ISSUE 6

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the first unofficial independent SNES mag

CONTROL

For SUPER NINTENDO™ Junkies!

117 SNES™ REVIEWS

FIGHT FRENZY

- FATAL FURY
- BEST OF THE BEST
- POWER ATHLETE

CHEATS!
18-PAGES OF PLAY GUIDES

ZONK

PREVIEW!
UNIVERSAL SOLDIER



LATEST REVIEWS:

- WING COMMANDER
- MICKEY MOUSE
- CHUCK ROCK

MAVERICK MAGAZINES

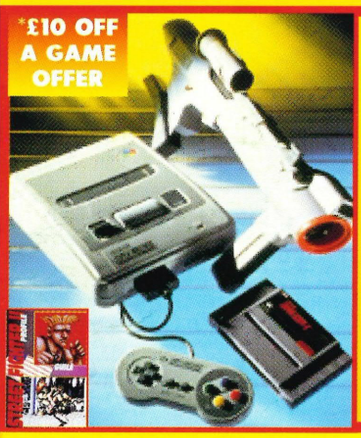
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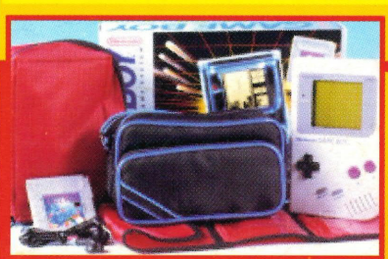
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REVIEWS

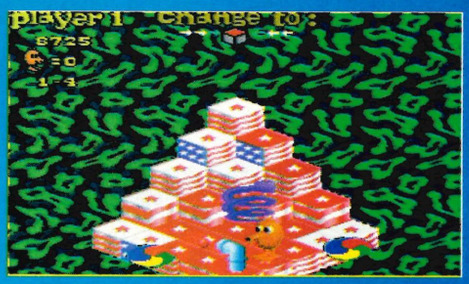
WING COMMANDER 18
Accurate conversion of the classic PC space blaster and its move to the SNES is inspired with massive gameplay to keep you happy.

BEST OF THE BEST 20
A beat'em-up with a difference. Over 50 moves on offer to pan your opponent to silence. Quite a bit of strategy is required.



MICKEY MOUSE 22
A bright, bold and cute platform romp starring the world's most famous rodent.

SPACE MEGAFORCE 26
Now released officially as Super Aleste, it's a cut above the standard shoot'em-up with its massive levels and varied enemies.



Q*BERT 3 30
Classic games never die, and this has been revamped for the SNES with dazzling graphics and varied gameplay.

HOME ALONE 2 32
The first one was poor, but what is the second one like? It's another platform effort, yes, but an improvement on the original?



DRAKKHEN 34
The classic role playing game on the Amiga has been transported to the SNES.

BLAZEON 36
Another colourful shoot'em-up in the classic parallax scolling style.

It's the sixth issue and we're going from strength to strength. The free gift is a reward to you all for sticking with Europe's No.1 SNES magazine.

CONTENTS

6 GLOBAL CONTROL
Control has five pages of the latest news from around the world that all the other SNES mags can only sit back and wish for. This month we include white hot news for the SNES on Imperium, Top Gear II, The First Samurai, Rushing Beat and USA Ice Hockey to mention only a tiny proportion of the marvellous information on offer.

18 GAME REVIEWS
Once more Control comes up trumps with an astonishing number of great up-to-the minute reviews. This month, there is a massive 40 pages devoted to in-depth coverage of releases such as Mickey's Magical Quest, Wing Commander, Space Mega Force, Death Valley Rally, Q*Bert and many more.

90 BILLY WILD
Feast your eyes on Control's own cartoon hero Billy Wild, in this scintillating episode, Billy bumps into a mysterious character and discovers his fate.

78 SHOW REPORT
Allie West, roving reporter, experienced all the razzmatazz of the enormously successful Gamesmaster Show that recently took place at the NEC in England's second biggest city – Birmingham. What did she reckon? Read on...

80 OFFICIAL STORY
We have reviews coming out of our ears – this time the latest official games to appear in January. That's not to mention the Classic Cocktails, the only four games worthy of such an accolade.

13 SPECIAL PREVIEW
More beat'em-up action in yet another film tie-in – this time it's Universal Soldier.



86 LISTINGS
This month's Control has a full Global listing giving a brief run down on every SNES game.

76 GALLERIA D'ARTE
No longer the Rogues Gallery, the art pages have gone through an image change and have become all pretentious and Italian sounding.

96 CONTROL POST
Always controversial, our letters pages are not afraid to address every important SNES issue.

ISSUE 6 FEBRUARY 1993

The ONLY Mag SNES Owners Need!

CONTROL

For SUPER NINTENDO™ Junkies!



FIGHT FRENZY!

With the amount of beat'em-up games coming out of our ears on the SNES, Control gives you a special feature on the massive range available now and soon to arrive on the SNES. We also list the availability and look at what makes a good one and examine the varied styles of the genre. Control checks them out and gives you the authoritative low-down. Also reviewed in this month's magazine:

12 Best of the Best
26 Power Athlete
6 Fatal Fury



PLAY GUIDES & TIPS

58 PRINCE OF PERSIA
Newly released officially, our ultimate guide to platform game success will ease the pressure of all those late nights.

64 LEGEND OF ZELDA III
The final part of the most helpful players guide ever for completing this tricky, spectacular and now classic Role Playing romp.

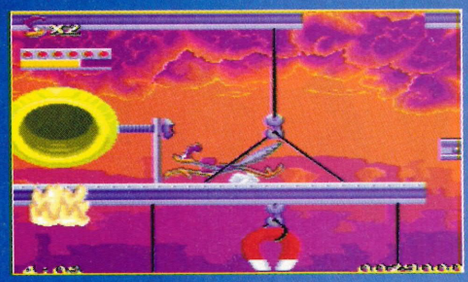
70 BART'S NIGHTMARE
Marvellous idiosyncratic game gets a suitably bizarre and helpful player's guide to keep you laughing through to the bitter end and the elusive A Grade.

74 BULLY'S TIPS
This month guest tipster is resident funnyman and Bullseye presenter, Jim Bowen. All the greatest tips provided by readers for readers.

REVIEWS

CHUCK ROCK 38
Cult computer game transformed to the SNES with cartoon graphics and plenty of laughs.

ON THE BALL 42
Stunning adrenaliser of a game, with full-screen rotation and amazingly addictive and fast gameplay.



ROAD RUNNER 44
This cartoon-inspired release is brilliant to look at and has some hilarious sound effects.

POWER ATHLETE 48
What? Another beat'em-up? Flick to page 48 to see if it's your kind of game.



VOLLEYBALL TWIN 50
By the makers of Super Tennis, Volleyball Twin features both indoor and beach v-ball.

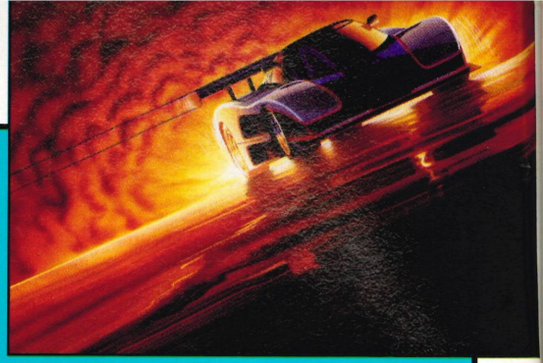
CACOMA KNIGHT 52
A Qix clone for the SNES. Can drawing lines around percentage areas be fun?

FATAL FURY 54
Pretender for the SFII crown – a Neo Geo conversion with chunky, amusing sprites.



OFFICIALS 80
Spiderman & X-Men, Axelay and Prince of Persia all come under the Control Microscope. There are also mini reviews of the classics Top Gear, Mario World, Mario Kart and Streetfighter II. Pilot Wings and Actraiser are in there too.

CONTROL NEWS



TOP GEAR II

By the time you have read this, the sequel to the amazing Top Gear, Top Gear II, will be announ-ced at the Winter Consumer Electrical Show in Las Vegas. Control has been hot on the case for many months now, and will bring you all the latest details as and when we get them.

Apparently, like the original, it will feature a split screen two player mode driving at break neck speed against one another. In one player mode, the driving will be on a full screen this time.

We understand it will feature more exciting and varied tracks, more undulations and twists, and the added features of junctions, more psychotic drivers and varied weather conditions.

Currently in the early stage of development by Sheffield based driving game experts, Gremlin Graphics, Kemco will release this in the States and Japan around June next year.

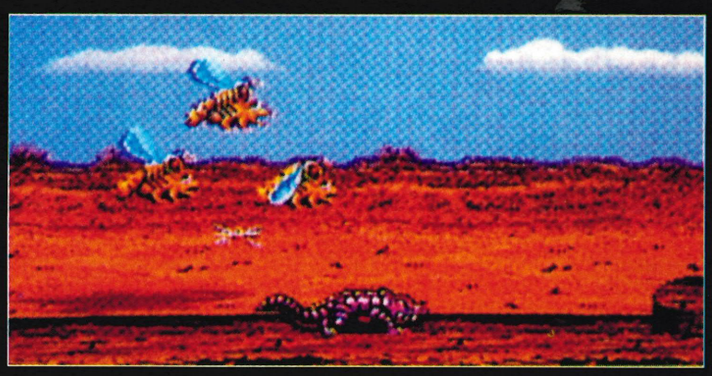
ELFARIA

Elfaria is a 12 meg Role Playing Game that is receiving a massive amount of publicity over in Japan. Part of this must be due to the collaboration with cult artist Susumu Matsushita of Light and Shadows Inc. Featuring an absolutely huge game area, cute cartoonesque graphics and tricky fighting and puzzle areas, it looks good. No news yet on a British release as the release is almost entirely in Japanese, but we shall have to wait and see.



A Long Time Ago

46 Million Years BC is the provisional title for an all action game of survival of the fittest and general primordial evolution. In this 12 megabit action game from Enix, you are offered the opportunity to play the role of various dinosaurs and creatures that soon popped their clogs. This should reach the white cliffs during January.



BASEBALL '93

Baseball games, like beat'em-ups are all the rage in Japan at the moment, and to boost their insatiable appetite there is another one to add to the plethora already available. This one takes the familiar formula further, incorporating typical Japanese style anime graphics, it features 12 teams to compete in a spot game, pennant race, or an all star challenge. All the teams and player stats are all presented

SUPER FIRE 2

Despite its shooting from the hip title, this effort is actually none other than a Wrestling simulation to take the smirk of WWF's face. Developed by Human, this sim features absolutely tons of characters to choose from and face, each with their special moves and unappealing habits, such as spraying the opponents with coloured saliva. Actually released on Christmas day this eight meg cart will be out in January sometime at the better Japanese importers.



WORLD CLASS RUGBY

With sports sims coming out thick and fast, British based software house Audiogenic, have developed a Rugby simulation for Misawa Entertainment of Japan. Featuring 16 national teams, this four meg cart will be released over in Japan early in February. Keep your eyes peeled for the full Control review soon.

THE FIRST

The First Samurai was a big hit well over a year ago on the 16 bit home computers. It was a beat'em-up featuring a



Super Black Bass

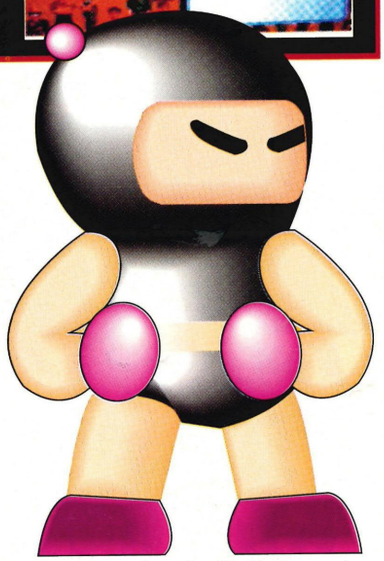
Of all the strangest ideas for a game, Super Black Bass really takes the biscuit - a fishing simulation. For SNES gamers expecting simple dull action, they may find themselves pleasantly surprised. Relying on a deal of strategy, there will be the occasional exciting moment - like trying to land the darned thing. Everyone to their own, I suppose. Should be out now at reputable importers.







for real fans of the sport. There is also a variety of stadiums to play in; indoor, outdoor and domes. This 12 meg sport cart should be out now courtesy of Sony.



BOMBER MAN

Rumour has reached us that one of the most addictive games of all time, Bomber Man (AKA Dyna Blaster) is to hit the SNES later in the new year. Developed by HudsonSoft, this would correspond well with their newly released four player adapter. An office favourite on the PC Engine and Amiga, we wait with baited breath for the SNES version – surely a classic in the making.

SAMURAI

chap with a whopping great big sword. More of a platform beat'em-up, it was visually stunning on the other formats, so the all-new improved First Samurai on the SNES should bedazzle.

Developed by British based development house, the Cobra Team, it is all set for release by, those guys again, Kemco around March or April time.



Standing on top of a rock is something that medieval ninjas, samurais and priests used to do a lot of, apparently. Pondering the meaning of life, death and who you're going to massacre next all go through your mind. Clear those thoughts, and think of something useful to say in this massive space...

Rushing Beat is another beat'em-up dashing to take SFII's scalp. This 12 meg beatie from Jaleco looks pretty impressive at this stage, even to the point of almost ripping off actual characters from SFII. There's a blonde American version of Chun Li, a rather camp looking Bison figure and the obligatory Ryu chap.

It must be said though, that Rushing Beat is a side to side scrolling game rather than based in a set place. You have to strut through town, picking up goodies and weapons. Should be out at the better grey importers during the early part of January.

Rushing Beat



Bad personal hygiene and flaming armpits are all the rage

MUSHROOM WORLD

Gottlieb, the makers of a whole range of fine pinball tables, are following up on their successful Super Mario Brothers pin table, and are preparing to launch a new one for early next year. Entitled Super Mario Bros Mushroom World, it features all the fast action ball spinning novelties of the rip roaring first one. Gottlieb have also added extra features to make it appeal to the younger pinballer.

With a special background, sub-games and many of the familiar Mario sounds and music, it is also available in a more compact size that has been designed especially for the nippers.



CONTROL NEWS

POP 'N' ?

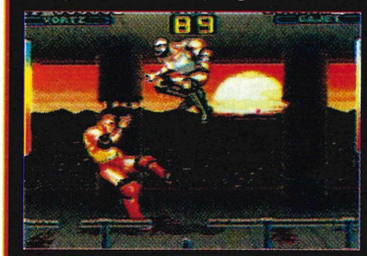
Konami are at it again. This time those producers of some of the finest SNES games are releasing a bizarre little vertically scrolling shoot'em-up with a weird little name. Even our Japanese correspondent couldn't work out the English equivalent in time. Featuring what looks like fantastic graphics and spectacular backgrounds, you control a wee aircraft with the ability to add bits and turn into formidable opposition. If anything as graphical as Axelay, it'll be worth a look on import sometime in March or April.

PIRATES OF DARK WATER

Prolific producers Sunsoft have secured the rights to the cult American Hanna Barbera comic series, The Pirates of Dark Water. This show has received rave reviews stateside, comparing it to Tolkien, no less. Unfortunately, the game won't be available stateside until next Christmas.

Dead Dance

Jaleco are jumping further on the all-new beat'em-up rage at the moment by releasing a 16 megabit cart relying on kicking the hell out of all-comers. At the moment, details are sparse, but from what we've seen, it looks pretty similar to the others.



Being 16 meg though, it should have a few spectacular moves and effects. Well, it should have. We have been let down in the past – will this topple SFII's crown? Check it out around Easter on Japanese import.

HOKUTONOKEN 6

The strangely titled Hokutonoken 6 is an ohnonotanotherbeat'em-up to challenge Streetfighter 2 whose quality must have rattled the competitors in the industry because they're all having a pop.

Hokutonoken 6 features characters from Fist of the Northstar and it has massive sprites, lovely backdrops and eight varied characters, each with their special moves. You can play one on one, a free fight, or a two player challenge. Toei will release this soon, read the review in next months Control.



SUPER SYSTEM

You will be able to play your favourite SNES games in the arcades thanks to the introduction of the Super System from British company, Brent Leisure. Initially, the first batch will come complete with Super Mario World, Super Soccer and Super Tennis. There are many other games being developed for use on the Super System, with the latest games direct from America. F-Zero is due on the system soon as are other America SNES games, especially from Ocean of America. We shall give a full report when we see one in action.

CAVEMAN NINJA 2



With Joe and Mac, Caveman Ninja now available officially thanks to British based software house, Elite, it was only a matter of time before a follow-up came into being.

No sooner was it asked for than it appeared. This time it looks pretty darned different. The main character is cute and cartoonesque in a Japanese style way, and the young caveman has

LOONY TUNES

Sunsoft are at it again. This time securing the rights to produce games featuring Warner Brother's Loony Tunes cartoon characters.

At the moment, a Game Boy version featuring Bugs, Daffy, Tweety and Taz is on the boil, with a super-duper 16 bit all-colourful SNES game in the pipeline. More news on the SNES game as and when we get it next month.



Everyones favourites all packed onone game cart. Should be a sure fire hit with Daffy, Bugs and Taz, it can't fall flat on its face – or will it?

SIM ANT

Sim Ant is an original development by the makers of Sim City, Maxis.

The aim of the game is to build up a colony of ants, beat up rival colonies and increase the size of your nest. Foraging for food is essential in the garden, but there are hazards such as spiders and the omnipresent deadly lawnmower.

Extend your colony to reach the house, take over other ants nests and generally have a jolly good romp with life as an insect. Sim Ant is a game for those who desire something to tickle their minds, as it certainly isn't action packed. Look out for this eight megabit cartridge around February time.

USA ICE HOCKEY

Ice Hockey games always look pretty much alike, and this is no exception. It incorporates an above-from- bottom view of the vertically scrolling ice field. Fast action is promised, as is plenty of gratuitous violence with special fighting screens for a bit of light-hearted fisticuff action. Options include exhibition matches, league tournaments, penalty shoot-outs and practice scrapping.



This 8 megabit cart will be in direct competition with EA's NHLPA Hockey and will be released by Jaleco around March in Japan. No news yet on an official release date.



access to special powers.

All the best features have been retained, such as ginormous dinosaur sprites and sweet-hearted women.

Caveman Ninja 2 should be available on import cart by the time you have read this piece of news.





VIDEO KID

Video Kid should just have been released in Japan. Developed by Sheffield based Gremlin Graphics, it will be released by Kemco. It is a platform game starring the video kid who gets sucked into the world of his favourite programs such as space, western, and gangster movies. Video Kid includes revamped graphics, sound and levels. Even the kid looks different – more like a clown.

SUPER GOLDEN FIGHTER Mk 2

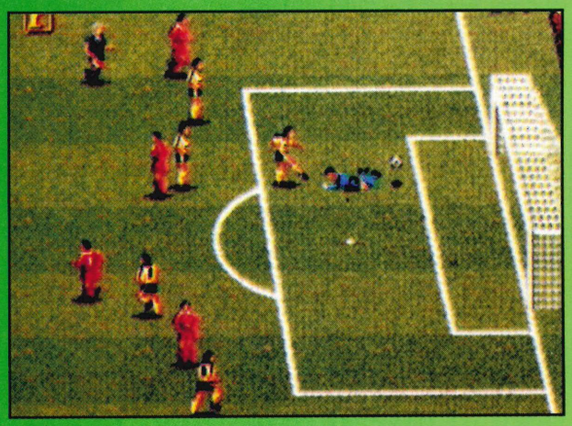
The biggest disappointment in 1992 was Super Golden Fighter – a game that was hyped to a new high, and failed utterly to deliver.

Now Culture Brain are rereleasing the game. Tentatively known as the Hyperversion, it promises to be a good deal quicker and better all round.

All fine and groovy, but couldn't they have thought of that before they release the original crud on the market and save us from the pain.

This all-new version should be out now, but as usual we will not be holding our breath.

J-LEAGUE CHAMPIONSHIP SOCCER



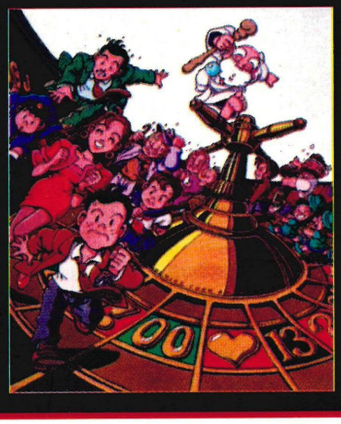
The infant Japanese football league were quick off the mark to produce a soccer game on all formats, and the SNES version promises to be pretty spectacular. Developed by Shogakukan, this wee four meg cart features all ten teams from the Japanese football league including Lineker's own Killer Whales, Grampus Eight.

Allowing for one or two player play, a wide selection of tactics and a sideways scrolling playing area, it promises an arcade style footie game of hectic proportions. This should reach our shores in the near future.



JIN SEI GEKI JOH

The Japanese, apparently, have a deep hidden desire to gamble and this is being worked upon right now. Jin Sei Geki Joh is a weird little gambling sort of game with loads of different sub-game kinda things involving a bizarre morass of roulette and the game of life. All this is presented in a pleasant cartoonesque style. Unfortunately for most British punters, the game is presented mainly in Japanese, so unless you can speak it, good luck.



CONTROL NEWS

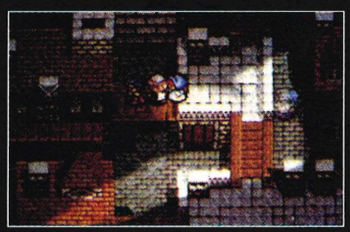




Albert Odyssey

Prolific producers, Sunsoft are dabbling on the RPG front. Albert Odyssey looks absolutely wonderful, but the stunning graphics are just the icing against the cake – massive and challenging gameplay. Unfortunately, the Japanese version will only be released in March, and there





is no news of an English translation – yet. Wait until then for what promises to be the next big RPG release to challenge Zelda's stranglehold.

NHLPA HOCKEY

Electronic Arts have released a classy Ice Hockey simulation going by the name of NHLPA Hockey '93. Based on the hit Mega Drive game of the same name, it has hit the SNES big style.

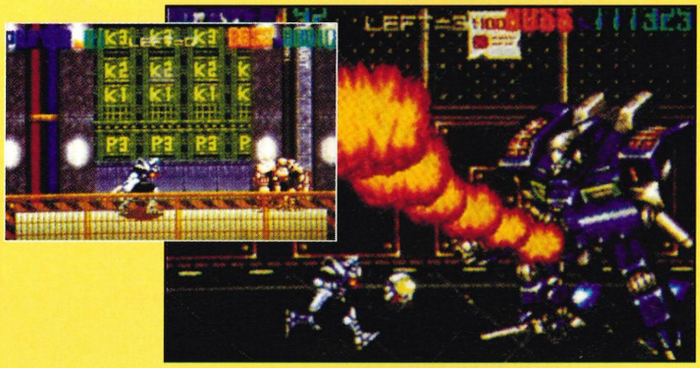
Featuring all 16 of the NHLPA Ice Hockey teams from the States and Canada, it is one of the most accurate sports simulations going. Relying on real stats and player information, the teams strengths and weaknesses are all based on real statistics.

Even the star players are catered for, even naming the big names such as Mario Lemieux and their signature moves. Every player has scores for the ability and other aspects of hockey play, 16 in total!

From what we've played of the game, it promises to be a game for the real fans of the ice hockey sport. Fast and furious puck action, all the rules and regulations, and tons of options such as action replay and so on.

SNES FLIGHT SIMULATOR

Nintendo of Japan are set to keep the ball running regarding their recent spate of successful and visually stunning titles. This time, they've decided to launch a flight simulator utilising the full power of the SNES and the custom DSP chip to rotate the screen. With shoot'em-up action to keep boredom at bay, this promises fast and smooth animation against a polygonal shaped background. More news next month as and when we get it. Although from the stunning screen images we have seen, it looks like it's going to be a top treat for SNES owners.



Imperium

Arriving a little too late to appear in this issue of Control was Imperium. A typical style shoot'em-up, whizzing over the clouds and literally blast everyone to kingdom come. The game features massive levels and a





multifude of horrible guardians at various levels. Imperium, by Vic Torai, will be available at some unofficial importers now. But from what we've played of it so far, it ain't so extraordinary different.

ENDO



Yet another bloody beat'em-up from Telenet in Japan. This time it has a slight difference in that it isn't a one-on-one free for all. It's actually a side scrolling pummeller much in the vein of Konami's Super Probotector. Due for release in February, it promises a little cerebral teasing, but don't hold your breath for much.

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CONTROL

PREVIEW

UNIVERSAL SOLDIER

Ballistic



Letting rip with all of your weapons. When you're transformed into a spiral, fatty has no chance

It's Turrican 2, was the cry. Well, yes and no, Universal Soldier is, to all intents and purposes, Turrican Revisited, but with a far catchier title.

Very loosely based on the film of the same name, Universal Soldier is a platform shoot'em-up of epic proportions. Playing the role of Luc Devereaux (Van Damme's character in the film) you start the game as a standard model human in the Vietnam jungle. Later, as the game gets more and more hectic, you get transformed into a UNISOL warrior, a real Universal Soldier.

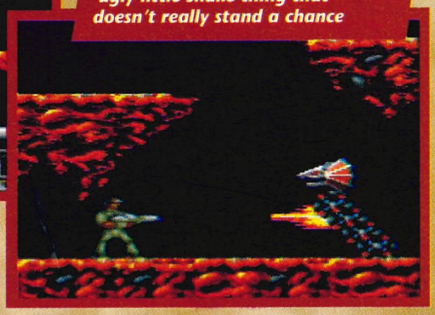
Turrican, the hit computer game from two years ago, is what it is, and a very smart marketing ploy on behalf of Ballistic this is. Have a dead cert winner of a game and get the movie tie-in at a later stage of development. Get a nicer title and adapt the sprites and levels so that it will tie in loosely with the movie.

The basic aim of the game is to run through loads of massive levels killing everything in sight. There's nothing wrong with loads of gratuitous violence, especially when you are armed to the hilt with one major league blaster.




No matter how big your blaster is, it ain't going to do you any good trying to get into the windy cave




The first mid level guardian is an ugly little snake thing that doesn't really stand a chance

My Kingdom For A Gun

This weapon has all sorts of features, and can be adapted to suit the nasties you face. You can have a standard spread weapon pea shooter, a plasma ball which splits up into loads of little bouncy things when it hits something hard, a beam weapon which can be fired in any direction, and a napalm death flame thrower.

You can also transform into a ninja star like thing to whizz around and squeeze into those tight corners. If that isn't enough, you can also let rip with one wipe out beam wall which zaps every sucker in sight. Phew!

Of course, you only have a certain amount of energy to survive the onslaught. Thankfully, there are power ups to be found throughout the levels, it's just a challenge to get there before you end up as ash.

Soldier On

As is the norm in modern day blasters, you have to face some suitably huge and mean end-of-level guardians that must be destroyed to progress to the next level. Complete these massive levels and you'll be pleased to learn a password facility is offered, so you can give your blasting thumbs a well-earned rest before returning to the hectic fray.

Universal Soldier should be released by Ballistic during March. Until that time, I recommend you go on a diet of red meat, weight train your thumbs and prepare for an orgy of violence on an unprecedented scale.

FIGHTING FR

Every games machine can claim to have its specialities: the PC has its Adventures, the Amiga loads of varied cheapies and the Mega Drive, erm, not much.

But the SNES glows brightly in most areas, and none more so at the moment than beat'em-ups.

The fighting game genre is going through quite a renaissance, so much so that almost every SNES developer is jumping on the bandwagon.

Just wait for the plethora of choices during the New Year. That's Fighting Talk where I come from!!!

This Article Is Dedicated To All The Heroes That Have Had To Endure Macclesfields Own Unique Style Of Hospitality, Especially Paul McIntyre. Next Time Run Away.

A Beat'em-up Is Just A Beat'em-up

Actually, there is quite a variety of beat'em-ups. They aren't simply a case of lay a chap out and they can be classified into several areas.

First of all is the straight forward beat'em-up – a one-on-one kick the pulp out of one person at a time. Classic examples being Streetfighter II and Fatal Fury, where you simply have to out-point and daze a single opponent. This area requires more skill in selecting individual and special moves, and a deal of timing.

There's the side scrolling beat'em-ups where as one or two players, have to walk down a nasty neighbourhood kicking, punching and clobbering the gangs that come at you in groups.

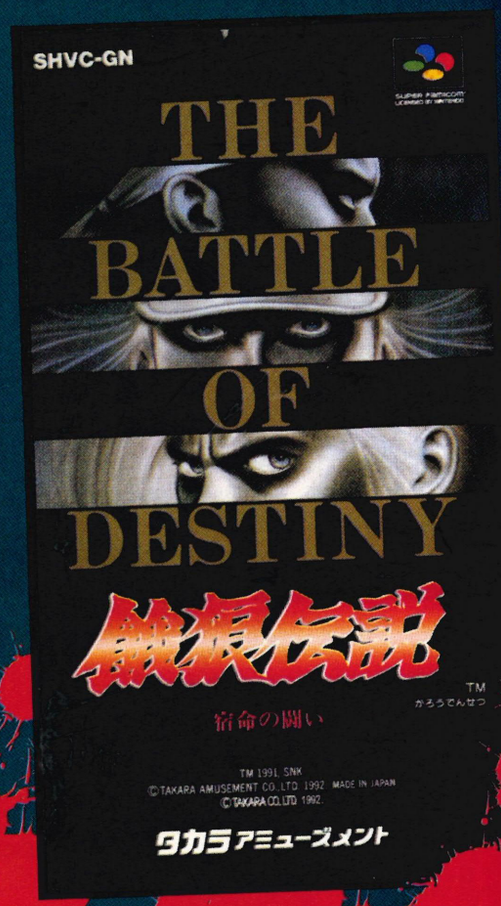
Typical of this style are Final Fight and TMNT 4 where less actual skill is required to despatch the hordes, but a lot of control pad wobbling is in order. Platform beat'em-ups such as Robot Police require even less fighting skill. These take attributes of the platform genre, leaping across chasms and stuff, and enemies only require a single punch or two to lay 'em out.

Of course, there are 'sport' beat'em-ups such as George Foreman's KO Boxing and Best of the Best Karate. These vary massively in skill level. Foreman's requires simple jab and weave manoeuvres, while Best of the Best requires training to improve your fighter and a ridiculously large selection of attacks (of which you can only use 13).

Loads of games feature a degree of close quarters action, even where you least expect it like in the once a strategy game turned violent – Actraiser, with its sword swinging platforms. So now you know – a beat'em-up can take a myriad of different guises.

What Makes A Good Beat'em-up?

Lots of things. Fast action, stunning graphics, loads of moves, personalised characters and plenty of gratuitous gore determine the better games together with a variety of game options and a two player availability. Grunts and groans are pretty essential as are nice backdrops (with some animation) and a gradual improvement of your opponent as you progress. Boots and fists are pretty essential, but a good crowbar, sword or club are acceptable in the pixellated GBH.



-NZY

ENZY

Why The Sudden Demand For Fisticuff Action?

They've always proved popular, but surely the success of SF II has made other manufacturers sit up and take notice. It's sitting proud waiting to be knocked off, yet no one has yet come close. When it happens, imagine all the kudos they're going to receive.





Streetfighter II – so far the greatest Beat'em-up to grace the SNES. The characters range from a half-man half-beast from Brazil to a tasty chick

Will It Leave Me As A Vegetable?

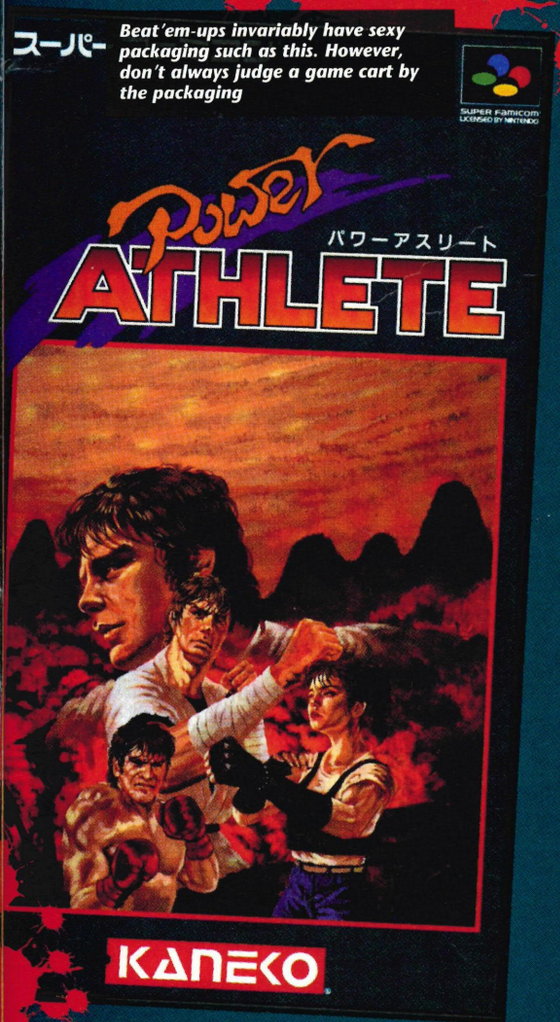
Possibly. But not as likely as indulging in the real thing outside a certain Public House in Macclesfield.

What Does The Future Hold For Grapple Fans?

With SFII trailblazing the path for 16 megabit games with oodles of moves, the future looks rosy for more arcade perfect scraps. Whether the new chips will make a difference is up in the air, but with the Super CD ROM XA on the way, you should expect more levels, better and more varied levels, more characters, stunning graphics and sweeping music to mellow you out as you pan your mate in the living room.

What's Out There In Beat'em-up Land?

A ridiculous amount really, mostly on import. Unfortunately, those out at the moment are generally pretty pants with some notable exceptions – see the lists.



Beat'em-ups invariably have sexy packaging such as this. However, don't always judge a game cart by the packaging



Heroes in a half shell – the Teenage Mutant Ninja Turtles take to their skateboards in the amusing and well animated TMNT 4



Ultraman comes as a refreshing change to the beat'em-up genre. Here is a Superhero that for once doesn't take himself too seriously

CONT.



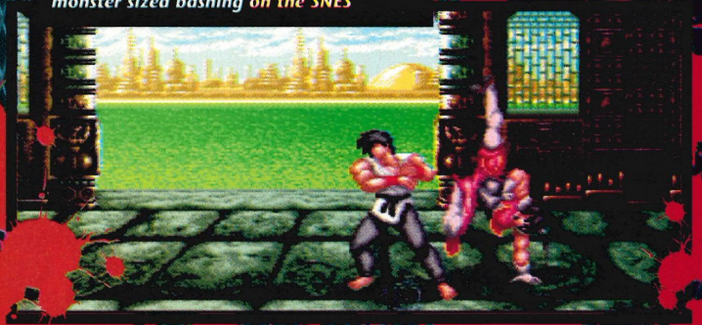




The game that features one of the best ever sampled sounds heard on the SNES – Hokutonoken 6. Oooooohhh addy addy ah



King of the Monsters was a classic game on the Neo Geo system, now you can enjoy monster sized bashing on the SNES





So What's Available At The Moment?

On import and officially, you'll probably be amazed.

Astral Bout – a very poor wrestling game with little going for it.

Battle Blaze – dubious in that it lacks so much. Pretty run o' th' mill

Best of Best – a complex affair for kick boxing aficionados

Double Dragon – an enjoyable gangland scrap for one or two players

Dragon's Lair – a good looking and tough platform, sword wielding job

Final Fight – a good side scrolling clean up the neighbourhood game

Final Fight Guy – similar game to Final Fight, but with one less bloke..?

KO Boxing – ropy boxing game with not much going for it

Golden Fighter – an absolute disaster. Sixteen megabits of absolute pants

Joe and Mac – a good night's clubbing, but that's about it

Fatal Fury – a great converted Neo Geo classic. Good, but not quite SFII

King of the Monsters – monster sized action, a bit dour and simplistic

Last Fighter – robotic side scrolling action. Exciting in places.

Pitfighter – keeping up the tradition of an appalling arcade conversion

Power Athlete – an average beat'em-up in every possible way

Prince of Persia – great. More platform action with some neat fighting touches

Ranma 1/2 – bizarre one-on-one beat'em-up with neat touches

Rival Turf – monotonous punching action that ensure frequent yawns

Robot Police – a below par effort with not much going for it at all. Poor

Sonic Blast Man – witty, cartoony and fun side-scrolling puncher

Streetfighter II – unsurpassed yet in graphics, fun and gameplay action

Super WWF – a staid attempt at WWF marketing. A little fun for fans only

TMNT 4 – hectic sweaty action with accurate cartoon graphics. Good laugh

Ultraman – a dodgy game, worthy of a crap game alert!



'I'm gonna punch your lights out Georgie...' Well, the Mad Sheik has a pretty good chance if he catches you with another left hook



In Fatal Fury, you don't simply have fists and feet but also special moves like these here tornados blowing at each other



What Is There To Look Forward To?

Rushing Beat – challenger for SFII. Similar characters, different hair colour

Edono – Side scrolling beat'em–up action through obscure temples

Joe and Mac 2 – bloody action with a cute face. More cartoony than ever

Dead Dance – more one-on-one you spilt my pint action

Ultra 7 – standard rampage into someone else's jaw

Sumo – wrestling belly flops in a tiny ring with two fatties

Combatribes – based on a cartoon series, play one of three chunky lads

Alien vs Predator – 20th Century Fox cash-in pits together two famed baddies

Ranma 1/2 – An all new improved version of the old timer with more moves

Hokutonoken 6 – based on Fist of the Northstar, just like downtown Macc

Brass Boss – stages of pummelling action with extra levels and goodies

SF II Championship Edition – ONLY KIDDING! Don't write in...

REVIEWS

CONTROL

SCORING SYSTEM

90 - 100%	The Ultimate
80 - 89%	Fantastic
70 - 79%	Excellent
55 - 69%	Good
45 - 54%	Mediocre
Below 45%	AVOID!

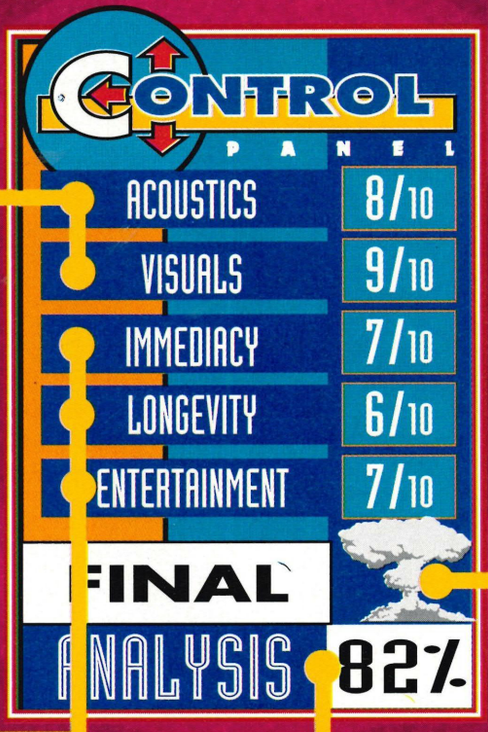
Control has decided to revamp its scoring system to make it more accessible to the average punter. This doesn't mean we are sacrificing our principles, oh no. We are still going to be even stricter on the dross and a little bit more generous to the few that deserve it.

PRESENTATION

Presentation is vital for a state of the art SNES game and we break this down generally into two areas.

Sonics take into account how well the sounds and music are utilised with stereophonic sound and special sound chips.

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



SNES games aren't cheap, so it's your right to have the truth. A final analysis of around 50% for an average game is fixed in Control, and bobbins games will deservedly score far below this.

Likewise, in contrast to other magazines, we don't promise all half decent games a score in the high nineties. Only the cream of SNES games deserve this high platform, and we've only found four to date worthy of being a Control Classic Cocktail with a Final Analysis in the nineties.

MOTIFS AND ACCOLADES

Control accolades the better games by how they set the gamer alight. Only the few splendiferous games deserve the top accolade; the Control Classic Cocktail. This is a personal Molotov cocktail from all of the Control Crew for games that will surely go down as classics of all time.

Only the cream, the excellent and really hot games deserve a blast of nuclear proportions. Games that don't quite reach this standard still earn a cherry bomb for their explosive efforts.

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

GAMEPLAY

Gameplay is the most vital aspect of any game. The may look dodgy but the game might drag you in like there is no tomorrow, this is where you can find out.

The immediacy mark takes into account just how easy it is to get involved in the game. Will you get into the game within seconds, or will it take hours or even days?

Longevity looks at how long the game will hold you in raptures. Fifty smackers is a load of dosh to splash out if you can complete the game in a couple of hours or days – our in-depth play testing takes this into account.

The most important mark is the entertainment factor. It's no good looking and sounding brilliant if it plays like a donkey. Just how much entertainment can you get out of the cart?



FINAL ANALYSIS

The Final Analysis is the sum total of all aspects of the game, from the presentation to the gameplay. This is strictly controlled so we may appear stingy at times. Average games receive around 50%, great games between 70% and 90%+, and the dross below 45%

We are sure that you'll find our scores more accurate and representative than other magazines' attempts.

Each game coming through our door is thoroughly vetted by our team of experts, and the scores we come up with aren't the opinion of just one person. At least three widely 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 or Alexplains.

What we've decided to do is break the scoring of the presentation and gameplay departments out of ten. Five is the average, so now they can be easily compared to other aspects of the game without some being out of thirty, others twenty and one out of ten. It was a little confusing.

Unfortunately, this means that the scores don't add up to the final analysis mark any more, so the Control team sits down and discuss what they believe to be an accurate mark based on past experience and what the game has to offer.

REVIEW

CONTROL

IMPORT

SUPPLIED BY MEGACOM

NICK STICKS HIS OAR IN

A massive and excellent conversion of the original PC classic that's been made relatively easy on the SNES joypad. Visually, the game is pretty good and worthy even if it isn't stunning. In the gameplay department it dazzles, plenty of meaty flying and blasting action to keep everyone happy destroying the Kilrathi. Wing Commander is a game that takes some time to sink your teeth into, but once you bite the bit, you'll be addicted.

Wing Commander was highly successful on the PC and 16 bit home computer formats taking 3D space combat simulators to new dizzier heights. With its release on the SNES we should begin to see something spectacular starting to emerge in the flight simulator category.

Set in the distant future, technology has advanced far beyond imagination and the human race is determined to dominate the entire known universe. But the alien race, known as the Kilrathi, also share your dominating tendencies. Obviously each is battling to overcome the other, and so we have the game Wing Commander.

You begin as a rookie pilot, straight out of flight school. Your ambition is to become the greatest Wing Commander by blasting the Kilrathi out of galaxy. Before you embark on your first mission, you can chat to various colleagues in the officer's club, or even try you hand on the training simulator. The TrainSim allows you to experience space combat without venturing into the vacuum.

Combat Technique

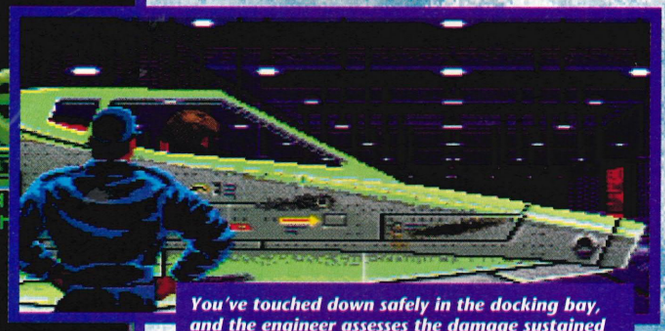
After honing your piloting skills, you can then be briefed on the first mission. Your superior will detail the various mission objectives, as well as assigning wing men (or women) to your squadron. He will also advise you on various combat technique when faced with the enemy, which usually is bring your ship around the face the scum then fire like hell! The are four different ships which you'll pilot throughout the 36 scenarios, but you'll start off with the basic Hornet attack craft. Only armed with a bow-mounted laser gun and unguided missiles, it can be deadly when in the wrong hands.

Once you've launched from the Tiger's



Having escorted a capital ship to a safe haven, you manage to negotiate the hazardous asteroid field before returning to the Tiger's Claw. Close in on your mothership and request landing, and you'll be guided safely into the docking bay

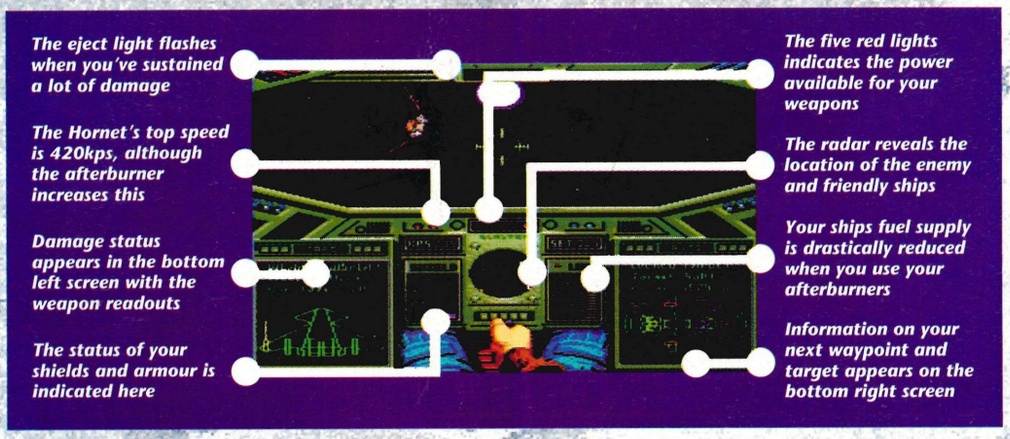




You've touched down safely in the docking bay, and the engineer assesses the damage sustained by your Hornet fighter craft. Your main laser has been damage and the armour is wearing thin, but apart from that you're okay!

WING COMMA

MINDSCAPE



Claw mothership, you can engage the Kilrathi. To locate you your first way point, simple find the cross-hair that appears on your HUD. It also appears on your radar, making it far easier to find. Distance to the next objective appears in the bottom right screen, as well as an ID of the target.

Increasing your speed to reduce flight time, you also have the option to switch over to autopilot. This can be risky business, as you might be engaged by the enemy at any time, or stray off course and into a hazardous asteroid field.

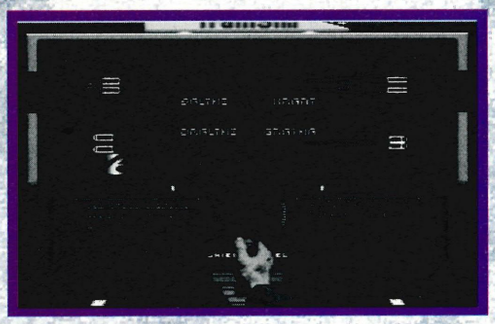
Lock On – Blast Away

When you eventually find the Kilrathi, you must home in on them using your radar. Appearing as small red blips, you can lock onto them to get a positive ID, then blast away with you weapons. They'll obviously return fire, but your shields and armour will protect you to some extent.

You can radio your wingman to break and engage, or stay back and protect your rear. The ship controls like a real aircraft: you push forward to go down, and vice versa.

Complete the first objective, and the next waypoint will appear. The first few missions are simple and only include a couple of waypoints before you can return to the Tiger's Claw. Docking with your mothership is automatic – simply request landing with your radio and you'll be brought in safely.

Alex



While flying from waypoint to the next, there is a chance that you'll be engaged by the enemy of enter an asteroid field. You must reduced the tumbling rocks at all costs, as one mistake will see you erupt in a ball of flame



CONTROL PANEL

ACOUSTICS	5/10
VISUALS	6/10
IMMEDIACY	6/10
LONGEVITY	8/10
ENTERTAINMENT	7/10

FINAL ANALYSIS 80%

SUMMARY

Wing Commander is more than a space age shoot'em-up, there are 36 missions to keep the most qualified pilot amused for hours. Graphically it is very good. The briefing animations are sparse but effective, and the actual flight visuals create a believable battle field. The graphics are jerky at times and the enemy craft appear blocky, but this slight visual flaw doesn't really detract from the game. The sound is adequate, comprising of the odd explosion and dramatic war tune. Initially it is quite hard to control, but after your first mission you'll have got the hang of thing and be hooked.

NDER

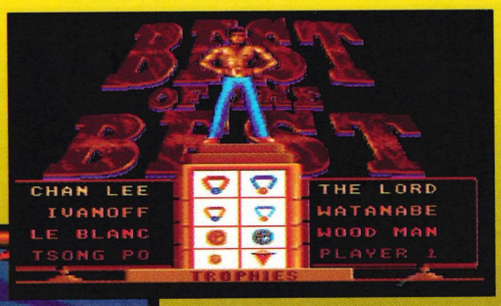


REVIEW

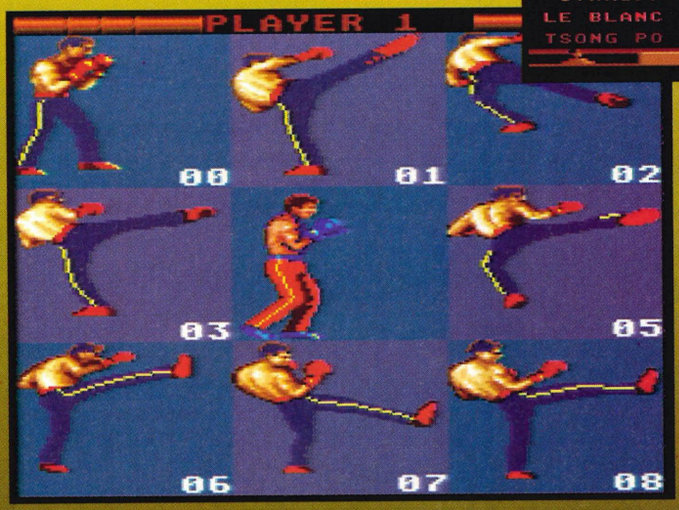
CONTROL

IMPORT

SUPPLIED BY MEGACOM



(Above) To become the Best of the Best, you must defeat the other fifteen fighters. Each time you beat an opponent, you are awarded a trophy or belt, but you'll only take the Best of the Best title belt by defeating Cogneur



(Left) Each fighter can use 13 attacks, which can be chosen from a selection of 55 moves. This allows you to change the style of your boxer to fit your own skills

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	5/10
IMMEDIACY	4/10
LONGEVITY	7/10
ENTERTAINMENT	6/10
FINAL ANALYSIS	66%

Electro Brain convert yet another beat'em-up onto the Super Nintendo. Best of the Best, otherwise known as Panza Kick Boxing, is a complicated karate sim that is more of an art than a street fight.

Best of the Best is a one or two player kick boxing extravaganza. Each character has a selection of kicks and punches to throw at his opponent. There are no rubber limbs, fireballs or electricity bolts here. As a low ranking kick-boxer, your ambition is to become the best of the best. There are fifteen other fighters to challenge, each a current title holder who'll you'll have to defeat to win his prize. You start at the bottom of the rankings, fighting for the smaller trophies.

Challenge The Champ

By beating each fighter you can work your way to the top, to challenge the current champion, Cogneur. Before you face another opponent, it is best to undergo a workout session in the gym. There are three exercises you can partake in to try to

Electro Brain

BEST OF THE

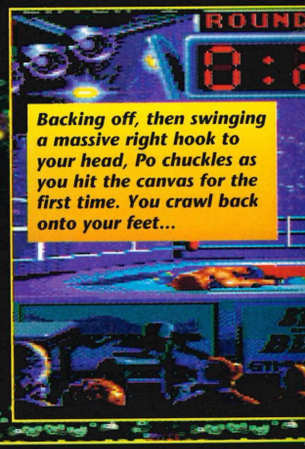
Eat Your Heart Out, Jean Claude Van Damme

The arrival of the first round is announced by the blonde who struts around the ring. A few seconds pass, then the fight begins





Tsong Po rushes in with a dazzling array of kicks to your legs, but you counter with a few jabs to his face



Backing off, then swinging a massive right hook to your head, Po chuckles as you hit the canvas for the first time. You crawl back onto your feet...

NICK STICKS HIS OAR IN

Few like this game in the office, but I do. But it's not as bad as everyone makes out. It's a beat'em-up involving a degree of grey matter tweaking for a change, such as training, planning the best attack against certain opponents, checking out stats and even indulging in a no-holds barred Kumate tournament half way through. It may look and sound average, it may be sluggish, but it'll offer a longer challenge than most other beat'em-ups.



So Near So Spar



(Above) The first training routine is the spar, in which you fight an opponent to increase your resilience. The more varied your attacks, the more your skills will increase

The kick pads increase your speed, but you have to have quick reflexes to hit them. Either high, middle or low kick to strike the pads when they appear

(Above) Training with the bag helps to increase your strength. Tapping the button furiously will cause you to hoof into the bag – the faster you tap the higher your strength will rise

increase your skills. Enter the sparring ring to build up your resilience. Next is the bag, and by furiously tapping the button you can increase your strength. Finally, the kick pad tests your reflexes to increase your speed. You may also select the moves your character uses. Each boxer has a choice of 13 punches and kicks that can be chosen from a stock of 55 moves.

Designer Violence

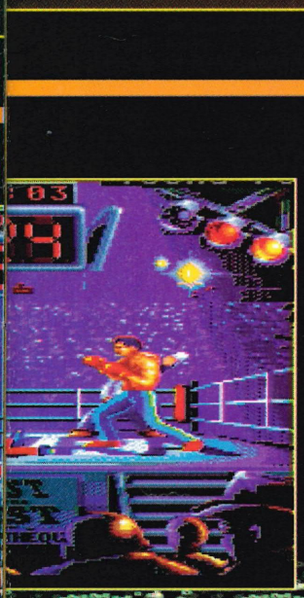
This allows you to chose the right attacks for your style of boxing, and therefore hone your fighter to suit your own style. There is a choice of up to 12 rounds in which to beat your opponent, the length of the match being determined before you start. Each round lasts a minute, although the clock is stopped each time a fighter is decked. You can also change the name and nationality of your boxer, but this doesn't affect his fighting prowess. In the ring, each fighter's energy is represented by four lights, found at the top of the screen over each corner. If the light is yellow, it means your fighter is fit and ready for anything. If it dims to orange he's feeling fatigued and when it's extinguished, he loses that 'bulb' of energy. Lose all four and he's out for the count. When either fighter's energy reaches two bulbs or below, there is a chance of them being knocked down by a blow to the head. If you have energy left, your fighter should stumble back to his feet. While some strength is recovered when you're down, your reflexes are low. To win a bout you must either KO your opponent, or have the most energy left at the end of the last round. Win the fight and you'll collect your opponent's trophy. The next fight awaits you, against a tougher boxer who'll make mincemeat of you the first time you fight. Make a note of the password before you enter, and you'll be able to return to that boxer at any time. The Kumate is an option open to you having beaten half the fighters. No gloves are worn, and there's no ref to split the boxers – the fight is to the finish.

Alex

SUMMARY

Best of the Best has a lot of competition in the beat'em-up area, but to be honest it cannot really be compared to the likes of Streetfighter II and Fatal Fury. Blows must be chosen far more carefully, and specific combinations must be used to deck your opponent. You must also train to improve your fighter. It's therefore a little more complicated than your average beat'em-up, but in my opinion that's is one of its flaws. I like my beat'em-ups fast and furious, and to be honest Best of the Best is a slow, and at times, dull fighting sim. Kids will hate it, but the more mature gamer should enjoy it.

BEST



But it's not enough. You stagger towards Tsong as he kicks you in the jaw. You slump to the floor and the fight is over





Tsong Po beat you hands down, so he wins the coveted First Aid trophy. He beat you this time, but he won't be as lucky again

REVIEW

CONTROL

IMPORT

SUPPLIED BY KRAZY CONSOLES

In America it is rumoured that a larger percentage of children have heard of Sonic and Mario than Mickey Mouse. Now, with Mickey about to make his Super Nintendo debut hopefully things will change, and those poor misguided children will at last discover the magic of Disney and Mickey.

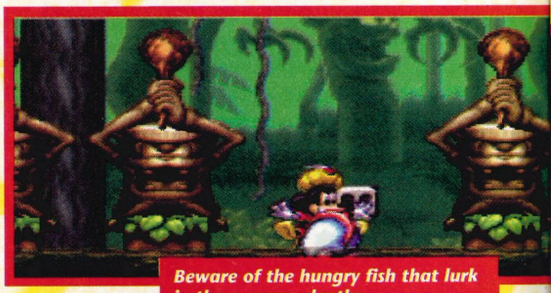


On the first level you can spin the large fruit and create mini helicopters that carry you up to the higher platforms



Using the same spinning techniques you can grab hold of the small blocks and hurl them at the nasties, this strategy also destroys other groups of blocks easily too





Beware of the hungry fish that lurk in the swampy depths...



Goofy makes a cameo appearance at the beginning of level four and presents Mickey with his mountaineering costume

First impressions are always the most important and this product does not let itself down in this department. The first glimpse of Mickey is in a slick cartoon-style intro where he is seen playing 'catch' with all his Disney chums, Pluto and Donald included.

Then, as the ball is thrown too far out of Mickey's reach Pluto bounds off to retrieve it... never to return!

Mickey, heartbroken and distraught over Pluto's disappearance embarks on a treacherous, and yet magical, platform adventure in search of his beloved dog.

Mickey is about to have the adventure of a lifetime.

All the finesse and quality we have come to expect of Disney over the years is clearly



© The Walt Disney Company

Capcom

MAGICA

ALEXPLAINS

I'm a fan of platform romps, so I eagerly awaited Mickey's Magical Adventure. Cosmetically the game is faultless, however, I found a couple of flaws which made me extremely frustrated. The first is the simplicity, I like games with a bit of meat, something which is sadly lacking. The other is that when he is hit, the little runt stands stunned for a couple of seconds leaving you vulnerable to attack. To conclude, it's good, but certainly not the best.

Tricks Of The Trade



By exploring some of the stranger and out of the way places you are more than likely to find secret doors and bonuses, the large time limits easily allow this



Inside the bonus rooms various goodies can be found, including coins, points, extra energy hearts and extra lives. These rooms are well worth looking for



You can collect your bonuses from these icons in two ways. Either grab the chain and pull, or if the chain is missing fire a few shots from the magician or fireman



If you spin the yellow blocks with arrows on them you can then use them as transport to higher platforms



ICKEY'S L QUEST

evident in this game, mainly in the graphical department. The visual splendour of The Magical Quest is truly awe-inspiring, utilising the SNES's colour palette to the full, there's even a splattering of Mode 7 included to keep all the sceptics happy.

The background graphics, albeit highly detailed, are still very reminiscent of the original cartoons in both their colour and structure. Anyone who has seen the new Disney epic, Beauty And The Beast will clearly notice similarities in the graphical style and quality, pastel colours being highly evident. However, the piece de resistance is the Mickey sprite itself. Animated beautifully, Mickey bounds across the screen with vigour and vitality, and simply steals the show. The animators have tried to capture his energetic cartoon personality in the way he walks, runs, jumps and utilises objects – this has been achieved remarkably well.

The Magical Quest is basically a platform game with occasional object utilisation. The game spans six levels, each with a guardian to defeat at the end and sometimes a half-way guardian and, as seen in Mario's adventures, creatures can be jumped on to destroy them. The levels are not straight forward in their design and sections can be avoided in favour of short-cuts, however, by doing so secret bonus rooms and sub-sections can be carelessly overlooked.

Hey Mickey

As Mickey progresses through the adventure he encounters the magical element of the game, as the title quite rightly states.

On hand to give Mickey a little push in the right direction is a friendly old wizard who gives Mickey magical powers, these being in the form of enchanted costumes. It's a bit like Mr. Ben!

When the need arises Mickey can transform into one of four alter-ego's at any stage of the game by disappearing shyly behind a little red curtain.

Some stages can only be completed using a certain character whilst other sections can be finished in any guise.

You're So Fine

First up is the Magician's costume allowing Mickey to bound around in a turban and long flowing robe, but watch out as Mickey's finger is dangerously loaded! Next is the fireman's costume, hose pipe included, extremely useful for dousing fires during the more heated sections of the game.

Finally, with grappling irons in hand Mickey goes rock climbing in the guise of Mountaineer. Deciding which character is best for which part of the game is highly confusing and extremely exciting.

CONT.

REVIEW

CONTROL

MICKEY'S MAGICAL QUEST

CONT. The emphasis on costume changing is not only an endearing feature executed with Disney humour, but also a strategic feature prolonging longevity. For example, in level five Mickey must change between costumes very quickly in order to use the different skills and weapons allocated to each character. Only by performing this continuous ritual can the guardian be defeated.

Easy Completion

The gameplay is intense, exciting, riddled with humour, and extremely addictive. I stayed up until five o'clock in the morning playing this frustrating game – I wasn't going to quit until I had finished it. When I finally reached the end it had taken me a mere three and a half hours on my first attempt – the infinite continues helping immensely!

Unfortunately, the game can be easily completed – this is its major and only downfall. However, the game is so good it could always be played again and again, trying to find all the bonus levels will take you a decent length of time but, naturally, its longevity must be questioned.

If Only...

This is a timeless classic, with gorgeous graphics and action-packed gameplay, it is just a shame that it can be completed so quickly. This downfall is a disappointing end to what could have been THE game for Christmas '92.

Allie

Zipedee Doo D

This is a brief guide to the kind of Guardians that can be found within the Quest, except the final guardian of course. We are not telling you how to defeat the bosses but we are giving you a few clues



This chap flits around the screen and occasionally launches little bats towards you but he's easily disposed



Despite his gruesome face this one's a total softy however he has a pretty dangerous tail!



Lurking in the dense forests is this fellow, bouncing all over the place and spinning his grass skirt across the screen



This huge spider has a deadly rear end and body armour that's not unlike steel, and underneath it's gruesome facial features it really is a pussy



CONTROL PANEL

ACOUSTICS	8/10
VISUALS	9/10
IMMEDIACY	8/10
LONGEVITY	7/10
ENTERTAINMENT	8/10
FINAL ANALYSIS	84%

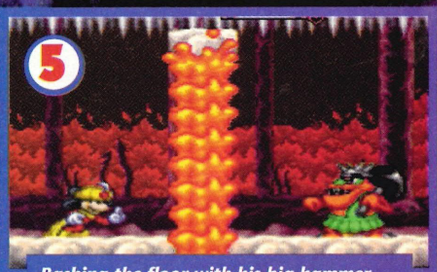
SUMMARY

Typical splendour from both Disney and Capcom. Great gameplay, endearing humour, lively music and sound effects (especially Mickey's sampled squeak) and fantastic graphics. The only problem is the ease at which the game can be completed – just under two hours being the quickest time so far. Otherwise the game is excellent, with frustrating addictiveness driving the gamer forever on. The guardians are large, the action is involved, the graphics are gorgeous and Mickey is as nauseatingly cute as ever. It will be loved by children and adults alike.



When disguised as the Magician, Mickey can swim underwater and through the sap found within trees!

h, Zipedee Ay



Bashing the floor with his big hammer doesn't do a lot for the paving stones and with all that lava about you don't want to be caught unawares



This ugly guy is just full of hot air, what he really needs is a good old fashioned cold shower



Up on the higher peaks it's amazing what kind of riff-raff you happen to run into, isn't it?



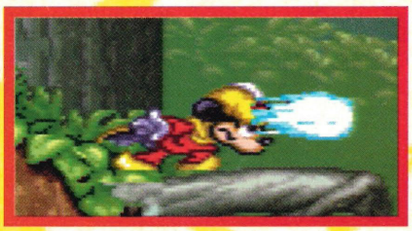
Bounding around like a blue-arsed fly, Mickey tries to subdue the huge maternal eagle. A constant eye must be kept on the skies or his 'downfall' is imminent!



High on the icy plains dwells a ferocious Walrus who is a dab-hand at the old ice-skating lark, however, his fiery temper can soon be frozen solid



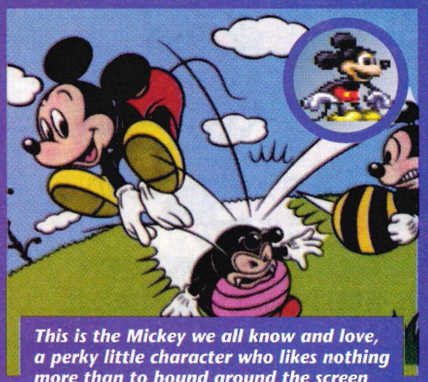






(Top Left) By holding down the fire button for a few seconds Magician Mickey can power-up his finger and perform this magical display of immense fire-power

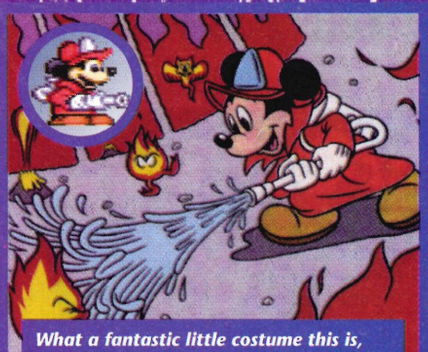
(Bottom Left) Not quite as potent as the power-up but still very powerful, the standard magic is a necessary weapon against most guardians



This is the Mickey we all know and love, a perky little character who likes nothing more than to bound around the screen picking up blocks and jumping on enemies' heads

With an extremely potent fore-finger Magician Mickey can zap everything in his path with powerful magic, he is also great at swimming underwater





What a fantastic little costume this is, not only can Mickey now destroy all manner of creatures with his hose but he can also push blocks and platforms out of the way and into better positions



Armed with a sturdy piece of rope Mickey can climb up to the highest and trickiest of platforms, he can also use his weapon to grapple the enemies

© The Walt Disney Company

Most shoot'em-ups lack originality, relying on non-stop action to keep the gamer hooked. Does Space Megaforce introduce new ideas to the blasting genre, or does it merely rely on the safe bet of hectic action. Read on and find out...



Speeding across the misty skies, waves of enemy aircraft streak towards you. Grab the homing missiles as they prove to be most effective against the enemy hordes



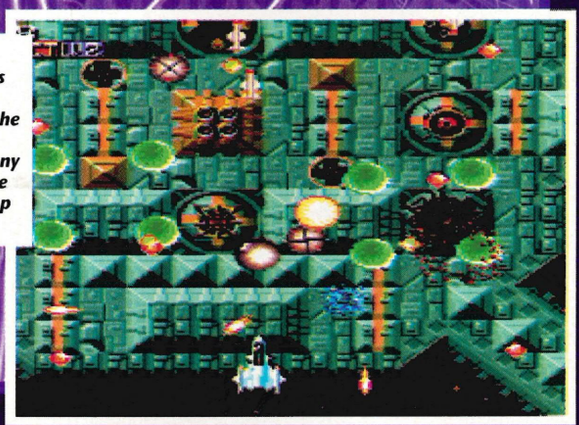
These flying saucers may glide gracefully across the skies, but soon they'll bombard your ship with deadly white laser fire. Shoot the bridge to send the pods plummeting to Earth. Down in New York city, the sun shines over the Big Apple as the enemy begins its attack



Swooping low over an enemy battle station, a scatter-gun power-up provides excellent firepower. Many of the gun emplacements are protected by armour-plating, so you will have to hit the guns more than once



Pulling up and around to the next section of the station, a strange green cloud drifts down from the top of the screen. Grab the bonus, as it will destroy everything in sight



The bridge is protected by heavy firepower. The missiles launchers are weak and therefore easy destroy, but the plasma launchers are much tougher. If you're carrying any bombs now is the time to use them, otherwise you'll end up toasted!

Toho

SPACE MEGAFORCE



The screen empties and a single power-up drops down the side of the screen. But it's not quiet for long, as a huge cruiser gently drops into view. Take out the four lasers mounted on each wing first, then dodge the armoured globe as it crashes towards you

NICK STICKS HIS OAR IN

In playability terms, Space Megaforce stands up well against all the other SNESshoot'em-ups. This feeling of deja vu also permeates the graphical cake – bright and brash marzipan with mode 7 icing as an excuse for its price tag. When fully powered up, it is virtually impossible to fail–to suffer from migraine as your brain switches to a nervous autopilot. As for the in-game sound, what can I say? Alright then – buzz, ping, boom.



Blue lasers streak diagonally across your path, pausing momentarily to build up power, before they unleash their awesome power once more. Destroy the coloured orbs to reveal an assortment of bonuses

Small moons pulse in the distance, then suddenly expand to fill most of the screen. Fire at the meteors when they shrink, otherwise dodge in and out of the deadly boulders



Space Megaforce is a vertically scrolling shooter set over twelve levels. Boasting nothing ground-breaking or breathtakingly outstanding, Space Megaforce nevertheless offers a lasting challenge and some neat visual effects. Your task is to defeat the invading alien force, starting with the waves of small fighters that attack above the Earth.

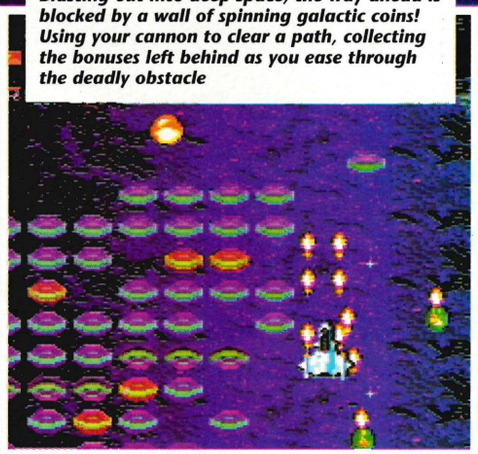
All the usual ingredients that make up a shoot'em-up are present: guardians, a selection or power-ups – the lot. You have two ships with which to complete this mammoth task, although extra lives are scattered through and are awarded if you manage to gain a high score.

Gimme more Power

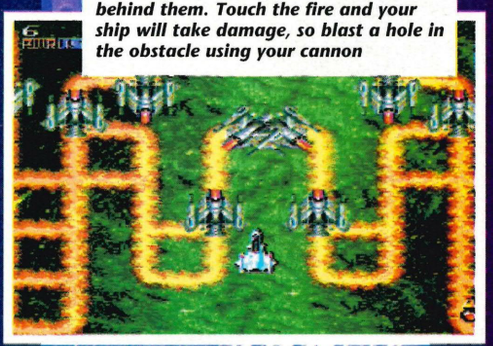
Starting as the basic space craft, you can sustain only one hit before you explode. However, collect the yellow orb and you'll power up your ship. Grab one and you'll reach the first stage. Grab another two and you'll reach the second stage, another three and your ship will power up once more, and so on. The power-up not only increases the punch of your weapon, but also allow you to sustain more hits. If you are at maximum power, level 2, you will be able to take two or three hits before you explode. Even if you do lose a life, there is always the option to continue.

Alex

Blasting out into deep space, the way ahead is blocked by a wall of spinning galactic coins! Using your cannon to clear a path, collecting the bonuses left behind as you ease through the deadly obstacle



A squadron of enemy fighters weave in front of you, leaving a trail of fire behind them. Touch the fire and your ship will take damage, so blast a hole in the obstacle using your cannon



A small but surprisingly tough guardian. You will have encountered a couple of these battle orb earlier in the level, so simply follow the attack pattern you used earlier – select a weapon that fires to the front, stay at the bottom of the screen and blast it into oblivion

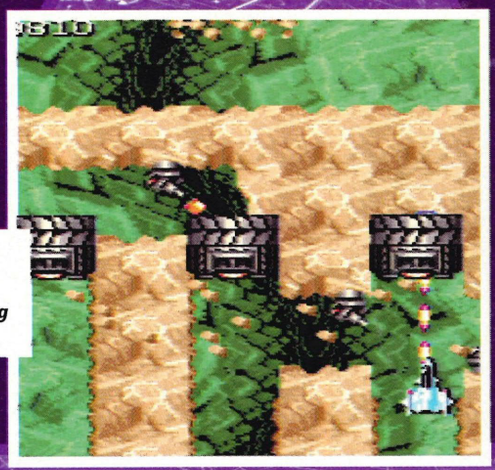




Thick armour protects this pod from damage. Its only weak spot can be found inside, so wait for the armour to peel back, then shoot at its soft innards. Watch out for the clones it sends out to hunt you down

CONT.

CONT.



Follow close behind the three rock cutters, as they create a path through the rock. Shoot them too early, and you'll be crushed, wasting another of your initial two lives



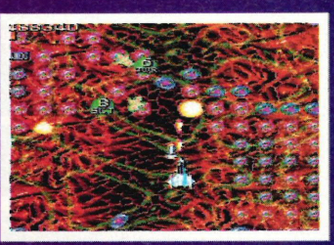
Flying through a massive enemy mothership, small laser fire, erupts from the sides of the craft. Without homing missiles or the multi-directional cannon a fight is useless, so you'll have to avoid the hail of laser fire



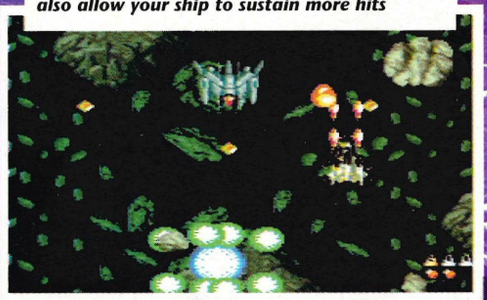
An extra life can be found on the left, another bomb to add to your three on the right. You can sustain two hits before you lose a life, although you do become tougher if you collect the yellow orbs



The two drills mounted on the machines arms sway erratically around the screen, trying to cut your ship into pieces or bombard it with rock. The central eye is its weak spot, but it's protected by constant hail of boulders. You'll have to be quick to avoid the brief shower



Without warning, a massive space station warps out in front of you. Distorted as it appears in the distance, you must destroy the six weapons pods before attacking the central bridge



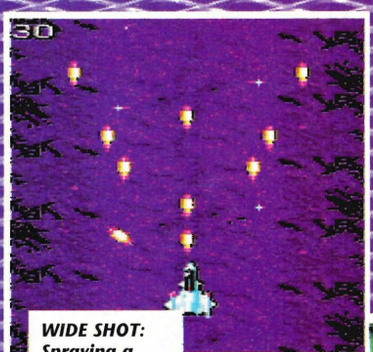
Weave in and out of the asteroids, grabbing the yellow power-ups that drop occasionally. These increase the power of your weapon, and also allow your ship to sustain more hits



The ground is littered with accurate lasers, these protected by armoured walls. You'll have to destroy the walls before you can engage the guns



The Big Guns



WIDE SHOT: Spraying a hail of bullets out to the front, the first power-up has a wide fire arc but is fairly weak



CIRCLE: Your ship will be surrounded by circle shields, which destroy anything they come into contact with



LASER: A particularly powerful weapon, the laser is effective against the tougher enemies



MULTI-DIRECTIONAL LASER: The laser will fire in the direction you are moving in, while small bullets will fire to the front

Get too close to the rocket burners and your ship will disintegrate. Blast the thrusters to create a safe pathway through the maze of steel





A fairly harmless adversary at a glance, this hexagonal ship spins into the centre of the screen, then release for homing pods that attempt to ram your ship. They are extremely agile and difficult to dodge, so shoot them as they race towards you. You can then concentrate on the main craft

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	7/10
IMMEDIACY	5/10
LONGEVITY	7/10
ENTERTAINMENT	7/10

FINAL ANALYSIS 70%

Armed with the multiple shot, creating a path through the bricks is much easier. The multiple shot explodes on impact, sending shrapnel shooting off in various directions





The gun fire becomes too much to dodge, leaving the smart bomb as your only option. Punch the button and watch everything on screen instantly disappear



With the laser taken out, you can safely sim for the red brain centre. Stay at the bottom of the screen, otherwise you'll be smashed to pieces

SUMMARY

Space Megaforce is hardly original, but a competent shoot'em-up nonetheless. Graphically it's spectacular in places, with slick parallax scrolling, colourful enemies and a little mode 7 magic to spice up the action. Sound is okay – a happy tune bouncing along to the action. There are neat sound FX too. This is a pretty tough challenge. The twelve levels of manic and exciting gameplay make for decent longevity, although some of the levels are a little long and occasionally become a little boring. Space Megaforce is still an okay blaster – hardly brilliant but far from poor.



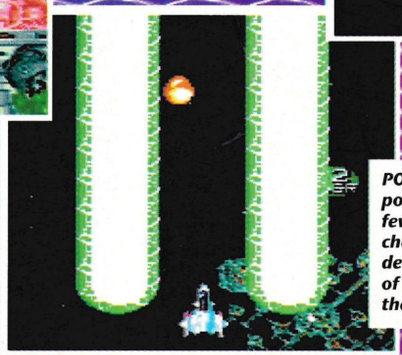
HOMING MISSILE: When fired, small but powerful missiles lock on and in on the nearest target

SPRITES: Sprites mimic your every move, copying your path exactly and firing whenever you engage the enemy



SCATTER GUN: A huge shell is fired out to the front, and upon impact it splits and sends shrapnel out in every direction





POWER BEAM: The power beam takes a few seconds to charge, but fires a devastating stream of boiling plasma up the screen

REVIEW

CONTROL

IMPORT

SUPPLIED BY MEGACOM

Q-Bert, the ancient and classic arcade game has finally made a justified appearance on the SNES. Updated and revamped, Q-Bert 3 now takes you on an agonising and frustrating nostalgia trip back through your childhood years.

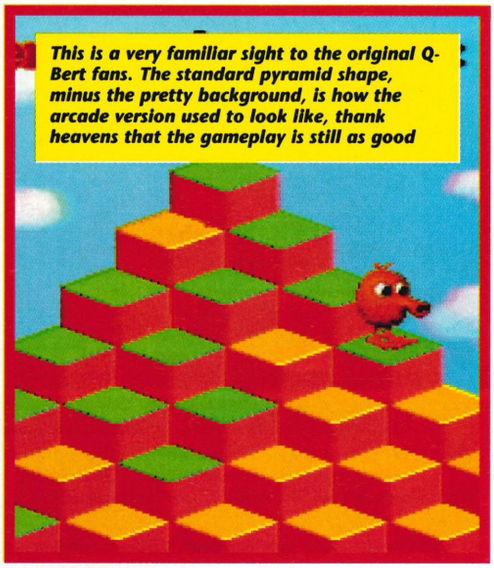
Q-Bert is back! The fluffy little orange thing with legs and a big hooter who likes to jump around multi-coloured pyramids has returned after all these years to annoy us once more. And it's about time.

For those too young to remember, Q-Bert was a big smash in the arcades about ten years ago and despite its simplistic gameplay Q-Bert was one of the most annoying games of that time. Many a childhood day was spent battling with bouncing blobs, coily snakes, multi-coloured blocks and spinning disks. Q-Bert is a classic in the same league as the original Space Invaders.

Block Transformation

Q-Bert's aim in life is to jump over the surface of blocks stacked on top of each other and change their colour. Whilst doing so, he must avoid all manner of creepy crawlies in order to complete his task, however things get harder and on the later levels of the game Q-Bert must jump on the blocks more than once to transform them to the correct colour.

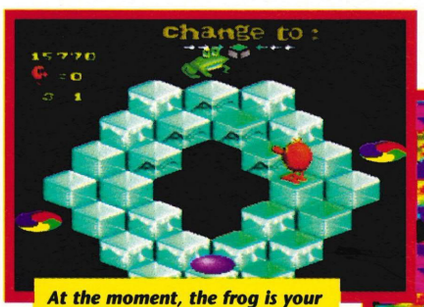
The difference between Q-Bert 3 and the original version is the multitude of new levels.



This is a very familiar sight to the original Q-Bert fans. The standard pyramid shape, minus the pretty background, is how the arcade version used to look like, thank heavens that the gameplay is still as good

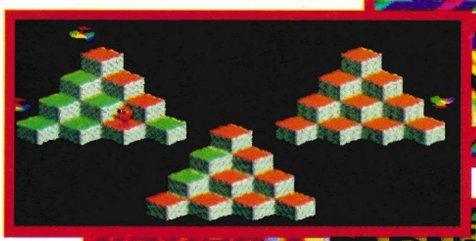
Whereas previously Q-Bert's playing ground was based around a pyramid shape, over 100 new shaped levels (many of them very obscure) have been included in the latest version to test the gamer to the full. Fancy swirling backgrounds that send your eyes incredibly squiffy have also been included to liven up the screens but, and this is the most important thing, the gameplay is the same.

As Q-Bert moves diagonally from block to block over the 3D isometric playing area, the blocks touched will automatically change colour. When all the blocks have been changed to the target colour you proceed to



At the moment, the frog is your main worry here, however now that the purple blob has reached the bottom blocks it will miraculously change into a coily snake. And you thought this was easy!







This level is one of the trickiest. You have to change the blocks from blue to pink, the only problem is that they don't stay pink so you have to plan a route carefully







Fancy a bit of American pie? The snakes are a huge problem if you are not careful, the easiest way to get rid of them is make them follow you to the edge of the block formation and jump on a disk. The disk will carry you to safety while the snake plummets to his death!

the next stage. Enemies materialise randomly on different blocks, usually at the top of the formation, and then bounce down to the bottom of the 'stepped' shape trying to catch the unsuspecting Q-Bert.

There are many enemies each with their own skills and talents. Simple red blobs merely bounce from block to block and then fall off the formation at the bottom, while purple blobs fall to the bottom and then change into a coily snake. These snakes pursue Q-Bert over the blocks and are relentless in their chase – they are by far the most annoying of Q-Bert's opponents. Other enemies such as frogs, bouncing disks and pea-shooters exist but there are far more aggravating characters. Two little green blobs named Sam and Slick materialise and proceed to change the colour of the blocks they happen to land on, making your job all the more frustrating. Then Ugg and Wrong-Way use the sides of the blocks as their causeway simply confusing you more.

Fruits of Labour

Bonuses can be picked up to help temporarily such as an enemy Freeze and fruits are laden with points if caught. The game does have infinite continues which may make the game reasonably easy to complete in a short space of time but it is so much fun you can to return to this again and again.

Childish fun? Could be, but there is a hell of a lot of strategy involved especially when the blocks continue to change their colour every time they are jumped on instead of remaining at their initial target colour. Q-Bert 3 is serious stuff!

Allie

NICK STICKS HIS OAR IN

Q-Bert 3 is how a decent game should be. Classical addictive gameplay with plenty of extras to keep the expectant SNES owner happy. Graphically, the game is simplistic and simple which contrasts well with the gaudy, hypnotic backdrops. The sounds are cute, too. A little out of synch in places, but this is not a major criticism. Q-Bert 3 is an excellent game and I'd recommend it to anyone. Pure addictive and frustrating fun.

SUMMARY

The main graphics are simple and the animation is very limited, but the impressive backgrounds add colour and show off the SNES's capabilites. Presentation is superb with care and attention apparent in every detail. The options facility is a welcome feature allowing you turn the backgrounds off if desired and change the controls over, it is far easier to use the buttons as your direction controls rather than the D-pad. With bouncy tunes, colourful graphics and enthralling gameplay this is almost brilliant, however the infinite continues and lack of a password system act as major downers.

CONTROL PANEL

ACOUSTICS	8/10
VISUALS	8/10
IMMEDIACY	7/10
LONGEVITY	7/10
ENTERTAINMENT	9/10
FINAL ANALYSIS	81%

REVIEW

CONTROL

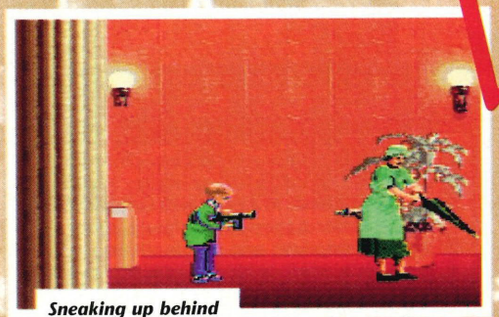
IMPORT

SUPPLIED BY MEGACOM



HOME

T*HQ Inc. return to the Super Nintendo with Kevin McCallister in his latest escapade, Home Alone 2: Lost in New York. Harry and Marv are out for revenge, but can Kev McCallister's plunger pistol save him from the Wet Bandits?



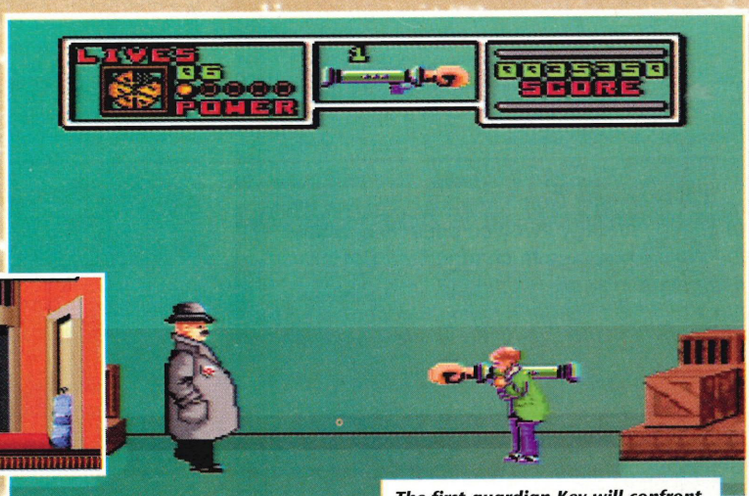
Sneaking up behind the cleaner, Kevin fires off a flying fist. With a loud shriek, the boxing glove shoot up the woman's backside and sends her careering off screen!

With the quality of SNES games now at a peak (just look at Mario Kart and Streetfighter II), T*HQ Inc. follow up the somewhat disappointing Home Alone with a very similar sequel. Once again Kevin McCallister is separated from his parents, and Harry and Marv, the Wet Bandits, want revenge.

Home Alone 2: Lost in New York is a platform romp with a hint of blasting action, in the form of Kev's dart gun. Set over four rather dull levels, Kevin's adventure will take him through the posh Plaza hotel, across Central park, into his Uncle's townhouse and finally onto the New York rooftops, in search of his mum and dad.

It seems everyone is after Kevin as he scrambles through the reception of the hotel. Only a few characters will actually help the youngster find his parents – one of them being the pigeon lady found in Central park. The other characters will simply chip away at Kevin's energy bar.

Five hits can be sustained before one of his three lives disappears, although top-ups can be found in the form of bonuses.





The first guardian Kev will confront is the hotel inspector. Stun him with the dart gun, then deal the final blow with the flying boxing glove

Pizza the Action

The bonuses are found by leaping maniacally around the screen, as they only appear when Kevin passes over them. Slices of pizza award an extra life when six have been collected, while five cookies restore a single power unit.

Grab a pigeon and Kev can perform a less-then-dazzling Sonicesque spinning leap, twirling the hotel porter into oblivion.

Find a credit card and you'll become invulnerable for a short time, but if Kev slaps some after shave on his face and he'll be able to jump further and run faster – in fact he will be invincible.

Temporary Stunner

Without weapons, Kevin is virtually helpless. He can defeat the possessed suitcases by sliding into them, but otherwise he must dodge the hotel staff.

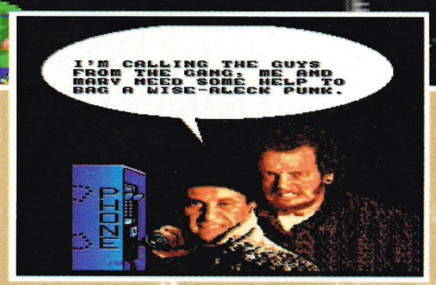
Firing the dart gun at an opponent will temporarily stun the foe, although it is useless against some of the bosses found at the end of each stage. The flying fist knocks a single enemy off screen, while the super flying fist, a massive boxing glove bazooka, streaks

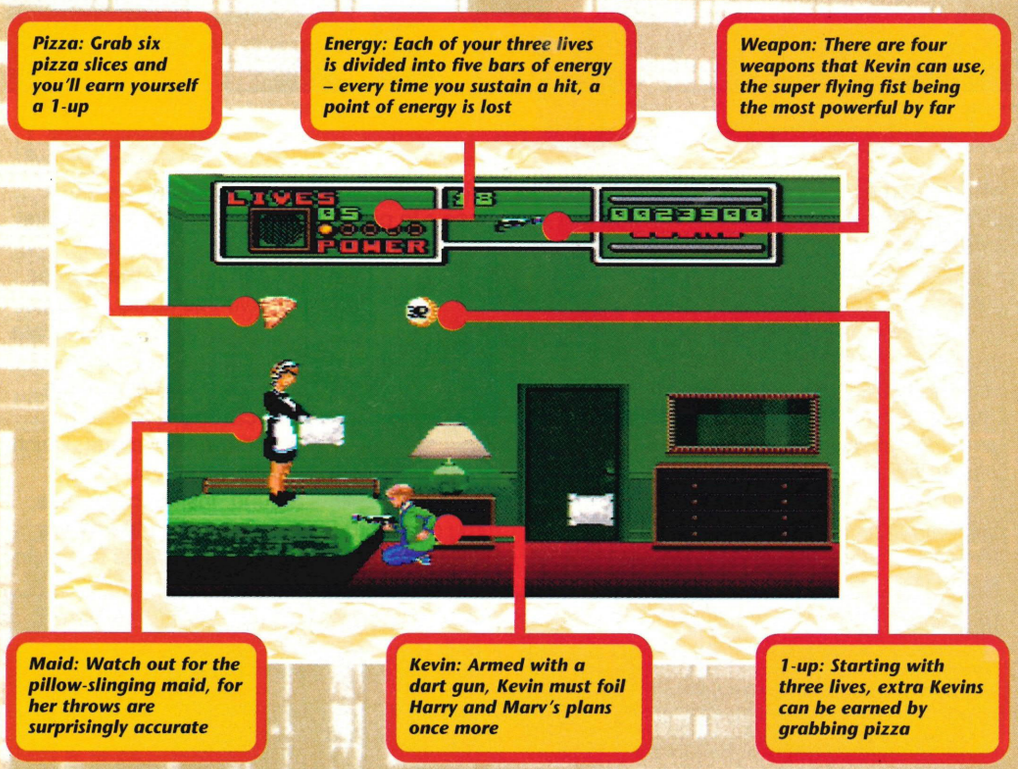


The master chef attacks, throwing meat cleavers at young Kevin. Don't bother using weapons against the leaping lump, just slide into him to knock away at his energy. Four hits later and the chef collapses, his trousers around his ankles!



HOME ALONE 2





Pizza: Grab six pizza slices and you'll earn yourself a 1-up

Energy: Each of your three lives is divided into five bars of energy – every time you sustain a hit, a point of energy is lost

Weapon: There are four weapons that Kevin can use, the super flying fist being the most powerful by far

Maid: Watch out for the pillow-slinging maid, for her throws are surprisingly accurate

Kevin: Armed with a dart gun, Kevin must foil Harry and Marv's plans once more

1-up: Starting with three lives, extra Kevins can be earned by grabbing pizza

across the screen knocking down anyone in its way.

The final weapon, the necklace, will cause most enemies to slip off the screen if you drop it at their feet. The weapons have limited ammunition so you must constantly collect ammo packs to keep supplies full.

To access the later levels, Kevin must defeat tougher adversaries such as the head chef and, of course, Harry and Marv. To do this Kevin must have a plentiful supply of ammunition, and attack without mercy! Gun them down with the dart gun, then finish them off with a super flying fist!

Alex

SUMMARY

*Home Alone 2 is extremely similar to the original game, and therefore suffers from some of the same problems. The first is tedious gameplay. While initially quite exciting, running around a hotel dodging knife-wielding chefs soon becomes boring. The lack of continues doesn't help either. I also didn't like the delay of action during the game, waiting for the elevator to travel to the 1st floor is yawnsville. Graphically the game is better than the first, but there's still no sign of mode 7 or showing off the capabilities of the SNES. Another disappointing release from T*HQ.*

CONTROL PANEL

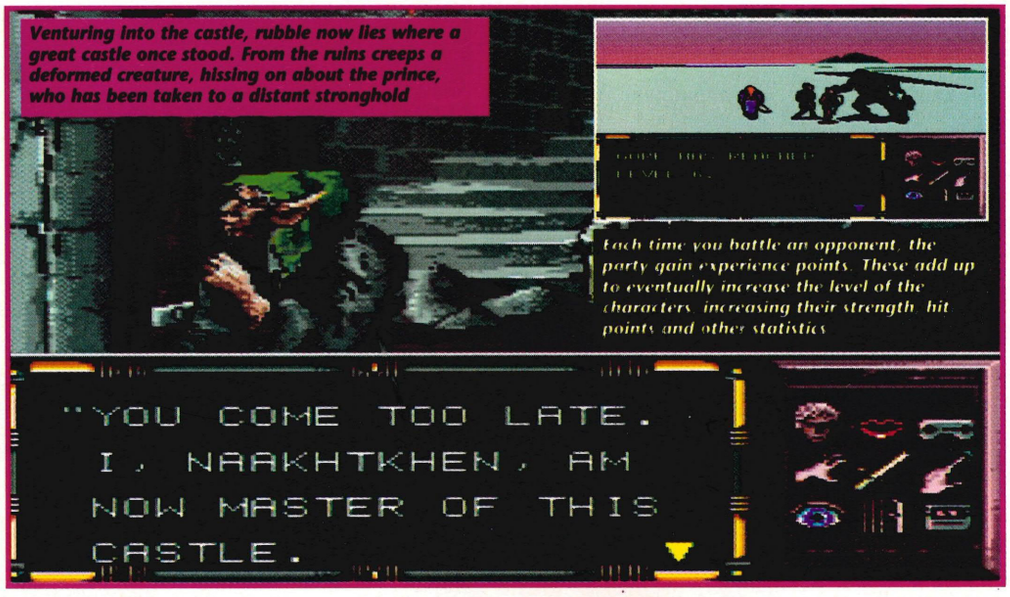
ACOUSTICS	2/10
VISUALS	4/10
IMMEDIACY	5/10
LONGEVITY	3/10
ENTERTAINMENT	3/10
FINAL ANALYSIS	36%

NICK STICKS HIS OAR IN

Home Alone 2 smacks of a game where the programmers were locked in a room and fed only rusks and water. Any notion of quality control has been thrown out of the window with this release. Graphical animation is dour, sounds are irritating at best, and decent gameplay is forgotten. A putrid release – a vile follow up to a vomitable original. Buy this and you deserve a slapping!



Explore Infogrames' enormous vector graphic world of Drakkhen, a land that's composed of arid deserts, harsh ice plains and fields of luscious greenland.



Venturing into the castle, rubble now lies where a great castle once stood. From the ruins creeps a deformed creature, hissing on about the prince, who has been taken to a distant stronghold

Each time you battle an opponent, the party gain experience points. These add up to eventually increase the level of the characters, increasing their strength, hit points and other statistics

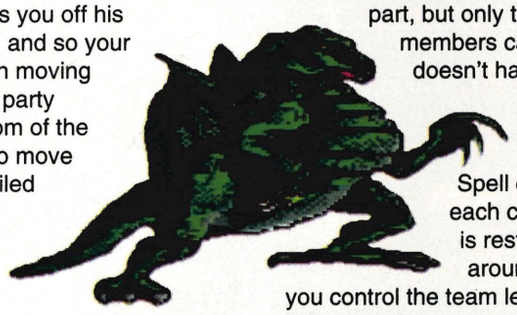
DRAKKHEN

Infogrames

Uniquely different from any other RPG on the SNES, Drakkhen is a vast adventure. You control a party of four characters: a fighter, magican, scout and priest. You can either define your own team, or use the predetermined characters included in the game. The characters can be of either sex, and have five statistics which decide their physical stature and ability to perform tasks.

Drakkhen is ruled by dragons. Each of these bears a gem called a tear, and it is your quest to recover all eight of them. Exploring the whole continent is the only way of locating these precious stones, although you are directed around the land by the other characters you meet during the game.

The game is made up of a series of smaller quests, the first is to travel East, to a castle of dragon prince. The tower is in ruins when you reach it, the prince taken far away to another stronghold. Lurking in the rubble is a small man who informs you off his masters wehreabouts, and so your quest continues. When moving around Drakkhen, the party disappear off the bottom of the screen, allowing you to move freely around the detailed landscape. If you are attacked, the foursome automatically run on screen and attack the enemy, with weapons or magic. They can also use magic to protect the party. Magic plays a vital part, but only three of the team members can use it – the warrior doesn't have this ability. To learn a spell you must locate a spellbook or find a scroll after a battle. Spell casting is limited by each character's mana, which is restored as you romp around. Inside the castles, you control the team leader, and the others follow you from room to room. Icons found on



NICK STICKS HIS OAR IN

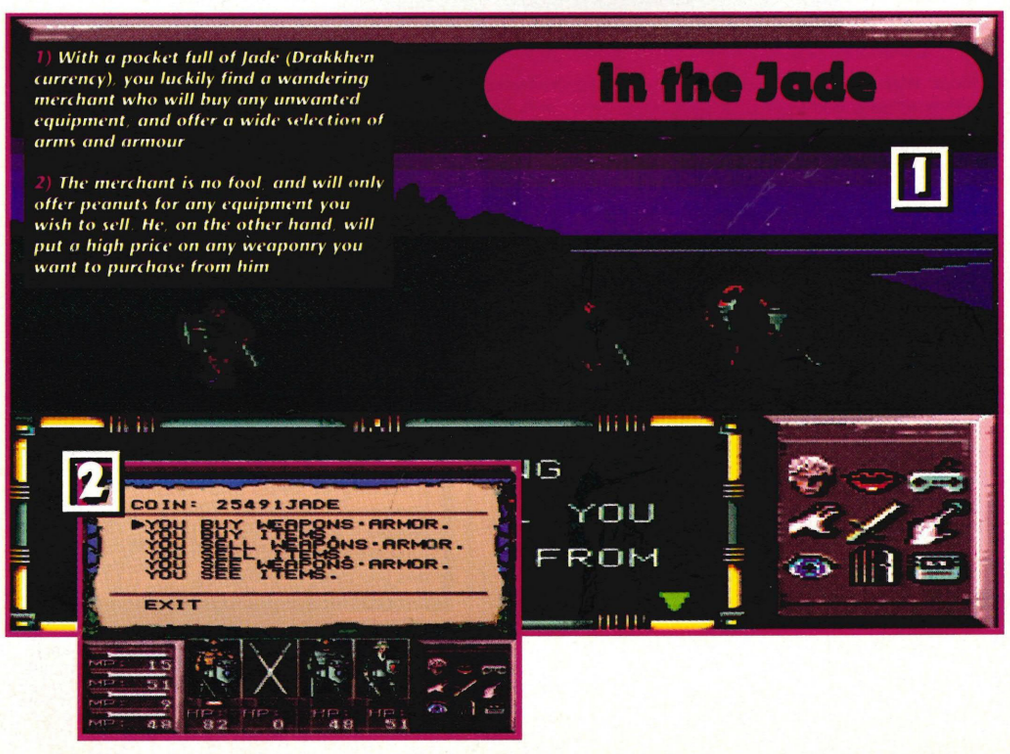
Drakkhen was one of the classic role playing romps on the Amiga, and has been faithfully converted to the SNES in all its tricky glory. A really meaty challenge for anyone remotely interested in a test of role playing guile. It is let down by the quality of the graphics which are, quite frankly, pump. This will put off many SNES afficianados, but the game rises above this by being such a challenging game to burn away the midnight oil.

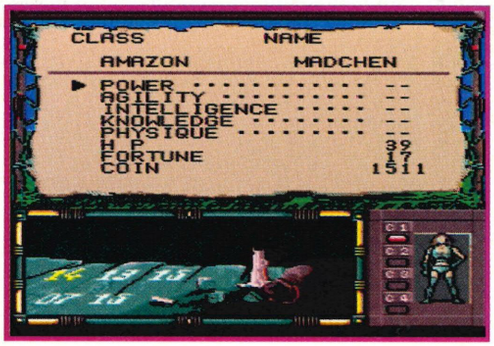


In the Jade

1) With a pocket full of Jade (Drakkhen currency), you luckily find a wandering merchant who will buy any unwanted equipment, and offer a wide selection of arms and armour

2) The merchant is no fool, and will only offer peanuts for any equipment you wish to sell. He, on the other hand, will put a high price on any weaponry you want to purchase from him





Your team consists of four characters, either a pre-determined party or a team of warriors created by yourself. Either male or female, they have five statistics that determine their skills and abilities

SUMMARY

Drakkhen is a fine game, but it is sadly let down on a couple of points. The first is its size. You may think a vast gameplaying area is good, and it would have been if wasn't the fact that most of your time is spent wandering aimlessly around, attacking the odd stray creature in the wilderness. Another gripe is that it looks dated. The graphcs are fairly jerky, and the animation is very poor. Presentation aside, Drakkhen is challenging offers hours of play, simply because takes ages to wlak from one side of the continent to the other. A good effort, but by no means the definite RPG on the SNES.

the right of the screen allow you to examine objects, operate switches and levers, grab objects and talk to nearby characters. You can view each member's inventory, swapping objects from one person to another if you wish. Initially the fresh-faced adventurers are weak and inexperienced. Skill points are earned for defeating enemies, these points totting up to increase your characters' abilities and statistics.

Alex

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	6/10
IMMEDIACY	5/10
LONGEVITY	7/10
ENTERTAINMENT	7/10
FINAL ANALYSIS	70%

Twisted Sister



1) Wrapped up to keep out the cold, you stumble across an igloo in the middle of the icey wastelands. The only shelter for miles around, your party creep cautiously inside

2) Once inside, you are greeted by a friendly inn-keeper who offers you a good nights sleep. He also tells you to look out for Naakhtkha, the air prince's evil sister



1) The enemy take on all shapes and sizes, the dragons being the most fearsome opponent
2) Your party consists of fours characters: a warrior, a preist, a magican and a scout
3) All the details of your location and conversations appear in the speech box
4) Click here to view the inventory of all four team members
5) Select the mouth to chat with a character nearby
6) The joypad icon will show you how to control your party
7) Press the hand icon in order to grab an object
8) The sword allows you to chose which method of attack each character will use, either magic or weaponry
9) Click here to operate any nearby switches or levers
10) Use the eye icon to get a closer look at objects
11) The door allows you to exit a castle quickly
12) Drakkhen has two save game slots, found by clicking here





REVIEW CONTROL

IMPORT

SUPPLIED BY MEGACOM

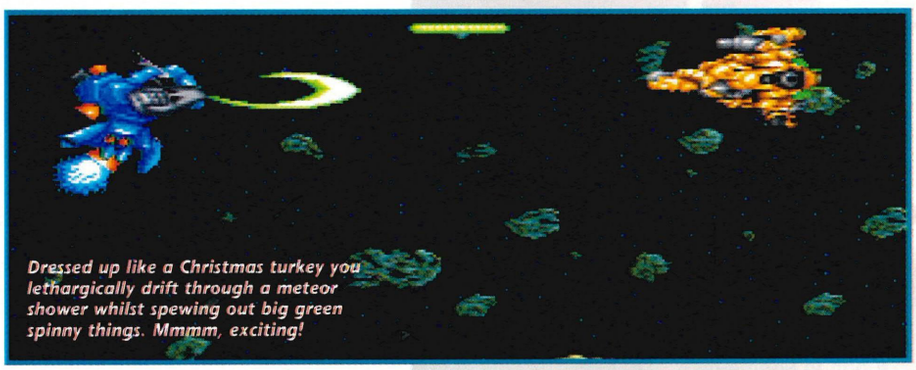


Minuscule swarms of aliens descend upon you from the heavens and catch you unawares! Well, they would if the game was a little faster, however as the game stands nothing really catches you off guard – things are pretty dull!

BLAZEON

Atlus

Yet another intergalactic war has reared its ugly head somewhere far beyond our galaxy, and as always a special kind of hero is called for to breach the enemy invasion. Bang, bang you're dead... not again!



Dressed up like a Christmas turkey you lethargically drift through a meteor shower whilst spewing out big green spinny things. Mmmm, exciting!

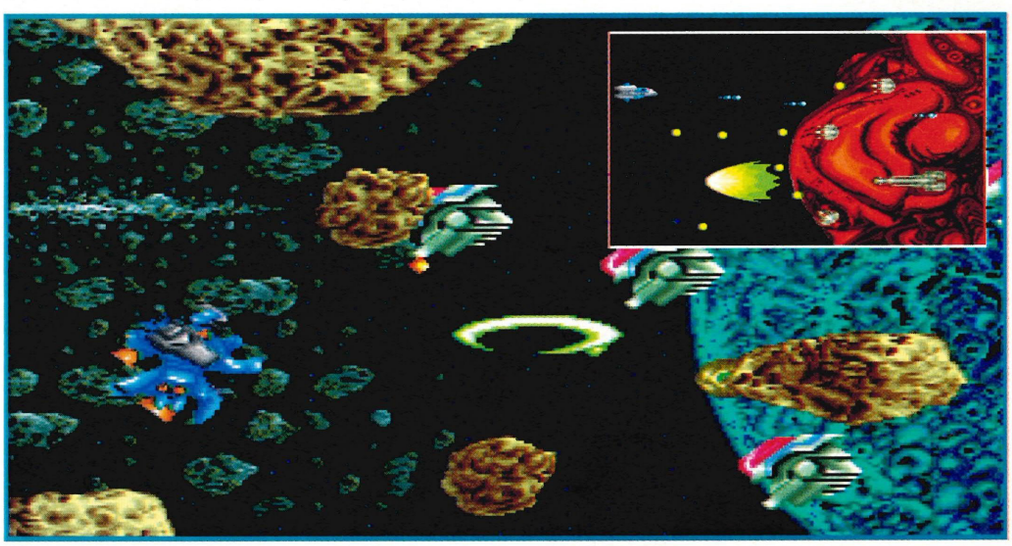
Shoot'em-ups are becoming a little tiresome, and it's hardly surprising when they are of this quality. It is always a bad sign when the title screen consists of nothing more than a title on a black backdrop and then, when there is no evidence of an options screen, just the facility to choose between three difficulty settings, well I ask you!

Things fail to improve in this one-player-and-five-levels-only interplanetary romp. You are presented with the standard equipment of three ships without energy levels, a standard laser and an even worse special missile.

Painful Jerks

The graphics are also far from attractive with the horizontal scrolling painfully jerking along, it would be a very kind thing to put it out of it's misery. The gameplay too fails to capture the imagination. Swarms of poorly drawn aliens in predictable formations drift on screen every now and again and, as the scenery struggles to pass you by it is hard not to notice the lack of opponents in vast expanses of the game. Things don't look good.

However, on closer inspection of the manual (it's always a useful thing!), you notice a smidgen of gameplay emerging. It appears that this war, in which you happen to be a part of, is to preserve the human race against mutinous Bio-Cyborg beings created by the human hand. These huge Bio-Cyborg hulks that fly, sparsely, around the screen are in fact very useful to your cause. Now things are getting interesting. By firing a small special



ALEXPLAINS

Quality shoot'em-ups are few and far between on the 16-bit Super Nintendo, and Blazeon is another dull blaster to the stockpile of dire games on the SNES. Why? Mainly because is boring. There is a distinct lack of action, with only a few enemies to attract your attention and the odd, poorly executed guardian. The scrolling is also diabolical – it's jerky to say the least, and painfully slow too. There isn't even a decent selection of power-ups to lay your hands on.



CONTROL PANEL

ACOUSTICS	2/10
VISUALS	3/10
IMMEDIACY	4/10
LONGEVITY	3/10
ENTERTAINMENT	4/10
FINAL ANALYSIS	**28%**

Big Bang Theory



***MARS** – The bottom range Bio-Cyborg unit has pretty poor fire power. Slow, boring and has a huge conk!*



***TITAN** – This groovy chap holds a nifty green spinning bolt of energy that cuts through the enemy like a knife*



***ODYSSEY** – This chap blasts forth whopping great big lasers. Quite slow but pretty effective*



***NEPTUNE** – Sounding like a Gladiator this stunning beast rapidly fires huge plasma bolts off into the black beyond. Fast and furious*



Crash, bang, wollop! Guardians are easy to defeat when disguised as a Bio-Cyborg unit... thank God!

SUMMARY

If the parsimonious number of aliens doesn't destroy you then the monotony will. It wouldn't be so bad for all concerned if the game wasn't quite so slow, but instead of getting you all hot under the collar the lethargic scrolling coupled with the lack of decent action sends you in to a deep sleep. In the most shrivelled nutshell, the game design and idea has a lot of potential but it wasn't followed through leaving the final product bland, slow, uneventful and downright unimpressive. For this months shoot'em-up recommendations: read the Space Megaforce review!

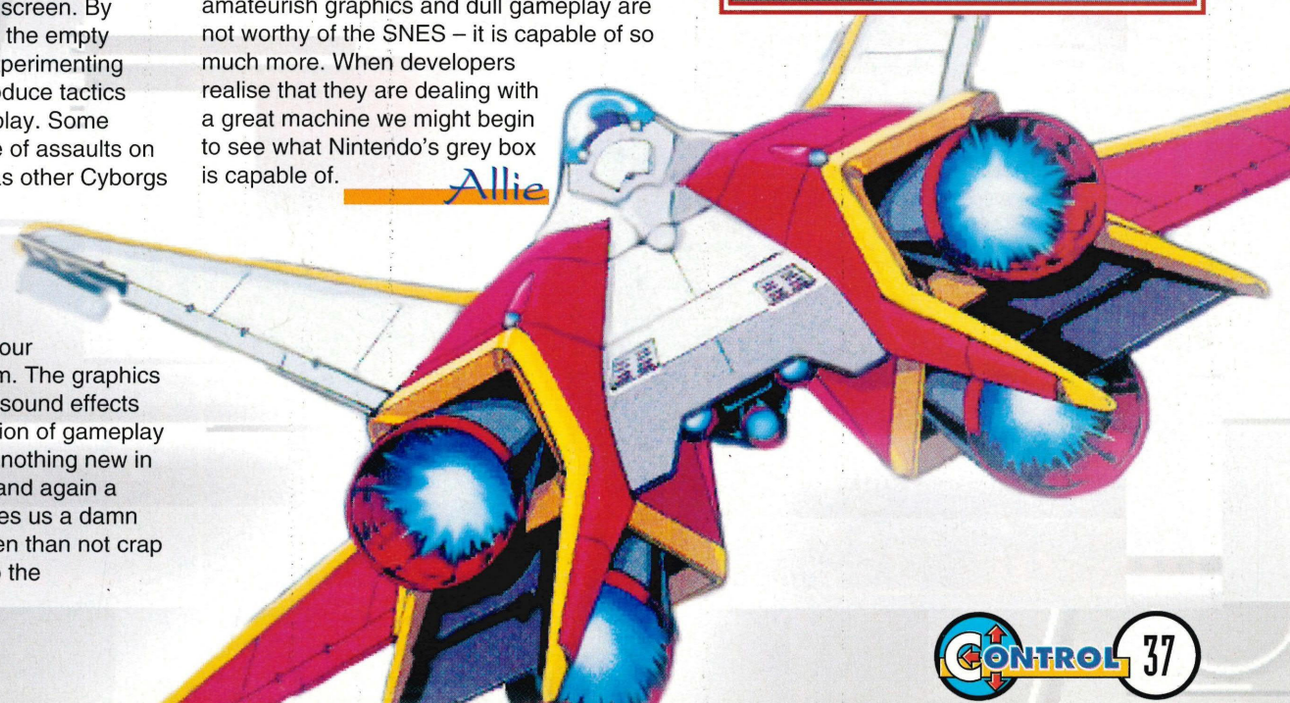
Tranquilander missile at the Cyborgs as opposed to the standard laser you can in fact stun them and take over their bodies. Wow, it's like the Exorcist all over again!

Electric Blue

There are seven special Bio-Cyborgs, each with individual capabilities and weapons. When stunned the Cyborgs turn electric blue and aimlessly float across the screen. By flying over them you take over the empty shells and their abilities. By experimenting with the Cyborgs you can introduce tactics into your otherwise dull gameplay. Some Cyborgs are good for one type of assaults on the hordes of enemies whereas other Cyborgs are perfect for defeating the guardians. In a glimmer of hope the gameplay takes a turn for the better.

Unfortunately, this fails to relieve the monotony – soon your attention again hits rock bottom. The graphics are uninspired, the music and sound effects are almost abysmal, the variation of gameplay is taking a holiday. This offers nothing new in the shoot'em-up stakes. Now and again a good 'un comes along and gives us a damn good time. However, more often than not crap shooties appear and fizzle into the background while we all wait for the next stunner. If PD existed on the SNES then this would be one of the titles. Its jerky scrolling, amateurish graphics and dull gameplay are not worthy of the SNES – it is capable of so much more. When developers realise that they are dealing with a great machine we might begin to see what Nintendo's grey box is capable of.

Allie



REVIEW

CONTROL

IMPORT

SUPPLIED BY BITS & PIECES

The mega ST and Amiga hit Chuck Rock has made the all-important transition onto the SNES with formidable style. It is was with great anticipation and excitement that the cart was loaded into a waiting machine and the controller was clutched in my sweaty palm.



This underwater guardian won't give up the ghost easily – it takes cunning and a devilishly keen eye to pass this chappy. The crabs and the bubbles are a real pain but this one can be beaten!

CHUCK R

Sony Imagesoft



The guardian at the end of level one is a little peeved and by the time you're finished with him he'll be feeling even worse! Simply lob the small rock on his head every time he gets close and he'll soon be gone

Undoubtedly one of the better platform games to appear on the SNES, Chuck Rock is a comical one player prehistoric romp through five belly-butting levels filled with reptiles and dinosaurs of all shapes and sizes. Visiting a jungle, a volcano, a swamp, the Ice Age and finally a Dinosaur graveyard, Chuck Rock's quest is entertaining if not a little time consuming.



I'm the Leader

This time the plot revolves around a girl, doesn't it always? This time it's Chuck's very own Ophelia, kidnapped by Chuck's arch enemy Gary Gritter. In order to retrieve Chuck's woman, you must guide him safely through his homeland and then finally defeat the love-struck Gary.

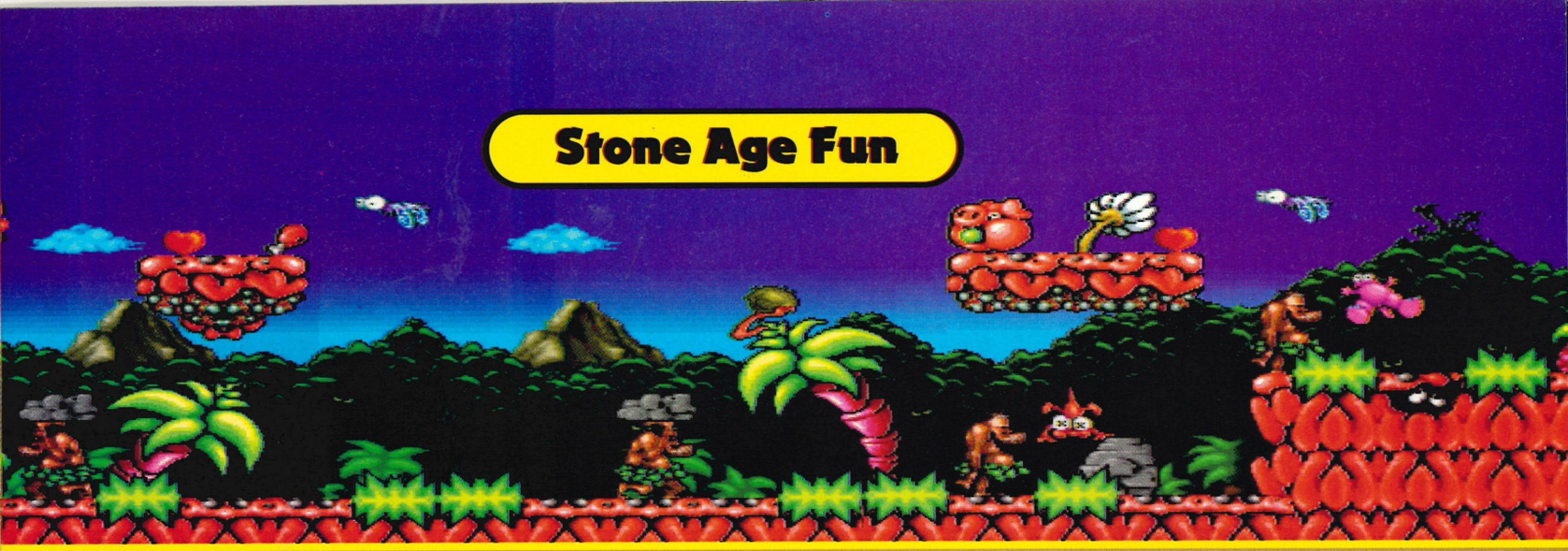
The gameplay is horrendously straightforward. Chuck must be guided



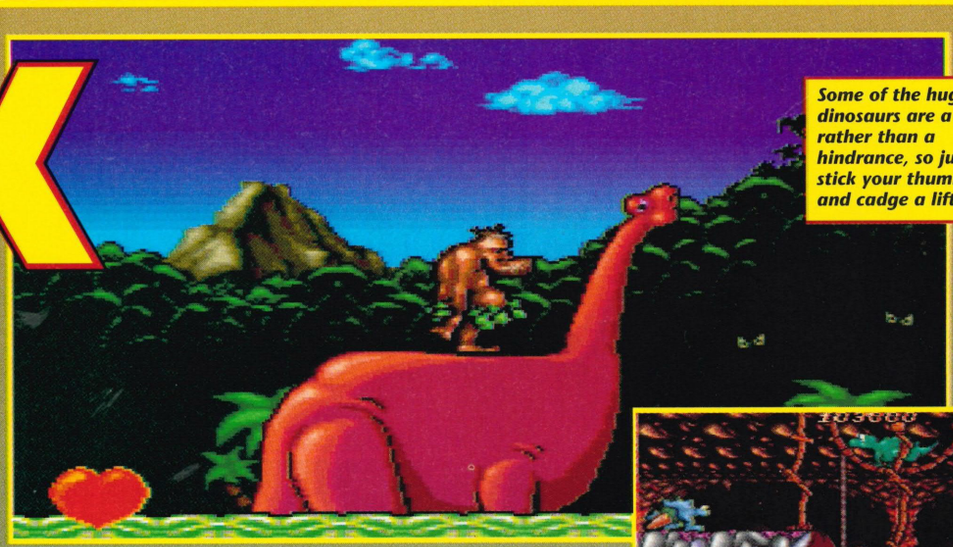
These mud monsters can't be killed. Instead you must watch where they move to and then steer clear of their gangly arms when they pop up through the soil



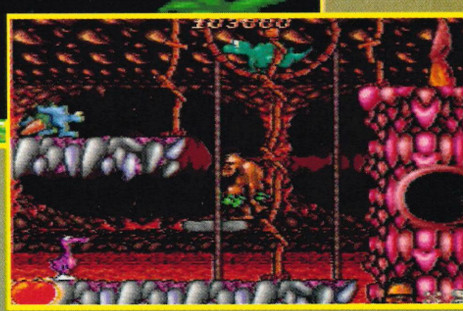
Stone Age Fun



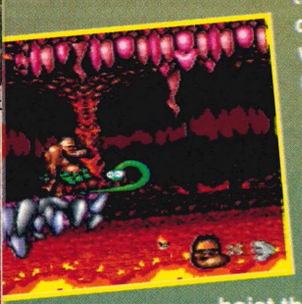
ROCK



Some of the huge dinosaurs are a help rather than a hindrance, so just stick your thumb out and cadge a lift



between platforms whilst disposing of the various reptiles. Doing this couldn't be more simple. As well as using your prominent and extremely rounded stomach to belly-butt the enemies off the screen you have quite an impressive flying kick, but to top it all you can also chuck rocks (well, where did you think the name come from?).



Large boulders and small rocks are littered all over the terrain, and by simply bending down and pressing the jump button Chuck can hoist the rocks above his head. Chuck is surprisingly quite an athletic type despite his cumbersome size and has no difficulty lugging huge rocks about while still performing impressive leaps and jumps.

The rocks can be used as a weapon or as an aid. Creatures, including guardians, can either be injured or killed by chucking a rock on top of them, but this is not always a good method of attack as some creatures move far too fast.

Also, rocks can be used as temporary platforms allowing you to jump up to higher platforms, bridge wide gaps, cross swamps and safely pass over thorns and gorse bushes. The smaller rocks act especially well as shelter against falling boulders and masonry.

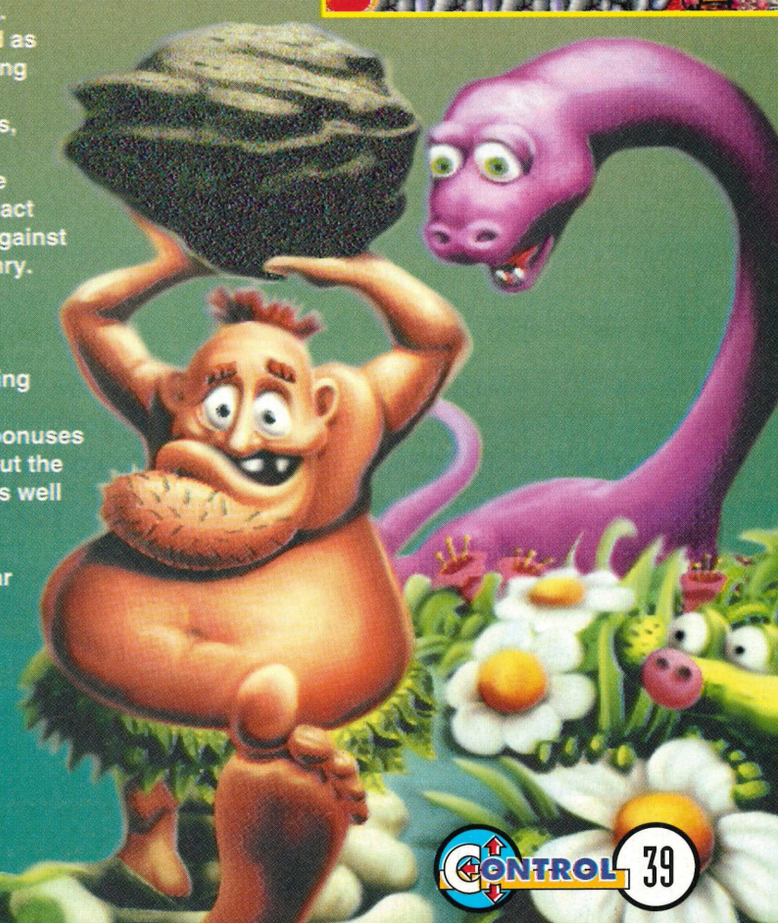
Chuck's energy bar is illustrated as a depleting heart in the bottom of the screen, gradually diminishing in size every time Chuck is injured. Naturally, energy bonuses can be picked up throughout the game to for revitalisation as well as point bonuses.

Due to the plethora of energy bonuses that appear

CONT.

ALEXPLAINS

Chuck Rock is one of the funniest platform releases I've ever seen on the SNES. The graphics are vibrant, the sprites are lively and colourful and the backgrounds perfectly create the stone age ambience. The gameplay, however, although amusing and exciting to start with, is not the best ever. Admittedly, the game will take a reasonable length of time to complete, but there isn't really sufficient variation to warrant the price tag. It's a laugh, but so what?



Unga Bunga!



Holding one of the smaller rocks above your head allows you to traverse under the falling ceiling with relative safety. This is also a good course of action when confronted with huge bouncing boulders



CONT. throughout the levels a continue option has not been included in the game. It is reasonably easy to get a considerable distance into the game before your adventure is over, but this is not to say that the gameplay is less than taxing.

A time limit does not constantly daunt you therefore you can take as long as you like completing the levels, thus maximising your game playing skills and techniques. A considerable number of enemies appear on screen at any one time so the action is never dull.

Huge Enjoyment

To increase gameplay and consequently further your enjoyment small puzzles have been added to the action, although none of which are too difficult to fathom out. The puzzles demand the utilisation of creatures within the game and successful completion allows you to reach an extremely high platform or bridge a dangerously wide gap. That's all the information you're getting because we don't want to spoil your fun!

Graphically and sonically, Chuck Rock is very pleasing. The graphics are colourful and detailed with smooth scrolling parallax backgrounds, while the fluid animation and sprites drip with humour. Although the graphics do not look too different from the MD version they certainly do not disgrace the SNES. The sound effects and music shine through, especially the 'Unga-Bunga' speech grizzled by Chuck at the start of each level and the 'Uh-Oh' before encountering a guardian. The title music is also ace – a bouncy rock tune accompanying a caveman four-piece band with surprisingly good synchronicity. Impressive and spiffing good fun!

Allie



This is one of the small puzzles included within the game. It is pretty obvious what you have to do – I think I've given enough away already

SUMMARY

Following hot on the heels of its Mega Drive counterpart, Chuck Rock will no doubt please passionate Super Nintendo platform buffs. The unique humour and style of software developer Core shines through in the belly-butting fiasco and prehistoric nonsense – I reckon the gameplay is verging on the impeccable. There is enough action incorporated to hold the attention and prevent speedy completion of the game while the 'Unga-Bunga' caveman humour will slap a permanent smile on your choppers. This is quietly enjoyable with a delicate air of sensibility.

Belly-Butt to Win

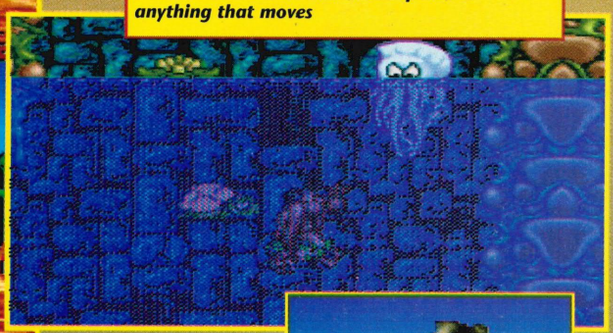




These pink pterodactyls are friendly little chaps, carrying you across large gaps too big to jump across

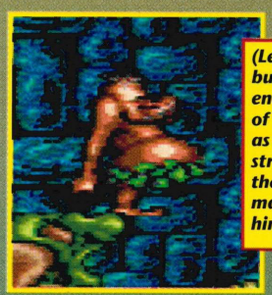


Although the graphics don't look too hot here, the underwater levels are quite easy to navigate. You can't see detail on the sprites too well but you can make out movement, therefore the best tactic is to kick the crap out of anything that moves



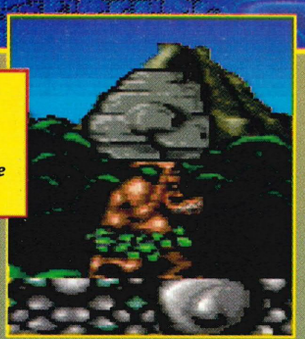


This guardian is a scary fellow – with a ferocious roar and sharp dangerous teeth he's not one to be trifled with. However, he can't cope too well with Chuck's dangerous belly-butt if that's any help



(Left) Belly-butt all your enemies out of the way – as demonstrated by the very man, Chuck himself

(Right) Chuck rocks to dispose of any enemies that you may meet on the way throughout the bizarre landscape







Large frogs lie in wait, sometimes behind the scenery, but they are not there to hurt you. Instead, they propel you skywards in an attempt to get onto higher platforms

CONTROL PANEL

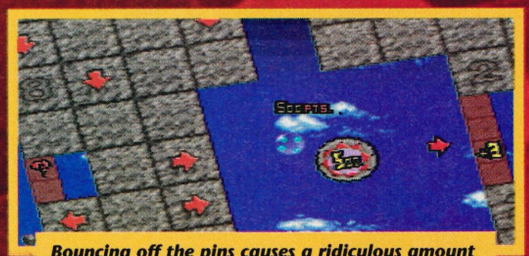
ACOUSTICS	9/10
VISUALS	8/10
IMMEDIACY	8/10
LONGEVITY	6/10
ENTERTAINMENT	8/10

FINAL ANALYSIS 80%

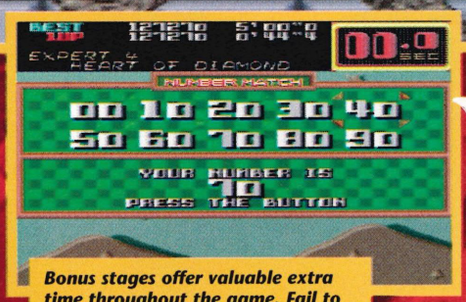
On the ball is a fast action arcade game that takes the SNES's mode seven rotate and scale facility to new extremes. You simply won't believe your eyes as the entire screen whizzes around at a vomit inducing rate.



Quick reflexes and action are the order of the day. Nipping through the twisty tunnels require 360 degree turns through left and right and still the mental guile to collect bonuses



Bouncing off the pins causes a ridiculous amount of speed-up as you try to line up an escape through the wood-like blocks



Bonus stages offer valuable extra time throughout the game. Fail to complete a stage, and you get the chance to earn seconds to try and complete it again in a random way







Success! After wandering nippily around the course you finally make it to your goal, with only a few valuable seconds left ticking on the clock



There are plenty of stop-start areas through the game. When you simply want to whizz on by, these hazards really do hold you back and add tension

You play the role of a little chrome ball whose aim in life is to cascade through a perpetually rotating field of challenges all in order to get to the exits ('goals'). It's all pretty psychedelic stuff with bizarre backgrounds and 360 degree rotation of the entire screen. This screen rotation has to be seen to be believed – it's incredibly slick and, depending on the gravity, fast.

Ball Shaker

The control method is simple. Simply turn the screen around via the movement keys to enable your ball to nip through the quickest possible route in the series of tunnels. It is possible to adjust the speed of the turn and of the ball itself – there is also the ability to shake the screen to give the ball additional momentum, which is incredibly useful if it becomes trapped in a certain area.

The quickest route to the exit is indicated on the tunnel walls in the form of direction arrows. These give a general idea of where to move, although they can take you on a run around, the longer route from A to B, via C.

Revolting Clocks

There are numerous shortcuts that can be taken. After a while, you can judge where they will be, but you need to be pretty sharp because the action occurs at a fair old pace. They're usually hidden behind some blocks that have to be bumped off to get through.

All is not easy though. For a start, you are up against the clock and it isn't particularly sympathetic to your cause. The clock starts ticking from the onset and ensures a frenzied adrenaline rush. It also causes a leap in the heart rate

ALLIE VALUATES

Here, at long last, is a game that utilises the SNES's rotate facility to the extreme, spinning the scenery around your ball smoothly, quickly and without glitching. Entertainment wise this is really good fun, with responsive controls, but it can be completed with relative ease. This lack of extensive gameplay reduces the games longevity despite the interesting and enjoyable gameplay. Instantly absorbing but over far too quickly.



For the sheer irritation factor, certain areas of the game defy gravity, dragging you straight into the hazards removing vital seconds from your total time

To break through certain tricky areas needs plenty of momentum, otherwise you'll simply bounce off the barrier and have to start again. It's easy when sussed out

when it warns you of lack of time when you're agonisingly close to the exit.

Not only have you the clock ticking mercilessly on, but the gravity changes and the control gets awkward later on. There are also plenty of hazards blocking your path and bonuses to collect. The bonuses are either a mystery, in which case they can be good or bad, pinball bumpers, extra score bonuses or extra seconds to be added to your total score. The hazards generally tend to increase your total time accrued.

Not Worthy

The two player option does allow you to challenge a friend, but there is a slight problem in that it simply follows on, and the second person has the advantage of making a mental note of what the course is all about. So really, it's only worthy as a single player game.

On the Ball has a password system if you feel you really need it although you shouldn't as the game doesn't offer enough in the way of a change or a massive variety. There are three planes of four levels with different sized areas but, to be quite honest, there isn't quite enough. One hundred is your lot, and once sussed, you won't be going back for more. Once you've completed one level, even on the hardest courses, that's it!

The potential is there for an absolutely stonking game which could have been deemed a future classic.

However, it doesn't quite make it, as it lacks long lasting appeal.

Nick

SUMMARY

On the Ball is visually impressive. It is darned fast and so smooth, and really gets the adrenaline pumping with the quick action. The style of the game does take some getting used to and will trigger off headaches in no time. Unfortunately, despite the fun of playing the game, it is quite easy to complete the three planes. On the Ball could have been deemed a classic, you can feel the quality of the game and product but it lacks a certain punch. It's a game that everyone will love, with enjoyable gameplay and spectacular mode seven effects, but in the long run it doesn't quite have the meat.

Taito



CONTROL PANEL

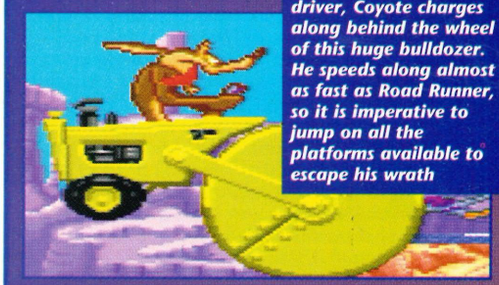
ACOUSTICS	6/10
VISUALS	9/10
IMMEDIACY	8/10
LONGEVITY	4/10
ENTERTAINMENT	8/10
FINAL ANALYSIS	79%

Beep, Beep! Speeding across the screen like a blue bullet is none other than Warner Brothers' feathered hero the Road Runner, pursued by Wil E. Coyote. However, will Road Runner escape clutches of Coyote or is it the end for our feathered friend?

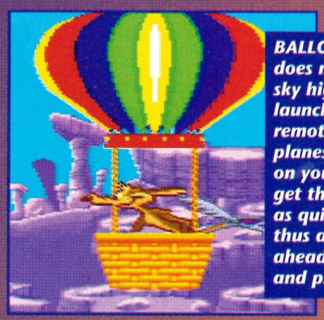
ROAD RUNNER DEATH VALLEY RALLY

Sunsoft

Wil E. Coyote



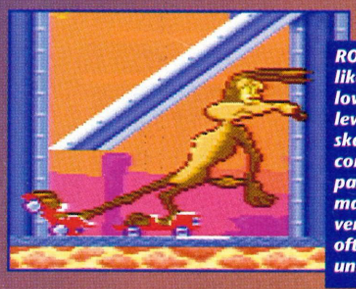
BULLDOZER. *A maniac driver, Coyote charges along behind the wheel of this huge bulldozer. He speeds along almost as fast as Road Runner, so it is imperative to jump on all the platforms available to escape his wrath*



BALLOON. *Coyote does not let up in his sky high attack, launching little remote control planes that home in on you. It is best to get through the level as quickly as possible thus always keeping ahead of the balloon and planes*

GREEN PTERODACTYL. *Flapping maniacally to keep up with you, Coyote drifts around the screen trying to catch you unawares. Try and keep ahead of him at all times*





ROLLER SKATES. *Coyote likes to zip across the lower sections of the level wearing his skates. Unable to keep control, he whizzes past you but this also makes his appearances very unpredictable thus often catching you unawares*

Jumping from platform to platform on level two is a hazardous business – if you catch it wrong then you could fall of the screen and die. To make things even worse Coyote makes constant appearances whilst hanging on to a wrecker's ball





PNEUMATIC DRILL. *Just when you thought things couldn't get worse you are suddenly faced with Coyote and his performing pneumatic drill. Luckily you don't have too many problems with Coyote here as he is a little slow in catching you up*

With Disney's Mickey Mouse making his debut appearance on the SNES, it is very fitting that Warner Brothers' Road Runner should show his comical little face also.

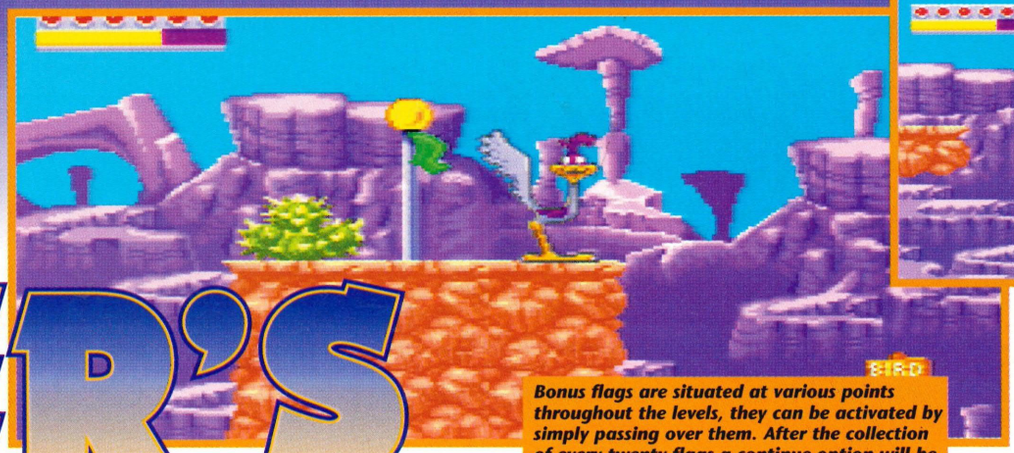
However, could Road Runner's release simply fade into insignificance when compared to Disney's stunner or is this a different kettle of fish altogether?

Opening with the ever familiar Warner Brother's cartoon intro, music brilliantly included, Road Runner's Death Valley Rally is a bizarre platform adventure that zips along at a phenomenal speed. The colourful cartoon graphics are included as well as some fantastic sampled sound effects, and the humour is blatantly stolen from the original classic cartoons.

Obviously, you control the Road Runner and it is up to you to avoid the hungry Wil E. Coyote and his devilish plans, all funded and sponsored by the infamous ACME. Things won't be easy as you rocket through the wilderness and not much

ALEXPLAINS

DVR is a humorous game in a gorgeous cartoon-style, with visual jokes and sound effects taken from the TV cartoon. But that is about all that DVR has going for it. I found the game difficult to control, as Road Runner speeds along so quickly it's hard to see what's coming next. He is also quite unresponsive, turning slowly and often losing energy as a result. Fans of the cartoon will love it (Coyote always loses), but I think the asking price is too high.





ER'S

Bonus flags are situated at various points throughout the levels, they can be activated by simply passing over them. After the collection of every twenty flags a continue option will be awarded at the end of the game

Wil E. Coyote appears in various guises ranging from the tame to the positively ridiculous. Here, Coyote throws miniature remote control planes loaded with bombs at you whilst gliding across the screen in a bright multi-coloured balloon!

help is at hand, the only kind of comfort available to you is the knowledge that you are infinitely wiser and horrendously faster than your dopey opponent.

The game boasts five levels, each with four sub-sections, and a reasonable helping of comic capers and action. The major, and by far the most comical feature of Death valley Rally is the ability to make Road Runner 'Beep, Beep!' and 'Thup, Thup!' whenever you so desire, simply by pressing the Left and Right buttons. Okay, so it doesn't sound much but the sampled effects add that certain spice to the otherwise mediocre gameplay.

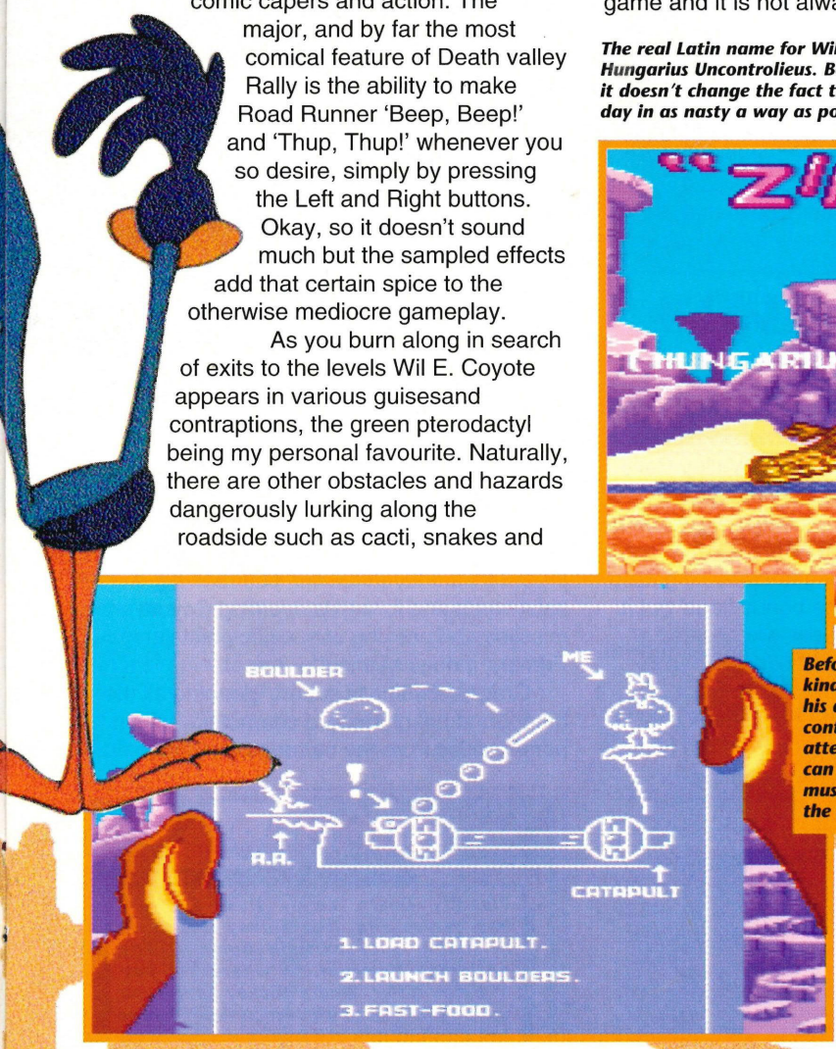
As you burn along in search of exits to the levels Wil E. Coyote appears in various guisesand contraptions, the green pterodactyl being my personal favourite. Naturally, there are other obstacles and hazards dangerously lurking along the roadside such as cacti, snakes and an assortment of desert dwelling creatures. It is not always easy to avoid critters such as these when you are burning along at 200 mph! However, this is a platform game and it is not always

CONT.

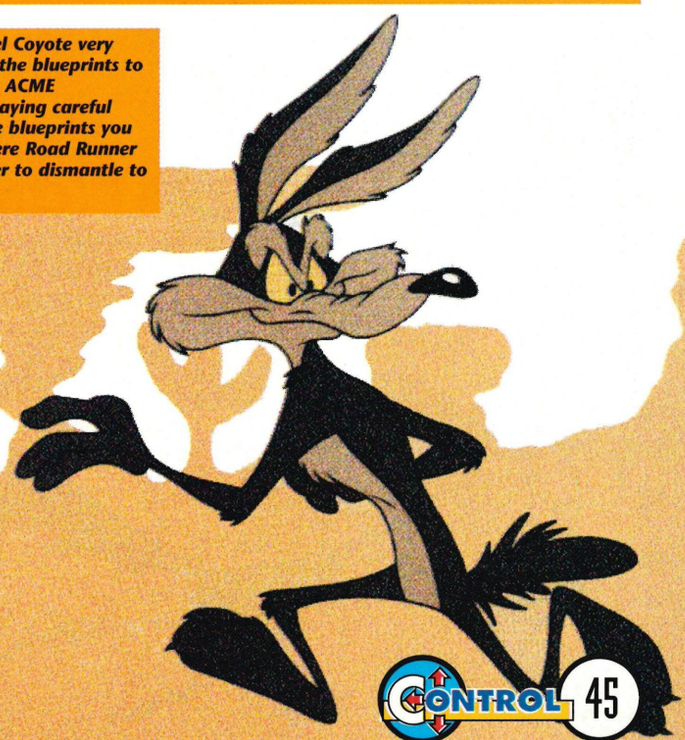


The real Latin name for Wil E. Coyote is, as seen below, Hungarius Uncontrolieus. Believe that if you want, but it doesn't change the fact that he'll try and ruin your day in as nasty a way as possible

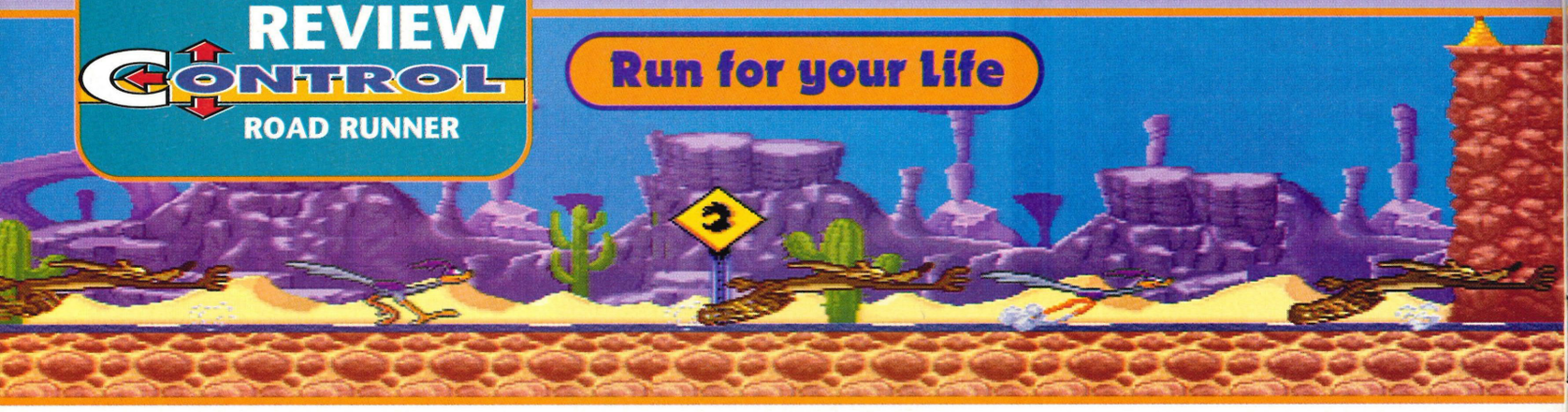


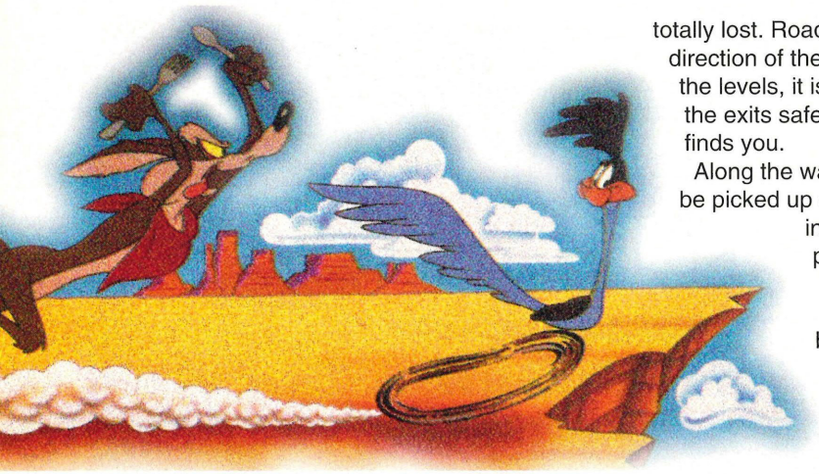


Before a boss level Coyote very kindly shows you the blueprints to his dastardly new ACME contraption. By paying careful attention to these blueprints you can work out where Road Runner must peck in order to dismantle to the machine



Run for your Life





totally lost. Road signs indicating the direction of the exits are littered all over the levels, it is simply a case of finding the exits safely before Wil E. Coyote finds you.

Along the way helpful bonuses can be picked up such as extra time, an invincibility shield, 1-Ups, points and energy replenishing hearts. All the aforementioned can be collected simply by running over them. Also, bird seed can be found at certain points enabling you to activate your turbo speed, so you may traverse steeper roads and pathways.

On first impressions one naturally assumes that there is more to the basic 'find the exit' routine but one is quickly shocked. Despite the fast scrolling, the colourful and detailed graphics, the loony tunes and sampled sound effects, the charming humour, and fluid sprite animation Death Valley Rally seriously lacks in the gameplay stakes.

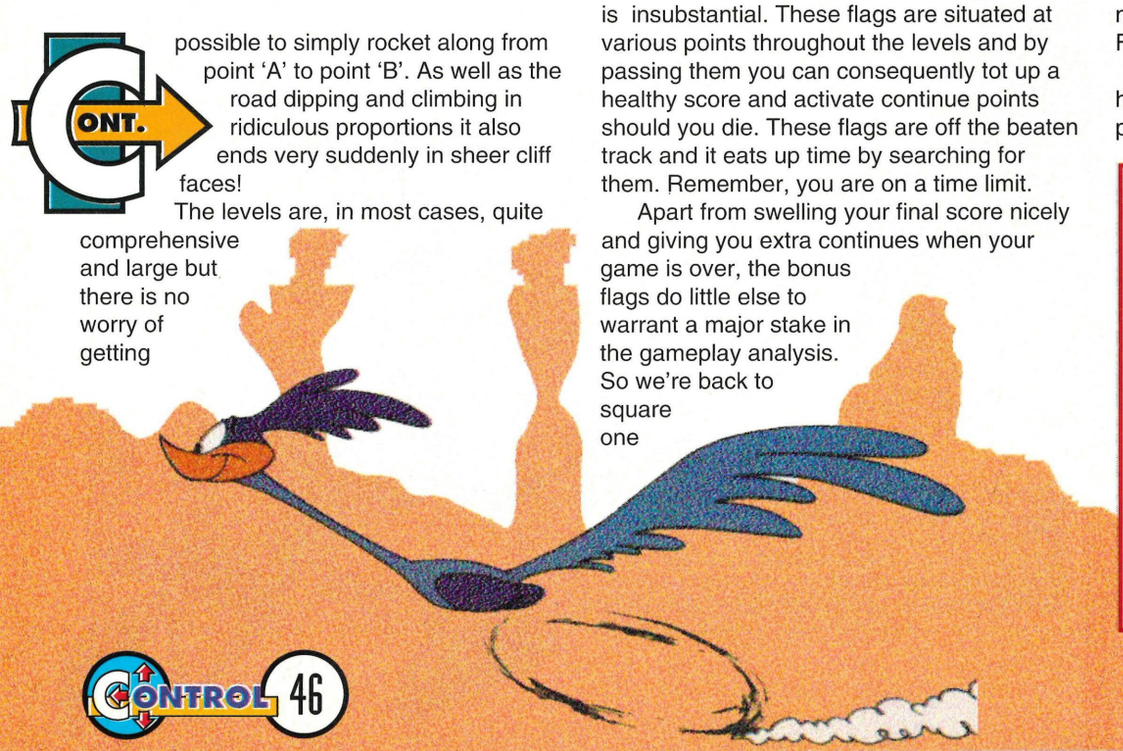


Here we can see Road Runner pecking at Coyote's huge catapult in exactly the right place to dismantle it

Extra Gameplay?

Admittedly, there is extra gameplay disguised as 'Find and collect all the bonus flags' but it is insubstantial. These flags are situated at various points throughout the levels and by passing them you can consequently tot up a healthy score and activate continue points should you die. These flags are off the beaten track and it eats up time by searching for them. Remember, you are on a time limit.

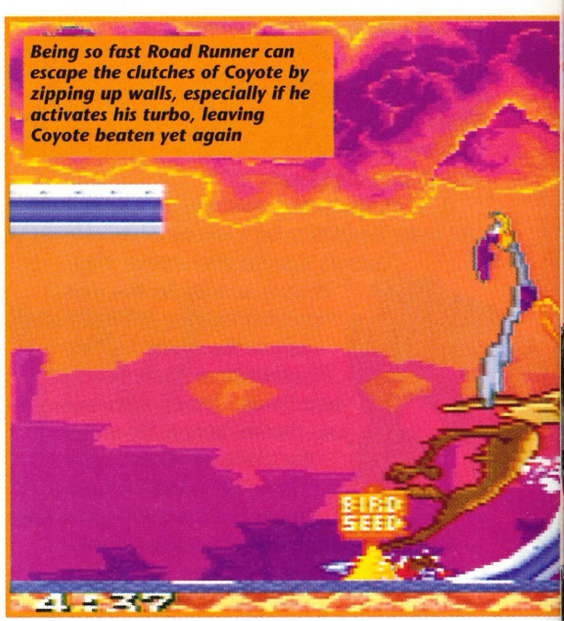
Apart from swelling your final score nicely and giving you extra continues when your game is over, the bonus flags do little else to warrant a major stake in the gameplay analysis. So we're back to square one



CONT.

possible to simply rocket along from point 'A' to point 'B'. As well as the road dipping and climbing in ridiculous proportions it also ends very suddenly in sheer cliff faces!

The levels are, in most cases, quite comprehensive and large but there is no worry of getting



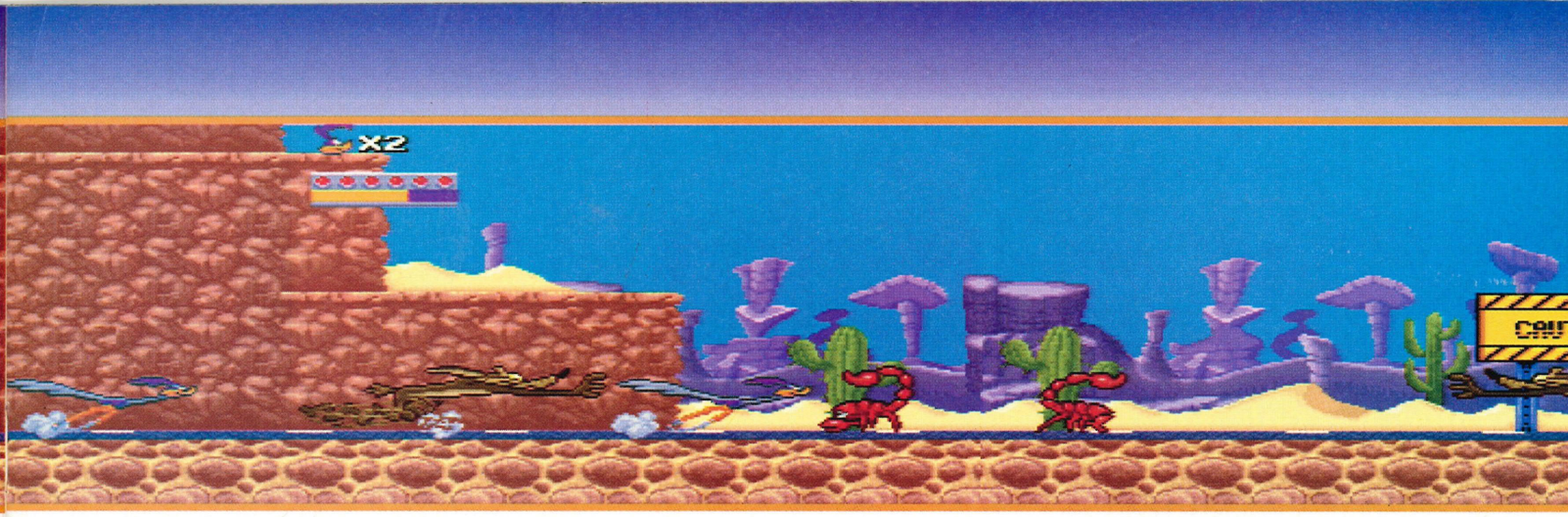
Being so fast Road Runner can escape the clutches of Coyote by zipping up walls, especially if he activates his turbo, leaving Coyote beaten yet again

again and our 'Ooh, I wonder where the next exit will be?'The last effort at gameplay variation is a head-to-head with Wil E. Coyote when he makes a stand as a level guardian. To defeat him you must peck at the ACME contraption that is being used against you to destroy it. It is a nice idea in theory but in practice it's uneventful with you running backwards and forwards avoiding Coyote's missiles and pecking at specific points. Frankly, it does nothing for me.

Graphically this is superb gleaning all the humour, atmosphere and character personalities from the cartoons, but the

SUMMARY

Visually Death Valley Rally is very impressive and, like Mickey Mouse, is brimming with cartoon humour. The gameplay however, is where the two releases differ. Where Mickey keeps you continuously faced with action Road Runner has a distinct lack of it leaving you bounding around platform after platform with little excitement to keep you company. There is also a lack of enemies throughout the levels, with Wil E. Coyote being your major and sometimes only danger. The quest seems to be all too aimless. An expensive novelty with limited longevity.





gameplay lets the game down with a heavy, thump. There is no real challenge to the game as you jump from platform to platform and it is very easy to avoid the persistent and frequently annoying Coyote.

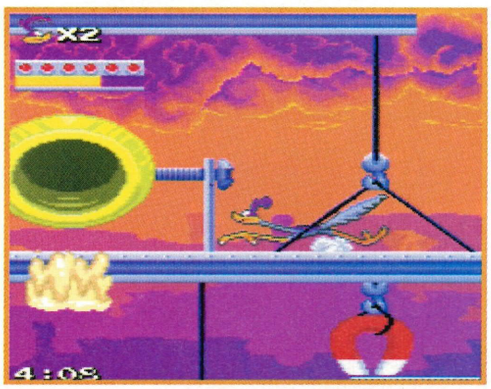
No Incentive

Also, there is no real incentive to finish the game due to its monotony and lack of varied gameplay. Only a few games can get away with a simple design – this is sadly not one of them. The humour factor is fantastic and definitely worth oodles of praise, the cartoon sections are also great to watch but the main game interaction is dismal, especially when you are paying £50 for the pleasure. You can 'Meep, meep' all you like but the gameplay remains the same.

Allie

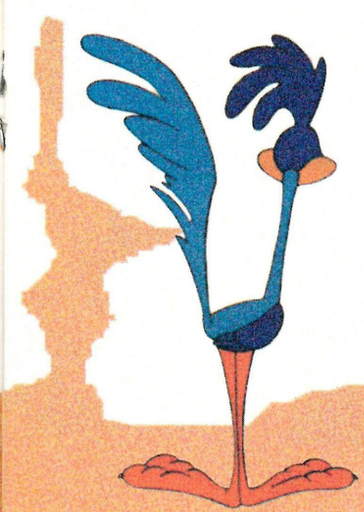
CONTROL PANEL

ACOUSTICS	8/10
VISUALS	8/10
IMMEDIACY	5/10
LONGEVITY	4/10
ENTERTAINMENT	5/10
FINAL ANALYSIS	**60%**



Mechanical hazards challenge Road Runner as well as hot blooded ones, such as cement mixers and cannons, but careful timing allows you to pass by without injury





Coyote has been defeated for the time being, squashed by a huge boulder. For some bizarre reason though a plump opera singer has waddled on screen screaming her lungs out!



REVIEW

CONTROL

IMPORT

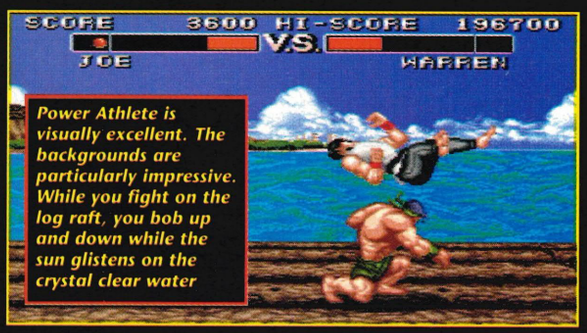
SUPPLIED BY MEGACOM

POWER A

Power Athlete is the latest Streetfighter II clone, but only has eight megs compared to SF II's 16. So how does it compare to the Capcom all-time classic?

Kaneco

Power Athlete is a pretty basic head-to-head beat'em-up. A game for one or two players, the aim of the solo game is to first defeat the eight initial opponents, then go on to face Ranker, the current fist-fighting champion.



Power Athlete is visually excellent. The backgrounds are particularly impressive. While you fight on the log raft, you bob up and down while the sun glistens on the crystal clear water

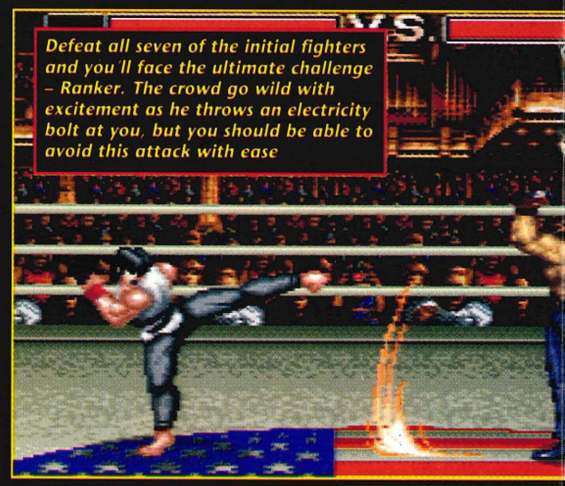
Don't Ranker Out

You are cast as Joe, a Ryu (SF II) like fighter adept at martial arts.

You can choose which of the seven other opponents to tackle first, each of them having their own combat techniques and strengths. Defeat all seven and you can go on to fight Ranker. Select the two player Vs. options, and each player will have the choice of character, and must win two out of three fights to win the bout.

Shoulder Fling

Punch and kick are the main moves you can perform, although you can jump and therefore perform flying kicks or punches. In addition, it is possible to get in close to your opponent and press either attack button to fling him over your shoulder. This is the most powerful move, but the is also the hardest to execute.



Defeat all seven of the initial fighters and you'll face the ultimate challenge – Ranker. The crowd go wild with excitement as he throws an electricity bolt at you, but you should be able to avoid this attack with ease

SUMMARY

Power Athlete is visually exciting with big, beefy sprites and colourful, animated backdrops. Sadly, impressive visuals are about the only thing Power Athlete has going for it. The game is seriously lacking moves, with punch, kick and jump the only ones readily available. The computer opponents have special moves, but even when you control different fighters in the Vs. mode, I still couldn't find them – probably because I can't read the Japanese manual. An average beat'em-up – certainly don't bother buying it until its American counterpart is released.

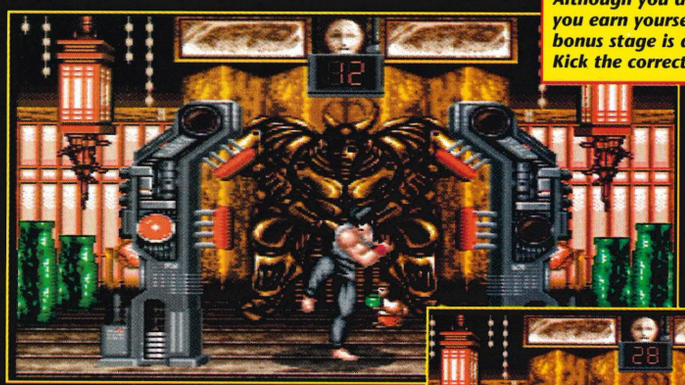
NICK STICKS HIS OAR IN

It's amazing just how pants the Super Nintendo Entertainment System can be. Power Athlete looks good for about three seconds but then the animation sets in. It's jerky, slow and with an appallingly low number of on-screen moves. The gameplay is dour. Even with special moves, you may as well stick with a rapid punch. Please give me some excitement! Power Athlete is just so average in a very average kind of way.



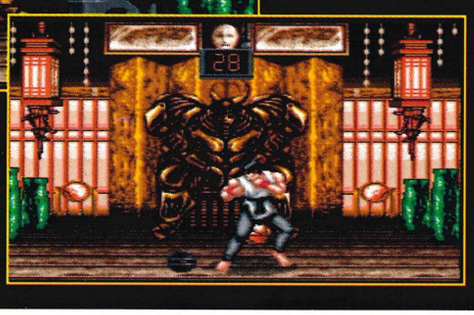
BONUS 1

Bonus stages occur regularly throughout the single player game. Although you don't gain extra skills, you earn yourself points. The first bonus stage is a simple test of speed. Kick the correct pad as it lights up



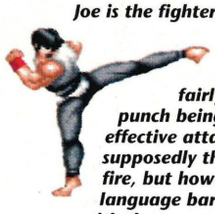
BONUS 2

The second bonus level is slightly harder. You are bombarded with explosive balls, which have be kicked off the screen before they explode. Either punch them away as they fall, or kick them when they come to rest on the ground



Bonus Banana

JOE



Joe is the fighter you control for the solo game. All his statistics are fairly average, the punch being his most effective attack. His can supposedly throw a ball of fire, but how? There are language barrier problems with the manual...



NICK

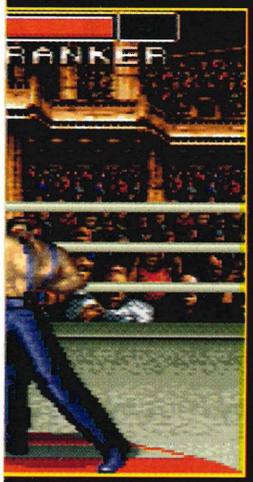
Nick the Spanish matador is a deadly fast fighter who attacks with no mercy. Avoid his throwing stars at all costs, and stay back when flips onto his hands and spins along with his feet in the air







ATHLETE





Each time you defeat a character, you are awarded experience which powers up your skills. For instance, if you defeat the fastest fighter, Reayon, your speed statistic will increase. Beat Nick and you'll be better at jumping

CONTROL PANEL

ACOUSTICS	4/10
VISUALS	8/10
IMMEDIACY	5/10
LONGEVITY	3/10
ENTERTAINMENT	5/10
FINAL ANALYSIS	**51%**

Your opponents attack with special moves, many of which can be devastating unless you can block or dodge them.

You can dodge by either jumping moving up or down, while pulling in the opposite direction you're facing will raise your guard.

Packet of Three

Each match is decided by the best of three bouts, so the winner is the first fighter to win two rounds. Emerge victorious from a fight and your character will gain experience and 'power-up'.

Any skill of yours which is lower than the defeated opponent will rise, so if the foe was faster your speed level will increase and so on.

There are eight difficulty levels in all, ranging from championship mauler to playground weed. Lose a fight and you'll use up one of your credits, of which you begin with three to five depending on the difficulty level that you selected. However, a password is given each time you defeat an opponent. This saves your character's fighting statistics and current placing, allowing you to return to fight to the top any time you wish.

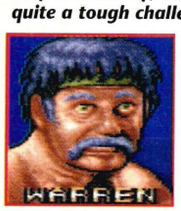
Alex



Rogues' Gallery

WARREN

Born and bred in Hawaii, Warren may look weedy, but is in fact quite a tough challenger. He charges across the screen at lightning speed, knocking a sizeable chunk out of your energy bar. He also jumps in the air, lashing his arms out in a manic attack





RANKER

Ranker is the current power athlete champion, and is therefore quick on his feet, has very powerful attacks and will block most of your punches. His special moves include a flaming punch and throwing electricity bolts along the floor





REAYON

The young girl from Thailand is the fastest of the fighters, and leaps quickly around, displaying a dazzling array of moves. Just when you think she is dazed, she'll lash out with a powerful kick, then follow up with a series of punches



GAOLUON

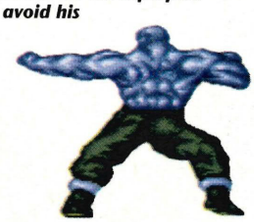
The Chinese fighter is highly skilled, quick on his feet and throws razor-sharp blades. To defeat the adept warrior, push him into the corner by punching continuously, then finish him off with a throw



VAGNAD

The hulking Russian fighter faces you on top of a moving train, so one wrong move and you'll fall to your doom. Watch out for his superplex and back breaker, and avoid his slothful backhand slug





BARAKI

Baraki the Kenyan giant is strong on defensive, and uses his body weight to deck the opponent. The spud-like fighter curls into ball and flies across the screen in hope of hitting the opponent. He also throws fireballs





BUOH

Buoh uses a variety of attacks to engage the enemy, including the powerful flying kick. His hair also proves deadly as he swings his red mop around and smacks you in the face!





REVIEW CONTROL

IMPORT

SUPPLIED BY MEGACOM

VOLLEY

Not to be thought of as a girlie game, Volleyball is an energetic game of skill and quick reactions. With this in mind a bunch of Japanese developers got together to portray just this, with a large helping of scantily clad women thrown in just for good measure!

A huge, comprehensive and totally unreadable Japanese manual accompanying a sports sim is not a good thing. For a start, the gamer has no idea what the controls are and secondly if you are not familiar with the rules and regulations involved for the game in question then you're stuffed.

In a standard game of on-court Volleyball there are six players per team, in this case the on-court Volleyball consists of men only whereas the Beach Volley is full of bikini-clad women. The court is separated by a high net and the idea is to pass the ball backwards and forwards over the net without it touching the floor.

You can only touch the ball with your hands and lower arms making contact only once as you pass it on to another player or hit it over the net.

Points for Possession

There are fifteen points in a set and the first to fifteen wins. A point is won by causing the ball to hit the floor in the other team's half of the court. You can only gain a point, however, if and when you have possession of the ball. Should the ball touch the floor in your opponents' court when the ball had previously been served by them you will then only win possession and not a point.

Cosmetically, this is well presented and looks carefully designed. There are two variations of Volleyball, on-court and beach, with training modes, World Cup challenges and two player options available.

Actually playing the game is also not as





SUMMARY

Not a bad effort but there is room for definite improvements should another developer wish to make a contribution in the Volleyball sim stakes. The graphics are a little drab, the lack of detail acting as the major offender, and the gameplay is unchallenging and awkward. There are some nice sound effects included such as the ranting and raving of the crowd but the seagull squawks are terrible. It would help if the manual was in English. Volleyball Twin's official or American release will no doubt lift its longevity and enjoyability rating. However, as it stands, the game is a little dull.



This is a standard volleyball formation with three men marking the back end of the court and three marking the net

BALL TWIN

Tonkinhouse

straightforward as one would assume with both the controls and the viewing seeming rather awkward. It appears that you can control certain movements during play but there is also an element of timing included.

It would seem that the computer automatically chooses the best type of shot to play depending on your current position to the ball, be it a smash, a slide across the floor or a simple punt and then you control which player makes that move and at what time.

Icon't See The Court

Viewing the court is very off-putting also. Only one side of the court is viewed at any one time, apart from when the ball is being played very close to the net, thus making the return of serves and smashes quite difficult at times.

A small target icon appears on the court floor indicating where the ball is to land but this is out of view right up until the last moment when it is usually too late to act on it. Admittedly, after a reasonable duration of time your reactions do quicken allowing you to reach the shots but it is still very awkward and not a little lax design wise.

Making Waves

The beach volley stages are a little different with either two or four members on each team. But even with the waves rolling gently at the top of the screen and the females bouncing around in nothing more than swimming costumes and bikinis the rules and gameplay are still the same.

The graphics are quite simple with mediocre detail on both the sprites and the backgrounds. In the standard versus option the court is made up of different shades of brown stripes in order to resemble a wooden sprung floor however, the championship mode courts are plain shaded colours. The beach volley backgrounds are simply a mish-mash of boring greys and browns with a gently rolling mush of blue and white to illustrate the lapping surf.

Distorted View

The sprites are quite small and therefore the detail is minimal, the main intricacies being the different coloured kits for the various teams. The animation is also fairly static with only a limited number of frames making up all the movement.

This is a strange sport to simulate and it would appear that a lot is still to be learned in the development of Volleyball sims.

With a better viewing system and more strategic gameplay then this could have been a worthy contender to while away all the long, cold winter nights.

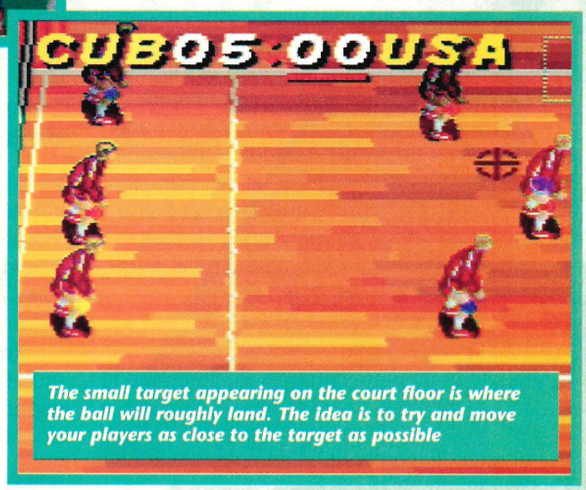
Allie



It is possible to change players if you wish. All players have different stats so if you feel you are particularly week in one area you can substitute for a stronger player







The small target appearing on the court floor is where the ball will roughly land. The idea is to try and move your players as close to the target as possible

NICK STICKS HIS OAR IN

Created by the same team that produced the now immortal Super Tennis, I was quite intrigued at the idea of Volleyball on the SNES - surely a challenge. Donning my trunks and suntan oil, I gave it a go. It looks like Super Tennis is a bizarre kind of way, but it doesn't play so well. The control method relies too much on guesswork, even with the radar, and it all gets a bit confusing after a while. I try to enthuse about it, but I can't. Sorry.



CONTROL PANEL

ACOUSTICS	4/10
VISUALS	5/10
IMMEDIACY	4/10
LONGEVITY	6/10
ENTERTAINMENT	6/10
FINAL ANALYSIS	50%



Is it really worth all the effort simply to restore a bog eyed robot creature to its former glory. Well we died so here's as far as your going to see this time tonight. Sorry, but that's the way it is



After working your way through various levels, all you get for your hassles rescuing the princess is a jigsaw-like image of her in a bizarre floating shape. Wow! That's what I call effort

CACOMA KNIGHT

Datam Polystar

Cacoma Knight is a strange cousin of the classic game, Qix. The aim is to fill the screen with large blocks of colour up to a certain given percentage of the total screen. Sounds pretty dull, but it adds up to an exciting, nail biting challenge.

The aim of the game is to transform as much of the screen back to its previous state. Apparently, some nasty chap has decided to make the entire world rot, and all the sweeties and bizarre architecture in this strange plane has dissolved into a gungey mess. He has also taken it upon himself to kidnap the young princess. Action is called for.

Reclaim The Terrain

Armed with a type of laser device, you have to nip around the outskirts of the screen, laying a line behind you. The aim is to create blocks of varying sizes against the border, or newly reclaimed land, to reach the expected percentage change. Naturally, there are creatures who don't want you to succeed. These are a mixed and varied bunch, such as manic umbrellas, scorpions, psychotic planes, killer worms, crystals and a naughty but nice cream cakes.

You can't touch these as they whizz around the outskirts or across the screen, especially when you are creating a block. Some of the nasties also shoot at you, spraying the screen with shrapnel, making big percentage blocks nearly impossible.



There are only six levels, each getting progressively harder, and broken down in sub-levels of three screens each. So there are only eighteen screens to complete









Doing the percentage game to restore the screen to its former glory is a thankless task, especially when you see the sheer tackiness of the original

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	4/10
IMMEDIACY	6/10
LONGEVITY	2/10
ENTERTAINMENT	4/10
FINAL ANALYSIS	**42%**



Believe me, if these piccies look like they're going to give you a headache, maybe you ought to try the actual game. Even here with the completed screen in view, it doesn't make you think `wow, I'm dead glad I did that level to see what was next`

before the world is back to normal and hunky-dory. You have a selection of three characters. The boy is pretty fast drawing lines and nipping around the outskirts, and the robot is fast on the border, but deadly slow at drawing the lines.

Bonus Onus



The best character to select is the girl. She draws the lines at a fair old pace and really does make completing the game a darned sight easier. There are also bonuses to be collected. The most useful of these are the super sneakers, making you draw the lines at a speedy rate, time stops and smart bombs, to destroy everything on screen for a little while.

The graphics are quite pleasant, but the actual execution of the animation and gameplay appears haphazard to say the least. There is an irritating pause before it fills up a block, and the game suffers from a horrible amount of slowdown. Cacoma Knight fails to fulfil the potential of what could have gone down as a classic Qix conversion. A simple idea has been made complex, with poor results. A shame, really.

Nick

ALEXPLAINS

If Cacoma Knight was a straight Qix clone it would have been great fun. However, the graphics have been improved but as a result the game is diabolically slow. The action is no faster than a snail's pace, thus making it very easy to complete. Not a hint of the Super Nintendo's awesome capabilities can be seen, and while the graphics are colourful they are far from impressive. A very disappointing Qix clone that is over-priced, slow and ultimately poor.

SUMMARY

Cacoma Knight is very average in a middling sort of mediocre way. I was quite looking forward to the game as a Qix clone, but it fails to impress. The graphics are alright, but pretty straightforward considering what we've come to expect of the SNES's capabilities. The sounds are dour, and the gameplay is full of irritating little hiccups. Slow down presents a problem in places, and the entire game is ridiculously easy to complete. Cacoma Knight is quite a let down – in the long run it could have been so much better. A game cart that's sadly destined to gather dust.





A naughty but nice level full of cream cakes and squidgy little sweet things. There are also horrid little green objects determined to stop your sweet toothed antics



(Left) Just to give you some idea of the task ahead, you are kindly instructed about what percentage of the screen you need to fill beforehand. This gradually increases as you progress through the game



(Right) Whoever said rock rots your teeth had it right. It's also pretty rotten on innocent line drawers with strange little green worm things determined to have their wicked way with you and your plans



(Left) If you select the same character in the two player mode, they can be distinguished from the other by wearing slightly different shorts or the like. They can still perform the all the same moves, though



To earn extra points, just kick out at the tyres as they bounce towards you. Hit every single one and you'll also be awarded a 'perfect' bonus



(Left) in addition to punch and kick, all the characters can throw. You must get in close before you can grapple your enemy, so wait until they are dazed





Fatal Fury, as it was called on the Neo Geo, is known under various other guises on the Super Nintendo. You may find it called Fatal Fury, but other titles also include The Battle of Destiny and King of the Fighters.

FATAL F
The Battle of
Takara

NICK STICKS HIS OAR IN

Fatal Fury is a class beat'em-up in an already crowded area. It's not as good as SF II, but it puts up a noble case – so much so that it's better than most of the others. Graphically it copies the Neo Geo original very well indeed, with detailed and changing backdrops, decently animated sprites and slick movement. The choice of moves is startling considering that you only use three buttons. A laugh, and I don't usually like beat'em-ups.



This is a head-to-head beat'em-up, which is similar to the now classic Streetfighter II. The aim of the game is simple. Use each fighter's large array of moves to punch and kick your way past the weaker challengers before facing the bigger and tougher boss man (Geese Howard) at the end of the game.

Sons of Dirk

There is the choice of three characters to use; one of the two Bogard brothers, Andy and Terry, or Joe Higashi. Each can punch and kick, as well as leap through the air and throw an opponent. A combination of these allows you to perform flying kicks and the like. It is also possible to execute special moves that are initially difficult to master, but will become second nature and vital to beating the enemy.

Fatal Fury is a game for one or two players, the latter being a head-to-head between the human players. The solo option pits your fighter against the might of Geese Howard's henchmen. There are eight thugs not including Geese, who you'll eventually face after defeating the others.

Scrap Against Time

At regular intervals throughout the solo game, you will enter the bonus game to earn extra points. Standing in the centre of the screen, you must punch or kick away the tyres that bounce towards you.

You'll be awarded points for each tyre you kick, plus a little extra if you kick every one.

At the top of the screen each fighter has an energy bar, which is reduced each time you are hit. Below the power bar is the round indicator that details how many rounds you have won.

You need to win two to take the bout. Each fight is set against the clock, although you can switch the timer off using the options. You can also award yourself infinite continues, and

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	9/10
IMMEDIACY	9/10
LONGEVITY	6/10
ENTERTAINMENT	8/10
FINAL ANALYSIS	**85%**

URY Destiny

change the difficulty setting from one (easy) to nine (bloody hard). It's best to start on the easier levels while you master the special moves, then progress to the tougher levels before facing the head honcho himself, the sinister Geese Howard.

CONT.

Alex

SUMMARY

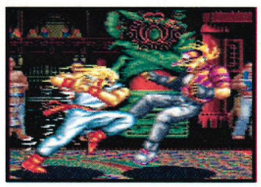
The question everyone wants answered is whether Fatal Fury is better than SF II. Well, graphically SF II has the edge. Don't get me wrong, Fatal Fury is still visually impressive, but the multi-level parallax that creates perspective makes SF II slightly better. Sonically SF II is a little better too, as FF has grunts and groans but no speech when you perform a special move. Both titles play like a dream and are fine beat'em-ups, in one and two player mode. But I would say SF II wins once again because it is slightly harder. FF is one helluva good beat'em-up, but not quite as meaty as Capcom's effort.

Round One – Fight!

ANDY BOGARD

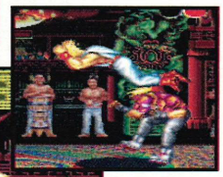


Leaping into the air, Andy turns into a whirling dervish, his arms spinning as he glides through the air

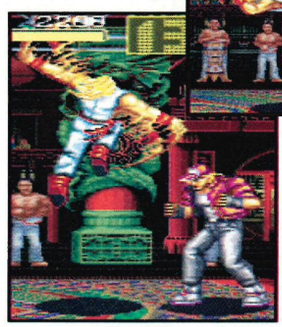


Andy can charge across the screen in a flash, knocking down his opponent in a blur of light

Date of Birth: 16th August 1972
Height: 170cm
Weight: 67Kg
Blood Type: A



Leaping onto his hands, the youngest Bogard can flip across the screen to kick his opponent in the face





Absorbing power from his soul, Andy can create a mind blast which shoots from his fist

TERRY BOGARD

Date of Birth: 15th March 1971
Height: 182cm
Weight: 75Kg
Blood Type: O



The flaming fist attack is an excellent long range attack. When executed, Terry will dive towards his opponent, fist first

Terry leaps into the air, twisting and turning while attacking a nearby foe



Terry's flash kick takes a while to master, but is powerful and worth learning



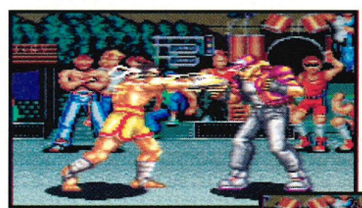
Raising his fist in the air and smashing it to the ground, Terry can send a wall of flame along the floor



JOE HIGASHI



Similar to Terry's flaming fist, Joe leaps across the screen to kick his opponent

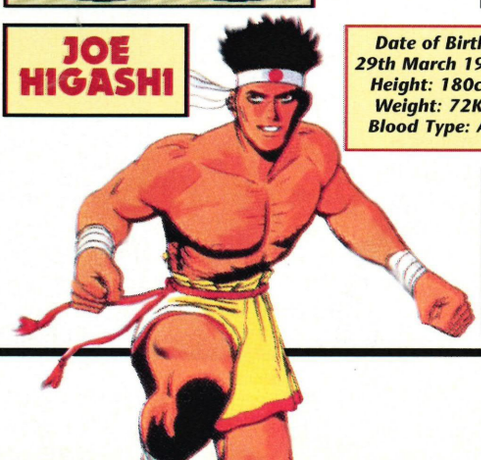


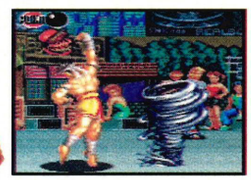
If you tap the button rapidly, Joe punches the air in a spectacular display of attacks

Date of Birth: 29th March 1972
Height: 180cm
Weight: 72Kg
Blood Type: AB

Streaking across the screen in a blinding fury, Joe can use this lightning attack to knock his opponent to the ground



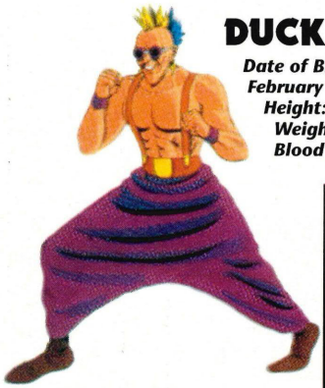




Joe's whirlwind punch is yet another difficult move to master, but is an excellent long range attack



DUCK KING



Date of Birth: 2nd February 1967
Height: 179cm
Weight: 62Kg
Blood Type: B

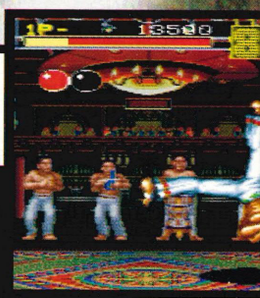
WEST SUBWAY

The West Subway is where the Duck King lurks. Don t let his comical baggy pants fool you he is far tougher than his clownish appearance would lead you to believe. His special move is the cannon-ball roll



PAO PAO CAFE

More like an extra from Saturday Night Fever than a street fighter Richard Myer is very light on his feet. With Andy low kick to reduce his energy but watch out for his devastating cartwheel attack







TUNG FU RUE



Date of Birth: 14th April 1924
Height: 163cm
Weight: 46Kg
Blood Type: A

HOWARD ARENA

The old man, Tung Fu Rue, is at first easy pickings, although he is quick on his feet and pretty fast in the air. However, when he becomes annoyed he doubles in size and can throw fireballs in all directions



THE HAPPY PARK

The skinny but muscle-bound Hwa Jai usually leap into combat, kicking his foe as he engages. He can only perform his special lightning charge move after drinking the red potion

SOUND BEACH

The huge Michael Max is 93 kilos of pure muscle. But don t let his size fool you. You can avoid his whirlwind punch with ease, and simply fly kick to knock him down

HWA JAI



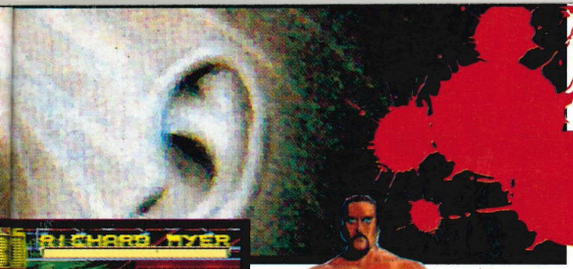
Date of Birth: 24th June 1964
Height: 181cm
Weight: 70Kg
Blood Type: AB

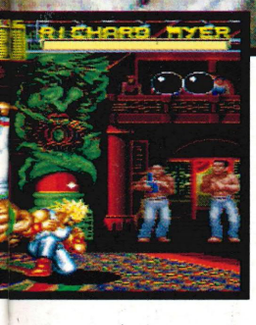
MICHAEL MAX



Date of Birth: 17th September 1966
Height: 176cm
Weight: 93Kg
Blood Type: A









RICHARD MYER

Date of Birth: 22nd February 1962
Height: 185cm
Weight: 79Kg
Blood Type: O



DREAM AMUSEMENT PARK

The biggest of them all. Raiden is over two metres tall and weights in at 210 kilos! Once again the flying kick is one of the best methods of attack, but watch out for his neck grapple and the sand blast

RAIDEN

Date of Birth: 3rd March 1964
Height: 202cm
Weight: 210Kg
Blood Type: O







SOUTH TOWN VILLAGE

The boy from Brooklyn carries a long steel bar with which he attacks. Using the stick to pole vault into combat, he can also throw the bar at his foe

BILLY KANE

Date of Birth: 25th December 1967
Height: 179cm
Weight: 77Kg
Blood Type: B



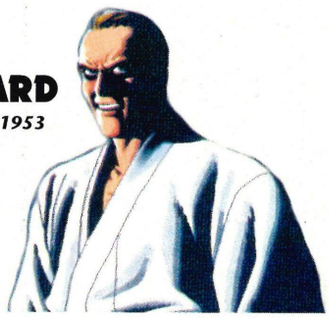


GEESE BUILDING

Geese Howard is the final character you'll face. He's very quick but also very predictable. Simply leap over his ice wall attack and jump kick him in the head

GEESE HOWARD

Date of Birth: 21st January 1953
Height: 183cm
Weight: 82Kg
Blood Type: B





PRINCE OF PERSIA

For those of you lucky enough to own a copy of this platform classic, I congratulate you on an excellent purchase. For those of you that haven't got one, shame on you. You really don't know what you're missing...



6 *Walk down the two platforms and run across the platform above the guard to activate the exit door pad. Go back up and run right across the high platforms to reach the exit*

EXIT





5 *Keep running left until you reach this larger gap to jump across. Climb up this first platform and run left, then climb up again. Jump over the gap and run left*

KEY

- HIT POINT POTION
- HEALTH POTION
- MOST DIRECT ROUTE TO TAKE
- WHERE YOU MUST RETRACE YOUR STEPS

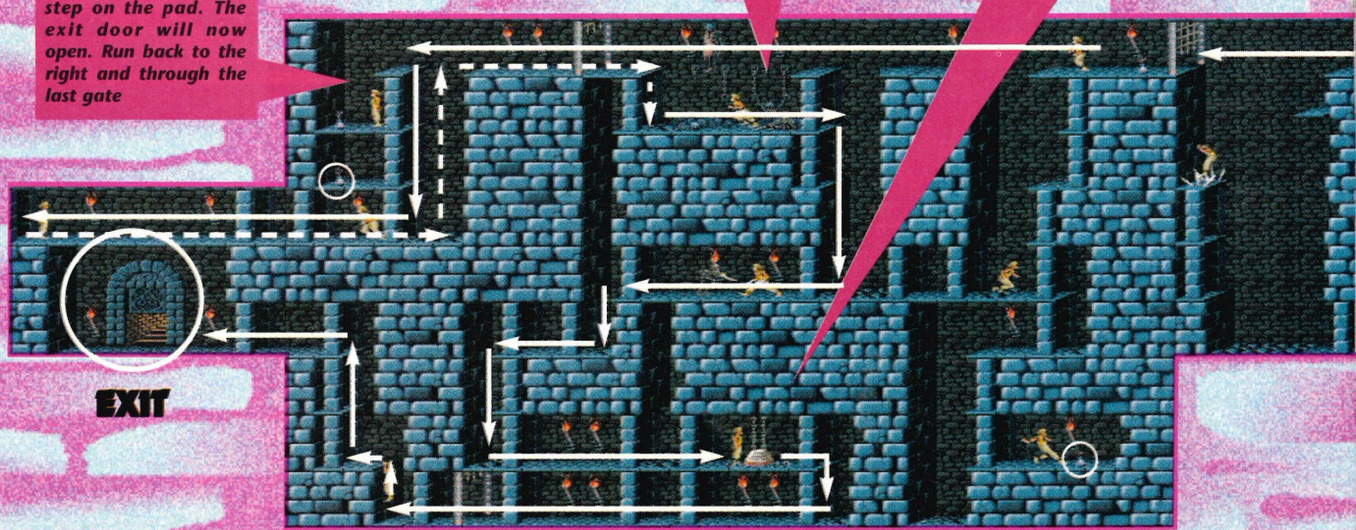


3 *Run across the top platforms and travel down past the potion bottles (do not touch the top one as it takes hit points away from you) then run to the far left and step on the pad. The exit door will now open. Run back to the right and through the last gate*

4 *When you drop down past the gate a skeleton will come to life. The only way to defeat him is to knock him back over the edge. When done, follow the platforms down and again push the skeleton back – a platform will crumble under its feet. Run left and then down*



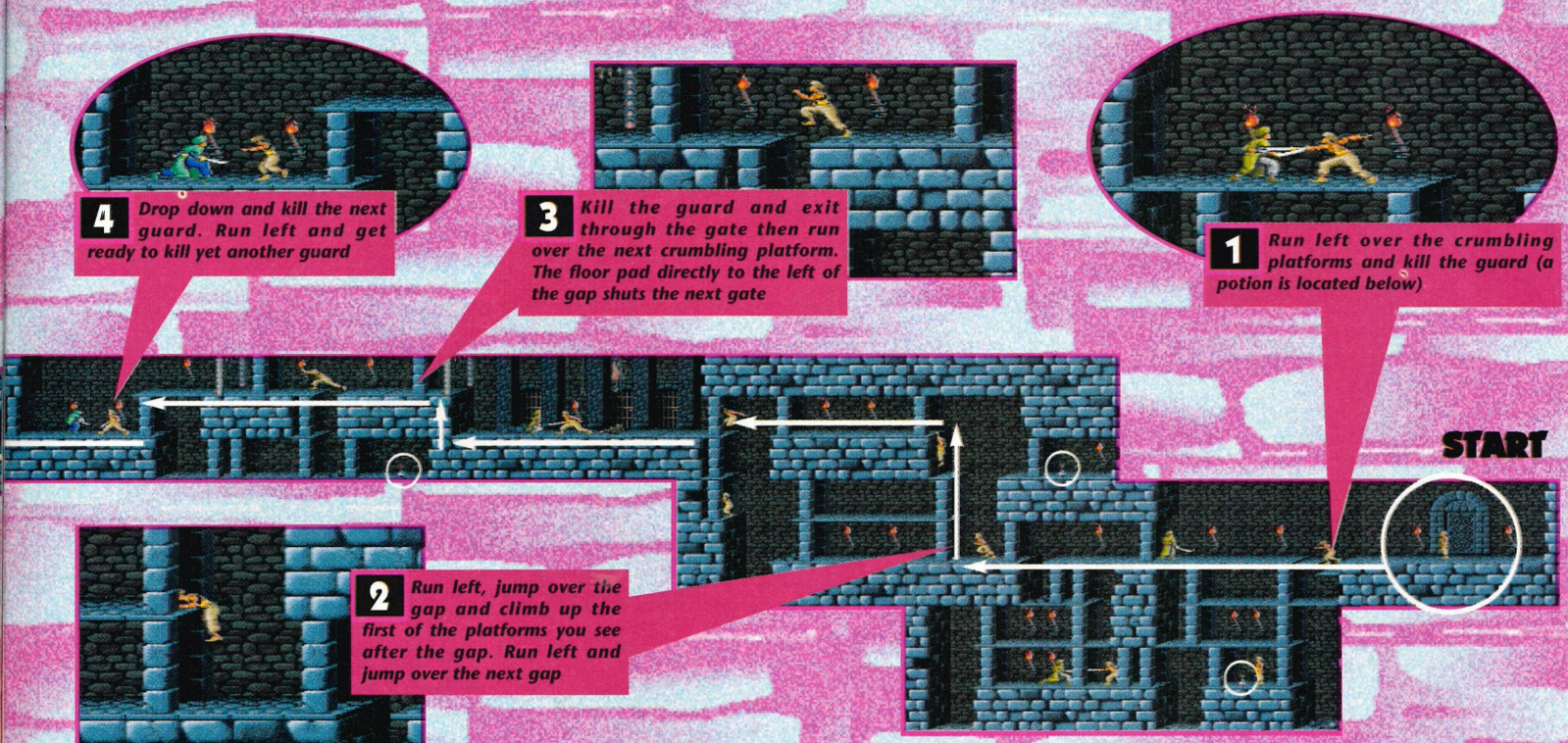
5 *To pass the press, shuffle as close as possible to it and then, when it hits the floor, start to run. Make your way round to the gate and then up to the exit*



EXIT

Level One (Completion time 2 mins 58 seconds) was revealed in the first ever issue of Control (this level is ridiculously easy) so, being the logical folk we are, we have decided to start on level 2 this month.

Level Two



The quickest route for all the levels has been detailed in order to complete the level in the shortest time possible. We have included an average completion time for each level so you know what you should be achieving. Should you wish to find all the hidden potions and secret rooms use the maps to find out exactly where to go.



CONT.

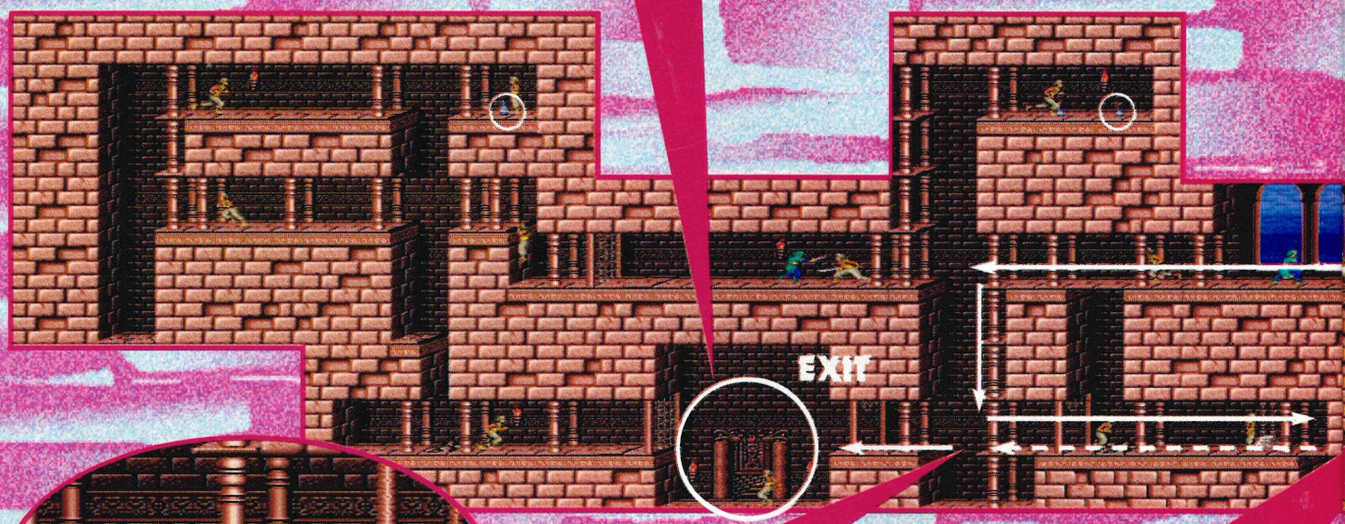
Level Three

PRINCE OF PERSIA

Level Four

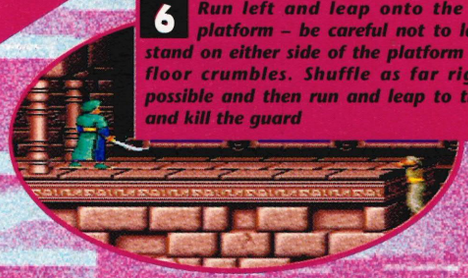


8 Now run all the way back to the left to reach the exit – a floor pad to the right of the exit door opens it





7 Go to the very bottom and step on the pad underneath the gate, then turn and jump over to the left – you should have avoided a floor pad that re-shuts the gate. Jump through the gate and run under the press. Step on the platform on the far right for it will crumble and land on the floor pad underneath, thus opening a gate to the left



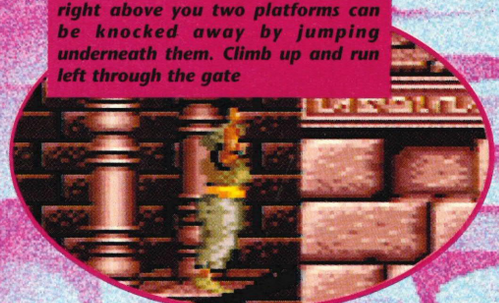
6 Run left and leap onto the lower platform – be careful not to land or stand on either side of the platform as the floor crumbles. Shuffle as far right as possible and then run and leap to the left and kill the guard

START



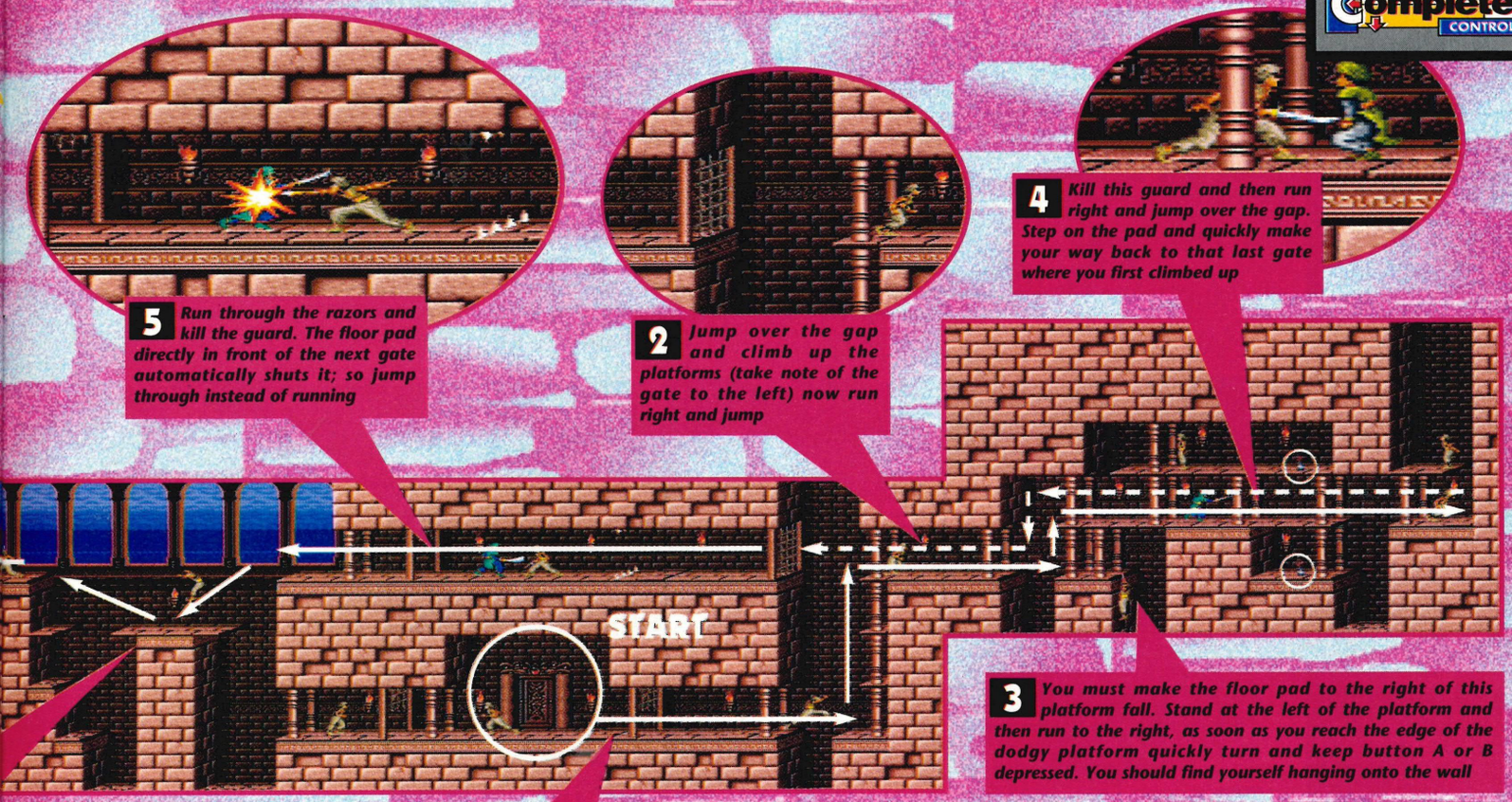
3 Once through the gate walk onto the section before the razors and hang on to the wall when the platform collapses. Haul yourself up in front of the razors and run through to the far left – a platform will collapse onto a floor pad below. Run right across the top platforms and go down to where you killed the first guard, then go through the gate on the right that is now open

2 Kill the guard and step on the pad. Jump through both gates and then clamber up. To the left and right above you two platforms can be knocked away by jumping underneath them. Climb up and run left through the gate



1 Run to the right and step on the pad, now run left through the gate. Don't go through the next gate, instead go down and then left





5 Run through the razors and kill the guard. The floor pad directly in front of the next gate automatically shuts it; so jump through instead of running

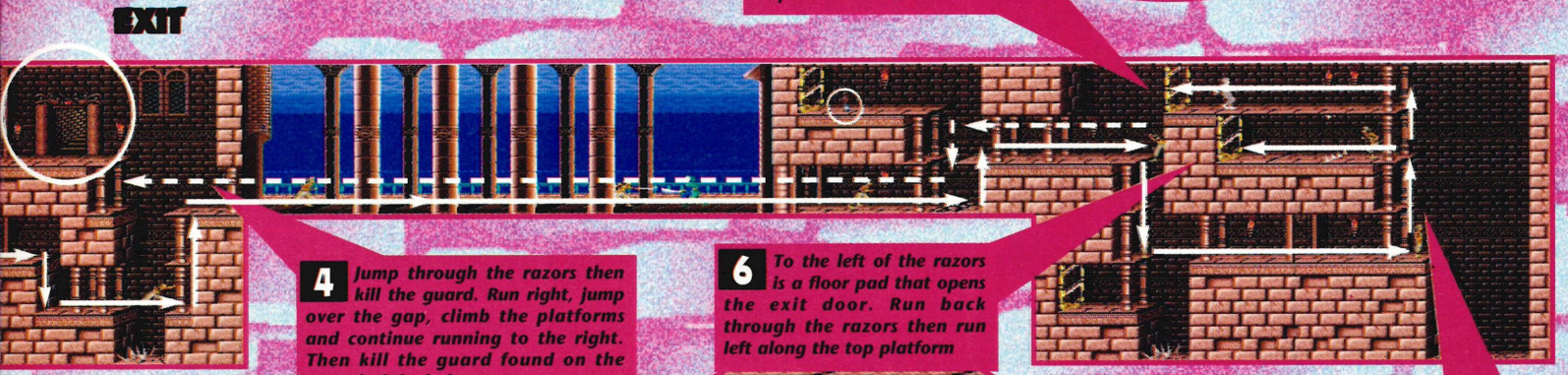
2 Jump over the gap and climb up the platforms (take note of the gate to the left) now run right and jump

4 Kill this guard and then run right and jump over the gap. Step on the pad and quickly make your way back to that last gate where you first climbed up

3 You must make the floor pad to the right of this platform fall. Stand at the left of the platform and then run to the right, as soon as you reach the edge of the dodgy platform quickly turn and keep button A or B depressed. You should find yourself hanging onto the wall

1 Run right and step on the pad, then run left through the gate and step on another pad. Now run right again

7 A mirror blocks your path but you can get past if you make a flying leap at it. Be careful though, a leap of this kind takes away a couple of hit points. Run left and make your way back to the exit



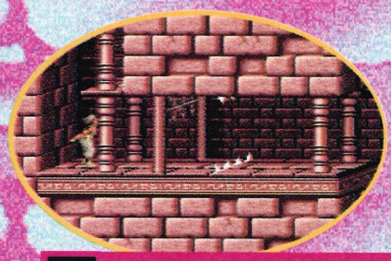
4 Jump through the razors then kill the guard. Run right, jump over the gap, climb the platforms and continue running to the right. Then kill the guard found on the second of the balcony screens

6 To the left of the razors is a floor pad that opens the exit door. Run back through the razors then run left along the top platform

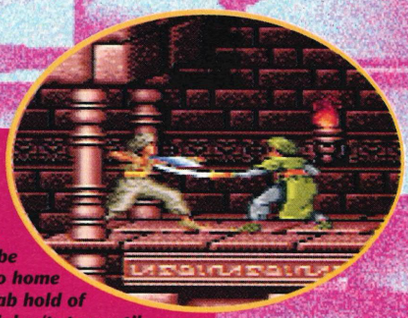
5 Run right then climb down the next set of platforms. Jump over the gap and climb until you reach the razors

Level Five

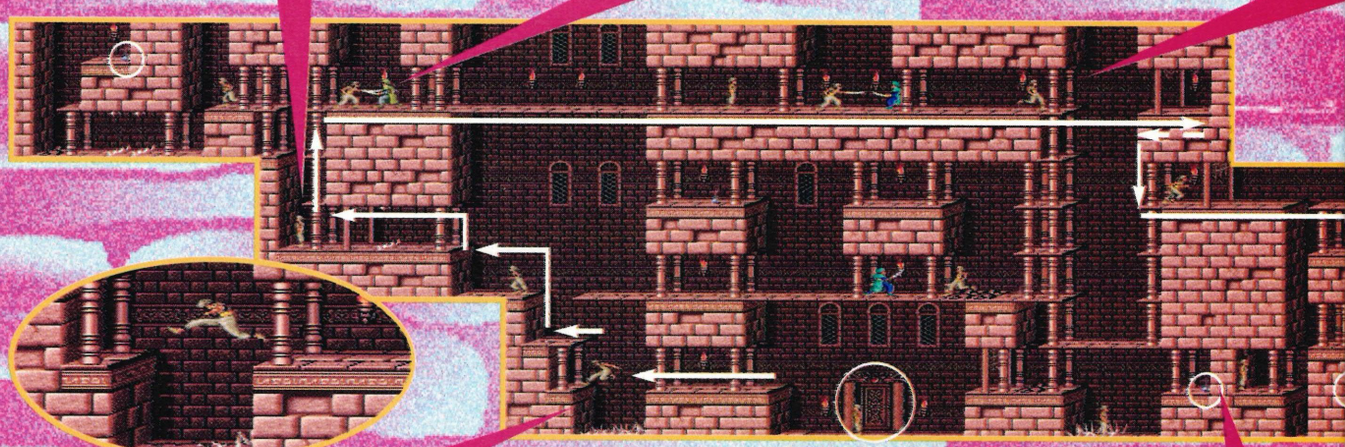
PRINCE OF PERSIA



2 Once beyond the spikes and the door climb up the platforms on the right hand side, and haul yourself up onto the platform with the guard

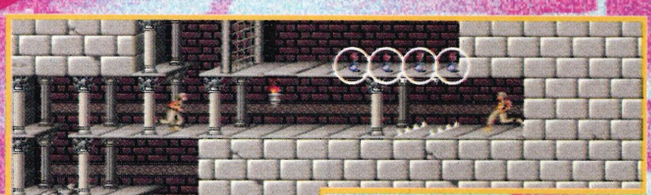


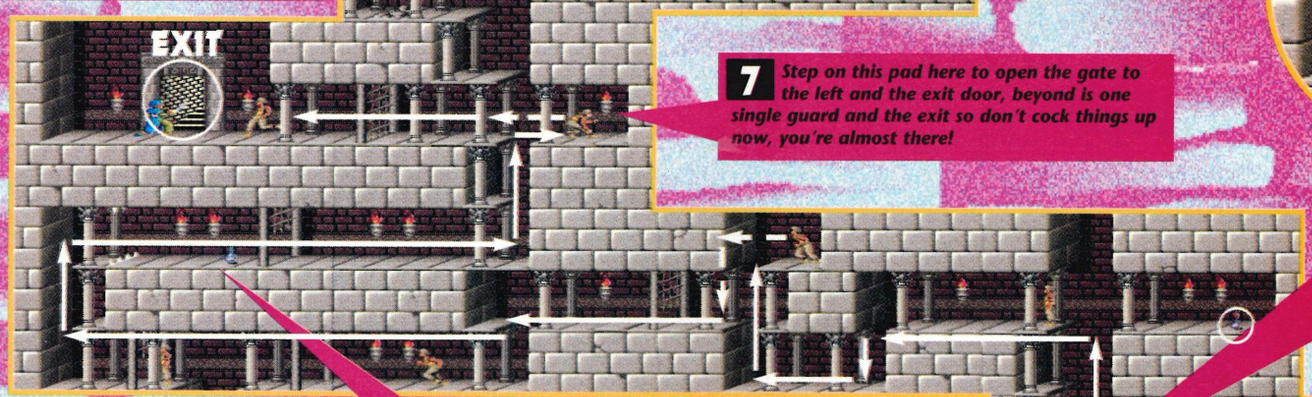
3 As you haul yourself up get ready to fight immediately. You must hit the guard first to avoid being pushed back over the ledge, but you will have to be quick as the guard begins to home in on you as soon as you grab hold of the platform. Run right and don't stop until you reach the next guard as the platforms crumble beneath you



1 From the start, run left and be sure to jump over the spikes then continue up and left. During your ascent do not go right as the unsupported platforms collapse. Just before you climb up to the platform with the spikes you will stand on a pad activating a door just beyond the spikes. Be quick

If you find yourself here don't panic, this wall is false!

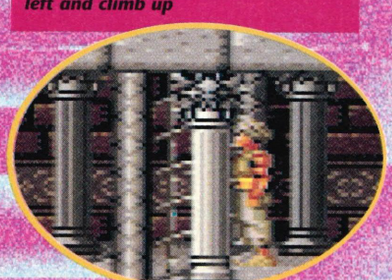


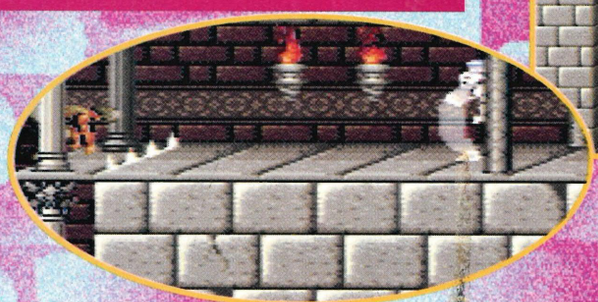


7 Step on this pad here to open the gate to the left and the exit door, beyond is one single guard and the exit so don't cock things up now, you're almost there!

5 You will reach a gate that will open as soon as you get directly next to it, once through the gate run left until you bang into the next closed gate, platforms will crumble as you pass over them thus opening the gate in front of you. Run left and climb up

6 As you haul yourself up onto the platforms with the blades you will see a ghostly figure appear to the right and swig a vital potion that you had your sights on. Don't worry about him, instead carefully time your jump through the blades and continue running right, the figure will disappear







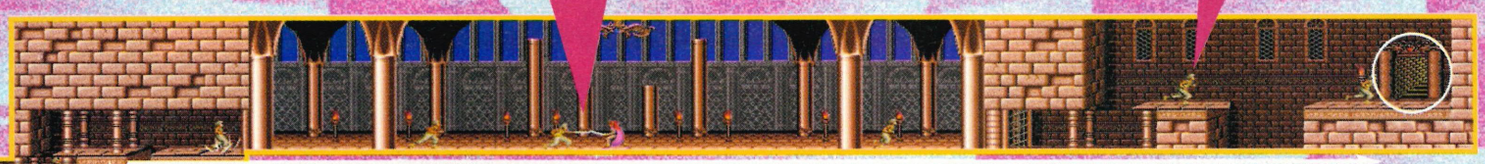
4 Once at this large gap jump to the right, through the open gate and get ready to step on the pad. As soon as you step on the pad you must make a quick dash to the edge of the platform, climb down and then press the climb button again to catch hold of the platform below you when you fall. Haul yourself up and you should just make it through the gate before it closes

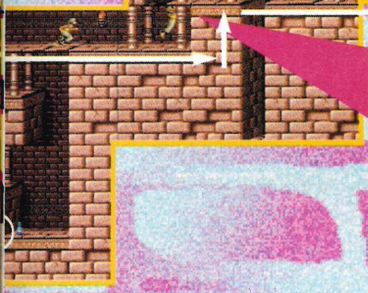


6 This ferocious little vixen is a little tricky to kill at first, being far more skilled than the guards previously encountered. Do not let her corner you at the edge of the screen, instead parry and then thrust, possibly retreat a pace or two and repeat

7 When you reach this point continue running right until you reach the exit, if you stop the dissolving platforms will only plummet you to an untimely death

EXIT

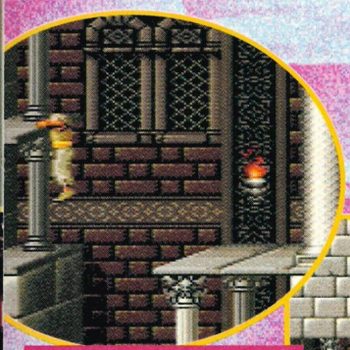




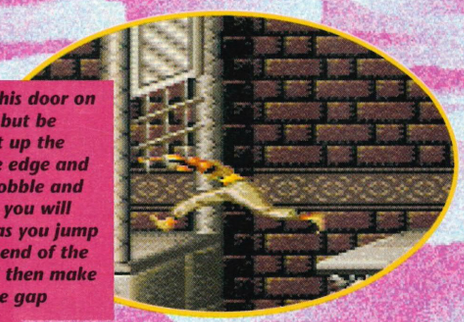
5 When you reach this dead end don't panic! Simply jump up and bash the platforms above you, they will crumble allowing you access to the final stage. Jump over the gap onto the floor pad and then walk carefully through the spikes. Run right

Level Six

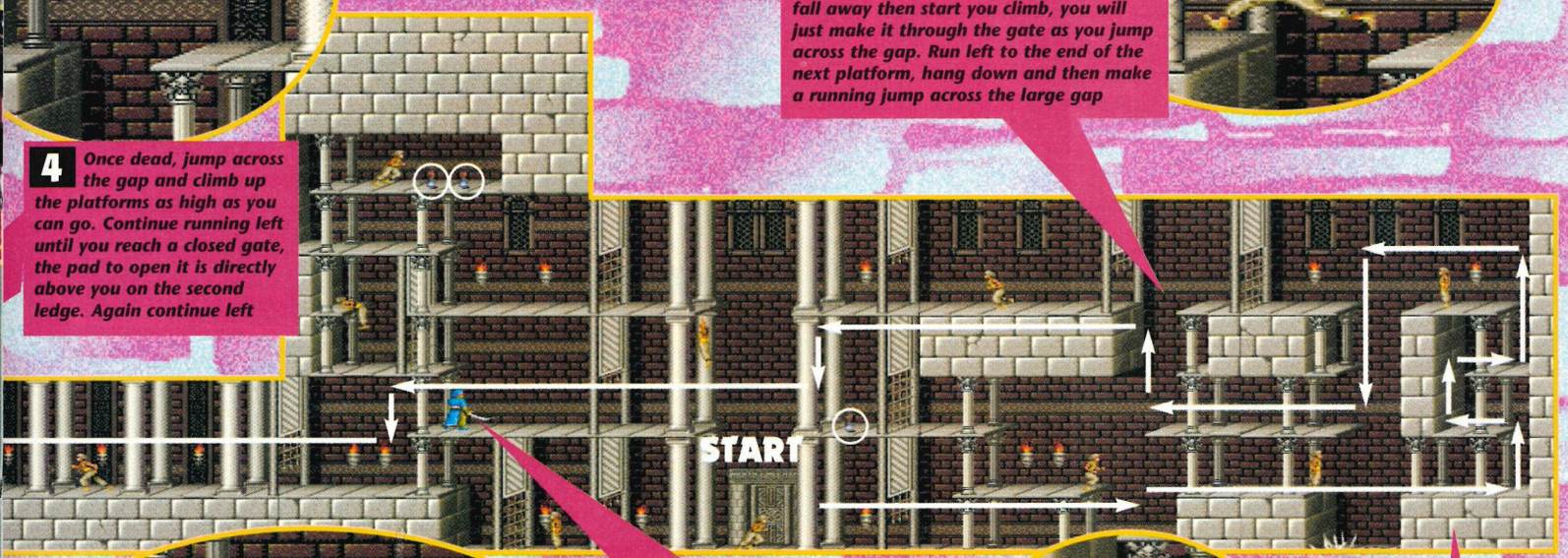


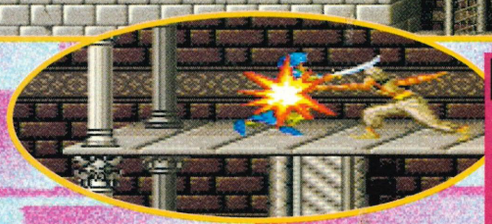


2 The floor pad activates this door on the platform above you, but be careful as you start your assent up the ledges. Walk very closely to the edge and wait for the end floor tile to wobble and fall away then start you climb, you will just make it through the gate as you jump across the gap. Run left to the end of the next platform, hang down and then make a running jump across the large gap



4 Once dead, jump across the gap and climb up the platforms as high as you can go. Continue running left until you reach a closed gate, the pad to open it is directly above you on the second ledge. Again continue left





3 Although the guard is very easy to kill be sure not to push him off the edge of the platform you are standing on, if you do so he will wait on the platforms below only to kill you as soon as you climb or jump off the platform. Kill him where he stands! Continue left and push the next guard off the platform onto the spikes below



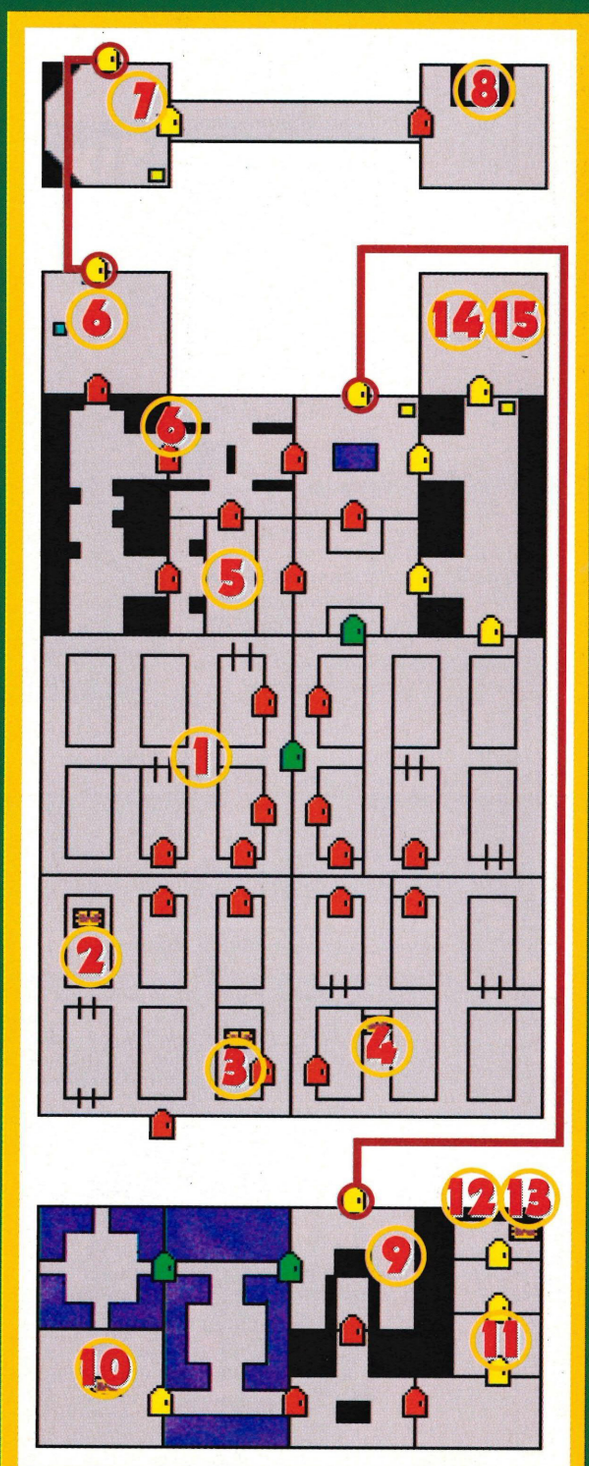
1 From the start run left to step on the floor pad and then run right through the open gate, follow the arrows until you reach this point. Continue following the arrows in this zig-zag formation and then climb down the next set of platforms until you reach the next floor pad

Level Seven

THE LEGEND OF ZELDA III

Welcome to the last part of the ultimate guide to Zelda III. Now you can finally find the seven maidens, vanquish Ganon and rid the land of all impurities. After completing Skeleton dungeon make your way to the Dark World village gargoyle and pull his pitchfork to enter Blind's Dungeon. Here you must find Blind the thief (disguised as a girl) and expose him to light. The Boss will then appear and you can free the fourth maiden.

Blind's Dungeon



1. The red doors marked in these rooms show where it is possible to go onto the lower level
2. Map
3. Big Key
4. Compass
5. Be extra careful on these conveyer belts
6. Hit the crystal switch to get through both these doors
7. Don't pull this lever
8. Throw a bomb onto these cracks to allow light into Boss room below
9. Lift up this block
10. Here lies the Titan Mitt but watch out, for the floor will fall away
11. The big key opens these three doors
12. Here you find a nubile young girl (but really it's Blind in disguise)
13. With your chance of romance quashed lead the so called girl to the boss room and onto the pool of light
14. Boss
15. Vicious Teddy bears assault you now but can easily be terminated by a ruthless amount of hacks from your sword. Kill the three bears and you will have the fourth crystal. You are now halfway through the whole shebang





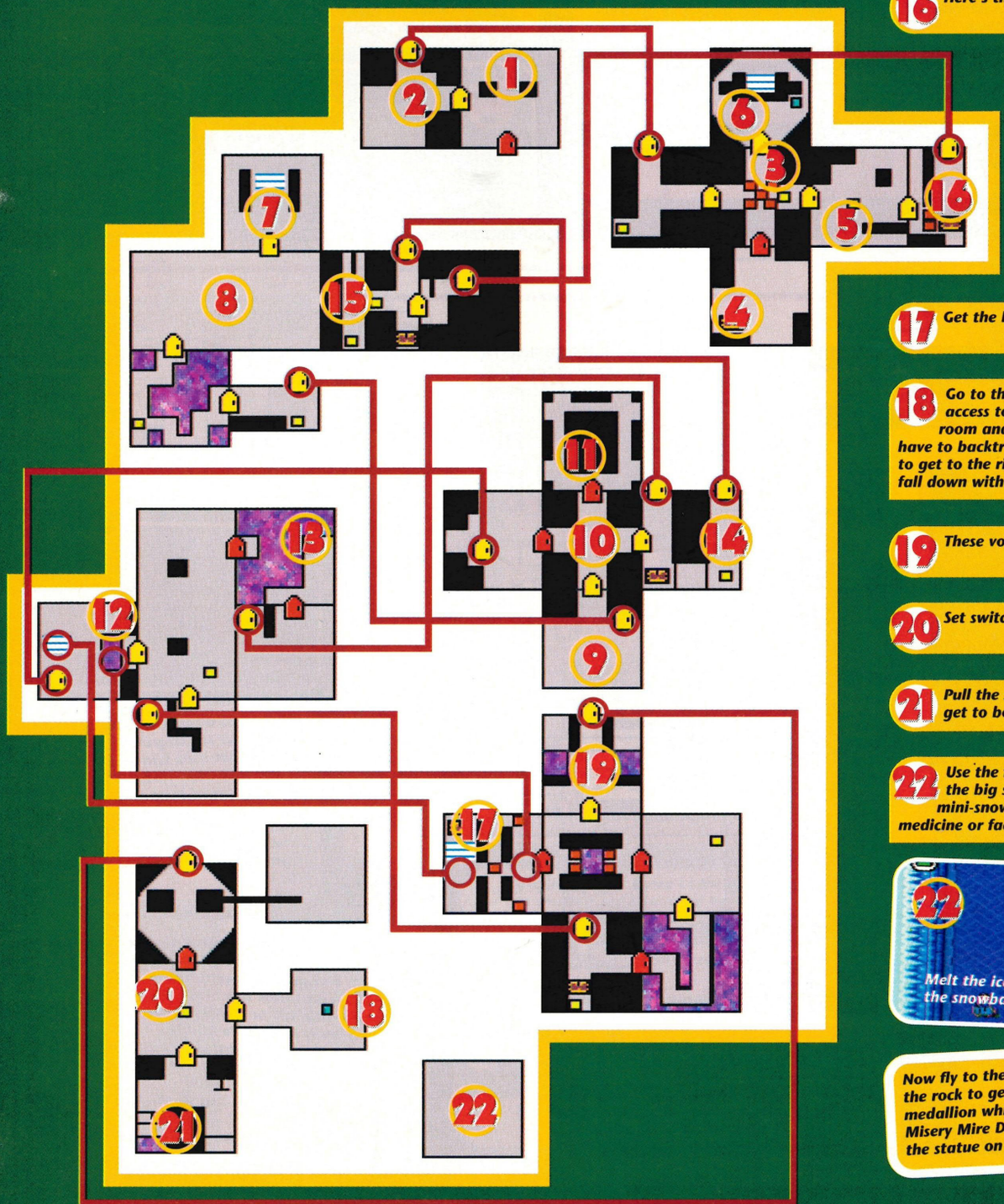


Next you should fly to the graveyard in Light World. Dash at the tombstone after removing heavy stones and you will enter and obtain the magical cape of invisibility. Now fly to the mountain transporter and change to Dark World. Walk off the ledge and drop to cave below. Use the cape to cross the spikes and obtain the protective Staff of Byrna.

Now fly to the pond of happiness and lift the heavy rock on the island in order to enter the Ice Lake Dungeon (try to get or buy as much magic as possible before you go in – you'll need it). Go to the cave positioned above the lake and bomb the hole on the left then enter to pick up the icerod.

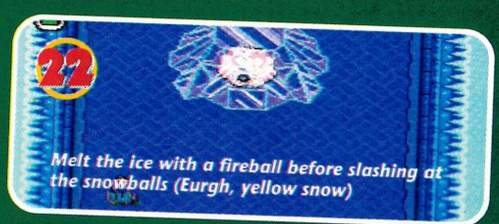
Ice Lake Dungeon

1. Use the firerod to kill this icy fellow
2. A monster holds the door key (don't hit them when they are flashing)
3. The middle block moves here
4. Kill all penguins to get the compass
5. Stand in the bottom right hand corner to kill these penguins
6. Place a bomb on the crystal and run across to the other side to get to bomb and fall through the cracks
7. Slash these nobodies (ha ha) then put a bomb on them to finish them off
8. Kill the monsters to get through the door
9. Use your ether magic to kill these penguins then grab the goodies
10. Watch the big spiker
11. This collapsing floor leads to the next level
12. Bomb the floor to fall to the next level
13. Use the hookshot to cross here
14. Use the cape to cross spikes and press switch to see chest
15. Pull the statues' tongues to open door and press switch to get the map
16. Here's the big key!





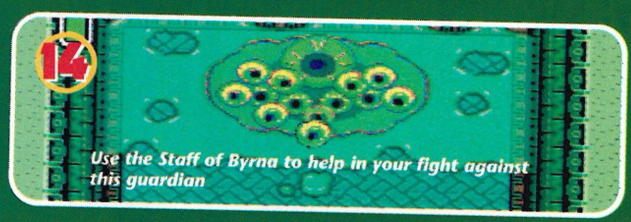
17. Get the blue mail with the big key
18. Go to this crystal switch and hit it to gain access to the void. Now return to this void room and push the bottom left block (you'll have to backtrack and fall down the void marked X to get to the right block). Now push the block and fall down with it
19. These voids lead to faerie rooms hidden in pots
20. Set switch with the block
21. Pull the statue out of way and lift this block to get to boss
22. Use the firerod to melt the ice and then slash the big snowballs whilst avoiding the falling mini-snowballs (you may need some life medicine or faeries)



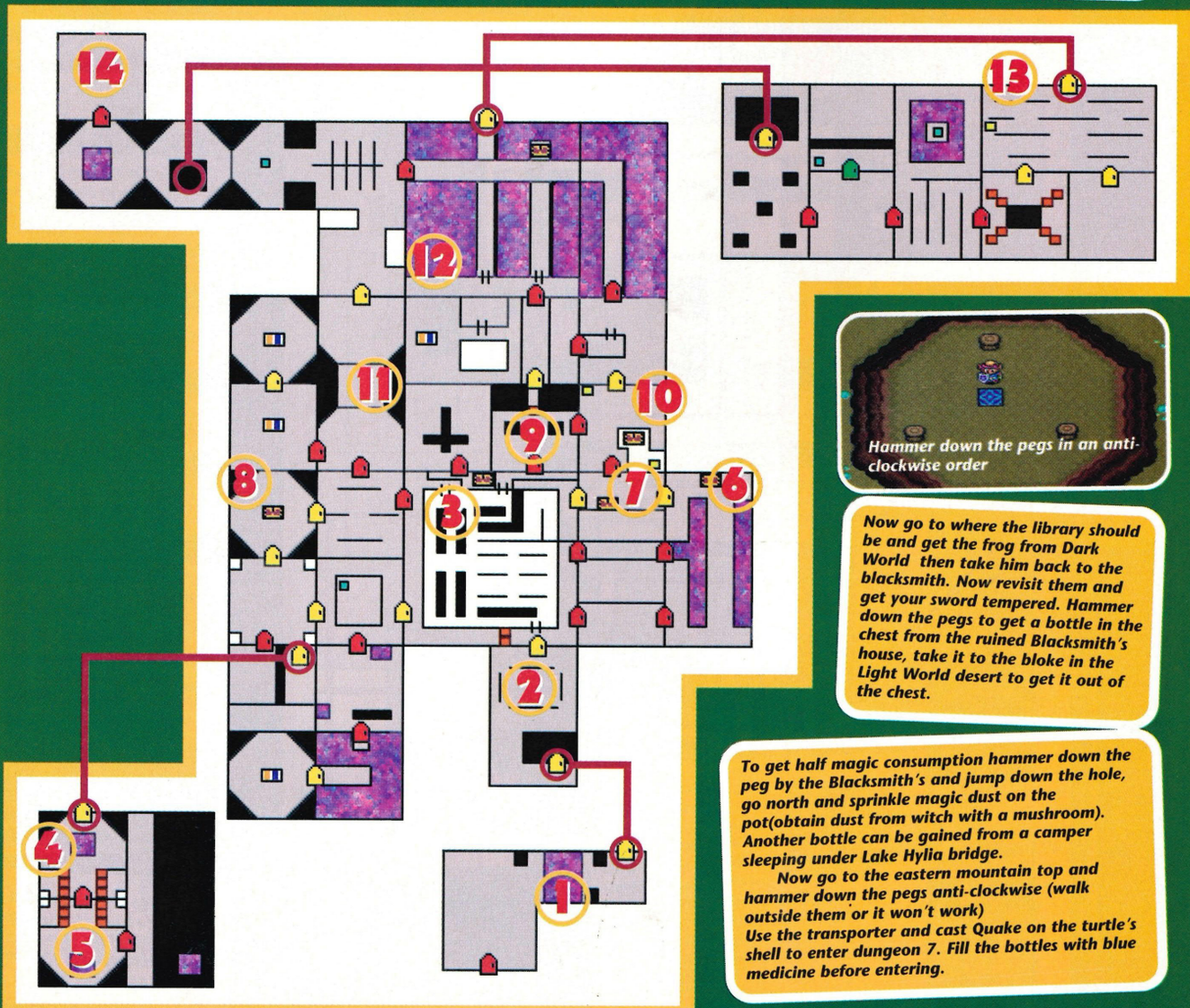
Now fly to the South West landing point and lift the rock to get to a transporter. Use the ether medallion whilst standing on the symbol to enter Misery Mire Dungeon. You can find a fairy room in the statue on the left

Misery Mire Dungeon

1. Use the hookshot to cross here
2. Kill all the monsters to open the door
3. Hit the crystal in room on left then lift up skull on the wire mesh to get the chest
4. Light these four torches to open northern door
5. Push the outside blocks in, and the middle one up to get to the torches. Light all four to gain access to the hole in next room then drop down to the Big Key
6. Here's the Cane of Somaria, you must run quickly as the floor falls away
7. Map
8. Compass
9. Push the block left to open the door
10. Use the cape to press switch and see chest
11. Use the cape to cross the spikes
12. Here's some magic
13. Use the Somaria cane at this location to form a block and set the door switch
14. With full magic use Staff of Byrna on the small eyes whilst continually slashing them, then slash the big eye and you'll get the sixth maiden



Use the Staff of Byrna to help in your fight against this guardian



Hammer down the pegs in an anti-clockwise order

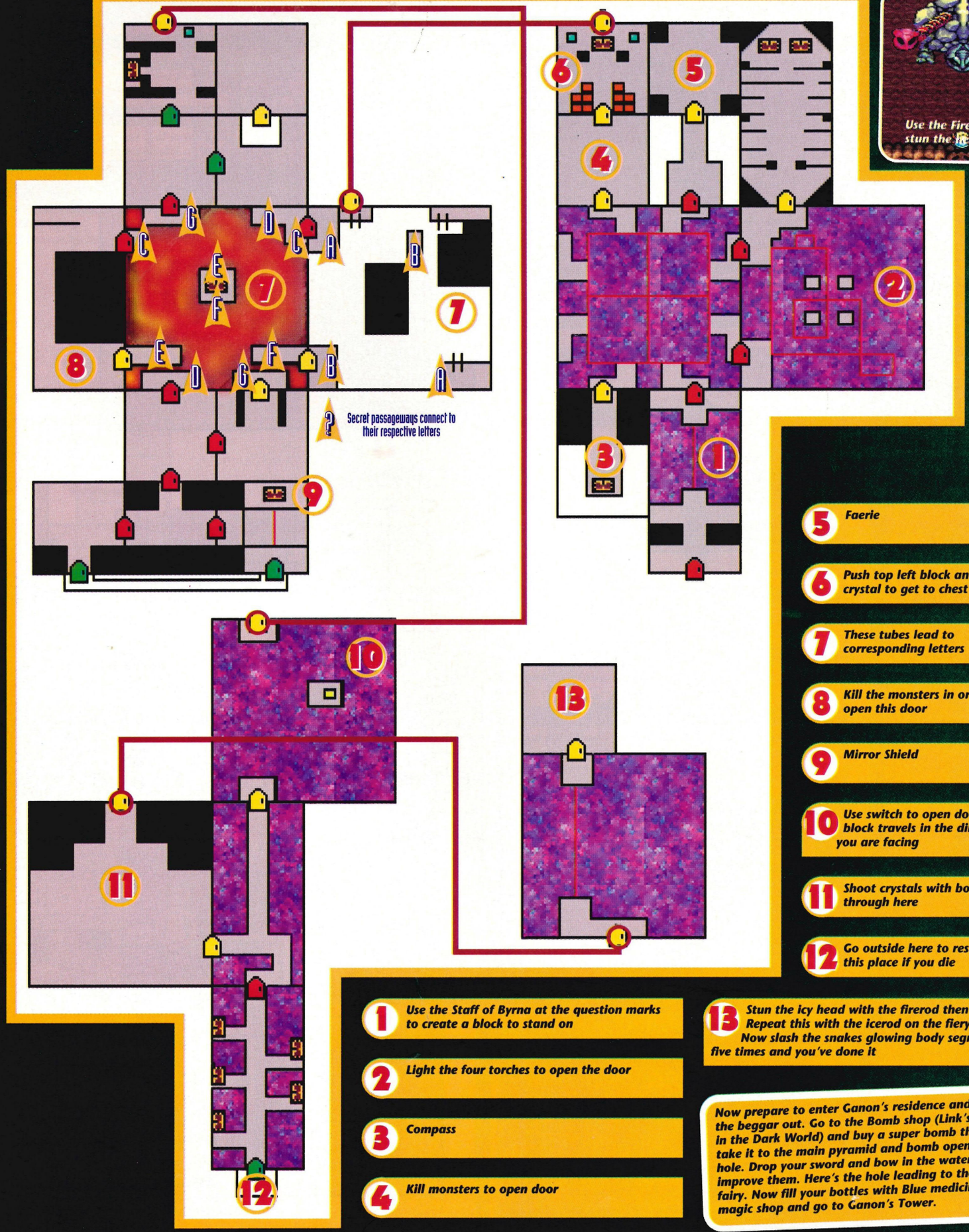
Now go to where the library should be and get the frog from Dark World then take him back to the blacksmith. Now revisit them and get your sword tempered. Hammer down the pegs to get a bottle in the chest from the ruined Blacksmith's house, take it to the bloke in the Light World desert to get it out of the chest.

To get half magic consumption hammer down the peg by the Blacksmith's and jump down the hole, go north and sprinkle magic dust on the pot(obtain dust from witch with a mushroom). Another bottle can be gained from a camper sleeping under Lake Hylia bridge.

Now go to the eastern mountain top and hammer down the pegs anti-clockwise (walk outside them or it won't work)
Use the transporter and cast Quake on the turtle's shell to enter dungeon 7. Fill the bottles with blue medicine before entering.

Turtle Rock Dungeon





5 *Faerie*

6 *Push top left block and shoot crystal to get to chest and key*

7 *These tubes lead to corresponding letters*

8 *Kill the monsters in order to open this door*

9 *Mirror Shield*

10 *Use switch to open door, block travels in the direction you are facing*

11 *Shoot crystals with bow to get through here*

12 *Go outside here to resume in this place if you die*

1 *Use the Staff of Byrna at the question marks to create a block to stand on*

2 *Light the four torches to open the door*

3 *Compass*

4 *Kill monsters to open door*

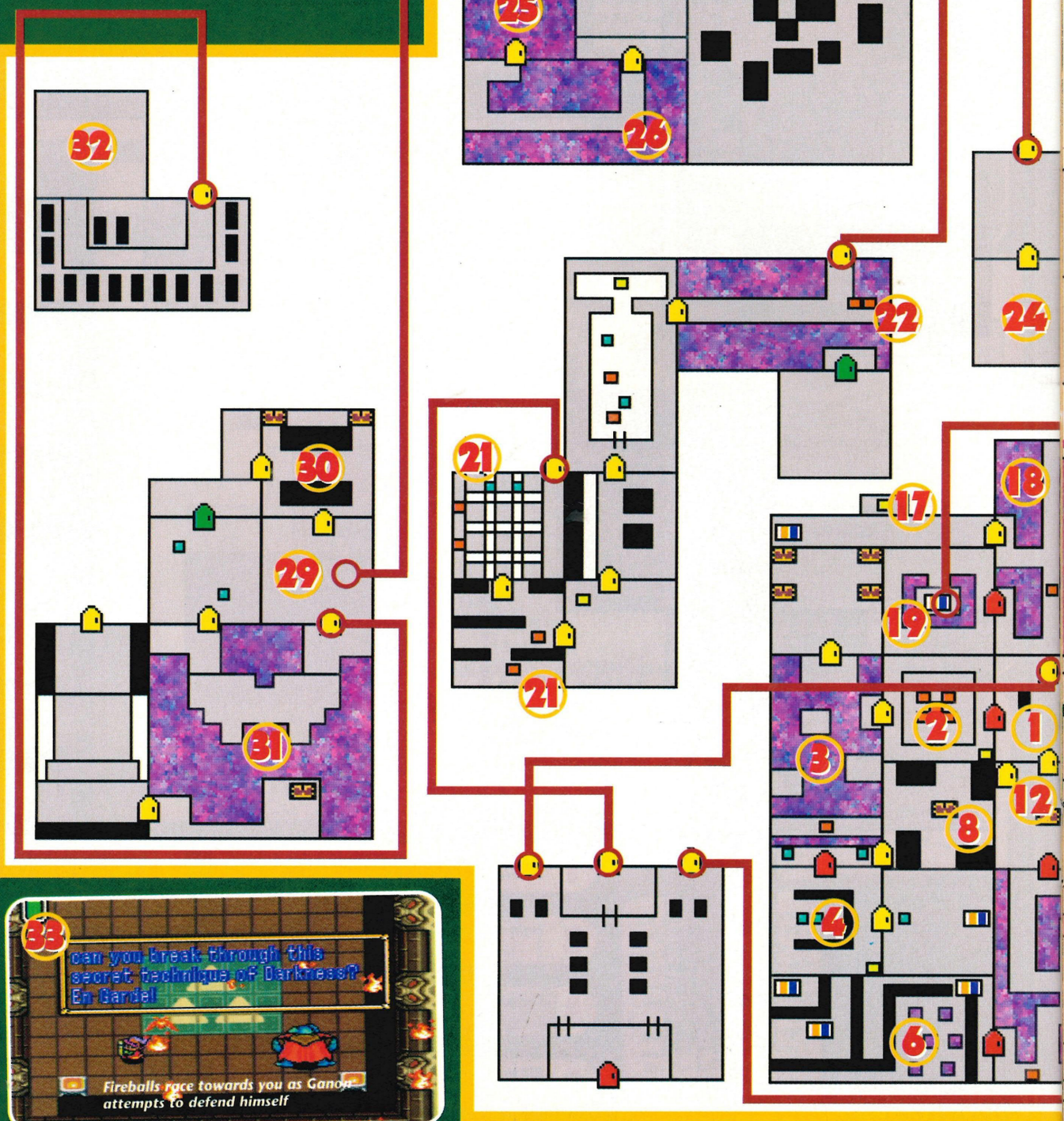
13 *Stun the icy head with the firerod then slash it. Repeat this with the icerod on the fiery head. Now slash the snakes glowing body segment five times and you've done it*

Now prepare to enter Ganon's residence and lay the beggar out. Go to the Bomb shop (Link's house in the Dark World) and buy a super bomb then take it to the main pyramid and bomb open the hole. Drop your sword and bow in the water to improve them. Here's the hole leading to the fat fairy. Now fill your bottles with Blue medicine from magic shop and go to Ganon's Tower.

THE LEGEND OF ZELDA III

Ganon's

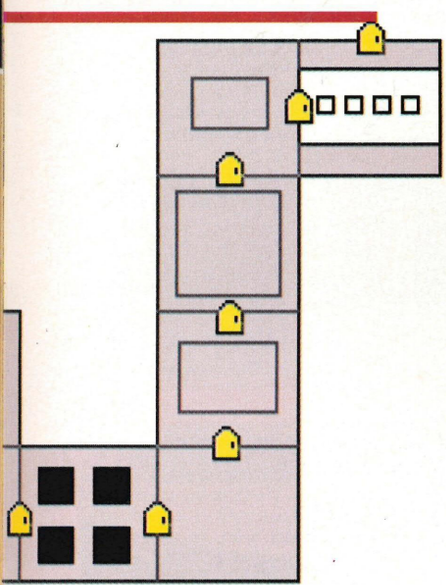


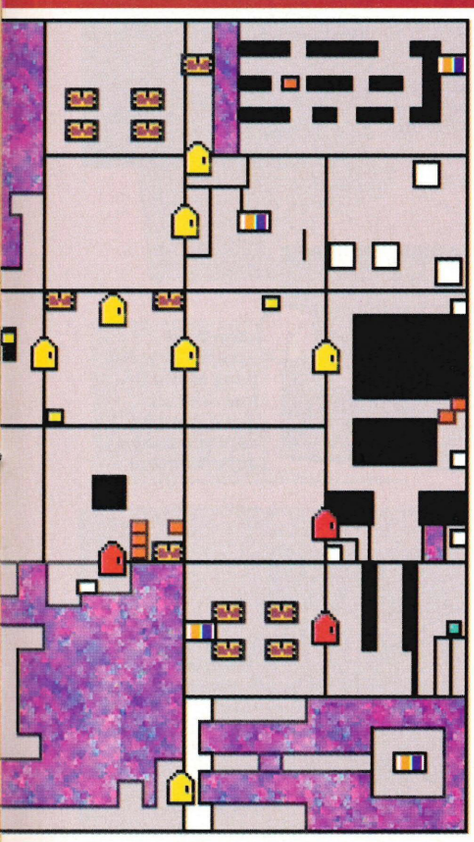


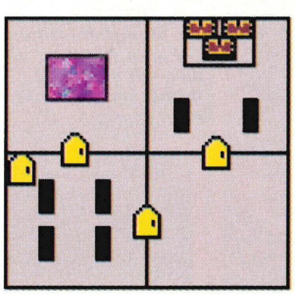
Tower

1. Bash the key off the pillar
2. Hammer down red blobs and push block onto star to get key and shift holes
3. Use hookshot and move block to open door. Lay bomb on crystal then run through
4. Lay bomb on first crystal only
5. Push block to appear chest with key then hookshot across
6. These rooms have many transporters but you'll soon get to the large room at the bottom
7. Use ether to appear invisible floor
8. Map
9. Bomb bottom right hole to drop to Armos knights
10. Faeries
11. Big key
12. Red Mail
13. Dodge tiles to get key
14. Light four torches to open bottom door
15. Throw bombs on conveyer belt to set switch
16. Compass in chest, room changes
17. Key
18. Floor collapses
19. Star switch under statue
20. This switch explodes wall to next room containing chests
21. Move blocks to open both doors
22. Run into blocks to knock yourself across
23. In all rooms kill monsters to open doors
24. Sand Worms
25. Use ether to see path and kill four monsters to open the door
26. Kill monsters
27. Floor collapses
28. Light four torches to open door
29. Floor collapses, so light four torches to open the door
30. Monster holds key
31. Chest appears when Giant Wurm is dead
32. Agahnim has two replicas but he is slightly brighter so you know whose beams to reflect, but now Ganon transforms and flies to his pyramid, by golly, quick, follow him
33. Here he is! Firstly, avoid his cane and give him a good stabbing. Now avoid the firebats he releases and slash him before the fireballs appear, continue until he starts dancing around breaking the floor. Hit him when he stops and jumps

After he's said this everything goes dark. Light both torches to reveal him then slash him (stay near the edge to avoid firebats). He should freeze when you hit him, when he does pump him with a silver arrow. If you keep it up, soon he'll be well and truly knackered. That's it! You've done it!









As the credits roll a tear wells in your eye and a fierce ball of pride fills your chest. Champion my son, flaming champion.

BART'S NIGHTMARE

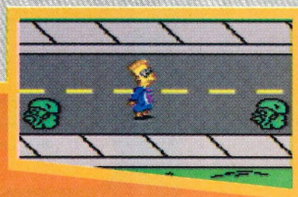
Don't have a cow man! If Bart's nightmares are giving you countless sleepless nights then take a look at this handy guide to finding all the cheeky yellow boy's homework.

Windy World

Firstly, here's an explanation of Windy World and all its quirksome freaks and foes.



1 Jump over these maniacal mailboxes to receive points, directional advice, chewing gum or watermelon pips for spitting. What an unpleasant young man!



2 These confounded creations must be jumped or avoided as you will lose a Z if they hit you. Avoid them if you have been slowed by a puddle as they will swarm around you



3 Your magical sibling will transform you into a frog unless you avoid her witch-like wand



4 If you do get turned into a wart ridden frog then go and get kissed by your old granny and you'll be back to normal (spitting, blowing gum, the youth of today, tsk tsk)



5 Oh dear, Bart's going to get hit. If he is hit by a bus or certain other objects then you lose a Z but if you blow a bubble and hit a blue Z with it then you get one back. If you hit a red Z then the bubble will burst. So don't hit it



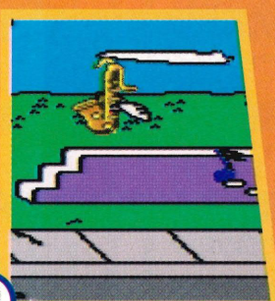
6 Jump over this to get a skateboard



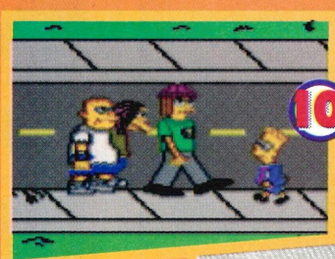
7 Yo! Rad man. Skate in order to gain extra Zs, jump the cracks, stones and other obstacles. The longer you stay on the more Zs you get. It's the best way to stay asleep



8 If this principal guy gets you you'll soon be dressed in a smart suit, You can't blow bubbles but you don't lose Z's. Jump into a puddle to get out of these respectable togs



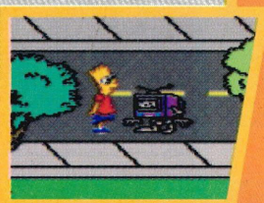
9 Don't get hit by the musical notes or you'll have to moonwalk which is extremely tricky



10 Don't get caught up in this gang or you'll lose some Zs. Avoid them by aiming a bubble at Jimbo's face



11 Wait for Lisa to free you by changing them into dirty rats



12 This street ain't big enough for the both of us. If you see a telly then spit a pip at it. Usually this will make a page appear



13 Mmmm! That's what I like to see. This page will lead you to other levels if you jump on it. Now let's explore the dark recesses of young Bart Simpson's mind

Bartman

The Bartman level is high in the sky. A strange assortment of freaksome flyers in their flying machines await you. They go up tiddly up up they go down tiddly down down.

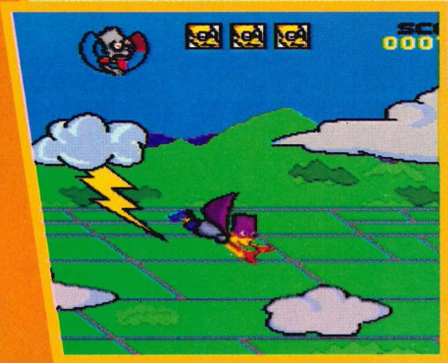


3 *Shoot these balloons to get some goodies*

1 *This fellow drops a squishy which gives you an energy boost. But watch out for rockets and small planes which you should shoot or avoid*



2 *Run from this nasty cloud which tries to fry you with bolts of lightning. Best option is to fly away as fast as possible*





4 *These female fliers are best dealt with by going to the top right and giving them a volley of shots. When they have gone past go backwards to get them again. Remember that you can touch anything but the basket, the balloon will not harm you. Careful for the bombs they drop*

5 *To finish these two dumb animals bait them down to the bottom of the screen and avoid the peanuts. Now shoot up above the pathetic pairing and drop shots on them. Repeat this a few times and they're goners*



6 *Use the same plan as before for this bloke, go down and shoot the dart he fires, now rise above and pump him full of lead. However, this guy is harder than the elephant so try and be quick and nimble*





7 *The best route through this nuclear smog is near the bottom, so take it easy and avoid the rockets*



8 *When you hear the gunfire start moving to the bottom and shoot the flying ace*



9 *Now move upwards and get above the plane to hit it on its second run. Continue this until you've blown him away*



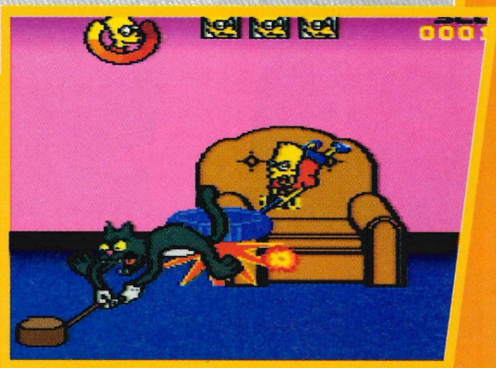
10 *Ouch! Bart takes a hit from this rotten bounder. Keep going, you'll soon have the cad blown out of the sky*

BART'S NIGHTMARE

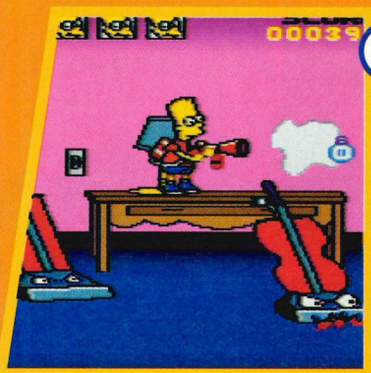
Itchy and Scratchy

This door leads to the crazy cartoon world of Itchy and Scratchy. Wap Bam WALLOP YEEEOWCH!

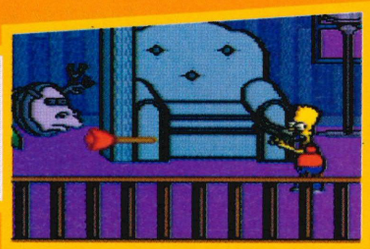
1 *Run to the right and get the hammer then run back to this chair and jump up onto it. Bash this pair of sadistic tinkers from here without danger of being hurt*



2 *Now through to the next room. Run past the exploding phone and jump onto the table then shoot light bulbs to get extra lives. Now get down and into the middle of the screen to blast the hoovers and the violent animals that come from right and left. Now upstairs for more hectic battling*



3 *After blasting the hoovers grab this sucker gun and stand halfway down the screen in the middle. Shoot continually from side to side and you'll soon be in the kitchen*



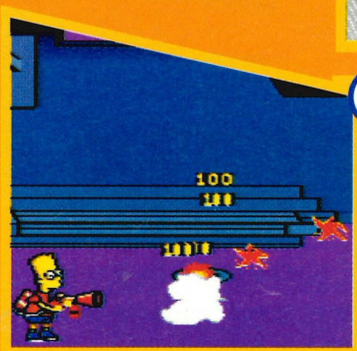
4 *Run across and avoid the nasty phone, best to stay at the bottom of the screen. If you don't get hit it's easy. Stand just past the cooker and blast the gruesome twosome continually until they've been battered*



5 *If you do lose your weapon stand here and get the cola cans that roll towards you. Use them to spray away Itchy and Scratchy once and for all*



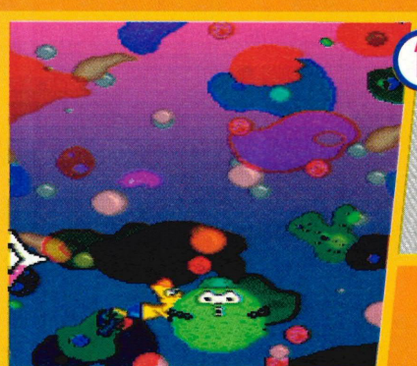
6 *There's another level of this cartoon capery later on. Use the same methods as before and on the last section stand by the table with the saw and pop out to kill things. Then shoot these fiery things. When you've shot a wave of them keep spraying the boiler door to get a page*



Bart's Bloodstream

Bart's imagination runs rife as he enters his own bloodstream. Germs try and shoot you but you can literally blow them up.

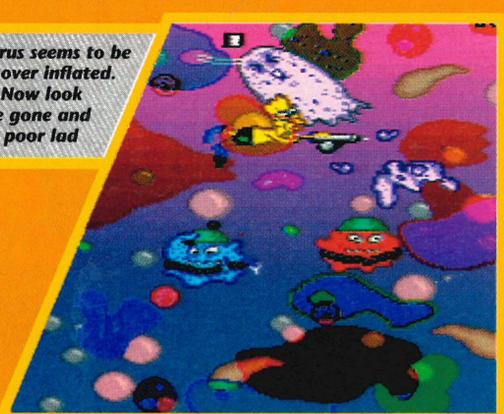
1 *The viruses can only get you with bullets which are shot out of their helmets, so try and get them from below and avoid floating above them for too long*



2 *When you hear a strange cry then Smilin' Joe is about to appear, touch him to break down the force field surrounding your homework. Try and stay at the top when he shouts so you have time to touch him*



3 *This virus seems to be rather over inflated. Whoops! Now look what you've gone and done to the poor lad*



Bartzilla

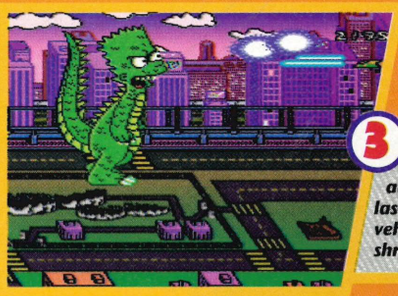
Gadzooks! The only thing to do is call Bartzilla in to totally decimate the city. Naughty violent tendencies in his dreams, quick, call for a child psychologist!

1 *Shoot forward in this fashion fairly often as these helicopters tend to shoot you regularly*



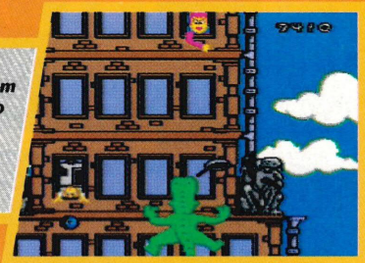


2 *These tanks are a problem. The trick is to not hammer your downward laser button but take your time when firing, only fire again when your laser has hit the tanks or the floor*

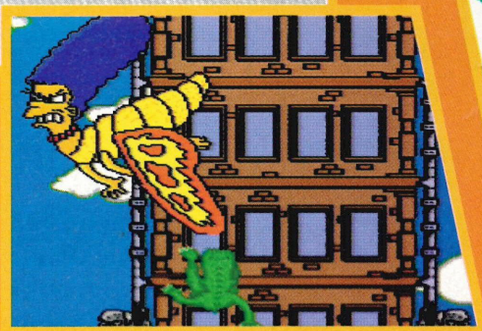


3 *When you hear and see jets fly past below you it means that more jets are going to come at head level so start blasting with the straight laser as shown here. You will get hit by various vehicles but keep on firing and you should be shrunk and find yourself climbing a building*

4 *Folks drop unpleasantly large or nasty objects from above so move to the side to dodge them. This woman is dropping a dead fish on you. Honestly, some people ought to have more consideration*



5 *Here's Momthra. She'll knock you down but keep on climbing and you'll make it to the top*





6 *When you reach the top go from left to right to avoid this big baboon's fist and as soon as you get near electrocute the grumpy ape. Aye Carumba that you creep*

7 *Here's Homer on the way down. Byeeeee!*



Maggie's Temple

This door leads to Maggie's Temple and it's one of the hardest levels so it takes a few goes. Keep going – you'll get there in the end



1 *Snatch the eggs for continues before the big bird grabs you or them*



3 *The best way to avoid the dummies is to use button R to scroll right and set off the spittle ridden thing before you get in the firing line. If a block has fire in its cracks then it's unsafe so avoid it*

2 *Give this fellow a taste of your whip to get rid of him. It's helpful to totally learn your whip directions in order to dispatch this damned devil efficiently*





4 *If your way is blocked by rows of low blocks then go back and jump on other blocks to try and raise them. This will give you a safe route through*



5 *Idaho's got his page. But there are two to get. Be quick on the second part or blocks'll collapse beneath you*

JIM BOWEN'S BULLY'S HINTS & TIPS

Welcome to another fun packed edition of Bullseye. Let's have a warm round of applause for your favourite game show host Jim Bowen!

Thank you very much Tony, that's smashing. And we've got a smashing bunch of contestants playing with us tonight. Now let's meet our first pair, a couple of lads with a real interest in competing, Koopa Troopa and his partner Toad. Evening lads, how are ya ?
We're smashing thanks Jim.

Okay, now let's meet our second team, Now, you lads are both from abroad aren't you?
Ha-Do-Ken. Grrrrrrrrrrr.
Well, that's grand. And last but not least we've got a big pair o' lads who work hard in the garage, Kong and Bowser, how are ya lads?
We're very fat thanks Jim.

On the Ball

Now, darts players up to the oche please. Smashin' darts from young Koopa there. Now, Toady, give me some passwords. *Right Jim, here they are:*
QWNQP- use up or down to select levels 1 to 99
MHWYR- go to the second plane of levels
HCCWD- go to third plane of levels

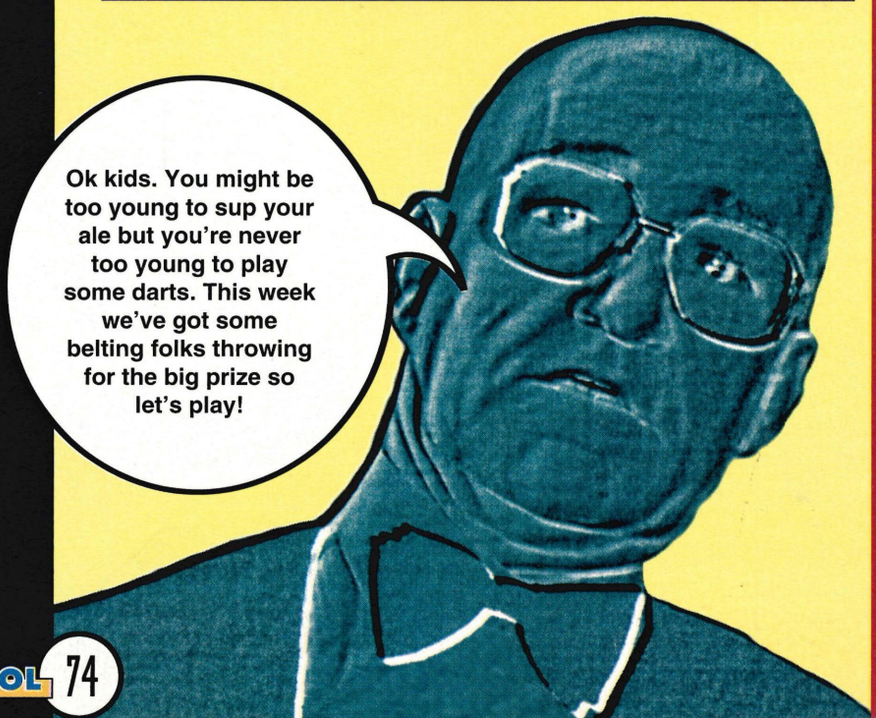
ZNGGX- see all time records

GFXJF- change the ball's appearance!

NRRRP-sound test

Super Mario Kart

Koopa's really got his eye in tonight, another perfect throw means Toad can increase their lead. Now then young Toad, for £150 tell me how to have some zany, madcap, shrunken fun on your own personal hobby, Super Mario Kart. *Sure Jim, can do. Simply press Y, X and A simultaneously when picking your driver to race as a miniature version of yourself.*



Super

Good throw from our boy from Brazil. Now, Ken lad, how do you get a level select on this game?
Sho-Ryu-Ken?
No, I'm afraid that's wrong. Hold down R and press up 9 times, and you should hear a tone. Now press start to pause the game and hold down button R, button A and select simultaneously.

Use up or down to change the level number in the bottom left corner.



Desert Strike

Stay out of the black and in the red, there's nothing in this game for two in a bed. Right Tony let's see what the boys can win.
Thanks Jim, iiiiiin one, (kids'll love it dads will too) some corking codes for Desert Strike:
campaign 2- 8ZL3H23
campaign 3- 93LLBR5
campaign 4- 9R894JH
End sequence- K9NP4TR
Thanks to Ian Lyden, Tooting for those belters

Populous

Crackin' darts from Lard Ambassador Bowser there. Can Flabby Kong tell me how to get full power on Populous?

Err yeah righto Jim, at any time press A then B, now hold left, press right and press A, B, X in that order then hit select.

If the swamp icon hasn't turned red then you've got it.

Well done, 50 points to the tubby team. We'll take a break there while I count out some money for no particular reason whatsoever. Be with us after the break!

R-Type



Spanky's Quest

Koopa and Bowser are throwing for the win. Koopa's steady hand nails the treble and the chance for a big prize. Now young Toady, can you tell me a few level codes for this game?

No probs Jim, here they are;

LEVEL	*CODE*
1-1	*000*
2-1	*732*
3-1	*354*
4-1	*116*
5-1	*988*
6-1	*470*

Super stuff from our speedy pairing, now it's goodbye to the two pie eaters Kong and Bowser, we'll have a drink afterwards – okay lads?

Er yeah, dead smart Jim.

Koopa gets prize number three, a code for the end game playing as Amy – all you have to do is win the New York Open: 08QCMVF RHRMSYY RHYH9QX J0VYQYH 4HR0CQ1 4065C6P DJSSSRL MM8

Super Tennis

Joe and Mac

That's black for Koopa. But that's red and it's number nine, how to get back in the dinosaur. When you are in the dinosaur on the last stage if you die then continue and go to the last stage. When you're in it press Start then Select. You'll then be transported inside the dinosaur without having to go through it all again.







Super Smash TV

Unfortunately we have to say good-bye to our lads from abroad. Have you had a good day boys?

Tatsu-Maki-Sen-Pu-Kyaku!

Hhhheeeeeuuuuunnnnn!

Super smashin'. While I count out their cash here's Tony with another blinder of a tip.

Thanks Jim, to get a level select go to options and press Right, Right, Up, Down, R button and L button.

You should hear Bingo!, now start with one or two players and you're there.

Gradius III

Crafty Koopa nails another in 5, some top tips for Gradius:

To reach the Arcade mode go to options and when in Game Level press button A as fast as you can until Arcade mode appears.

And another in 7, what good arrows from the green shelled lad. He's won a full power up: pause the game and press Up, Up, Down, Down, L, R, L, R, B, A and unpause for a full set of weapons.



Now lads you've won some nice prizes there but are you going to gamble? One-oh-one or more in six darts.

Jim, we decided before we started that we'd gamble whatever.

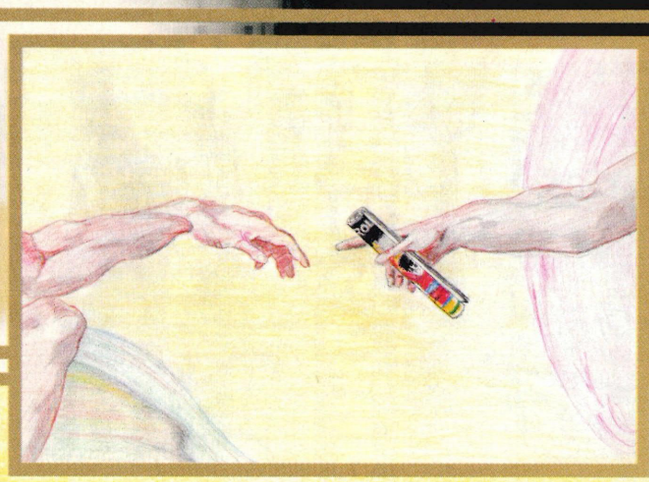
Okay boys in your own time... Oooooohhhh! Unlucky. Koopa got the 99 but young Toad was very unlucky to puncture Tony's windpipe when he only needed two. Still, your charity money's safe and you've had a grand time haven't you lads?

Yep, I think I speak for Toad and myself when I say it's been bloody special, Jim.

What a good pair of lads there. See you next Sunday folks and remember, you can't beat a bit o' Bully.

galleria

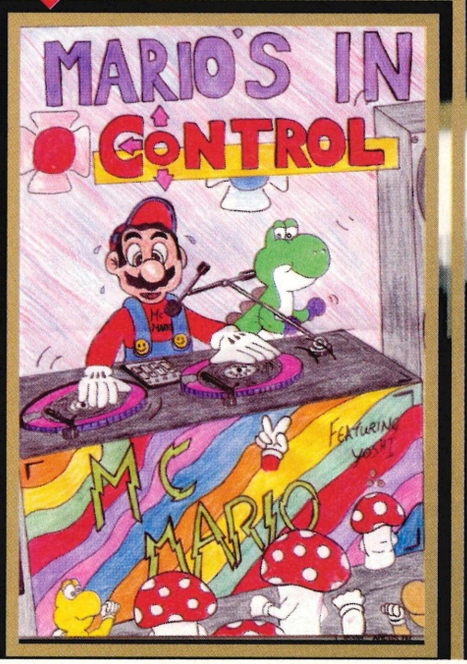
The ever-changing readers' gallery continues to boast the best artwork. The title 'Rogues Gallery' no longer does it justice, so from now on it will be known as 'Galleria d'arte' which is far more pretentious. Keep sending art. It's class.



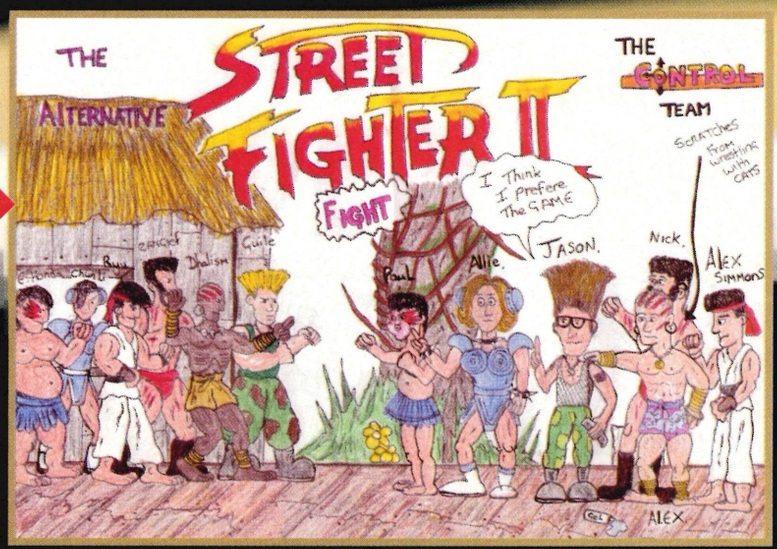
A deep and meaningful contribution from Dublin's answer to Michelangelo, Joseph Connolly. Very impressive

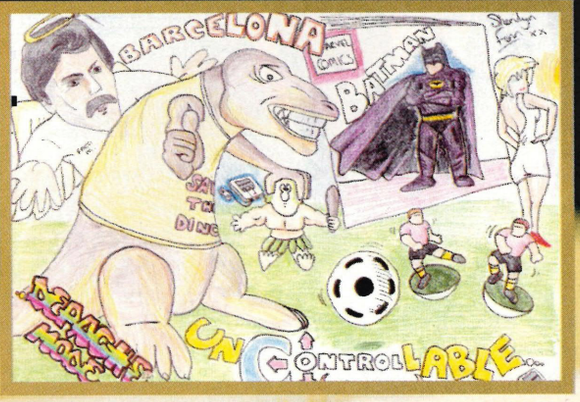


MC Mario is in the house and in Control thanks to Gavin Fox from Leeds

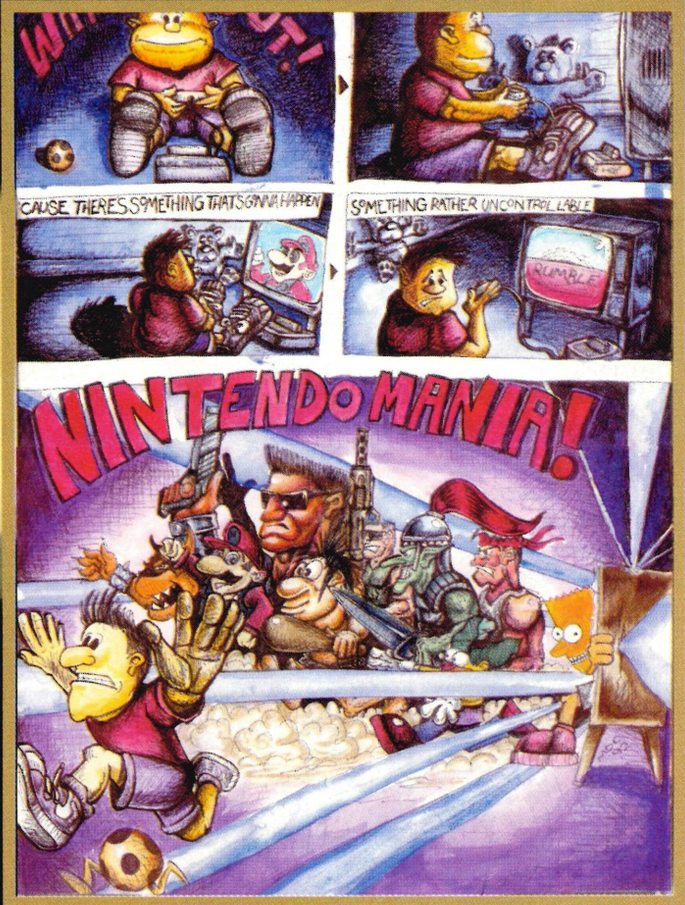


Great stuff from Gavin Smith of Cornwall. We would have won the bout





Suffolk's Phillip Almond hasn't won a prize, but we've printed his drawing



Michael Crone is the pride of Co. Down thanks to this fine comic strip

A. Nonymous has provided us with a cool frieze of the stars from Super Mario World



Blanka, Bowser, Toad and friends in full technicolour from Kit McKay

d'arte





Rob Rush's message is both plain and simple – don't ask! We won't



GAMESMASTER LIVE

There were four mile tail-backs on the M42, road warnings and heavy congestion on the M6 and constant radio news bulletins advising motorists to steer clear of Birmingham, and all because of a computer show! But not just any computer show. On the weekend of the 4th, 5th and 6th of December The Gamesmaster Live extravaganza hit the NEC with an earth shattering roar.





Heaving Halls

According to sources, a massive 45,000 people purchased tickets for the Saturday alone and hundreds more turned up in the hope of obtaining tickets on the day. The huge NEC halls were absolutely heaving with activity – it was a veritable paradise for children and queues for the major attractions were never-ending.

Presided over by a huge inflatable Mario all the biggies were showing off their latest releases including US Gold, Gremlin, Ocean, Electronic Arts, Virgin and of course Sega and Nintendo. Everyone was trying to out-do everyone else and as a result the show was visually gob-smacking.

US Gold were proudly flaunting Street Fighter II on the 16 bit home formats with the help of a giant bobsleigh white knuckle ride, a miniature pirate ship, a fair-ground wagon full of arcade machines, two inflatable sumo wrestlers and a real live Blanka and Chun-Li! Gremlin, on the other hand, were thrilling the crowds with a spectacular Nigel Mansell racing simulator.

Huge Helter-Skelters

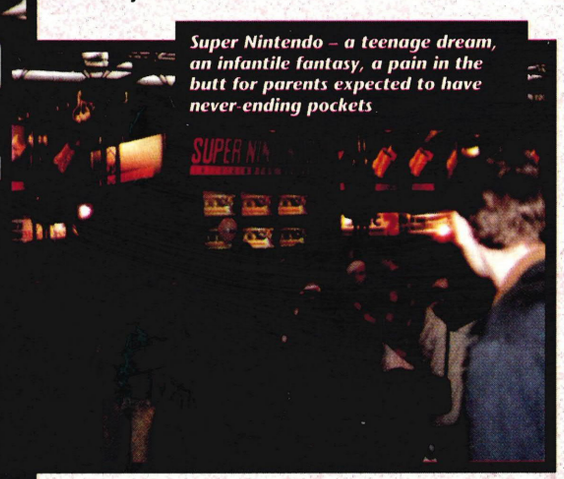
Electronic Arts had two rather impressive motorbikes and a large video wall promoting Road Rash II and Virgin were using a mini Quasar laser-tag arena as their weekend attraction. Again, Ocean had their two full size Helter-Skelters first seen at the Future Entertainment show as well as an incredibly large video wall promoting all their latest games – Lethal Weapon 3, Robocop 3 and Cool World included.

Finally, the Sega and Nintendo stands were by far the busiest with everyone trying to crowd around the mass of free arcade machines encircling both stands. Nintendo's array of Street Fighter II machines were only just visible above the hordes of hopefuls waiting to have a quick go, and Sega were busily promoting Sonic 2 with a popular Daytona Go-Kart track.

Reconstructed Rig

However the icing on the cake in many of the kids' minds was the presence of the Gamesmaster himself and his trusty companion Dominik Diamond, appearing live on a reconstructed 'Rig'. With public challenges, prizes and not a little innuendo Dominik thrilled the kids and practically had them eating out of his hands. Screams of euphoria and excitement filled NEC halls 6,7 and 8 and it is fair to say that a fun time was had by all.

Mario, the star of countless Nintendo releases on all formats. The big nosed, moustachioed plumber from Brooklyn is an icon for today



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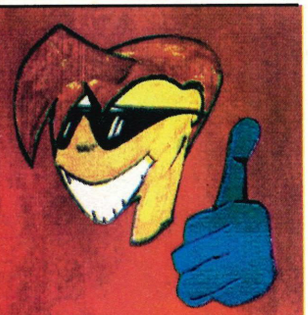
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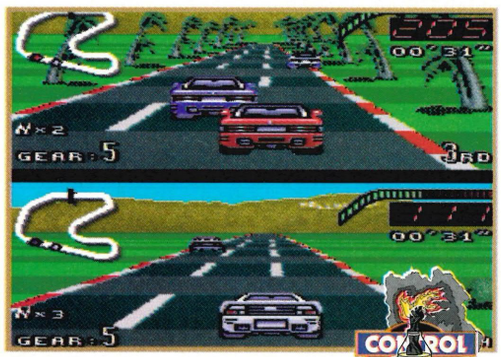
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You'll be glad to hear that all of the select band of the elite games designated a Control Classic Cocktail are available as official games – so you can sample all the Control favourites straight away.

TOP GEAR

Kemco

Kemco's Top Gear is Fast with a capital F, and it's smooth and action packed... to boot.



In one-player mode it may lack certain lasting appeal, but with two Top Gear fans it nips into another stage of being. This will swallow you whole if you give it any time.

The racing season is set in eight different countries with a total of 32 challenging tracks to confront. There are four cars to choose from with different attributes of road handling, petrol consumption and top speed.

Either manual or automatic transmission can be selected for your own preference, and adapt the control of the vehicle from four different control methods on offer. The control pad controls the acceleration, brakes and can kick in the nitro boosts. On the right of your screen is a fuel indicator that drops as the laps pass. The fuel available depends on your vehicle, and petrol can be topped up with pit stops but the three nitros are your lot, and require strategy as for when to use them.

Top Gear is a simple game and for that reason is enjoyable and engrossing. Graphically it's outstanding with some of the slickest and fastest scrolling ever to appear on the SNES.

Sounds are pretty standard, but this doesn't cause problems. After a few laps' worth of practice, the game does become a little easy and one-player completion of the game shouldn't take more than a few days. In two player mode it's marvellous.

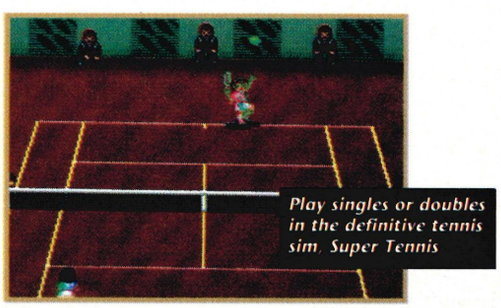
FINAL ANALYSIS 90%

SUPER TENNIS

Nintendo

A classic case of so-so graphics, mmn-ish sounds yet a stupendously playable game. Popular with everyone, Nick goes into apoplexy at the very mention of this classic.

Super Tennis is one of the most fun packed games on the SNES. You are offered many options to keep you enthralled – you can practice, play against a choice of opposition, or enter the world circuit tournaments. You can also play on your own or against a human opponent – both options are excellent. The two player option serves up the choice of singles against each other or doubles against the computer. You can play at Wimbledon, the French and US opens, or minor competitions. The opponents have special moves, either a hard serve, smash or lobbing ability, together with fore and back-hand skills, thus ensuring plenty of diversity.

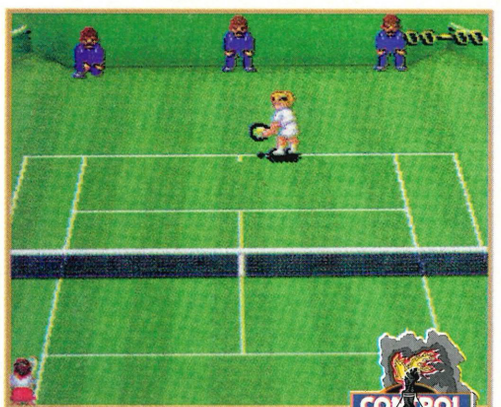


Play singles or doubles in the definitive tennis sim, Super Tennis

Each button donates a shot, from a long ranger, to smashes and lobs – the direction it flies off in depending on where your player is facing at the time of the shot. There are also a variety of courts to select from, each requiring a different approach style of play. There are lawn, hard and clay courts, all affecting the ball in speed and bounce. Graphics are cute, colourful and pretty unspectacular, but the animation is smooth and the individual characteristics of the players is noteworthy. They even curse like true (per) pros.

Super Tennis is the most enjoyable sports sim on the SNES, and one of the most playable games yet.

A highly playable sports game, Super Tennis is great fun in both 1 and 2 player modes



FINAL ANALYSIS 91%

STREETFIGHTER II

Capcom

The first 16-meg cart for the SNES, SF II oozes class. A cult game, its mass appeal doesn't distract from what is a marvellous beat'em-up.



Blanka cowers in abject terror as the mighty Russian, Zangief, steadies himself to lay out the half-man half-beast from Brazil. These are only two of the eight characters that can be chosen. Zangief's pretty bobbins actually (especially when Dave's in control)

Selecting from eight characters, the aim is to beat each other to a pulp, by being the top Streetfighter, and then face the four top baddies. Beat these four, and the infamous Balrog, and you'll be crowned as well hard. Again, Streetfighter II is another game that really makes the most out of two players. Choosing a different character from the eight, you can then try out your perfected moves against another person.

Even with the famous cheat, enabling you to play two of the same characters at the same time. All eight characters have their own special moves that require digital dexterity to perform, as well as their own different speeds, power and damage absorption. In no time, you'll be attached to a certain character, and once mastered, you'll move onto someone else, to try and suss out all their foibles.

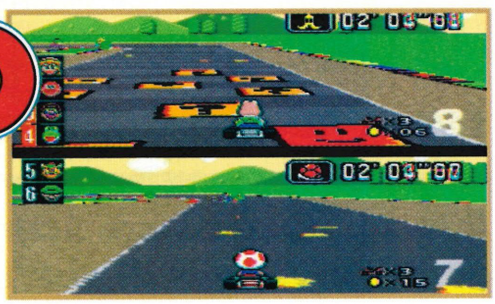
Graphically, it can't be faulted. Admittedly, there is slow down once in a while, and it's not quite as complex as the arcade version – but it's quick and responsive to your moves. Even the backdrops are animated. This is the closest thing to a perfect arcade conversion, incorporating graphics ported straight from the arcade version and top-notch, accurate gameplay. Sounds are accurate and great, too. It's an essential purchase – even beat'em-up haters may find themselves reconsidering.



FINAL ANALYSIS 93%

SUPER MARIO KART

Nintendo



The greatest driving game of all time. Even wondrous arcade driving machines can't compete against this. Featuring all eight of your favourite Super Mario characters – this is truly brilliant.

Without a doubt, Mario Karting is now a way of life. Not just addictive, it's also graphically supreme and truly fills many a spare hour. Initially, Super Mario Kart has two levels of difficulty; 50cc and 100cc. And there are three Grand Prix; the mushroom, flower and star cups to contend for. Each GP is made up of five races on a variety of styled tracks, making a total of fifteen varied and challenging courses. Win gold on all three grand prix and you'll be eligible for the Special Cup – a challenge for the most seasoned driver. Win gold on this and you are offered the pinnacle – 150cc. There are eight characters to choose from, all favourites from the Super Mario Adventures. Use the joypad to accelerate, steer, jump over obstacles and collect goodies that can be got from special pads on the course and can vastly improve your chance of winning. The best goodie has to be the lightning bolt that shrinks all seven opponents, allowing you to whizz past and possibly squish them. If you're not content with the Grand Prix, then you can dabble in time trials, head-to-head challenge and the battle mode. A humorous game – it plays like a dream. Strongly consider buying Super Mario Kart. We all can't be wrong. Brilliant.



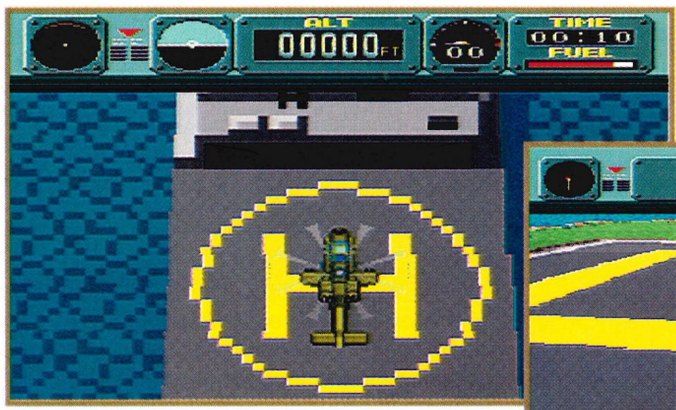


FINAL ANALYSIS 94%

PILOT WINGS

Nintendo

For those who fancy the thrill of the open air without the faintest possibility of air sickness, Pilot Wings could be for you. Pilot Wings is a flight sim like no other, and shows off just what a SNES can do.



(Above) Landing is a piece of cake after a while, but then you are faced with hazards such as cross winds



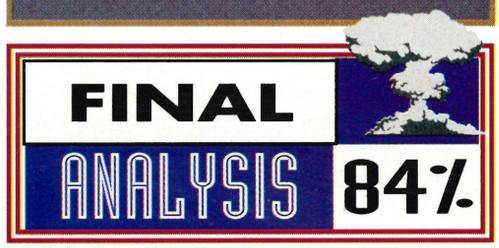
(Below) Here our intrepid hang glider has landed (see altitude reading) almost perfectly with only a little scratch on the wing. This ain't no common flight sim – it contains much more

Pilot Wings is broken down into a series of eight lessons in which you must satisfactorily pass to move on to the next session. Each of these involves a number of tasks as diverse as parachuting, flying a training aircraft, navigating loops with a rocket pack, or even hang gliding.

Each lesson gets progressively harder with additional hazards and positively windy conditions. It takes great skill to accrue the needed points, and even more to succeed on the latter lesson.

As you progress you also get the opportunity to fly an helicopter into a war zone and really show who deserves their pilot wings. Graphically, Pilot Wings shows off the SNES's capabilities, with the Mode 7 rotate and scale facility used to a startling effect.

There are only eight courses but they are hard to beat. This is a totally enjoyable romp and one of the SNES's most visually teasing games to date.



ACTRAISER

Enix

It seems an age since Actraiser first appeared on the SNES, now at last, it has finally made its appearance as an official British release. Actraiser is actually a joyous combination of all that's good with strategy and arcade action.



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



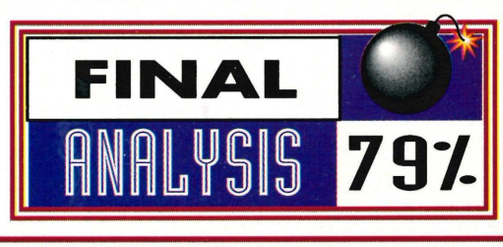
You play the role of a mystical deity who must develop his plot of land and inhabit it with happy smiley people. Unfortunately, the land is riddled with horrible little bleeders who don't want the local suburb on their patch.



All is not well in this mystical world – the land is plagued with nasties in their lairs, and you've got to set out and clean it up. Armed with a massive broadsword and a limited supply of three types of magic, you set about your task.

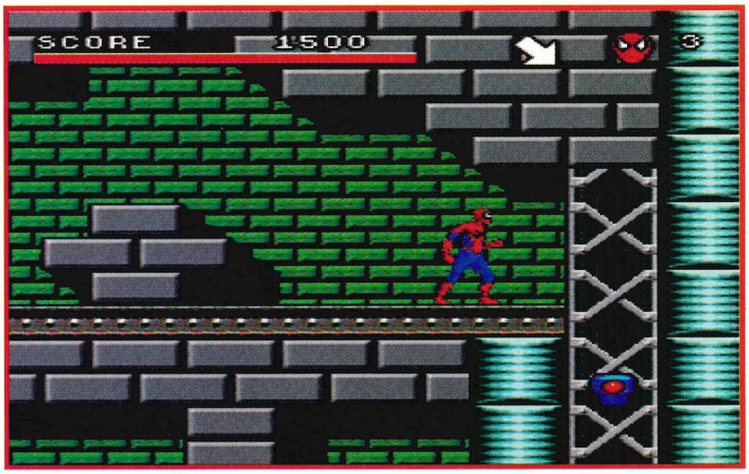
Completely icon driven, Actraiser is a unique and totally enjoyable product with elements that will appeal to action fans and strategy buffs alike.

With neat presentation and simple, addictive gameplay you'll find yourself hooked in no time until you purify the land. Unfortunately, the job will soon be done.





Wolverine must now tread incredibly cautiously for he is in the heart of the evil Arcade's diabolical fun fair



Peter Parker has once again donned his sexy Spiderman outfit and is on a mission to collect a whole load of security bombs

SPIDERMAN AND THE X-MEN

Acclaim

Marvel super-heroes Spider-Man and the X-Men must defeat super-villain Arcade and his infamous henchmen in this one player six section platform romp that is set in Arcade's diabolical fun fair of disaster.

The X-Men have disappeared, and only Spider-Man can save them from the clutches of Arcade. All four of them have been taken to Arcade's fun fair; a carnival filled with deadly traps and violent rides. Spidey must first deactivate the fair's security system, them carefully crawl inside to confront Arcade.

Initially, you play the role of Spidey. Once you're inside the fun fair, you can select any of the X-Men or Spidey himself. Each character must negotiate the section of the fair they are being held in, and then defeat the super-villain guarding their escape. Spidey must face Shocker, whereas Wolverine takes on Apocalypse and Juggernaut.

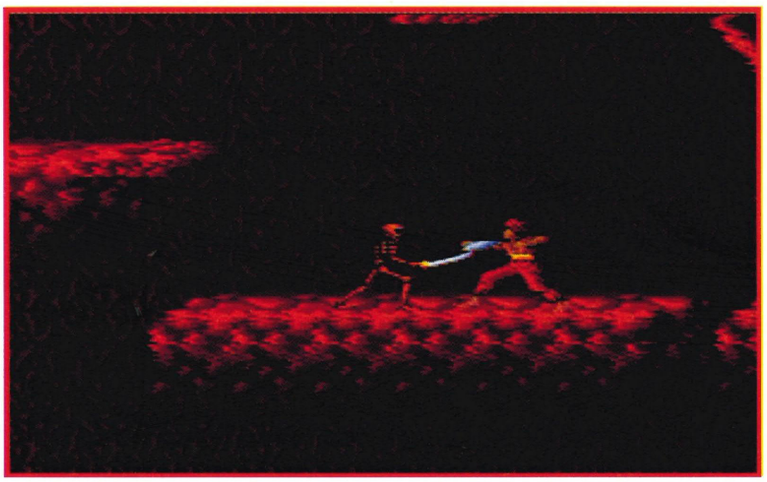
If Gambit can avoid the unstoppable Doomball, he must attack the Black Queen with his explosive playing cards, and if Cyclops can make it through the mines Master Mold awaits him. Storm must swim through an underwater maze, blasting Arcade's metallic squids and piranhas to escape. You'll also see the likes of Carnage, N'astirh and Sentinels before you finally confront the master of mayhem, Arcade.

Spidey and the X-Men have their own skills with which to challenge the enemy. Spidey can sling a web, whereas Cyclops uses his optic blast to zap the enemy. Storm can let loose lightning bolts, while Gambit carries a limited supply of deadly playing cards. Wolverine can use his adamantium claws to slice 'n' dice his foes or retract the metal talons to regain his energy. Spider-Man and the X-Men is a very plain platform romp due to a couple of major flaws. Firstly, the game is quite boring to play. There's nothing new or exciting to hook the player, and sadly the various Marvel characters are far from marvellous. Secondly it looks very eight bit-ish – hardly the sort of product I'd expect on the SNES. A disappointing release that could have been so much better.



FINAL ANALYSIS 65%

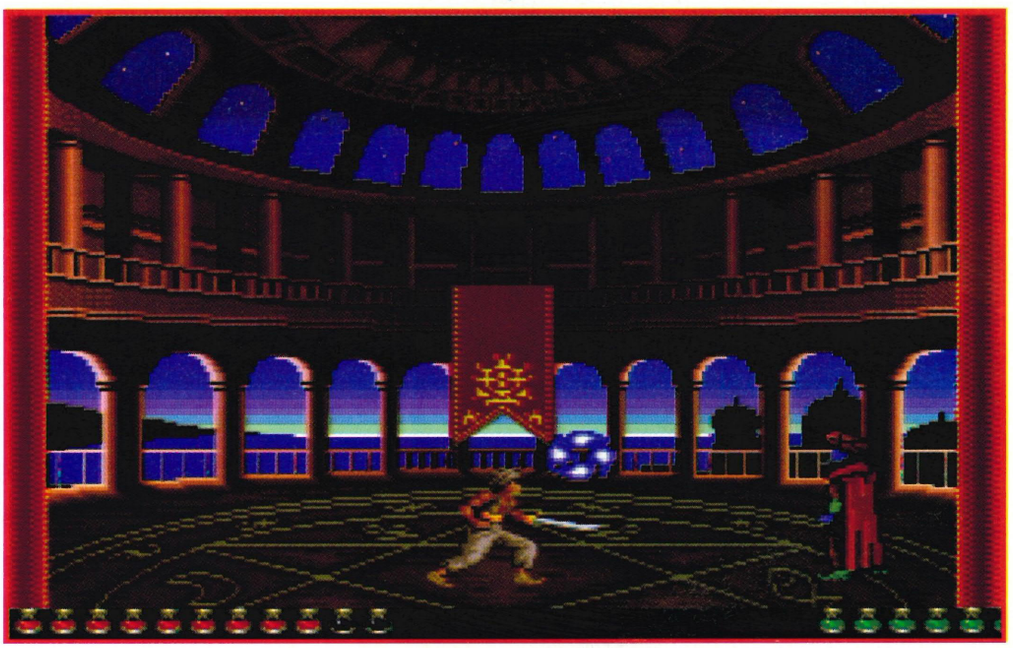
Converted from the highly-acclaimed Amiga version, Prince of Persia is now available officially on the Super Nintendo. Graphically it's far superior than any other version, but does the gameplay remain faithful?



PRINCE OF PERSIA

In a style that's reminiscent of several Ray Harryhausen movies, you are attacked by an extremely evil skeleton brandishing a rather lethal looking scimitar.

Konami



Prince of Persia is backed by the usual weak computer game plot. Your beloved has been kidnapped by an evil sultan and, to make matters worse, you've been slammed in a huge 20 level dungeon. Your objective is to rescue the princess, but you only have an hour and a half to do so.

Prince of Persia is a cocktail of arcade action and platform romp, your goal being achieved by reaching the exit of each level and progressing to the next catacomb. To reach the exit, you'll have to negotiate the dungeons which are packed with booby traps. Pressure pads open or close doors, or shoot spikes from the floor which must be carefully avoided. Loose floor slabs fall away when you walk over then, and if you're slow to react you will fall to your doom. Broken slabs may also reveal hidden tunnels that lead to otherwise unreachable parts of the dungeon.

You will occasionally be confronted by one of the sultan's soldiers. You must defeat the sabre-wielding warrior to pass, but first you must find your sword. Located on the first level, you can attack and parry with your sword. Your energy appears as small potion bottles in the bottom left of the screen. Each time you are hit, one of the bottles disappears. You can collect extra phials to top up your energy, and also collect additional power bottles to help you combat the tougher guards.

As the game draws to its epic conclusion, there's a battle to the death with a sinister geezer wearing a stupid cape. The phials beneath the screen represent the respective energy ratings



Romeo, Romeo where for art thou Romeo? Who said Control wasn't full of clever literary allusions? Just look at the quality of that moon. That's your lover, that is.

The SNES's P of P is a great improvement over the now dated Amiga version. The levels have all been redesigned and, as you'd expect, are visually more varied and impressive. The animation of the prince is also notable. The detailed prince leaps, bounds and fights realistically thanks to the slick graphics. Persia's high points do not end at the presentation.

Initially the game is quite difficult to get into, but after a few minutes practice and a couple of levels later, you'll find the prince fairly easy to control. The difficult level is set just right too. The beginning levels gradually introduce you to the various aspects of the game, while the latter stages will challenge your every skill.

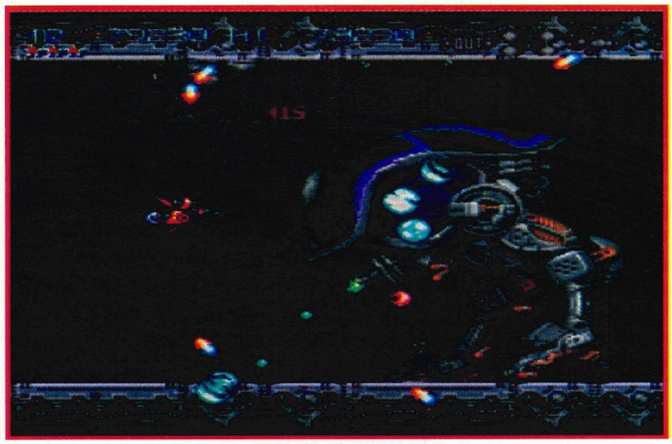
FINAL ANALYSIS 84%

Six levels of multi-directional scrolling and outstanding visual presentation make Axelay one of the finest shoot'em-ups on the SNES. But have you got what it takes to engage the enemy and emerge the victor?



AXELAY

Konami



Axelay is a very classy, very slick shoot'em-up that uses the Super Nintendo's capabilities to create the astonishing visual effects that make up the six levels. The stages scroll both horizontally and vertically, and as you would expect the meaty guardians are there not only to sort out the men from the boys but to impress.

You pilot the Axelay, which is equipped with three different weapons. The first is a powerful plasma beam that streaks out to the front, the second is a 360 degree Vulcan cannon useful for attacking enemies that engage you from the rear. Finally there are the missiles, which are powerful shells that fire to the front. There are variants on the weapons but these are only found after completing a level. In addition to the three main armaments, the Axelay has an infinite supply of small, unguided rockets.

Each time you sustain a hit, you lose the weapon you were using. If you lose all three guns and take another hit, the Axelay will erupt in a ball of flame and one of your three lives will be lost.

There are numerous difficulty settings and you'd be wise to play the game on either the hard or normal level. Try the easy setting and you may find you'll complete it within a few hours. Axelay is visually the best shoot'em-up I've seen on the Super Nintendo. Mode 7 creates the superb graphic feast that starts from the word go.

It does suffer a little from the infamous slow-down and slight glitching on the more animated guardians, but that hardly detracts from the game itself.

The sound is also beefy, with a choice selection of spot sound effects and the odd word of sampled speech. Overall a classy shoot'em-up on the SNES – probably the best available officially at the moment.

(Below) The grabbing hands grab all they can... This particular brute can be found on the fifth level. The idea is to pump loads of plutonium death into his green heart. If you fail you become a laughing stock. If you succeed, the chicks will love you





(Left) Jacques Cousteau never had this much fun when he went on his underwater explorations. All he had for a power-up was an aqualung and a camera. Whatever happened to him anyway? Answers on a postcard to the usual address

FINAL ANALYSIS 84%

The GLOBAL Story

ACTRAISER

A unique combination of action and strategy as you hack your way through this cocktail of Populous and Sim City. **79%**

Pros: ***A unique game with loads of things to do***

Cons: ***Slightly too easy***

ADDAMS FAMILY

Tough platform romp with superb presentation and slick visuals. Enjoyable, but a question mark over the longevity. **81%**

Pros: ***Gorgeous presentation and initially challenging***

Cons: ***Won't take more than a few days to complete***



ADVENTURE ISLAND

A platform-cum-beat'em-up romp through sun-bleached islands and tropical seas. Graphically, it's superb and the sounds are toe-tapping too! **78%**

Pros: ***Pant-swingingly good sound and lush graphics***

Cons: ***Where's the challenge?***



AGURI SUZUKI F1 DRIVING

A fast one or two player racing sim with mode 7 on overtime! Neat graphics, but fails to get the adrenaline going. **67%**

Pros: ***Split-screen two player mode***

Cons: ***A bit dull really***

ANOTHER WORLD

Gorgeous to the eye and plays like you're actually in an action movie. Slick graphics and top notch presentation make this a must. **89%**

Pros: ***Gob smacking graphics***

Cons: ***Far too easy***

ARCANA

A fairly enjoyable Dungeon Master-ish RPG that is a bit slow in places. Follow the fairy-tale storyline to save the world of Elemen from evil. **62%**

Pros: ***Visually pleasing***

Cons: ***A bit easy and best left for RPG fans***



BART'S NIGHTMARE

An hilarious journey into Bart Simpson's warped mind. Comprised of small sub-games, you must help Bart find his missing homework assignment. **83%**

Pros: ***Whacky humour and a unique combo of sub-games***

Cons: ***Maybe too weird for some gamers!***

BATTLE GRAND PRIX

A decidedly average overhead racing sim, which doesn't really live up to its violent title. Oh, it's for one or two players. **44%**

Pros: ***Packed with scantily clad cuties***

Cons: ***Tiresome, dull and er... crap***

BIG RUN

Coin-op conversion only available through Japanese import. Race across the desert in this Paris-Dakar simulation. **11%**

Pros: ***Erm...***

Cons: ***Everything***

BILL LAIMBEER'S COMBAT BASKETBALL

A novel twist to the basketball theme, Bill Laimbeer allows you to attack the opposition while slam-dunking the ball. Similar to the Bitmap Bros' Speedball. **25%**

Pros: ***Two player option...***

Cons: ***Which is as crap as the single player mode***

BLAZING SKIES

Titled Wings 2 on import, this World War 1 'flight sim' is more like a 3D shoot'em-up. It's got loads of mode 7, and it's only on a four meg cartridge! **63%**

Pros: ***Visually amazing and loads of missions in which to fly***

Cons: ***Shallow gameplay makes it very boring to play***

CASTLEVANIA IV

A classy beat'em-up/platform romp that follows Simon Belmont's quest to thwart Dracula. A highly atmospheric and enjoyable game, this one's a real challenge. **86%**

Pros: ***First class graphics and challenging gameplay***

Cons: ***A bit dull at times***



CYBER FORMULA

Looking old fashioned, this is a playable overhead racing game based on a Japanese television show. In addition to the Grand Prix there are a couple of sub-games. **73%**

Pros: ***Darned challenging and addictive***

Cons: ***Looks a bit out of date***

D-FORCE

A drab shoot'em-up with nothing new or exciting to offer. Vertically scrolling, there's very little mode 7 magic to impress your friends. **32%**



Pros: ***Your helicopter looks a bit like Airwolf***

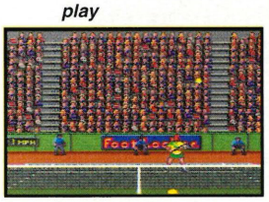
Cons: ***Tedious gameplay, lack of action and naff presentation***

DAVID CRANE'S AMAZING TENNIS

Apparently the most realistic tennis sim on the SNES, Amazing Tennis sacrifices gameplay for orgasmically good graphics. **66%**

Pros: ***Slick graphics with outstanding animation***

Cons: ***No doubles option and the perspective makes it difficult to play***

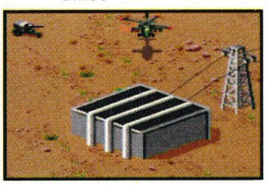


DESERT STRIKE

A topical shoot'em-up where you return to the Gulf to give the Iraqis a taste of their own medicine. Loads of missions – a real challenge. **86%**

Pros: ***Action-packed, graphically excellent blaster with attitude***

Cons: ***Can get a bit hard at times***



DINOSAURS

A very cute, very playable platform romp based on the puppet TV series. An excellent one or two player game aimed at the younger gamer. **71%**

Pros: ***Immensely playable and frustratingly addictive***

Cons: ***The six levels are all too easy to complete***

DRAGON'S LAIR

Ogle at those graphics and indulge in a game that first saw the light in the eighties on a laser disk machine. Challenging. **74%**

Pros: ***Graphics are good with some neat visual effects***

Cons: ***Very repetitive both visually and to play***



DRAKKHEN

A massive RPG set in a world of polygons. Guide your party of four as they search for the nine dragon tears. **70%**

Pros: ***The land of Drakkhen is massive...***

Cons: ***But is sadly boring to explore***

EXHAUST HEAT

An enjoyable and fairly accurate Formula 1 driving sim that borrows its impressive graphic style from F-Zero. **58%**

Pros: ***Stomach-churning visuals thanks to mode 7***

Cons: ***Lacks two player option and is therefore a bit dull***

F-ZERO

The granddaddy of all SNES racers, F-Zero looks brilliant, plays well but is ultimately a little on the bland side. A good friend impresser. **71%**

Pros: ***Graphics like you've never seen before***

Cons: ***Not very exciting to play, especially as there is no two player mode***

FACEBALL 2000

Uninspiring variation of the shoot'em-up, set in a maze with loads of smiley faces. Not even enjoyable with two players. **18%**

Pros: ***The box artwork is okay...***

Cons: ***But the game itself is diabolical***

FINAL FANTASY II

Although visually bland,

FFII is a competent RPG that features atmospheric sound and absorbing gameplay. **72%**

Pros: ***An addictive RPG blessed with a save game facility***

Cons: ***Graphically poor***

FINAL FANTASY MYSTIC QUEST

Following on from Final Fantasy II, FFMQ is a role-playing game aimed at the beginner. Easy to pick up, hard to put down. **71%**

Pros: ***Simple control method makes FFMQ an immensely absorbing game***

Cons: ***Combat system is a bit boring and it's a tad easy***

GEORGE FOREMAN'S KO BOXING

The old timer is back in the ring for Acclaim's boxing sim. Unfortunately all the excitement of a real fight has been lost in the translation. **32%**

Pros: ***There are quite a few fighters to box against***

Cons: ***Appalling graphics and boring as hell to play***



GRADIUS III

Although a very early release on the Japanese Super Famicom, Gradius III still remains an playable blaster that suffers only from the SNES's infamous slow-down. **70%**

Pros: ***Unlimited blasting action topped with waves of persistent aliens***

Cons: ***Slight slow-down problems at times, and a bit dated***



HOLE-IN-ONE GOLF

A simple but enjoyable golf simulation for up to four players. It's easy to get to grips with, and uses an bird-eye view which works surprisingly well. **74%**

Pros: ***Incredibly easy to get into – just pick up the pad and play***

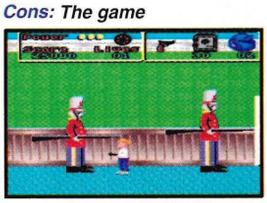
Cons: ***Not very realistic***

HOME ALONE

Control's most hated game, Home Alone is a very poor attempt at converting the movie onto the SNES. It's boring, it looks crap and it plays like a steaming pile of Yak bile. What more can I say? **9%**

Pros: ***None whatsoever***

Cons: ***The game***



HOME ALONE 2

A sequel which is thankfully better than the first, but only just. Basically the same as the original, but slightly improved – just run along, dodging the hotel porters etc. **36%**

Pros: ***Well, it's a bit better than the first...***

Cons: ***But it's still crap***

HOOK

Peter Pan appears on the SNES is this graphically superb but disappointing adaptation of the movie. I can't see anyone getting hooked on this average platform romp. **74%**

Pros: ***Gorgeous visuals***

Cons: ***Too easy and too dull***



HYPERZONE

A tedious shoot'em-up that is quite well presented. It's different, but apart from that it's pretty naff. **18%**

Pros: ***F-Zero-esque graphics***

Cons: ***Unbelievably tedious***

JAMES BOND JNR.

A combination of shoot'em-up and platform action, both of which are uninspired, unoriginal and simply under par. Another diabolical licence from T*HQ. **31%**

Pros: ***Varied gameplay***

Cons: ***Poor in every other respect***

JOE AND MAC

Cartoon-style capers with the Cavemen ninja, Joe and Mac. An enjoyable one or two player platform romp that soon becomes repetitive. **72%**

Pros: ***Humorous graphics with slick animation***

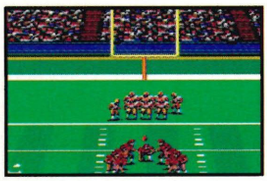
Cons: ***Insufficient gameplay variation***

JOHN MADDEN '93

Electronic Arts return to the SNES with the '93 version of John Madden football. With more plays than ever, it's better than the original but over-complicated moves make it boring. **72%**

Pros: ***Good, realistic graphics***

Cons: ***Too complicated and unexciting to play***



KA-BLOOEY

Titled Bombuzal in Japan, Ka-Blooey is a puzzle game in which you must survive within an explosion of bombs. **42%**

Pros: ***Well designed levels***

Cons: ***Fails to hold the player's attention***

KING OF THE MONSTERS

Converted from the Neo Geo, KOTM is a Streetfighter II clone with a difference. Throw your opponent across the Okayama, then drown him in the big drink! **68%**

Pros: ***A neat variation of the beat'em-up***

Cons: ***Lack of moves and generally uninspired gameplay***

KRUSTY'S SUPER FUN HOUSE

Help Springfield clown Krusty rid his fun house of the invading rodents in this addictive puzzle-cum-platform game. **81%**

Pros: ***Loads of intricate levels***

Cons: ***Krusty's sprite is really annoying!***



LAGOON

Borrowing elements from Zelda, Lagoon is another RPG on the SNES. Not as slick as Final Fantasy or Zelda – not as challenging either. **52%**

Pros: ***Okay-ish presentation***

Cons: ***Not very exciting – a specialised game best left for avid RPGers***

LEGEND OF THE MYSTICAL NINJA

An excellent adventure, with a subtle hint of action. It's got great graphics, atmospheric sound and it plays well. But forget the Jap version! **75%**

Pros: ***Addictive and above all, it presents a long term challenge. Two player option***

Cons: ***Virtually unplayable if you own the Japanese version***

LEMMINGS

A totally unique game that has been a hit on every machine it's been released on. Why? Because it's so darned addictive. **86%**

Pros: ***Great fun in both one and two player modes***

Cons: ***Joypad controls are tricky to master***

MAGIC SWORD

Converted from a sub-standard coin-op, it's hardly surprising that this conversion of the platform romp is below par. **64%**

Pros: ***You'll like if you enjoyable the arcade parent***

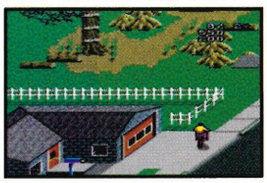
Cons: ***Suffers from major league slow-down***

PAPERBOY II

Abysmal concept, dire presentation and non-existent gameplay make Paperboy II one of the worst games of all time. Avoid. **12%**

Pros: ***Erm... there aren't any***

Cons: ***Unadulterated dross***



PARODIUS

A hilarious and welcome change to the shoot'em-up. You can either use a penguin or other weird creature to counter-attack the waves of marauding enemies. **83%**

Pros: ***Great fun to play***

Cons: ***No two player option***

PEBBLE BEACH GOLF

One of the best golf sims on the SNES, and it's for four players too! Based on the Pebble Beach course, it combines realism with quality graphics. **73%**

Pros: ***Realistic – up to four players***

Cons: ***Only 18 holes to keep you amused***

PGA TOUR GOLF

Presentation is first class on this ropy conversion, a the view actually follows the ball as it streaks up the fairway. **64%**

Pros: ***Good visuals***

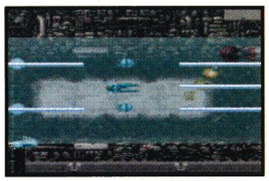
Cons: ***Like the real thing, PGA gets very tiresome***

PHALANX

Phalanx is a tough horizontal shoot'em-up that is graphically quite good, but suffers from lack of originality. You'll see some neat guardians, though **73%**

Pros: ***Slick presentation and challenging gameplay***

Cons: ***No originality whatsoever and no two player mode either***

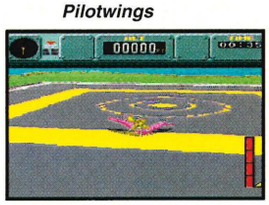


PILOTWINGS

The ultimate mode 7 game, with unbelievable graphics and a selection of missions to ensure longevity. The best aviation game on the SNES but then again, you're not really spoilt for choice. **84%**

Pros: ***Gorgeous mode 7 graphics and loads of things to do***

Cons: ***Once you've completed each task, I doubt you'll return to Pilotwings***



PITFIGHTER

There's no way the SNES can handle the coin-op's digitized graphics, so why bother to convert it? Probably the worst beat'em-up ever. **12%**

Pros: ***None***

Cons: ***The game***

PLAY ACTION FOOTBALL

Experience the thrill of American football in the

comfort of your armchair with SPA Football. All the NFL teams are present, but the weird perspective view sadly makes the game difficult to play. **60%**

Pros: ***Loads of plays to master***

Cons: ***Constant interruptions of play make it very irksome***

POPULOUS

Play God and order your minions to cause severe destruction to the other deity's villagers! **80%**

Pros: ***Highly original and playable***

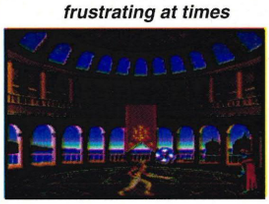
Cons: ***Is frustrating in the long run***

PRINCE OF PERSIA

Twenty levels of pure quality platform romp makes up the dungeon which you have to negotiate. You have to be quick with your wits as well as your sword to rescue the princess. **84%**

Pros: ***Some of the best animation I've seen***

Cons: ***Gameplay is frustrating at times***



PRO SOCCER

The original Kick Off conversion to the Super Famicom is highly flawed and very difficult to get to grips with. Try the updated Super Kick Off. **35%**

Pros: ***Based on the excellent Kick Off...***

Cons: ***But nowhere near as good***

RACE DRIVIN'

SNES conversion of the popular arcade machine. Race around three courses and challenge the reign of the current champion, the Phantom. **21%**

Pros: ***Three tracks to race on which to race***

Cons: ***The game is slow, scrolling jerky and ultimately anal***

RAIDEN TRAD

Yet another dross Japanese shoot'em-up, this time in the form of the one or two player PC Engine conversion, Raiden Trad. Eight levels, but not much action. **43%**

Pros: ***The PC Engine game was good...***

Cons: ***This isn't***



RIVAL TURF

Final Fight action with the added option of two player simultaneous action. Unfortunately it's let down but its repetitiveness, although there is a head-to-head option a la Streetfighter II. **55%**

Pros: ***Two player simultaneous action***

Cons: ***Unexciting and graphically flawed***

ROBOCOP III

The metalhead lawman returns to Detroit City in this six level blaster-cum-platform extravaganza. Mind you, you probably won't get past the first level... **29%**

Pros: ***Yeah, right***

Cons: ***It's so bloody hard. Besides, the graphics glitch***

ROBOT POLICE

Not Robocop, but just as bad. 'Jack up' your robot lawman to take on the streams of gun-wielding thugs in this lesser shoot'em-up. **14%**

Pros: ***Bugger all***

Cons: ***The game is a massive rip-off, okay?***



ROCKETEER

This graphically excellent film conversion may look as good as its movie counterpart, but enjoyment of the film will last longer thanks to the game's sad gameplay. **36%**

Pros: ***Nice graphics***

Cons: ***Shame about the gameplay***

ROMANCE OF THE THREE KINGDOMS II

A full-blown strategy game set in ancient China. The objective of this 12 player cart is to take control on the 41 provinces that make up the oriental land, by fighting, dealing and being a bast. **60%**

Pros: ***Quite an enjoyable strategy game***

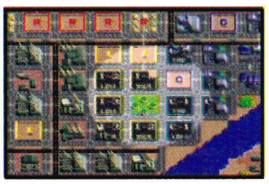
Cons: ***Very basic graphics, one for the serious thinker***

SIM CITY

Create your own city, then watch as it falls apart at the seams. You can even become mayor of cities that have had disasters in the past, then try to make them blossom again. **85%**

Pros: ***Very user-friendly, very addictive***

Cons: ***Doesn't really use the machine's capabilities (but who cares?)***

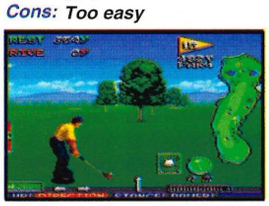


SKINS GAME

This oddly-titled golf game is an average simulation of the 18 hole sport. Mind you, up to four players can compete for cash (albeit in the game). **67%**

Pros: ***Bright, colourful graphics***

Cons: ***Too easy***

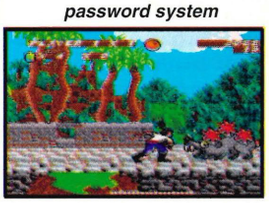


SKULJAGGER

This 21 section platform romp is packed with secret levels, loads of sword fighting action and even its fair share of bubble-gum blowing. Shame it's so monotonous. **60%**

Pros: ***Quite big***

Cons: ***But too easy, especially with the password system***



SMARTBALL

This strange platform game is aimed at the younger gamer, and has cute graphics, loads of 'nice' enemies and a jelly as a sprite. **64%**

Pros: ***Cute***

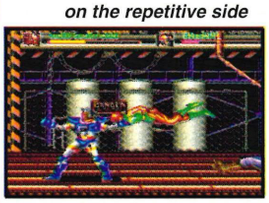
Cons: ***Too cute, and too easy***

SONIC BLASTMAN

Very different from the arcade original, this Final Fight-esque beat'em-up is packed with cartoon-style humour, making it great fun to play. **75%**

Pros: ***Graphically funny and enjoyable to play***

Cons: ***A little easy, and a bit on the repetitive side***



SOUL BLAZER

Looking very much like Zelda, Soul Blazer is a similar adventure game that may not be quite as huge as Nintendo's classic, but is still a fine game. **77%**

Pros: ***Absorbing gameplay combined with pleasant visuals***

Cons: ***Not quite as big as other adventures***

SPACE FOOTBALL

Not really like football at all, more like Ballblazer. One or two players can compete, the aim being simply to win the tournament. **69%**

Pros: ***Good fun in two player mode***

Cons: ***But ultimately repetitive and dreary***

SPANKY'S QUEST

Naffly titled platform romp in which you control a monkey and must explore boring levels and defeats the enemies with pink bubbles. **53%**

Pros: ***Quite a lot of levels***

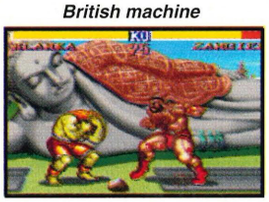
Cons: ***However, all are very similar and therefore dull***

STREETFIGHTER II

What can I say? This is the ultimate beat'em-up, and is an amazingly close conversion of the arcade original. Everything you could ever want in a game is here, so what are you waiting for? **93%**

Pros: ***Slick graphics, immensely playable and for 2 players***

Cons: ***Slows a little on British machine***



STRIKE GUNNER

A one or two player vertical blaster, Strike Gunner is dull and lacks serious shooty action. **70%**

Pros: ***Okay in two player mode***

Cons: ***Visuals are repetitive, very boring to play***

SUPER ALESTE

This visually impressive shooter is now officially available, and is one of the better blasters on the SNES – non-stop action and loads of power-ups. **70%**

Pros: ***Excellent graphics with not a hint of slow-down***

Cons: ***The massive power-ups make it a bit easy***

SUPER BATTLETANK

More of a shoot'em-up than a tank simulation, the objective of this Gulf war tie-in is to blast the enemy with your M1 Battle tank. That's about it. **54%**

Pros: ***Nice presentation with the occasional digitized graphic***

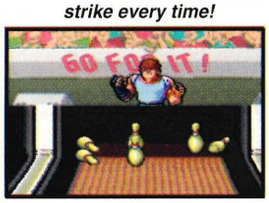
Cons: ***Very shallow gameplay***

SUPER BOWLING

Far more expensive than a night at your local alley, Super Bowling attempts to simulate the ten pin sport, but fails. Nobody is that good at bowling! **48%**

Pros: ***Adequate graphics***

Cons: ***Unbelievably easy - it's possible to get a strike every time!***



SUPER DOUBLE DRAGON

A horizontally scrolling beat'em-up for one or two players. Either punch with your fist, kick or attack with the many weapons scattered around. **72%**

Pros: ***Clear, crisp graphics, very playable***

Cons: ***Like most beat'em-ups, the excitement is only short-term***



SUPER DUNKSHOT

A graphically superb basketball simulation, Dunkshot can be played by

1 or two players in either an exhibition match or league.
74%

Pros: *Gorgeous use of mode 7 on the graphics*
Cons: *Good in two player mode, naff in solo play*

SUPER EDF

Another shoot'em-up, this time a run-of-the-mill horizontal scroller based on an arcade game. Nothing new or exciting present, just fairly dull blasting action.
48%

Pros: *Graphics clear and crisp*
Cons: *Unchallenging and suffers from slow-down*



SUPER GHOULS'N'GHOSTS

A frustratingly difficult platform adventure set over eight levels of gorgeous graphics and hints of mode 7. The guardians are impressive, and there's loads of power-ups to collect.
83%

Pros: *Very challenging, lush visuals and atmospheric sound*
Cons: *No password system or battery back-up*



SUPER KICK OFF

An enhanced version of Pro Soccer, Super Kick Off features bigger graphics, faster action and an improved control system. It's still difficult to get to grips with.
79%

Pros: *Quite playable once you've mastered the controls*
Cons: *Difficult to play with a joypad - you're better off with a stick*

SUPER MARIO KART

Mario Kart is by far the best game ever, on any machine. Why? Becuase it's so playable, it's funny, it's additive, the graphics are great...
94%

Pros: *Everything about Mario Kart is perfect*
Cons: *Not a single flaw*

SUPER MARIO WORLD

Another classic Mario game, this time the SNES' best platform romp. There 96 levels of pure action, so it'll keep you hooked for months.
92%

Pros: *Loads of levels, one of the most playable games ever*
Cons: *Graphics are perhaps a bit basic and repetitive*



SUPER OFF ROAD

Great off road racing fun in two player mode, not as good on your own. There are loads of tracks to race on, and there's a meaty soundtrack to accompany the mayhem.
64%

Pros: *Great with two players*
Cons: *Graphics are tiny, the game soon becomes tiresome*

SUPER PANG

Converted from the coin-op, the SNES version is for one player only, but is still incredibly playable. The levels look very much the same, so it's not visually outstanding
80%

Pros: *Great fun in both game modes*
Cons: *Because it's only a one player game it soon becomes boring*

SUPER PROBOTECTOR

Also titled Contra Spirits, Probotector is an awesome shoot'em-up with breath-taking graphics, six levels of adrenaline-pumping blasting and technically brilliant guardians.
87%

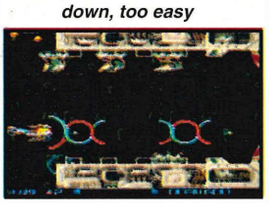
Pros: *Action-packed, a visual feast and a treat for one or two players*
Cons: *Suffers a little from slow-down*



SUPER R-TYPE

Exclusively to the SNES, Super R-Type is a mixture of the two arcade games. Initially difficult, it soon becomes easy to complete all seven levels.
76%

Pros: *Some of the best shoot'em-up graphics seen on the SNES*
Cons: *Major league slow-down, too easy*



SUPER SMASH TV

Compete in the game show of the future. The aim of the game is to survive, not forgetting to maim 1000s of thugs as you rush through the levels.
73%

Pros: *Good, harmless fun*
Cons: *Basic graphics, mindless gameplay*



SUPER SOCCER

The first footie title official available, this game relies on snazzy mode 7 rather than gameplay. The result is a mildly absorbing football game.
61%

Pros: *Excellent visuals*
Cons: *Gameplay is lacking*

SUPER SOCCER CHAMP

Conversion of the arcade coin-op, Football Champ. It's quite a fast footie sim which viewed form the side, but is too easy against the computer. It's alright in two player mode.
57%

Pros: *Quite fast and occasionally exciting*
Cons: *Too easy and quite dull to play*

SUPER TENNIS

The best tennis simulation ever, with loads of moves, are choice of singles or doubles plus a 1 or 2 player option. It's playable, there's a variety of computer opponents to match your skill level and presentation is great.
91%

Pros: *Quite simply the best tennis game on the SNES*
Cons: *None*

SUPER VALIS

Originally released on the PC Engine, this sickeningly cute platform romp is, at best, crap. It's boring and the graphics are just far too 'nice'.
34%

Pros: *Hmm. The graphics might appeal to an easily-pleased toddler*
Cons: *You'll find it hard to stay awake while playing it*

SUPER WWF

Boring conversion of the shite American sport. Eight WWF stars are included, but all perform in the same manner, making the game a bit pointless.
56%

Pros: *Nice, beefy graphics*
Cons: *Soon becomes incredibly tiresome*



THUNDER SPIRITS

SNES version of the Mega Drive's Thunderforce III. As much as I hate to say it, the MD version is superior because the SNES version suffers from the horrendous slow-down.
50%

Pros: *Visually it's quite good with decent guardians*
Cons: *Slow-down makes it almost unplayable*

TOP GEAR

This Lotus-style one or two player racer is superbly fast. Slick graphics and smooth scrolling make for great fun either on your own or with another player.
90%

Pros: *Excellent presentation, very playable*
Cons: *A bit easy on one player mode*

TURTLES IV

This is a good beat'em-up from Konami. The graphics are virtually faultless, the animation is first class and it's quite a good laugh to begin with.
75%

Pros: *Visually stunning and initially great fun*
Cons: *Too easy and boring once you've mastered the moves*



ULTIMATE FOOTBALL

Another mediocre American football simulation. Ultimate Football is a basic game with no frills – just run the ball from end of the field to the other using the limited number of plays.
52%

Pros: *Offers a very basic game of American footie*
Cons: *Presentation is only average, very drab gameplay-wise*

UN SQUADRON

A superb conversion of the coin-op, which is actually better than the original. Loads of levels, heart-pounding action and brilliant graphics make this a worthy shoot'em-up purchase.
82%

Pros: *Fast 'n' furious action with loads of levels and gorgeous graphics*
Cons: *Slight slow-down*

WANDERERS FROM Ys III

Ys III is an arcade RPG that is actually pretty good. Viewed from the side, there is quite a few places explores and loads of people to meet.
67%

Pros: *More arcady than most RPGs*
Cons: *Doesn't offer much offer of a challenge*

WHEEL OF FORTUNE

Based on the tacky US game show, Wheel of Fortune is a quiz game in which you must complete words by picking letters. A bit like hangman, only not as exciting.
21%

Pros: *Digitised picture of Vanna White is a bit saucy*
Cons: *Completely bland unless, of course, you're a geek*

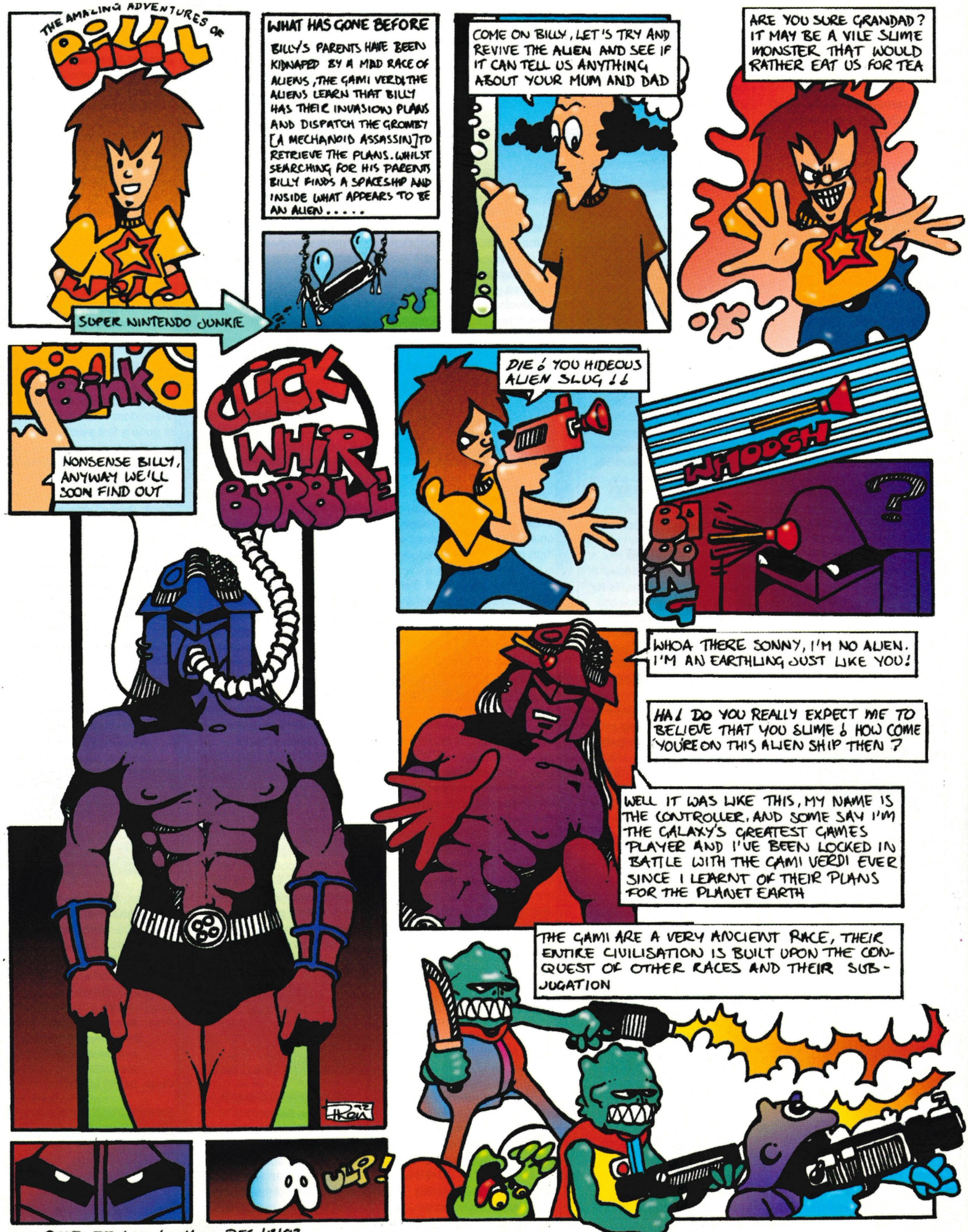


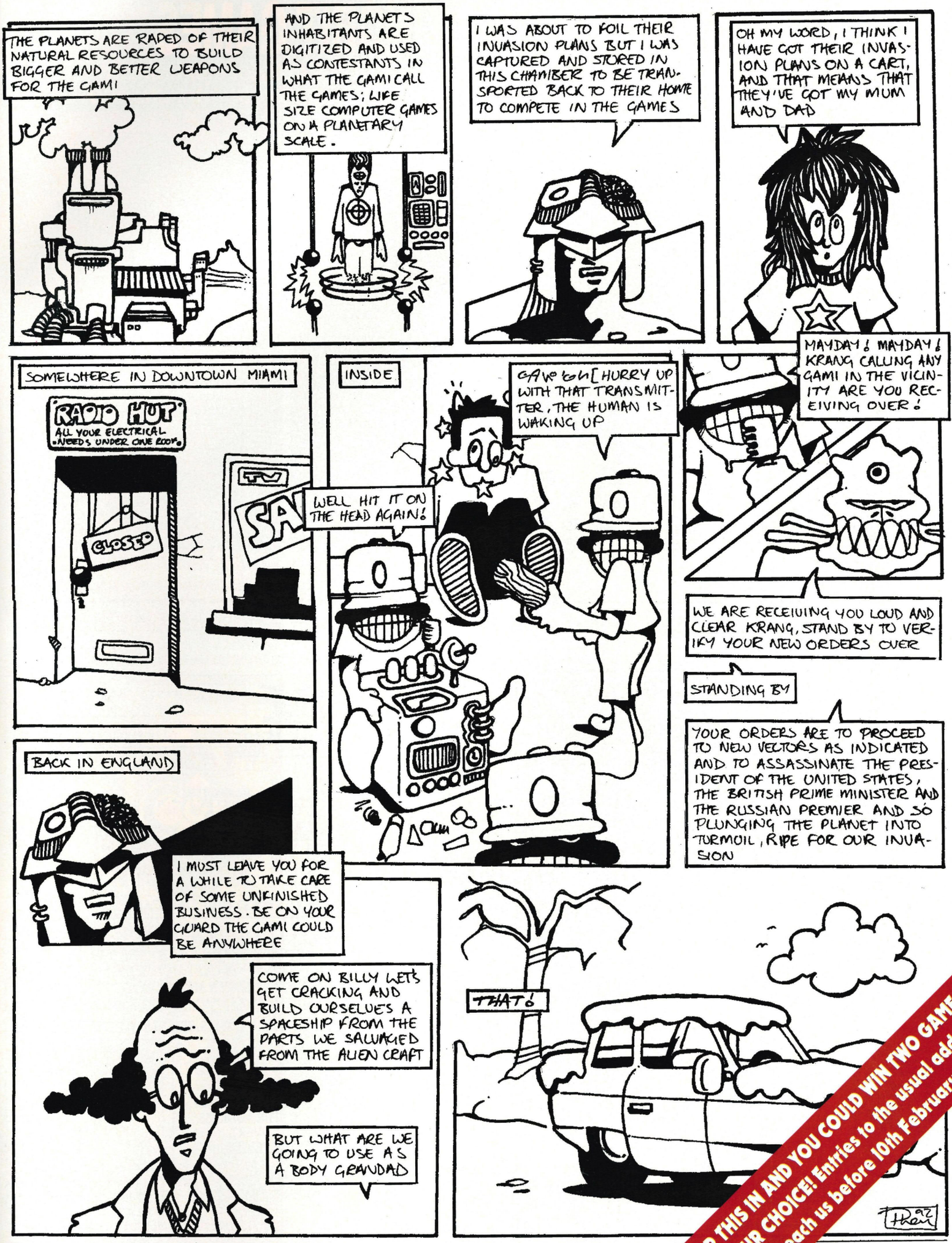
ZELDA III

The definitive role-player on the SNES. Viewed from above, this game is jam-packed with places to see, people to visit and things to do. A truly massive game in every respect.
89%

Pros: *Graphically superb, immensely absorbing and the best RPG on the SNES.*
Cons: *Diddly squat*




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WHAT HAS GONE BEFORE
BILLY'S PARENTS HAVE BEEN KIDNAPED BY A MAD RACE OF ALIENS, THE GAMI VERDI. THE ALIENS LEARN THAT BILLY HAS THEIR INVASION PLANS AND DISPATCH THE GROMBY [A MECHANOID ASSASSIN] TO RETRIEVE THE PLANS. WHILST SEARCHING FOR HIS PARENTS BILLY FINDS A SPACESHIP AND INSIDE WHAT APPEARS TO BE AN ALIEN.....
COME ON BILLY, LET'S TRY AND REVIVE THE ALIEN AND SEE IF IT CAN TELL US ANYTHING ABOUT YOUR MUM AND DAD
ARE YOU SURE GRANDAD? IT MAY BE A VILE SLIME MONSTER THAT WOULD RATHER EAT US FOR TEA
Bink
NONSENSE BILLY, ANYWAY WE'LL SOON FIND OUT
CLICK WHIR BURBLE
DIE! YOU HIDEOUS ALIEN SLUG!!
WHOOSH
BOOING
?
WHOA THERE SONNY, I'M NO ALIEN. I'M AN EARTHLING JUST LIKE YOU!
HA! DO YOU REALLY EXPECT ME TO BELIEVE THAT YOU SLIME! HOW COME YOU'RE ON THIS ALIEN SHIP THEN?
WELL IT WAS LIKE THIS, MY NAME IS THE CONTROLLER, AND SOME SAY I'M THE GALAXY'S GREATEST GAMES PLAYER AND I'VE BEEN LOCKED IN BATTLE WITH THE GAMI VERDI EVER SINCE I LEARNT OF THEIR PLANS FOR THE PLANET EARTH
THE GAMI ARE A VERY ANCIENT RACE, THEIR ENTIRE CIVILISATION IS BUILT UPON THE CONQUEST OF OTHER RACES AND THEIR SUBJUGATION
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CONTROL POST

Happy New Year! It's 1993 and hopefully you all got whatever you asked for on Christmas Day. Remember, though life is all about giving and not receiving so keep sending us decent letters. This is your soap box – use it whenever you have something to say about the world of the SNES.

Comet Capers

Dear Control,

I have a few points to make about different things, my first is on the same lines as Bill Tyler's letter in Issue 4 about the Gamesmaster Zone in Comet.

The Crawley branch of Comet took about six weeks to install the Gamesmaster Zone after the advert was first shown, but after my long wait I was disappointed to find that all they had done was stick a Gamesmaster Zone sticker up at the back. If you wanted a game you probably could not get one because the staff are always talking to a couple about a washing machine and are never behind the counter.

Also, when I was going to test out Streetfighter II to see if it was any good a group of teenagers were playing on it for their own enjoyment rather than testing it out. Speaking of Streetfighter II, that brings me to my second point. I think more people might buy the game if Nintendo dropped the price a bit, maybe £54.99 (that's not saying that many people don't have the game).

Just after my birthday my brother and I bought Zelda III, my dad thought it was so good he bought a name slot off my brother and I for £10. The game only cost £40 to start with anyway which is much cheaper than Streetfighter II.

I completed Zelda III in about a month, so I erased my name and started again and I am still having lots of fun playing it.

My third and final point is about grey imports. If people did not buy these games then Nintendo might drop the price of Official UK SNES games because grey imports don't give Nintendo any profits.

If Nintendo make profit by selling more UK official releases they would make more money and drop the UK prices. Anyway, so much for saying there are not many official games around, I have counted about 30 on sale which I think is more than enough.

PS: Can you tell me if there are any games that will take me a while to complete?

Robert Denman, Crawley, West Sussex

Control: It's a shame that the Gamesmaster Zones aren't as impressive as they could be – maybe you should complain to the branch managers of your local Comet stores. You could even write to the Gamesmaster club itself and tell them how you feel about the zones.

As for the official games situation, yes there are quite a lot out now but when you compare it to the massive number out abroad the UK number is minuscule.

Also, the main gripe in this country is why can't new games be released worldwide at the same time, and why do we always have to wait longer for new games to surface?

Time's Up

Dear Control,

I loved your article on Mario 5 in December's issue – it must have taken you ages to touch up those screenshots! I have heard over the wire that Super Mario 5 will be a CD-ROM game bundled with the player to boost initial sales. If you hear anything stick it in the news section.

I was wondering if you could help me? Recently I have been doing a lot of research for a pet project, I am trying to prove the existence of NST. What is NST I hear you murmur? NST stands for Nintendo Standard Time.

I feel I am close to having conclusive proof of its existence and my theory runs along these lines. Any Physics student will be familiar with the theory of relativity, the practical up-shot of which is that if you travel to the nearest star and back at the speed of light, when you get back your children will be as old as you! Well the same thing is true of NST. If you hear about a game that's just been released in the USA then by the time Nintendo have released it in Britain your (as yet unborn) children will get to play it when they are about 30.

If you don't believe me, compare pictures of Nintendo programmers from 10 years and today they are totally identical! No ageing!

Once I have the complete thesis and relevant formulas I hope to make available a simple 'look-up' table so when you phone Nintendo and ask 'When is the CD-ROM coming out please' and the person on the end of the line says 'We will definitely have it out this spring' you will be able to quickly and easily find out exactly in which decade you can expect to buy one.

I must return to my laboratory now to embark on my most ambitious project to date. Do the people who pay £64.99 for the official UK Streetfighter II (when you could buy the import and an adaptor for less) have a brain or what? It's a toughie but the facts must come out!

Stephen 'HAL' Smith, Stirling, Scotland

Control: We wish you all the best with your research 'Professor' Smith but I'm not certain if we can help with your NST theory, although it is a thought!

Bang, Bang!

Dear Control,

I wish to purchase one of those new Super Nintendo bazooka's (or scopes) and I've heard that it comes with a six game cart.

So far I haven't heard a whisper about new games being released for it, am I just a bit deaf or will I really end up with one boring old gun and just one boring old cartridge for ever?

Naveen Cholera, Winchester, Hampshire

Control: The Super Scopes do come with a six game cartridge and at the moment other games which can be used interactively with the scope are very few.

The Hunt For Red October is a new release that can be used in conjunction with the scope but there are very few others.

There are plans to release more interactive games but when is the question.

Adaptor-bility

Dear Control,

I'm writing with regard to the letter 'NMS Scare' in Issue 4. One Saturday (a very long time ago) I purchased a Super Adaptor from the Computer Cavern in Reading, and rushed home to play my newly purchased US games.

I eagerly plugged my Super Mario cart in the back and plugged the Addams Family on top, switched the machine on... up came the title screen and then... nothing.

I tried it with Lemmings and nothing. I then plugged my UK Super Tennis in (after taking the adaptor out) and nothing. I then figured that it was either the machine or the TV.

I plugged my mega drive in and it worked perfectly. I borrowed my mates SNES power supply and it still did not work. I was heartbroken. I went all the way back to Reading (a very long way) and demanded my money back as it did not work (all £319.95 of it).

He laughed and said 'Cobblers. I'll test it on Monday, phone us Tuesday.' I had a bit of a barney with the guy, he took my adaptor and I

went home penniless. To be honest I have not been back since (it's been about three months) and I only hope it blew up his machine as well. I promptly took my SNES back to Woolworth's and they very kindly replaced it there and then on the spot, no questions asked.

Since then I have seen articles about adaptors not being reliable and not being able to get your machine replaced/repaired free of charge and assumed that I was one of the fortunate ones.

I have since purchased a Datel Action pro and a US Scart SNES and everything is now hunky dory. So to sum up, yes I can confirm that adaptors can blow your machine.

Kinky, Staines, Surrey

Control: Thank you for your letter referring to this subject. As we have said before, our knowledge of adaptors is only through our own experience and as yet we have had no problems with the multitude of different adaptors that we possess. As we have also mentioned previously, we do not want people to take our word as gospel on this subject, it is entirely up to you whether you use adaptors.

Sky High Prices

Dear Control,

Why is it that the price of UK SNES games is so high? I mean in America where the market for Nintendo is booming the games are at half the price. I know I speak for thousands of SNES owners when I say we all want to know why the prices are sky high.

The majority of our market is made up of kids and teenagers, most of whom don't/can't work so where the heck are we meant to raise cash for games. I know many will say parents but let's face it, parents will only go so far.

Please put all of us asking writers at peace and give us a straight answer. Is the US Nintendo Company of market research not aware of what they are asking us to pay, it's a joke. Fair enough, the games are brill but give them a couple of weeks and the novelty will soon wear off.

Also, could you tell me is Mega Man appearing on the SNES and if so when? And is the JB Super King joystick available over here in the UK?

Kenny Stanton, Musselburgh, Scotland

Control: The subject of games prices is never ending, and we don't think there is a straight answer. A hell of a lot of people are buying the games at the current prices and until this stops the prices will not drop.

It's a shame but that's probably the bottom line. As for Mega Man we've heard no news as yet and yes, the JB Super king is available through some importers.

Copy Cats

Dear Sir/Madam,

I'm sorry to say, this is a letter of complaint. It concerns the Rogues Gallery in issue 4 of your magazine, you printed a picture of mine, well a detail of mine. That's not my complaint, it refers to the picture sent in by Andrew Boyland from Axminster in Devon.

Sure its a good idea, sure it's well composed and sure it's my piece of artwork. If you look at Mean Machines magazine a few months back you will see my picture of which this is not based on but blatantly copied, traced line for line. Even my piece of text has been stolen.

I thought the idea of the Gallery was for readers' own artwork. Sure use other pictures for character reference but this is pushing it. My paintings take a lot of thought and time to produce and not for someone else to trace off (poorly) and send in to another magazine as their own to take the credit for.

I've got more pictures to send in which are guaranteed 100% my own. This is nothing against you as you may not have known these facts. Thank you for reading.

Rob Pierce, Salisbury, Wiltshire

Control: We are really sorry that we did not realise the artwork was copied but, scanning through Mean Machines, we did indeed find your original artwork.

We do not condone copied artwork at all and if we had known that it had been ripped off we would never have included the fabricated picture in the mag.

America Calling

Dear Sirs,

I am planning to go on holiday to the USA this year and I am considering buying a SNES there if they are cheaper, which I think they are. I also read about JAP/US convertors for the system, which I thought about buying to use for playing Japanese games on import.

But I realised that there are different types of plugs in the two countries and I wondered if this couldn't be overcome by using an adaptor, which I have.

Please could you reply to this letter as soon as possible and outline the problems that this could cause if I decide to carry out this plan at Christmas, and the main differences between the US and UK systems.

I'm planning to buy the Streetfighter II package when I get it, but I find that £159.99 is a little too expensive. Do you think that you could recommend some computer dealers that have the SNES at slightly cheaper rates?

I'd be very grateful if you could reply to this letter and answer the questions put forward above as I'm very keen to buy a SNES.

Matthew Chaldecott, Salterton, Devon

Control: Buying an American SNES in the states will cause problems when you return back to the UK. For a start the power supply is completely different and you will have to take your new SNES to an import dealer who could change the power supply for you, but this will invalidate your warranty and is not really advisable.

Yes the SNES may be slightly cheaper but by the time you've had it converted you will probably have spent the same amount of money as buying a British package. You'd be better off sticking to a UK SNES.

Farce!

Dear Control,

I am a regular but untypical subscriber to your magazine, being female and middle-aged, but there must be thousands of us old fogies bitten by the Nintendo bug after being introduced to it by our kids.

I have up until now considered Control an excellent publication but your December issue (you should have made it April) casts serious doubts on it's validity, if your features on games of which I have no knowledge are as faulty as the one on Lemmings.

I presume you must have had sacks full of mail pointing out that the codes given are obviously for grey imports and are not compatible with British cartridges, but surely any editorial staff with a grain of intelligence would have checked this before printing and added an explanatory statement to the text.

Although I am aware that there is no right or wrong way to complete any Lemmings puzzle, the solutions given by expert (?) Caveman Dave seem complicated to say the least.

Your speculative feature on Mario V was pretty pathetic and feels as if you were desperately trying to fill up a couple of pages. Well you asked for criticism and quite frankly there are other features which make me feel that Control is on the slide. please pull your socks up team, because believe it or not, I really do enjoy your mag.

Mrs. C. Wakefield, Mansfield, Notts

Control: We apologise for the Lemmings guide but we do have common sense and we are aware that the codes are for the American cart. A statement was originally supposed to have been included with the guide, but it was not present in the final version.

As for Cavey Davey's way of doing things, you did say yourself that there is no right or wrong way to complete some of the puzzles and Dave illustrated the methods he felt comfortable with. Also, about our Mario feature, it was not a feeble attempt at filling pages it was instead supposed to be fun.

We wanted to get people thinking about what could be done with the new game and what ideas could be incorporated to make the game exciting and different.

That's it for this month's letters pages. There's still a very healthy amount of post flooding in every day, so don't feel ignored if yours has not been published. Your comments regarding how to improve Control are always welcome here as are any SNES-related questions. Bye for now...

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No communication will be entered into unless we're feeling particularly chatty, and all competition winners are at the team's discretion. Family and friends of Maverick can enter but will only win if the bribe's big enough...

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the NEW control room

We've reached the end of another outstanding issue of the hugely enhanced Control and we're still going strong, six months down the line. We hope you all like the changes, and we'll see you through the next six months in the world of Super Nintendo.

CHANGING TRENDS

Changing trends is the section in Control to see what's hot and what's not, what's hip and what's erm... not.

HOT

Sampled sounds
Super Mario Kart
Butty Box
DMs/Work boots
Short hair
Jeans
Super Nintendo
Ben Lewis
Cafe 10
Chicken Madras

COLD

Heavy Metal
Streetfighter II
Dot 'n' Lil's
Cowboy boots
Long hair
Leopard skin leggings
Mega Drives
Dave Goodyear
The Old Millstone
Captioned Taj Mahal pictures

NEXT MONTH

You may have got the latest issue of Control, but we're already hard at work on the next mag. On sale on the 28th January, expect to see reviews of all the latest import and official games including the Super Scope extravaganza, Battle Clash and the low-down on the UK version of the hilarious shoot'em-up, Super Parodius. You'll also be receiving a super free gift. All this for a mere £1.95.

GAME TOP FIVE

1	Streetfighter II
2	Super Mario World
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4	Pilot Wings
5	Zelda 3

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GO!GO!GO!

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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!!

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