top of the screen. You'll encounter the snake once again, so use the same tactics as before. Hurry, for time is not on your side!

Is Dirk the daring becoming Dirk the dead? Can't find Singe anywhere? Then help is at hand with this truly amazing guide – everything you'll need to know on how to defeat Singe and rescue the fair Daphne.





2

Very simple to complete – firstly move all the way to the left. Then when you see the green wooden tower start heading up. Now the idea is to get over the top of this tower and into the waters below. Then go over to the right and up into the hidden exit



1

Head to the right until you see the second dropping platform. Then drop down until you see another one. Jump across twice and you will see a see-saw and a weight. Get onto the platform above the boxes, then drop down onto the see-saw making the weight go onto the other platform. Then jump onto that platform and try to leap onto the platform marked exit

4



It's easy when you know how! Just run right until you drop down into the icy waters below. Then navigate your way around until you can no longer go to the right. Then quickly tap the jump button to surface and then you should see a secondary exit sign. That's the one you want!

Not a lot to do here – just run right jumping and hacking your way through until you arrive here. Then wait until the platform moves into view, then count to three and then jump right. If successful you'll be on the moving platform heading towards the exit



3

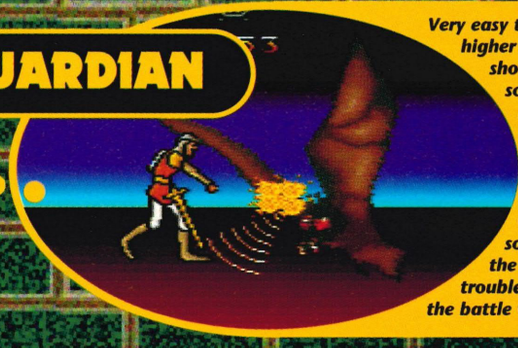


7

Nothing to say apart from take care and keep moving to the right!



BAT GUARDIAN



Very easy to defeat, just stand on a higher platform like the piccy shows. Wait until he fires his sonic waves towards you. Decide on which evasive action to take and then retaliate by jumping and firing repeatedly. Pause from time to time to see where his attack is heading so you can continue to dodge the waves. Without too much trouble you should emerge from the battle victorious



8

Highly skilled joypad manipulation will be required over the next couple of minutes. Start off by nudging the barrel over here. It's best if you use the tops of the platforms on the way. Then keep moving along until you come across a secondary barrel. Push this all the way to the left until you see a barrel wedged into the rocks. Make the two barrels meet and watch them explode allowing you access to the exit



6

A tad crafty this level! Make your way to the top right of this level until you see the exit sign. Ignore this and jump onto the top of the roof like so. Then drop down onto the platforms until you see the real exit. Easy eh?



5

As soon as you start, head towards the trampoline. Then bounce up to the left and try to grasp a hold of the rope that's dangling above. Then nudge the anvil to the right onto the fires below. Now you can safely cross the fires without dying. Keep moving to the right and you'll see another trampoline, so use it and jump as far as you can to the right. Repeat this until you arrive on a normal platform with a rope above it. Climb the rope and jump across to the other side. Then quickly drop down the rope and head right until you land near this exit

DRAGON'S LAIR

9



As soon as you start, head straight to the top platform, then moving right you'll see a trampoline. Nudge it along to this location and then use it to get to the higher platform. Moving further on you'll see another trampoline. Use hard pushes get it here. Then bounce up and into the exit

13



Proceed down and right until you see a moving platform. Jump onto this platform and move up to the top right. Keep moving forwards until you see an exit sign. Ignore this and step onto the descending platform until you see another exit sign. This is the true exit





Try to make your way to the top of the screen until you see the red ghost. The only way to harm it is to shoot it repeatedly in the head. Try to do so by staying at a distance. This way you'll be able to see his attacks – when this happens try to outrun the star. Repeating this procedure until you win

BAT GUARDIAN

15



Use the wooden beams above you to reach the top. Try to stay away from the walls on your way up as they'll slow you down. When you reach the top, kill the flying wizard immediately then when a green dragon appears again jump on him and up onto the top platform. Once you've done that run all the way to the left and into the exit

14



Lots of pushing and shoving is required for this stage. You'll need to start pushing the platform as soon as you see it. Keep going left until you can go no further then drop down to use the see-saw. After a few tries you can get to the tower, nudge the platform just slightly off the edge and use it as a stepping stone to get to the other side



11

From the starting point you can see a barrel above you on a platform. The idea is for you to get to this location. Once that has been achieved, shove the barrel constantly to the right. When in the waters, fall with the barrel keeping it close to the wall. Then it'll meet up with the other barrel and explode enabling you to continue to the exit

All you have to do is jump to the right as far as you can. When you can go no further, step onto this descending platform and drop down to the second platform. Here you'll see the exit, so jump off and get going!



10





12

No nasties to overcome on this level – just a good sense of direction will be required. Go to the edge of the first platform and jump right. Then as soon as you land, jump right again and try to grasp the rope and haul yourself to the exit



SINGE

Using your sword as your primary weapon, run to the right killing anything that gets in your way. As soon as you see Singe's head appear nudge forward a tiny bit and start holding down jump and throw. If you're in the right place Singe can't hurt you and the bats will just fly into your daggers. After a while Singe will explode into flames and the fair hand of Daphne will be yours!

THE LEGEND OF ZELDA III

Welcome to a helpful haven for any frustrated adventurer. Here lies some valuable assistance in your journey through the mythical lands of Zelda III – a link to the past...

The first set of tasks are fully mapped along with the game but here follows a brief outline of exactly what to do and where to go. Enter the castle grounds at the top right hand corner under a bush. After gaining weapons from your Uncle, search out Zelda and travel to the sanctuary via the secret passages.

A good way to defeat the bloke guarding Zelda is to throw any available pots at him, as this will prevent him crushing you with his ball and chain. Now visit the Kakariko village and collect the two glass bottles situated there, then find a sick young boy in bed. If you converse with this character he will supply you with a net which allows you to catch fairies.

When you have caught a fairie you should store it in a glass bottle. This can then be used later on to restore your energy. Next you must speak to the elder near the Eastern palace, he will send you to find the first of the three pendants in the palace and if you return it to him he will then reward you with the pegasus shoes.

To defeat the Armos knights and receive the pendant, run into the room and charge with your sword, now slash them when they swarm around you. When they line up and try to charge, pump one full of arrows from your bow. Be careful on the last one as he gets angry and jumps about. Now visit the elder and take the shoes, travel to the village library and use them to dash and knock the Book of Mudora off the shelf. Strange Hylian language can now be deciphered which allows you to enter the Desert palace and obtain the PowerGlove.

By dashing into a pillar you can get a key, and pushing a floor switch reveals a chest. Leave the building and go behind it. Use the glove to move stones and enter the doorway. Light four lamps to enter the boss room and defeat the Sandworms by standing next to the mudhills and slashing their heads.

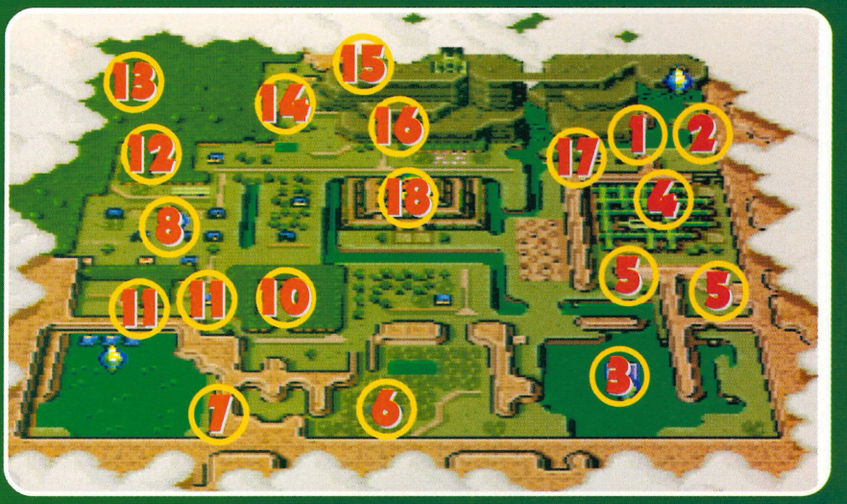
Defeat the devilishly unpredictable Giant Wurm by hacking his tail five times without being pushed to your doom. Now you have the three pendants you can claim the Master Sword from the Norht East corner of the Lost woods. Go to the Hyrule castle's top level and defeat the wizard Agahnim by deflecting his fireballs with the Master sword.

Once defeated, he will drag you into the Dark World where the real adventure begins. Your task now is to rescue the seven maidens before evil Ganon opens his portal. The Palace of Darkness is your first destination and you must give Kiki the monkey all the rupees he requires in order to enter. You can also find a very useful Hammer here which is essential later on.

The mountain tower is your next task and you must use a transporter to the Dark World in order to reach it. Get the mirror by helping an old man and you can then travel between worlds. You must also obtain the Moon Pearl to safely enter the Dark World and this is found in the tower.

To get the moonpearl you should get to room 5f and fall down the middle hole after changing the layout by stepping on the starpad. Remember to find out where it is possible to drop onto lower land as this is very helpful. Once inside the Mountain tower, use the crystal ball switches to reveal hidden doors and open doors with hidden keys or by killing all monsters.

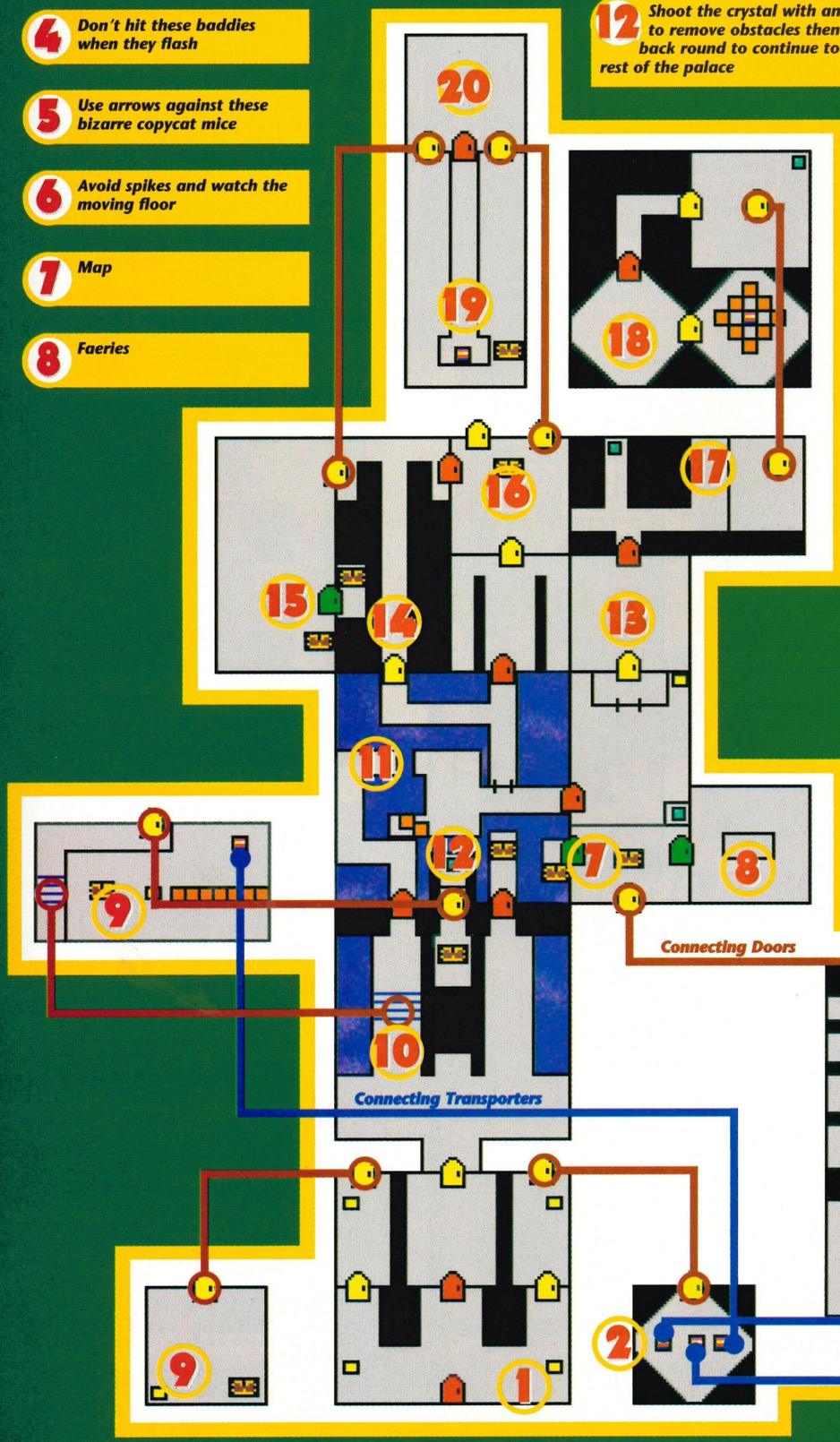
An Adventurer's Dream



1. Zora's flippers needed for swimming and waterfall of wishing
2. To get Quake medallion throw an object into the circle
3. Pond of happiness
4. Palace of Darkness
5. Faerie caves (for life replenishment)
6. Flooded Dungeon
7. Change worlds here to gain access to the Bombos medallion. Use Book of Mudora to get it.
8. Blind's Dungeon
9. Bottles can be found by a man in the pub – other bottles are to be found in the chest near the village. Hammer down the pegs to make it appear then take it to a locksmith in the desert to get a bottle
10. Haunted Grove
11. Games houses
12. Transporter
13. Skeleton Dungeon
14. Dash into a strange tree here to get a piece of heart
15. Get magic of Ether here when you have the Master sword
16. Transporter
17. Go to the Magic shop and give the witch the magic mushroom found in the lost woods
18. In the castle, you will be transported to this location upon entering after you have fought and beaten the dastardly Agahnim
19. Remember to look in all caves and under all objects to gain extra rupees, magic and life energy

Palace of Darkness

1. These floor pads and switches open locked doors
2. These transporter pads carry you to different locations throughout the level
3. Push or pull blocks in the direction shown, bomb the weakened wall to reveal a hidden door and speak to the panel for advice from the elder of Zelda
4. Don't hit these baddies when they flash
5. Use arrows against these bizarre copycat mice
6. Avoid spikes and watch the moving floor
7. Map
8. Faeries
9. Press these switches to reveal hidden chests
10. Bomb this floor piece and fall through to reach this area then proceed through the door to reach the big key
11. Use the arrows to jump across to the lower level
12. Shoot the crystal with an arrow to remove obstacles then travel back round to continue to the rest of the palace
13. Push the statue onto the switch to open the door
14. Run here as the path crumbles behind you , and watch the two small vermin as they usually get in your way. There's a hammer in the chest on the left
15. Bomb the wall to reveal a door and find the magic hammer
16. Compass
17. Shoot an arrow into the statue's eye to reveal the way forward
18. Kill all turtles by hammering them onto their backs
19. More turtles
20. To kill the guardian, bash his helmet with the hammer until it shatters, now slash his middle eye until he dies. Be careful of the fireballs and also of his treacherous tail



Next, return to the Light World and purchase the flippers from Zoma in the waterfall in the NE corner. These allow you to swim in water and are needed for the Flooded Palace. Whilst in this area, go to the pond of happiness and keep throwing in rupees as this allows you to increase your capacity for carrying bombs and arrows.

Also, visit the Waterfall of wishing and improve your shield and boomerang by dropping them into the pool behind the waterfall. Go back to the Dark World and get to the Flooded Palace down a path blocked with pegs. Hammer down these pegs to clear the way.

To enter the inner section of the palace you have to return to Light World and flood the temple by pulling the right hand lever. Now return to the Dark World and enter the palace...

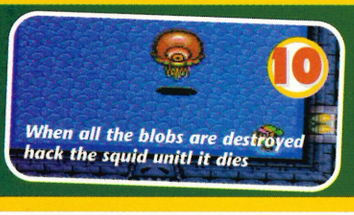


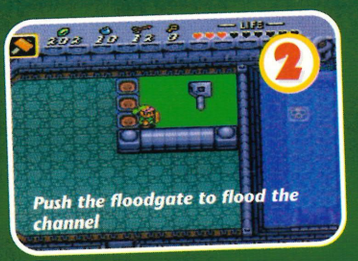
Destroy the guardian by bashing his helmet and slashing his eye

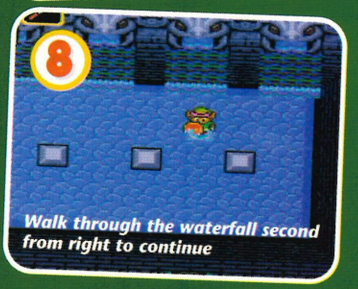

Pull the right hand lever to flood the temple

Flooded Palace

1. Kill the water boatmen in order to reveal the chest
2. Push the floodgate to flood the channel after opening the door with the switch
3. Push the block to reveal a chest
4. Drop down this hole to get transported to big key
5. Get Hookshot from large chest and use it to drag yourself onto unreachable platforms. Get key for door from platform on the right
6. Push the statue onto the switch to open the doors
7. Use lever here to drain the small pool
8. Walk through the waterfall second from right to continue
9. This pool has a strong right to left current. Collect the key in the top right hand corner before heading for the boss
10. Use the hookshot to grab a midget blob and slice it with your sword. Continue until all blobs are gone then hack the squid until it's dead. Watch out; a naked squid makes a real fuss

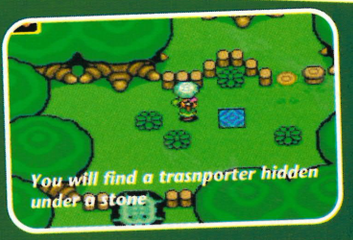






After all this violence head for the tranquillity of the Dark World's Haunted grove and borrow mouseboy's shovel. Return to light world and dig in top left hand corner of the grove.

Find the flute and return it to the mouse-boy-tree, then play the flute by the village weathercock. This will allow you to fly anywhere in the Light World by using the flute. Go to the bottom of the Light World's Lost Woods and hammer down pegs to enter a secret path. Here you will find a transporter under a stone. Use holes and skulls to enter Forest Dungeon (hole under flowers).



Skeleton Dungeon

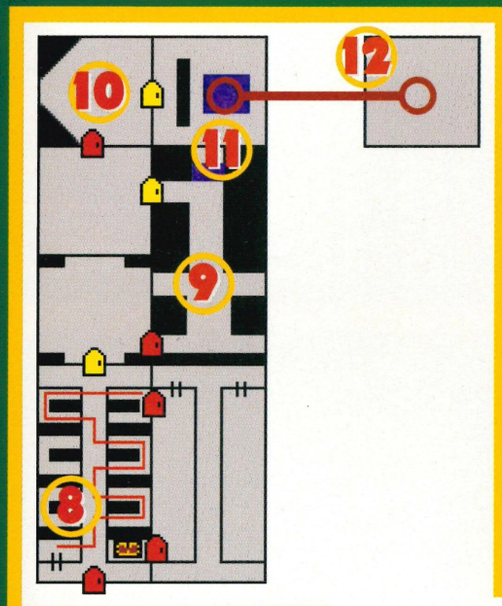
Complete CONTROL

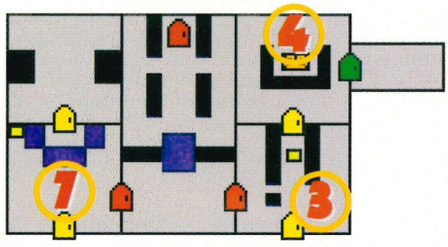
1. Doors in floor come from woods
2. Compass
3. Pull this statue behind you onto the switch, avoiding the hand
4. Big key
5. Use the star on floor to gain access to the lever
6. Pull this lever to blow a way through to fire rod chest



Pull the lever for some explosive consequences

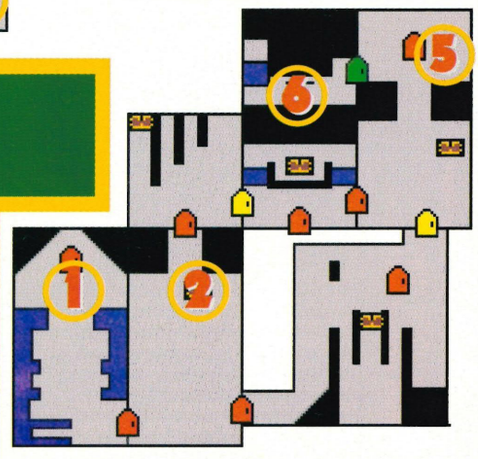
7. Leave through this door to get to the last dungeon section. Use Firerod on large statue to gain entry
8. Follow the red line to get into next room and find key in chest
9. Light the four torches simultaneously to open the door (use fire rod)
10. Kill all monsters to open door
11. Fall down this hole to reach the Boss
12. Fire the rod repeatedly at this winged freak. If your magic happens to run out then use your sword. Take care on the moving spikes and floor. Now make your way to the village gargoyle and pull his pitchfork in order to enter Blind's Dungeon. Here you must find Blind the thief (who is disguised as a girl) and expose him to light. The Boss will then appear and you can free the fourth maiden







Fire your rod repeatedly at the winged freak



Iconography

- These blocks can be manoeuvred to access certain areas
- These must be hit to open locked doors or to remove obstacles blocking your way
- An average, normal run of the mill type of door that can be used anytime
- A hidden door which can only be opened by bombing the cracks in the wall
- These doors are either locked or lead to a door that lies elsewhere. They can be opened with keys found in chests or by pushing buttons or pads
- This is a ladder that can be used for reaching different levels
- The chests hold weapons, keys and objects to help you on your quest
- A void which may send you to a random location or to the room you were in

Now it's time to temporarily end this guide until next month when the final part will see you restoring the power of good to the world of Zelda. Until that magical moment of personal fulfilment and self discovery, farewell...

SUPER GHOULS 'N GHOSTS

In days of old, when knights were bold and maids were young and plenty... Ghouls 'n Ghosts does have a bold knight but his young maid (a princess) has been nabbed by a hairy monster. Here's a thorough exploration of how to win back the girl and destroy every paranormal creation found on your journey.

Level One

The best way to get through this is to be a running pacifist. Learn the nasties' movements and, whatever you do, don't hang around



Go in here after dodging the first fireball and pump the tall fire bloke's head. After this watch the towers and run past after they've dropped three skulls



When the ground rumbles double jump onto a rock or the wave will wash you away. Jump over eyeballs



On this part learn which areas of ground set off these skeleton rollers and be ready to double jump over them. Always clear the way by wasting all of the red blobs from a safe distance

Level Two

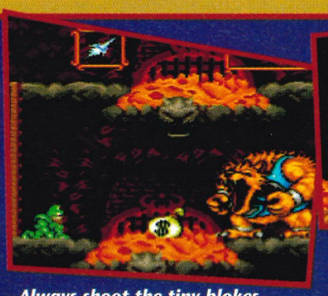
Ahoy there me hearties, shiver me timbers and splice the mainsail etc. On this level keep moving, and if a ghost materialises shoot it straight away then keep on running. Double jump up to platforms and jump over or under swinging blades



These chests rear in the air then release a pink amoeba. Bend down and fire to waste this pinko then continue on your way

Level Three

Temperatures rise on this part and you must avoid all fire and lava. If you go halfway down a ladder that leads nowhere then come back up at the start there will be a chest containing a green suit



Always shoot the tiny blokes before they swoop on you. Then blast shots into the big guys ducking under their shots of flame. Watch out as they can fire from levels below. Double jump carefully over the fire before the skulls drop flame from above



This section is tough – the timing of double jumps has to be mastered. Most of the leaps will need a double jump, very few can be cleared with only a single. Watch out for the spikes on the conveyer platforms and try and learn how far you need to jump. It's tough but easier once you know how



Run from this beggar and try to reach the next section. It may cost you a life but these Red Aces are virtually impossible to defeat at this point

Level Four

Speed is of the essence here, keep running whilst stopping to kill the big floaters armed with axes



When the scenery starts to flash like this you should leap onto one of the platforms (on the left here) and then you will be held safely whilst the screen spins and jagged points emerge from everywhere. Double jump then blast away to kill the green fire breathers



On this section stay near the back of the moving platform and wait for the purple blowers to finish before passing them. Blow away all the blue blobs as soon as you see them. You must time your movements perfectly to avoid being knocked to your doom



Blast each head as quickly as possible and dodge their fireballs



The best way to vanquish this fellow is to keep jumping and pumping whilst moving back. Remember to double jump to gain extra height on shots



Run back to avoid his extending neck but once in a safe position keep on firing



When he cocks his neck he will fire an egg, get behind the egg and be ready to waste the small fellow who emerges. Always remember to keep a fair distance from Bosses so you have time to react to all their moves



Jump off this Death slide when you reach here or you'll end up in the treacherous briny



Remember that you control these rafts so jump over and walk under things. Keep near the back of the screen to give yourself time and double jump up to quickly destroy the squibs that fire out small shots. Shoot your way through scenery in some places and destroy anything that moves. Some rafts need a single jump to land on them, some need a double. Learn which is which



This one's a piece of cake. Just pump shots into his ugly face and jump or duck his coned shell shots. When he's about to fire retreat a little to make things easier



Here you must shoot the statues to clear the way. It is useful to have arrows on this part as the small bats fly at you from difficult angles and the spiral path adds to the confusion. Double jump off the floating platforms to reach the next tower. Watch out for vicious pygmies who drop on you unless you are treading carefully on the fourth and fifth towers



Stand here and try to catch this circular spinner on it's head as it revolves around you. Duck and shoot when it's going fast then stand up and shoot when it slows



After its spin cycle this well rounded (Ha Ha) character will fire stones from either side or from above. Double jump when they come from the side to clear all of them



If the stones fall from above just move right or left into a safe gap to avoid them



If given the chance, this cunning Hydra will transform into three leaping fellows who are easy to avoid. They will, however, reform on the other side so turn around and keep firing

Weaponry



The lance is an average, straight flying weapon but is fairly slow. The dagger is a very quick, deadly weapon,the best one to have. The crossbow is a diagonal weapon which is very useful in certain areas. The scythe is a quicker version of the lance. The torch and the axe are erratic and useless but the tri-blade is good for killing the large airborne aces. Weapons will gain power if you get suits of armour from chests. Don't open chests if you have no armour or a wizard will turn you into a mewling baby.

SUPER GHOULS 'N GHOSTS

Level Five

The weather worsens and you must traverse upwards Double jumping over icy fragments and up onto some new platforms



Jump up to distract these big fellows icy breath then pump them with your weapon. The same tactic can be used on the flowers but dodge their first shot before attacking them. Keep your distance whenever possible



Here Arthur receives a painful blow to the family jewels. Brings tears to your eyes just looking



When the snow wobbles in front of you one of these icy lines will emerge. Move slowly forward, ensuring you shatter the pipes and avoid the undulating ghosts



Again, make a dash for the next section. Don't stay and fight (as revenge on these beggars will come later)

Cheat Mode

To make the game less tedious and more accessible use this cheat to gain a level select screen: Go to the option screen and press L and start on controller 2. Simultaneously press start on controller 1 and you'll get a level select screen.
This cheat allows you to access your favourite levels immediately and makes up for the lack of a save or password option. Use it without feeling guilty as it prevents a lot of unneeded stress and frustration on later levels.

Level Six

Things begin to get really hard now and only an iron will and stiff upper lip will get you through this section



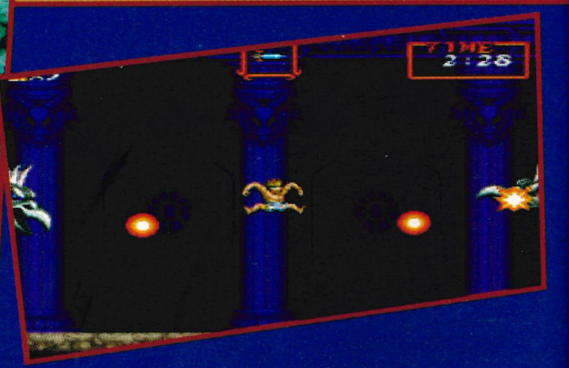
Fire to appear this chest and hope it contains arrows or a tri-blade

Level Seven

As you near your beloved princess there are dastardly birds to slaughter and even more of those terrible flying headaches, the Arremer aces. Keep on trying and don't give in



Kill the midgets then climb ladders and doublejump and shoot to waste the birds



Stand in the middle and concentrate on one bird whilst dodging the fireballs, once you've finished off one the other is a sitting duck (ho ho)

Level Eight

Now, stay calm. Fix yourself a large brandy and light up one of your Hamlet specials. You have to go RIGHT BACK TO THE START to find the bracelet. Doh! Back at the start you should play carefully and search through all the chests to get the green then gold armour. Now you should find a blue shield



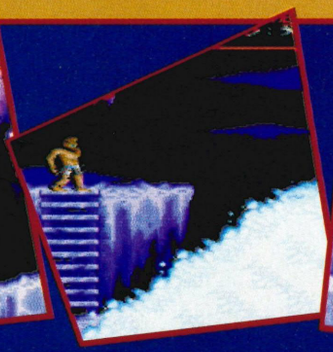
If you have the blue shield then one of the next few chests should contain a fairy with the bracelet.It can be found here or further on as long as you have the shield and gold armour.Now,back through all the seven levels again and, Jumping Jackrabbits, you're tooled up against that archly villainous, gold suited swine, Sardius



Stand by either foot and jump just after the lasers pass (now in the photo). The saucers should take you up to his head level where you can get at him



These mongrels are best killed by shooting them before they move. Or you can run underneath them when they leap. The arrow is handy here



When the ground shakes, a big drift is imminent. Make sure that you are on a platform above it or clinging to a ladder



Shoot this icy fiend in his face repeatedly in order to cause his demise. Watch out for his whirling claws



Watch it when he fires his ice shots, as if you get hit you will find yourself frozen. Run to the left to avoid them



If you do get frozen press button A repeatedly to defrost yourself. Also,watch the swirling claws he fires



The best way to kill these most tricky double heck beggars (officially entitled Red Arremer Aces) is to get underneath them and, using the tri-blade, give them a shot up the backside. Watch out for their deadly swoop and midget assistants.You can use arrows to crouch and pelt them but it's very frustrating. Try to lure them into the large area at the start as they are less deadly here



This big fellow can only be hit on his head so jump and fire. However, watch out for his deadly fire and laser combination



You've dealt with these ghosties before so they don't need any explanation. Just run and then crouch to kill the grumpy blobs



After passing another confounded Arremer Ace it's another big Asutaroto to dispose of.Follow the same method you used on his brother downstairs



This Nebiroth's more tricky. Watch for his extra long fire breath and his large blue laser shot. Be patient and keep out of reach, occasionally shooting him when you are sure it's safe



He takes one in the face. Gan on my son



Never jump on a saucer if there are no laser bolts at the same time. It will end in disaster



You've knacked the beggar at last. Nicely done – you can now have a merry humdinging Christmas

HINTS & TIPS GROTTO

SANTA CLAUS'S

Ho, ho, ho! 'Tis Christmas time again and I'm preparing to fly off with my beloved Rudolph on my annual sprint around the world. I know who's been naughty! I know who's been good! Which category are you in, hmmm?

ACTRAISER

Glittering with baubles and tinsel comes these little beauties. The first elf-cellent tip comes from our old helpful gnome David at Mindscape, the second comes from Neil Hinton in Chelmsford. They're both on my Christmas list now!



Once finshed, should you ever want to play Actraiser again here's how to skip all the simulator sequences. Go to the title screen and press DOWN until the word Special appears, now you're ready to play.

Or, in the role playing section find the pyramid that has been built in Kassandra and then cause an earthquake. In the destruction the citizens will find a yellow heart as they rebuild the city giving you more energy in the arcade sections.



Ho, ho, hooooh, jolly good show eh Rudolph?

MARIO KART

Young Alex Simmons on the Control team was in a little bit of panic this week because he found these fantastic cheats for Mario kart but forgot to include them in his players guide. I don't know, what's the world coming to? Anyway he rang me up and begged me to include them in my Hints and Tips Grotto, and as everyone knows Santa Claus never lets anyone down!

Alex says that you can dump the green shells on the ground behind you rather than throwing them off in front by holding DOWN and then pressing button A. Also, you can throw the bananas far out in front rather than dumping them on the ground behind you. To do this hold UP and then press button B. Fighting dirty now, eh Alex? No satsumas for you my young lad!



Please note my little lambs that some of these cheats are for the import versions of the game and we are not at the time of writing sure if the codes will work on the official versions. Please bear this in mind and keep sending those cheats in.

F1 ROC

Have you noticed how mince pies are only ever on sale during the Yuletide season, what's wrong with selling them all year round that's what I want to know? Up at the North Pole Mrs Claus makes them nearly every day and they're lovely! I think you lot should start a petition.

Anyway, while you're scoffing your yummy lummy pies why not try this cheat out on F1 ROC – it allows you to discover a secret course. Pay attention, because this cheat is weirder than my elf's craziest inventions! Choose the training mode on the configuration screen, select the Monaco course, then start.

While you're racing, look out for a lake that is visible between some grey barriers, then go as fast as you can towards the water. Your positioning will have to be spot on and if it is you will run through the water and enter an opening into a secret course! I'll try that one later.

Again thanks to David at Mindscape.

DARIUS TWIN

This is the season to be jolly, fa, la, la, la, la, la, la, la, la, so give a cheer to Paul Taylor from Nuneaton for this little tipster. He says if you want to get 49 lives then pay a little visit to the options screen and hold down the L and R buttons on the second controller. Then using your feet (I hope he's joking!) press SELECT and START on the first controller. You can now start the game with 49 lives if you don't give yourself a hernia first!

You can also avoid all the enemies on the first level by flying above the last three digits of your score. Thanks to David at Mindscape for that one.



JOE & MAC

David at Mindscape really has been a busy little bee hasn't he? This time he's found a stocking full of handy hints, and for his efforts he will have an extra satsuma at the bottom of his stocking.

For a sparkling plethora of free lives find a level with a 1-Up in it and complete it, then return back into it. Collect the 1-Up again and press SELECT and START to exit the level. Just keep repeating for for more lives.

On the other hand you could always find a key and then go to the first blue spot, catch all the meat and wait for the 1-Up to drop. Do not get it, instead wait a little while and four more 1-Up's will fall down!

Here's how to get into hidden levels on levels eight and nine. In the vicinity of red eggs wait until there are no enemies on screen and then crack the eggs open. Easy! What a good person you are David.



PARODIUS

An extremely hard working gnome by the name of Neil Hinton from Chelmsford has sent us this great cheat for Parodius. He writes:

'Dear Santa,

For a full consignment of weapons pause the game and press B, B, X, X, A, Y, A, Y, UP, L and then un-pause. For invincibility it's L, R, UP, R, A, L, Y, D, B, A, Y, A, Y, R.'

We'll have to take his word for it because e don't have a copy up here at the pole any more, I think I packaged it up for some young Nintendo Junkie for Christmas. Oops!

SMARTBALL

Sharon Williams from Bletchley has sent me a wonderful level skip for the pretty awful Smartball. On the title screen wait until the 'Push Start Button' message appears then enter UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT, START. You are now able to start on any level up to and including 4-A. I'll bring you one of Mrs Claus's mince pies for that one my dear.







ARCANA

Nick Walkland on Control, the resident Arcana player, discovered this cheat for a Chapter select. Press DOWN, SELECT, SELECT, X, Y, SELECT, SELECT, L, R, SELECT, SELECT, LEFT, RIGHT, UP and then press A for chapter 2, B for chapter 3, X for chapter 4 or Y for chapter 5. You will start with increased hit points and experience points. Nick is a bit unsure however, if by skipping the levels in this manner some of imperative objects that have to be picked are automatically available in order to finish the game. Be careful out there!

SUPER SOCCER

Oh dear, it seems David at Mindscape is stealing all the limelight. I love a good game of footy but it tends to get a little tricky on the ice up here in the North Pole, so thank heavens for Super Soccer! By following this next simple cheat you can play a special Nintendo challenge.

When the team select screen appears on the second controller hold down START and then press button B, also on the second controller. The Nintendo team should now be on player two's side, player one can choose any of the remaining teams.

Next, you can play as the same country to make things a little fairer. Move the player two cursor to the desired team and then use the Nintendo Challenge trick mentioned above. Now move the player one cursor to the same icon as player two, press Y on the second controller and hey-presto, you're the same team.

MAGIC SWORD

Here's a cheat for Magic Sword, sent in to us by Edson Bently of St. Neots. Make sure the second controller is plugged in then enter the option screen using controller one and highlight EXIT.

On the second controller hold down the L and R buttons along with START. Keeping these held press START on the first controller, you'll now enter a secret options screen.

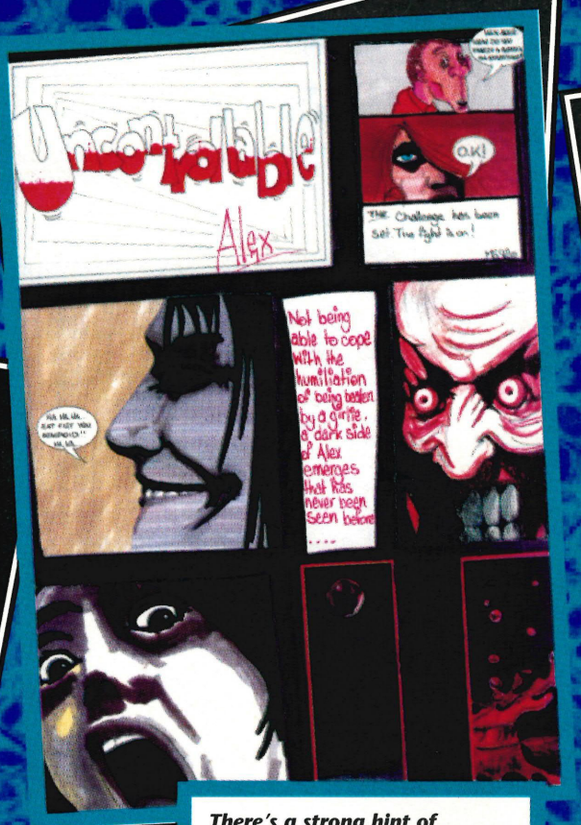
And remember, don't leave me cheap whiskey or sherry on Christmas Eve, I'm quite particular you know. It has to be a fine malt like Glenfiddich, or a litre of Jack Daniels wouldn't go amiss!

Also, don't just think that being good the week before Christmas entitles you to a gift from Santa. I'm watching you all year round kiddies and only the genuinely good kids get on my list...

Hope you have a good Christmas and I'll see you next year!



Danny Kirton has supplied us with some amusing caricatures of ourselves – hilarious!



There's a strong hint of 'Arkham Asylum' in yet another offering from Mat Godfrey



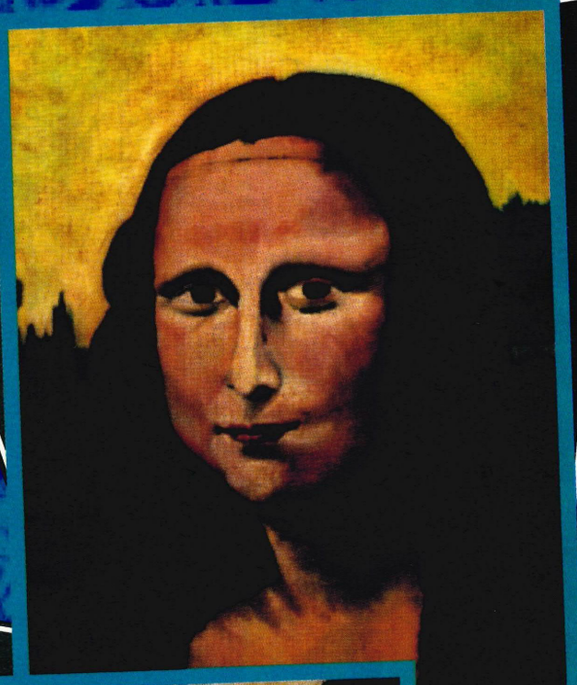
There's a multitude of SNES characters being hurled into outer space from Christos Georgiou



ROGUES GALLERY



Streetfighter II is obviously an obsession with our good friend, young Tak Cheung





Mona Lisa looking more miserable than usual. The reason? No electricity! From the talented David Elder

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PLUS 40 OTHER TITLES.

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NEO•GEO TOP 5

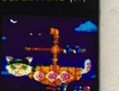
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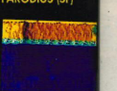
WE HAVE FARE MORE GAMES ON ALL CONSOLES THAN WE CAN PRINT IN THIS ADVERT. IF YOU CANNOT SEE A TITLE YOU REQUIRE PLEASE CALL US NOW.


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DINOSAURS (SF)


SUPER PANG (SF)


PARODIUS (SF)


HOOK (SF)


SMASH TV (SNES)


SUPER BATTLETANK (SF)


PRINCE OF PERSIA (SF)


LEMMINGS (SF)

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COMPETITION WINNERS

It wasn't an easy task trying to find a winner for the GAME competition that was run in issue two of Control. We received hundreds of entries for the competition, with the number of words made out of the letters in GAME ranging from three to 64!



With such a massive variation in the number of words sent to us we have decided to tell you how we came to a conclusion on the 'correct' number of words in order to win. Firstly, we wanted you lot to use your imaginations so that's why we failed to specify and stringent rules.

Gibberish

Dictionaries were allowed, (we used one!) but we did say that we wanted words so we have not accepted any abbreviations or symbols. For example, A.G.M. was not allowed as it is an abbreviation of Annual General Meeting, also Mg was not correct as it is a symbol for Magnesium.

Using the Concise Oxford Dictionary 1990 edition, we managed a total of 14 words, these are as follows:

GAME, GEM, MAGE, AGE, MEGA, MEG, MAG, ME, AM, A, MA (A colloquialism of Mamma, not an abbreviation), EM (A printing measure, not an abbreviation), MEA (As in Mea Culpa, an acknowledgement of one's own fault), MAE (As in Mae West, the name of a lifejacket or an actress).

Bob Holness

All these words are in the Oxford Dictionary and our decision is final, so don't write in telling us about the existence of other words in different obscure dictionaries.

Out of the hundreds only three people managed to find all 14 of the words, so we put their names in a hat and...

Colin Turner of Ilfracombe in Devon was the name on the piece of paper we pulled out! Congratulations Colin, your prizes will be sent out to you very shortly. Well done to everyone else who entered.





CONTROLLED MARKET

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.

Our address is:

CONTROL, Maverick Magazines,
Waters Green House, Waters Green,
MACCLESFIELD,
Cheshire, SK11 6LF.

Controlled Market

Name:.....

Address:.....

.....

..... **Post Code:**.....

Dear Control, please print this rude word-free message:

.....

.....

.....

.....

.....

CONTROL T-SHIRT OFFER

At last, the Controller makes his long awaited first public appearance.

And what more fitting place could there be for his inaugural manifestation on planet Earth than the front of the Control T-shirt?

Yes, the supreme games being in the universe; the ultimate master of the eons old art of Nin Ten-do jumped at the chance to appear on the essential fashion statement of the console gaming world!

stunning controller illustration on quality black t-shirt



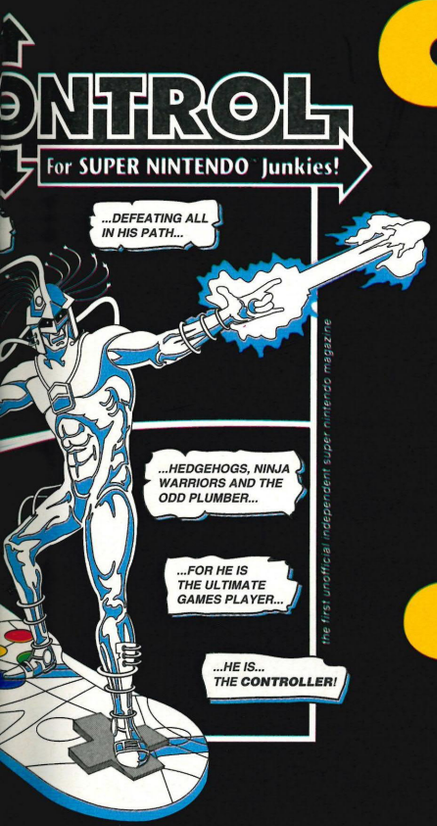
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SOMEWHERE ON THE EDGE OF THE KNOWN UNIVERSE...

CONTROL POST

Another month has passed, another issue is out on the shelves and Christmas is almost upon us. Doesn't time fly? Most of you are probably asking Santa to leave a SNES or software in your Christmas stocking – we're just wishing for a couple of weeks off!

No Number Ones!

Dear All,

Could you please help? I couldn't get hold of your first issue of Control with part one of the Mario World guides and other guides, could you please, please send me one?

Ian White, Stapleford, Nottingham

Control: We have been inundated with enquiries regarding back issues of Control and I am afraid to say that it is unlikely that we have any more issue ones.

However, if you send a cheque for £2.50 (this includes post and packaging) to our address we will try and find you a back issue [we have glimpsed one or two lurking in the basement of Waters Green House) but we are not promising anything. If one can't be found then we will destroy your cheque. This applies to all back issues.

Little Lemmings

Dear Control,

We have just purchased our SNES and some games, we were very interested to see how you rate the games. We are awaiting to read your review on Lemmings, we see in issue 2 that it received 76%, how come? You must be kidding us? We are disappointed with Lemmings, compared to Super Mario, The Addams Family and Super Tennis. What has happened to the great SNES quality graphics and super extraordinary colours? Even the sound is not special, what's more they don't even look like Lemmings, unlike the demo. To think that this is a SNES game it's a shame, have any other readers found the same, we wonder.

PS: Our daughter Kathy took part in a competition by Nintendo in Maidstone Chequers Centre and came second on Super Mario, scoring 68,000. She didn't win a prize for this attempt, but she really is an addict.

The Beeching Family, Maidstone, Kent

Control: Lemmings is an office favourite and has been since it first appeared on the ST and Amiga. We are very pleased with the SNES conversion and it's a shame that you do not share our enthusiasm.

As far as we are concerned the graphics, gameplay and sound are completely satisfactory and reminiscent of the Amiga version. Lemmings' charm is it's simplicity and changing its style simply to utilise the SNES' more advanced capabilities wouldn't do the game any justice – simple and sweet.

Oh, and congratulations Kathy! It's nice to see the girls making their mark in the world of SNES gamedom.

Nintendo Angst: The Return

Dear Control,

After your article on the US SNES having a price cut, I was angry at the price of hardware and software on the market at the moment. Yes, I know the importing into this country plays a part in the price but for people on a tight budget or student grants, £50 is a big dip in the pocket.

If Nintendo want to take over the whole world's gaming market then they are going about it the wrong way. Their advertising is all wrong too, I haven't seen one graphical clip from one Super NES game! For all the people out there who don't own a SNES, they as yet have no inspiration to buy the damn thing.

There is so much to do and so little time...

Michael Cronchey, Newbury, Hants

Control: Unless you never watch ITV you must have seen the new Nintendo advertising campaign for the SNES. You know, the one where the bloke slowly changes into a robot using the Terminator 2 graphics whilst playing a selection of SNES games.

It's pretty safe to say that Nintendo are doing quite a good job with their advertising considering the ads are on TV, billboards and on the cinema screens – it's just a pity that they can't their act together where release schedules are concerned.

Now you know why software prices are so high, you're subsidising their multi-million pound advertising costs!

More Criticism

Dear Control,

I'd like to make a few comments and ask some questions: Why do all the people who write in kiss your ass so much? Letter after letter of unadulterated brown-nosing gets a little dull – don't get me wrong I think your mag is good, but not that good.

I like your reviews and welcome the opinion of more than one reviewer but when one says a game is great and the other gives it the thumbs down I am left in some bewilderment – is the game good or not (look at Strike Gunner for example)? Perhaps two reviewers should write the full article so that a balance is brought into the opinions rather than a two diametrically opposed views.

I am thinking of buying a US SNES as I hear they are faster (because of the higher display refresh rate) and they also fill up the screen properly. Can you tell me if it is possible (via an adaptor of some sort) to plug the Scart lead into a VGA monitor as I don't have a Scart telly but I do have a PC?

Can you tell me what the Neo Geo and PC Engines are? Please can you do a big review of all the best shoot'em-ups as these are my favourite and I can't make up my mind which to buy.

Keep up the good work on the mag because it really is good (but I do like the look of Super Play which has a big section of lots of tiny reviews).

Paul D. Taylor, Horsham, West Sussex

Control: We don't ask people to write in and continually ass-lick us all, neither do we ask people to write snooty offensive letters. If you read past issues you will no doubt notice the blatantly rude and offensive letters that have been printed in Control Post.

We cannot help it if people like the mag and want to praise us, but by all means tell us if you don't like some of Control's content, as your views can help us improve the publication.

Two people could not write a full review between them because of the hassle it would cause – the separate comments being enough. Admittedly, sometimes the views contradict each other but that is due to everyone's gaming preferences.

Maybe this will help: Alex is a complete platform boffin, he also adores Mario Kart but he hates Chess sims! Allie loves platforms too (but is bobbins at them) and has an immense distaste for shoot'em-ups (she also confesses that Mario is getting somewhat tedious). Nick likes hardly any! Now, by using this information you should be able to fathom out the meanings behind contradicting game summaries.

Re your Scart problem, it is highly unlikely unless someone has invented a miracle – for a start the interface is incompatible and secondly a VGA monitor is a highly specialised piece of equipment and the SNES is designed to be linked to a domestic monitor or TV; the scanning rates and lines are all wrong.

A Neo Geo is an 24 bit arcade unit that has been released into the console market, it retails at approximately £300 and software carts retail at about £120, a tad expensive. There are three different PC Engine units – a handheld, an 8 bit and a 16 bit unit but as yet they have not been released within the UK. Stick to the SNES!

Cartridge Confusion

Dear Control,

Having been an avid games player on 16 bit computers for many years, I've now seen the light and moved up to a more powerful games-playing platform, the SNES.

As I am new to the console scene, I wondered if you could advise me on a few points. I've purchased a European PAL system and I'm intending to get my hands on Konami's excellent Contra Spirits, however I'm confused about the different versions available, i.e. Super Probotector, Contra Spirits and Contra III. I'm aware that these relate to UK, US and Japanese versions but I'm unsure as to whether or not there are any differences.

I know that the UK version has slightly different sprites, but are there any other differences? I have also invested in a universal adapter to play US and Japanese games, can I assume that all foreign carts will work on my system?

Also, one of your competitor Sega mags recently gave away a free video reviewing some future game's releases. I thought this was excellent. Console mags lose out on reviews, unlike the computer mags that give away free demo disks. How about a one-off video promotion showing people just what the SNES can do? One game that it would work well with is Super Mario Kart, to be honest, the screen shots look naff and we have to take your word for it that it's a great game.

It's also very difficult to get any local shops to demo the game for you as many people buy import games by mail order, games the local high street shops haven't heard of yet. Finally, well done on an excellent

mag, I'll be scanning the reviews for future purchases from now on!

Jon Wood, Harrow, Middlesex

Control: The three versions of Contra are identical apart from the different sprites that you quite rightly mentioned. The speed and design does not vary although we believe that the Japanese version had infinite continues unlike the other two.

As for the convertors, we have not had any problems loading any cartridge into any machine (Japanese, UK or US SNESs) and we have played a hell of a lot of games.

We have been thinking about a video promotion but at the moment there are no games that we feel are worth it, and secondly, the idea has already been done – we're trying to think of something new to do!

Try and find some local shops that sell import games in your area and hassle them until they let you play-test the game of your choice – after all you are planning to spend £50 with them. If they don't then tell them that it's their own loss and you will take your custom elsewhere.

Action Pack Panic

Hey Alex, Hugh, Allie and Nick,

Control has to be the best mag I've read in ages! The writing is brilliant, the layout faultless and the content perfect! I don't have a SNES at the moment (I'm about £150 from getting one), I'm not allowed to get one just now because I already have an Atari STE and a Lynx. What kind of parental 'No, you're not getting one' excuse is that?

Is Street Fighter II really arcade perfect, and is it worth the money because the coin-op is? My friend and I saw the new pack in Beatties containing a Super Nintendo, two joypads and a copy of SFII for £160! Is that official? Could you please print some convincing facts that the SNES is worth buying so my parents will let me buy one.

How about a letters page? I think it would be good for questions and other people's opinions, if so, how about giving away a SNES and a game for the best letter each month?

Last thing, in the SNES Action Pack there isn't a Super Mario World cart so will this come out independently, if so will it be £40?

Colin Fyfe, Glasgow, Scotland

Control: SFII really is arcade perfect and it is definitely worth the money especially now that it has been officially released – don't buy an import copy! The SFII SNES pack is official and if you've seen it for about £160 then you've got a reasonably good buy but still look around for slightly lower prices.

All you have to do to get your parents to buy you a SNES is show them a copy of Control and bring their attention to the great games available and how fantastic the graphics look.

If that doesn't convince them then you could always drag them into a shop and show them yourself! We don't see how anyone can resist the wonders of the SNES, it's love at first sight.

On the subject of letters pages, where have you been for the past four issues? We've been having some really heated discussions about Nintendo, reviewing, other mags, scoring systems and other subjects too numerous to mention. Super Mario World is officially being sold separately for about £40, so there's no need to worry about not obtaining it in the future.

Ghost House Nightmare

Dear Control Crew,

In Complete Control of issue 3 the Mario guide is incomplete. You say that in the Ghost House of World 7 (Bowser's Valley) to get out of it you have to use the doors to the right (the 3rd and 4th). You then say that some of the other doors take you to a coin sub-level, WRONG! It isn't a coin sub-level, it's a level with another key.

Here's how it's done. Enter through the fifth door and grab the switch block, jump on the blocks and keep going right with the switch block. Go through the coins on the right and jump to the platform above you, now drop the switch block. Hit the prize block and control the coins with the D-pad. Make them form steps going up and right.

Turn into a little Mario, jump on the switch block and go up the steps to get the key. You then get a save option and a route to Larry's Castle. Plus the game looks much nicer when you complete the Special stage on Star Road, so do it!

Chris Ince, Carterton, Oxford

Control: We are very sorry about the mistake but we can't all be perfect, can we? Thanks for writing in and putting us straight; I'm sure there are loads of Mario maniacs that will benefit from your advice. But if those troubled gamers watched Gamesmaster they would already know about this new route, as it was here that we were informed of the new discovery. Did you watch Gamesmaster by any chance Chris?

Blah, Blah, Blah

Dear Control,

First let me thank you for the mature approach to the magazine, please maintain this. It is much appreciated and I suspect that a lot of old (over 20's) SNES owners are sick of the comic style approach of other mags which are quite irritating. Will you be reviewing alternatives to the standard joypad? I recently purchased an imported (Jap) arcade style joystick from a local shop and it is brilliant but I have never seen this model advertised or mentioned in any magazine (a Super Joystick JB King).

This stick has improved my game enormously and although a bit on the pricey side I can thoroughly recommend it. No longer is Zangief's spinning pile driver an unobtainable dream in SFII! Other readers need to be made aware of what's good and ghastly in the alternative joypad scene.

I am also lucky enough to own a PC which I use for simulations and RPGs etc. In a recent review in PC Format of Ultima Underworld, a totally awesome virtual reality style RPG, the headline read 'Ultima Underworld: A game that only the PC could handle' (PC owners collectively pat themselves on the back more than SNES owners). I have wondered about this ever since. With the soon to be launched mouse and the SNES' much praised Mode 7 graphics, could the SNES handle a game like this? I'm assuming you've played it or seen it, or do you spend all your time playing SNES games? By the way, it is interesting to consider that my SNES cost £50 less to purchase than the sound card for my PC. SNES expensive? It's a bargain!

Stephen H. Smith, Stirling, Scotland

Control: As you will notice we have included a feature on joypads and peripherals for the SNES in this issue. With Christmas around the corner we felt that we should indeed inform people what's 'good and ghastly'! As for Ultima Underworld we do spend all our time playing SNES games.

However the SNES is capable of graphics similar to the PC's standards (to a certain extent) but it's the monitor and TV that let it down. With a Super VGA monitor it's no wonder that PC graphics look as good as they do.

Nintendo Nincompoops

Dear Sir/ Madam,

It is, at the grand old age of 34, great not to have to sift through the BFB (burp, fart, bum) type of console magazine looking for decent information.

I was not surprised on reading in issue two to see just how many games are too easy, like Hook for example. This is a complaint that has been raised not just in England, but in America and Japan. With few exceptions like Super Tennis and Zelda III, most SNES games are not worth the high prices we pay for them. Value for money software means in my book that playability, complexity and varying levels of difficulty in a game equal longevity. We, at least I, do not want to splash out forty quid on something that lasts a couple of days.

The SNES is a brilliant machine but in return for the sometimes exorbitant prices we pay for software, we demand a fair deal in return!

Question – I have heard that the British SNES is capable of true RGB output, and that cables giving just such an output are available for use with monitors. Is this so?

I did contact Special Reserve about their monitor cables, after a few 'um's' and 'ah's' and a long silence I was triumphantly informed that the SNES is a 'monitor quality machine'. Foolishly I tried again, asking whether I could therefore connect a PAL SNES to the Scart connector on a monitor whereupon the former phrase was repeated. No further information was forthcoming. Please help.

Paul Lemon, Chorlton-cum-Hardy, Manchester

Control: We are not really too sure what you mean when you say 'true RGB output' and 'cables giving just such an output'! The SNES can be connected to computer monitors such as the Philips CM8833-II (which we use) very easily, the leads were supplied with the SNES when we purchased them. The colour is vibrant and most definitely RGB, the US SNESs are the only ones than cannot output a full colour picture on our monitors.

Also, British SNESs can be connected to the Scart interface on televisions – again an adaptor was supplied with the SNES. Using the same adaptor you should be able to connect the SNES to some monitors although we cannot guarantee that it will be compatible with ALL monitors.

An Apology to NMS

Control: We fully and unreservedly apologise for the completely unfair and untrue comments written about NINTENDO MAGAZINE SYSTEM in the letters page of the December issue of Control.

We stated that Nintendo 'poured money into NMS', the magazine 'can hardly print what they want to print' and 'the staff are going to have to print what Nintendo want people to read'.

We now understand these statements to be totally untrue and without foundation.

NINTENDO MAGAZINE SYSTEM is a totally independent licensed Nintendo product which has absolutely no financial backing from Nintendo whatsoever. Its policies and viewpoints are totally independent of Nintendo, its staff are under no special obligations with respect to Nintendo.

We also now accept that, as stated by NMS, using adaptors on an official Super Nintendo to play grey imported cartridges may increase the risk of blowing the fuses in the machine and our comments were based only on our experience with the office SNESs that have so far not been affected.

Keep sending your letters flooding in to maintain Control Post's reputation as the best and most informative letters page for SNES owners. If you've got something to say that may be of interest to fellow SNES owners, do not hesitate to write in. This is your soap box. By the way, Merry Christmas.

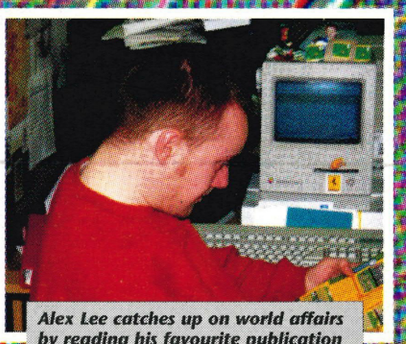
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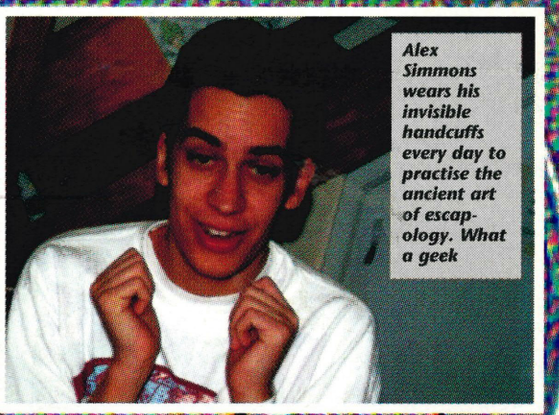
MEANWHILE BACK IN THE...

control room

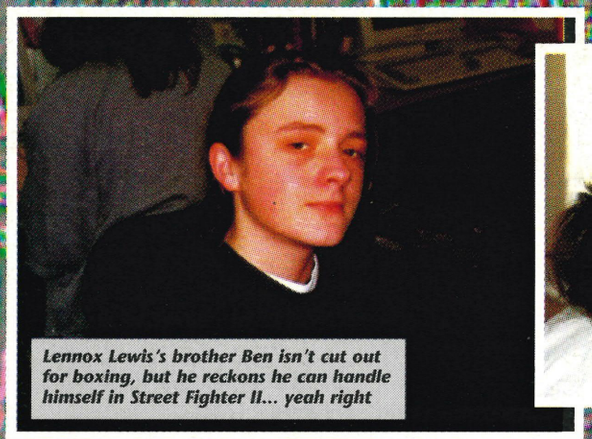
One hundred pages now and still growing. We're glad to see that the SNES is the top of most people's Christmas pressy list, and that we now see more SNES magazines jumping on the bandwagon trailblazed by Control.



Alex Lee catches up on world affairs by reading his favourite publication 'How To Win At Mario Kart'

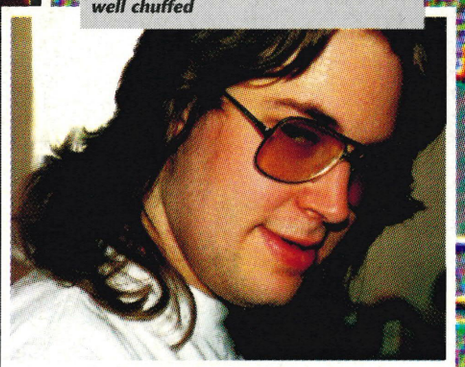


Alex Simmons wears his invisible handcuffs every day to practise the ancient art of escap-ology. What a geek



Lennox Lewis's brother Ben isn't cut out for boxing, but he reckons he can handle himself in Street Fighter II... yeah right

Jason Simmons still can't believe his luck at joining the world's greatest SNES magazine. Look at him, he's well chuffed



In next month's bumper issue we shall have the hottest news of a classic sequel, an exclusive preview of a darn spectacular game. That should just whet your appetite a little. You won't be able to miss it!

Also, we will have more reviews than before, more player's guides and more pages dedicated to the increasing number of official releases.Also, you'll notice a special set of goodies attached to the frontcover - well, we think they're nice.

Mario Kart mania is still afire in the office – it ain't no fad, more a way of life for the Control staff. Any spare hour, or sneaky minuteis set aside for another nitro challenge. This is all fine, but the work rate has plummeted.

A big hello to our new member, joining Caveman Dave as our resident player's guide writer is Ben Lewis. This brainy young chap decided against university to join our vibrant young company - was he foolish? Only time will tell.

The cholesterol championship has taken a strange twist. Walkland has pulled out from his lead injured, apparently on a new fitness and healthy eating fad. Alex Simmons is the surprise package, consistently gobbling Bacon Viennas like there is no tomorrow. Lee isn't consuming the same amount of grease any more, either. What is going on?

We received some food last month, but nothing of the quality we want. We don't really want tea bags, stale nuts, stringy powder or yesterday's lunch, we want something special. Still we await something along the lines of either a glockenspiel, fish soup, marshmallow cream, cream soda hubba bubba or something a little bit different (or money).

If Tak Cheung and Veeniesh Jowaheer are reading this nonsense, then drop us a line to tell us your address. We have your goodies waiting but, for the hell of it, we can't find your addresses (again). Hear from you soon.

As it's Christmas, we might as well tell you what we all want. Nick just want's to be pampered in an harem of gorgeous women, Alex wants a joke book to learn how to smile, Alex Lee wants world peace, Allie wants another altar dedicated to the great Freddie in her bedroom. Ben fancies a new pack of extra large rizlas for some reason. Jase just wants to meet the love of his life. Paul's not bothered 'cause he's doing a runner. Well, that was interesting.



Cavey Davey spent all day hunting for his new Leopard skin leggings. Aren't they lovely?

GAME TOP FIVE

1	Streetfighter II
2	Zelda III
3	Exhaust Heat
4	Joe & Mac
5	Top Gear

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BIG COMPS CALL NOW

HUGE PRIZES

HOT GOSSIP

IT'S FUN

CHECK IT OUT

IT'S WILD WIN

NEW



WIN ALL THIS!

A NINTENDO NES • GAMES • SCALEXTRIC COSWORTH SET PLUS EVERYTHING YOU SEE!! CALL AND PLAY NOW!

0839-007817

PIG OUT

YUM



FEELING HUNGRY?

JUST LOOK AT THIS MONSTER PILE OF MOUTHWATERING MUNCH. PLAY THE SIMPLE QUIZ AND YOU COULD WIN IT ALL!! - EVERYTHING!!

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GOSSIP LINES

T.V. GOSSIP

POP GOSSIP

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MELROSE PLACE

FIND OUT WHAT IT'S ALL ABOUT!

0839-007828

GRAB ALL THIS

SEGA MEGADRIVE, BACKFIRE, BOARD GAMES TAKE A LOOK - IT COULD ALL BE YOURS!! ARE YOU READY TO PLAY? CALL THE NUMBER!!



0839-007819

GO!GO!GO!

THIS HUGE PILE OF THUNDERBIRDS GOODIES COULD BE YOURS! PLAY THE QUIZ NOW!!



0839-007820



WIN A MARIO PINBALL MACHINE

IT'S HUGE

THEY SAY WE'RE CRAZY! HOW CAN WE GIVE AWAY A PRIZE THIS BIG? A FULL-ON MARIO BROS PINBALL MACHINE! ARE WE MAD? OF COURSE WE ARE!! WE'RE MARIO MAD!!

0839-007821



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CALL 0839-007822

WIN!!

A FANTASTIC HARO MOUNTAIN BIKE!! PLAY THE QUIZ NOW

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KISSING

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PLAY THE CALIFORNIA QUIZ!

CALL 0839 007826

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