ISSUE 7

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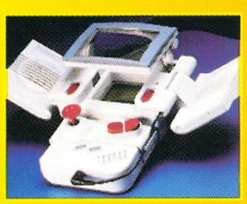
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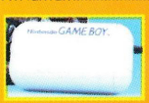
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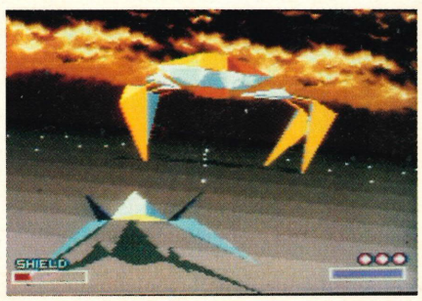
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SPECIAL! NINTENDO'S NEW SUPER CHIP – p.80

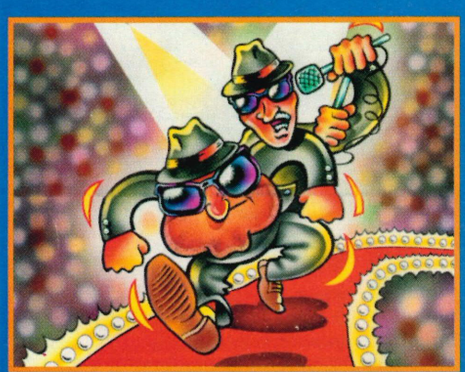
Control takes a look at the additional co-processors that give SNES games extra oomph! The existing DSP, featured in Mario Kart, together with the new Seta DSP and Super FX chips come under the Control microscope.



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JOE AND MAC 2 28
Joe and Mac was one of the classic platform beat 'em-ups. This is completely different, but does it live up to our high expectations?

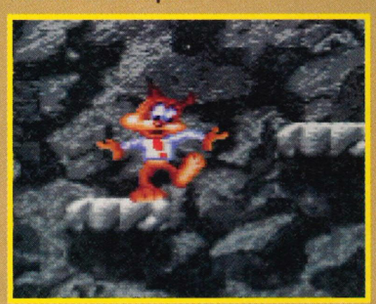
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Fast puck action is the order of the day in this long awaited Ice Hockey game from EA. A classic on the Mega Drive, is this as good?

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Remember domino marathons on Record Breakers? Well this puts an all-new perspective on the idea, is it as entertaining?

Issue seven already for Europe's most honest, authoritative, and long-standing Super Nintendo magazine and this month we provide the cream of news direct from Las Vegas, the latest game reviews, and the most useful players' guides.

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ISSUE 7 MARCH 1993

The ONLY Mag SNES Owners Need!

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Featuring white hot news on such titles as Capcom's Super Mega Man and Final Fight 2, EA's amazing B.O.B, Acclaim's Mortal Kombat and Crash Dummies, LucasArt's Monsters, Sunsoft's Acro-bat, Tazmania and Duck Dodgers. We also uncover Psygnosis' first dabblings on the SNES front together with previously unreported games from Renovation, Activision, Bullet-Proof and Virgin.

This issue's bumper news coverage comes direct from the Winter CES in Las Vegas, over 10 pages with news on all the games on show, or behind closed doors, to be released within the next year.

There are many more news items which, unlike other magazines, we mention that we will cover in forthcoming issues. It's just another pointer to prove that Control has the very best SNES news coverage.

LAS VEGAS

PLAY GUIDES & TIPS

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64 SPIDERMAN AND THE X-MEN
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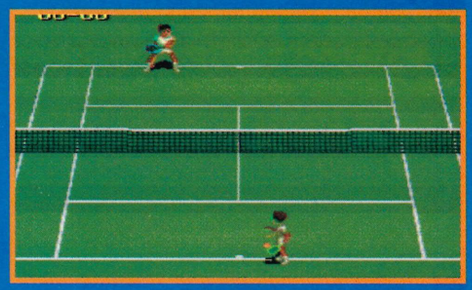
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CHESTER CHEETAH 56
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Car racing action SNES style.

CONTROL NEWS

VIVA



The CES (Consumer Electronics Show) takes place in America twice a year featuring just about anything and everything new in the whole sphere of the electronics field. Consoles are main players, and Super Nintendo games took up more than their fair share. Control, always the first with the latest SNES news simply had to be there.



MONSTERS



Monsters is Lucasarts Games forthcoming SNES release, pushed forward by the holding back of Empire Strikes Back due to the success of Super Star Wars. Monsters is actually a strange game where you play the role of a kid, either a boy or a girl, who has to rescue members of their community from numerous fiendish denizens which appear just to gobble everyone up.

A map is provided to help you out, and you have to earn a certain number of rescue points to progress to the next level. These points depend on whom you rescue, for example the cheerleaders are worth extra points for the boy whereas the teacher is only worth a pittance. Each level throws up some monstrosity to take out the

MORTAL KOMBAT

Mortal Kombat is an arcade beat'em-up that really turns heads in its use of graphical intensity, with actual digitised images and a dollop of decent gameplay, unlike the earlier (poor) Pitfighter that utilised a similar technique.

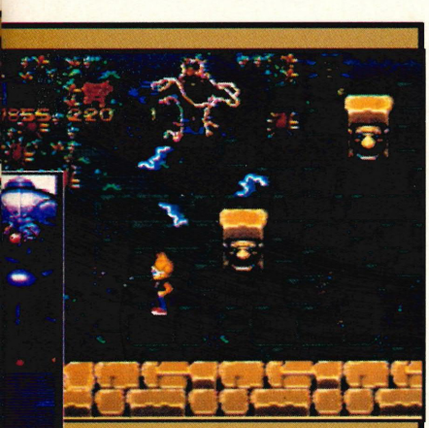
Featuring top notch digitised graphics, parallax scrolling and special martial arts moves, Mortal Kombat allows you to take on seven of the world's most fearsome fighters before you face the big daddy of them all who can change into whatever character he so desires.

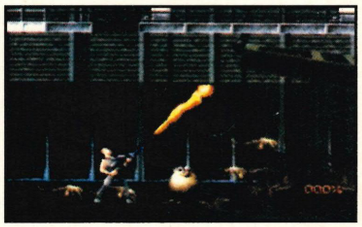
One of the hottest arcade releases for some time, Acclaim are releasing the SNES game around June this year.

LAS VEGAS

Las Vegas is the annual venue for the winter CES show. What a place it is – a place like no other. Known as many things, but the most frequently touted is Sin City... A kind of Blackpool on steroids – it's brighter, sleazier, bigger and tackier, a place where you can't escape from the eternal jingle-jangle of one-armed bandits and psychotic biddies feeding away their pensions. Here, in this capital of vice and gambling, was the venue, the Las Vegas Exhibition Centre. A truly massive show in all respects, where it would be impossible to see everything. Nestled away in the south side was the Computer and Console area which included a tiny Sega booth compared to the Nintendo marquee – the largest temporary freestanding building ever in the States.

Read Control's increased and authoritative news pages for details on the cream of the latest SNES releases, and a quick mention of other goodies on offer for future release. So much news, and so little space to tell it. Viva!





survivors and yourself, from zombies to chainsaw wielding maniacs.

Monsters should be released later in the year, as yet by an unknown company. Lucasarts Games are confident it will be snapped up soon, more news as we get it.

ALIEN 3

LJN, which are to all intents and purposes Acclaim, have shown Alien 3 to the eager trade people. In Alien 3 you play the role of Ripley, the character made famous by Sigourney Weaver in the three films. In this action packed beat'em-up, you must attempt to rescue the hostages from the legions of Alien attackers before you face up to your final confrontation with the Alien Queen herself.

Non-stop action and cinematic quality graphics are all promised in this release that has been set for the Summer.

Humans

Introducing the Humans, to give it its full title, is a novel game featuring a bizarre stone age tribe as they work together to discover and gather the necessities of survival, and suss out things like the wheel and fire. Only through division of labour and the realisation of a common goal can the tribesmen, as a group, work together. If pitting stone age man against stone age obstacles, and dealing with different individual feelings of members appeals, then Humans may be worth a look. Gametek will release this British designed product over in America during May.



Super Battletoads & Battlemaniacs

Like a fine sauce, Tradewest have been building this game up in steady degrees, first the mild rumours followed by the simmering as more news became available, and now it's just about to reach boiling point before the launch.

The fabulous green warty things are back and about to take the SNES by storm. Young Pimple and Rash have to set off to rescue Zits who has been captured by the Dark Queen and it's up to you to rescue him from a fate worse than a Frenchman's dinner. So off you go; hopping, punching and surfing to rescue Zits.

Nasties attack constantly in order to stop your rampage, as they tend to in most beat'em-up games. The action is fast and furious, with colourful and smooth animation – each of the two toads have unique special moves.

A simultaneous two player mode helps things along no end in the old gameplay department.

Eager to give this a bash? Well, you will have to wait just a little longer. So keep your eyes peeled in a forthcoming issue of Control for the full low-down.





The Lost Vikings



Finally Interplay have a completed version of Vikings on display, and what a challenging game it looks in its entirety.

Let me set the scene... Three Vikings have been kidnapped by Aliens and must find their way home by accomplishing a wide variety of tasks and puzzles.

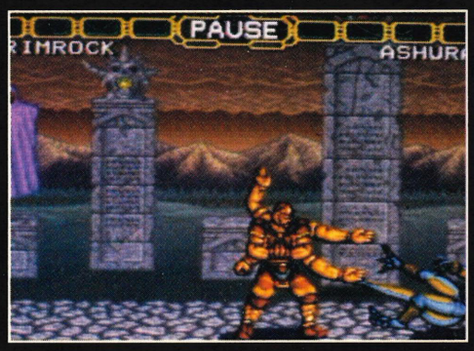
Each Viking has his own individual special abilities, such as defensive, attacking and speed.

All the Norsemen must use these to their fullest capabilities in order to solve the massive array of puzzles and travel through time until they eventually reach their Norse home.

Expect to see this challenging game released very soon. Keep your eyes peeled in Control.

Doomsday Warrior

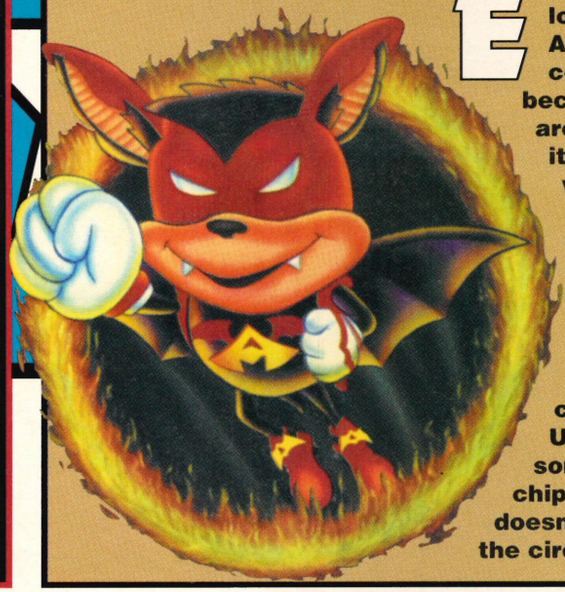
Renovation are a software famed for their Mega Drive games. Now they've seen the light and are dabbling on the SNES front, and their first game for the SNES is Doomsday Warrior. More in the way of fighting action with 15 secret moves in this eight meg cart. With two gaming options and two difficulty levels, one or two players can challenge seven characters or compete against each other. A special mode is the random choice of destinations in which to fight, and power-ups given after a match is won.



There is also a password feature to return to your previously created fighter, giving it an RPG aspect to the hack'n'slash element.

Re ovation will release this title during February.

AERO THE



Expect to hear a lot about young Aero in the coming months, because Sunsoft are really pushing it in the same way as other character games, like Accolade's Bubsy.

A bat with attitude, Aero is a star of the circus. Unfortunately, some guy with a chip on his shoulder doesn't like him nor the circus. Suddenly

UTOPIA

Developed by the British Software house, Gremlin Graphics, Jaleco have managed to get the American publishing deal to release it.

A classic strategy game of playing God, which takes the best features out of the home computer front, namely Populous and Sim City.

With an isometric viewpoint, the control method is simple, i.e. you must use either the mouse or the SNES controller.

A game that tests your mental guile, and a welcome change from the brainless slaughter of classic SNES stuff.

Keep your eyes peeled for the release later on this year.





NBA ALL-STAR CHALLENGE

Acclaim's brand new basketball sim has just been released onto the eager American public, featuring accurate representations of the sport of tall guys. No details have been hidden, with on-court reflections, sneaker squeaks and net swishes. It also features the digitised likenesses of



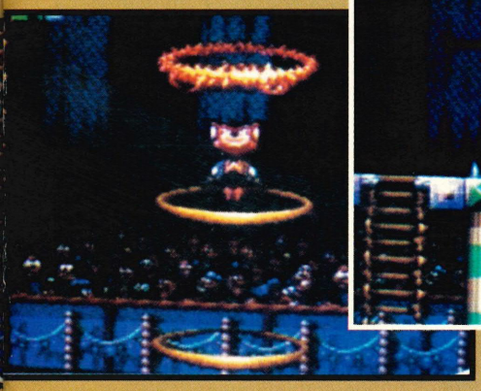
27 of the top NBA players, and their signature moves. With five gaming options, you should see this in importers around now.



ACROBAT

the circus is full of booby traps, evil henchmen and Zero the Acro-brat, a kamikaze squirrel with another concrete block by his neck. Your aim is to continue the show as if nothing is wrong.

Set for release by Sunsoft late Autumn, Aero will no doubt feature in Control heavily in the forthcoming months.

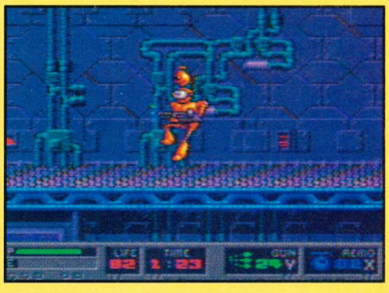




B.O.B



B.O.B is EA's latest dabbling on the SNES featuring a strange robotic character known as B.O.B. On his way to pick up a blind date, B.O.B runs into an asteroid, totalling his car and leaving him stranded. So off you pop in the search for a new motor. The game is set on three worlds of between 10/15 timed levels full of nasties and plenty of power-ups. B.O.B has a range of moves and reactions which are almost human, with a variety of body language, facial expressions and attitude. Armed with six ammo types, he can deal with the array of enemies he must face. Developed by the guys who produced ToeJam and Earl on the MD, this has many elements from that classic.



B.O.B will be released by EA officially in the UK in June.

Felix the Cat

Hudson Soft have announced plans to release Felix the cat on the Super Nintendo. Previously only available on the other Nintendo formats, Felix will try to include all of the fun of these versions with smooth, colourful and fast action graphics.

A platform game featuring the 'worlds most famous cat' where he has to rescue his girlfriend, Kitty, from the sly professor. Other characters from the past try to hinder his way, such as Master Cylinder, Poindexter and Rock Bottom, and other characters from the past.

In early stages of development at the moment, look out for its release late in autumn.

There'll be a few more details when we get them.



Mechwarrior



Activision's Mechwarrior is a menagerie of action and strategic adventure. Set in the distant future, you have to pilot a variety of 'battlemechs', robots of war, to engage an evil cartel hell-bent on universal subjugation.

Strategy is vital, and you even have to barter to improve your position in repairing and buying new Battlemechs. With first person perspective, and plenty of mode seven action, Mechwarrior will be released over the pond early in the spring.

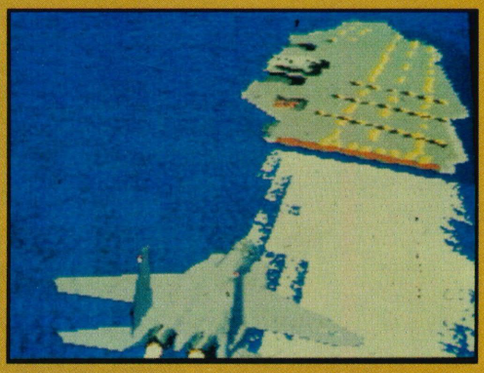
Super Strike Eagle

Microprose, those masters of the art of simulation, finally had a completed version of the eagerly awaited Super Strike Eagle on display. Quite arcady (unusual for Microprose), this game uses the best elements of the SNES to full capabilities.

Mode Seven cockpit action looks great, and the speech effects are clear and easy to understand.

Flying over strategic 'hotspots' with a full cockpit view, you have a veritable myriad of weapons from which to choose to blast all your enemies into kingdom come.

This eight meg cart will be released over in America soon, and officially in the United Kingdom this year.



ROCK AND ROLL RACING

Rock and Roll Racing is Interplay's latest dabble on the SNES front, a racing game over a variety of complex and varied courses. One or two players can indulge in an head-to-head challenge, or you can simply take on the computer racers.

Unfortunately, if you're eager to burn some rubber, you'll have to wait just a little while. It's not due out until at least the summer.

WORLD CUP SOCCER

Featuring 32 national teams, Acclaim are jumping on the World Cup bandwagon a little early. Featuring both horizontal and vertical scrolling, statistics, action replays and tie-breaking shoot-outs this promises to offer realistic footie action in an arcade style. Watch out for Acclaim's World Cup Soccer later in the year to challenge the plethora coming out of the woodwork.



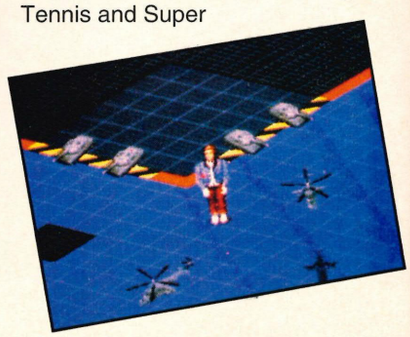
ARCUS ODYSSEY

In development at the moment, Arcus Odyssey is an original Sega Mega Drive game which is being faithfully converted to the SNES. Eight quests need to be solved before you come across the evil sorceress and free the land. Characters move around in eight directions, giving a 45 degree perspective, as you wander through dungeons avoiding fiendish traps, battling horrible monsters and collecting the obligatory treasure. Endless continues will be available, as will a password feature unique to who you are playing with.

Arcus Odyssey is only in its early stages at the moment, but the Stateside launch is due May.

TOYS

Absolute Entertainment, following on from the success of Amazing Tennis and Super

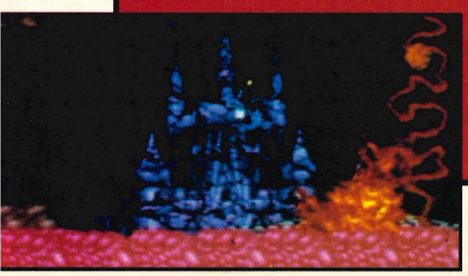


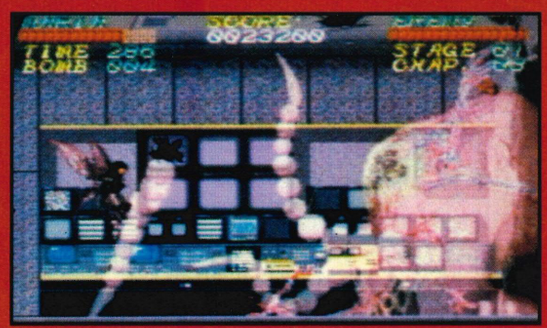
DREAM PROBE

Dream Probe is Renovation's second dabble on the SNES game front. A young girl is trapped in her own nightmares, and you must share this dream and rescue her from her dream by conquering the many enemies and destroying the dream probe.

An eight meg action game, Dream Probe is set over six levels of vertical and horizontal scrolling. With over 10 weapons to master, a choice of gender, and three difficulty levels the game offers quite a variety of gameplay for the avid gamer.

Set for release late in February, Dream Probe will be available only on unofficial import for the time being.





YOSHI'S COOKIE

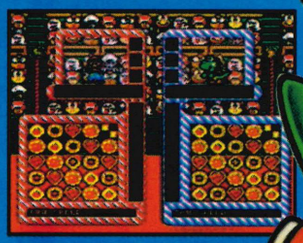


Mario and Yoshi are working in a biscuit factory. The aim of the game is to help Mario sort out rows of cookies as they appear from two sides of the screen. Clear a screen and the level of cookie chaos reaches a new high, and Yoshi appears to cock things up.

The SNES game features 10 rounds each with 10 stages.

Players can play alone, or against a friend or the computer who can cause further havoc to the biscuits set-up to gain a competitive edge.

Yoshi's Cookie is due for release Stateside by Bullet-Proof Software early in the Summer.



Battletank, are releasing a film tie-in of the same name. The aim of the game is to defend a toy factory from a general who wishes to turn the place into an arms store. With graphics straight out of the film, a humorous streak and interactive puzzles, Toys will be released in the US soon.

OBITUS

An original home computer game designed by British software house, Psygnosis, Bullet-Proof Software are publishing Obitus for a SNES launch around Autumn, 1993.

Obitus is a fantasy action-adventure game with a first person perspective in a land of magic and mystery. Many creature block your path or offer helpful advice in your quest to find the four gems, and magic items and spells are easily at hand. Sounds pretty intriguing.

WWF 2

A 16 megabit cartridge, WWF 2 features 14 of the latest line of good and bad wrestlers to take on. Boredom should be less of a problem with this version as it offers a choice of six different gaming options. As well as the standard selection, you can choose three man tag team, no-holds-barred and Royal Rumble matches in which six WWF stars grapple each other. Watch out for this around summer at a standard price (not over inflated because of its additional size).



© BRITISH SKY BROADCASTING

TAZ-MANIA

Featuring the star Warner Bros. cartoon star, Taz-Mania is like a fast action driving game with Taz whizzing through numerous roads and dirt tracks, grabbing things and turning into a spinning dervish.

The aim of the game is to chase your favourite Kiwi birds, whilst avoiding vehicles, adversaries and the unwanted attentions of the amorous She-Devil. Using fast action graphics, digitised voices and sounds, it also features cartoon sequences to give it the Looney Tunes feel. Sunsoft will release this in February.



Bulls Vs. Blazers

Bulls Vs. Blazers and the NBA Playoffs is Electronic Arts first five on five Basketball game featuring all 16 of the actual 1992 playoff contenders, and the two finalists, the Chicoago Bulls and Portland Trail Blazers.

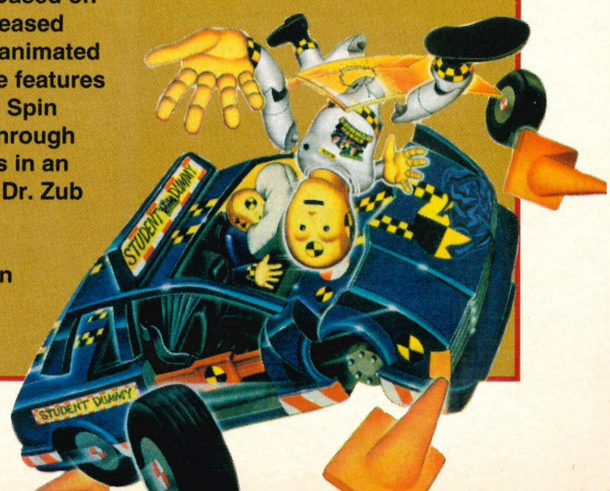
Featuring accurate stats and gameplay, signature moves of the top players and realism such as player tiredness, sharp referees and free-throw accuracy.

With other features such as instant replays, game highlights and scores from other playoff games, half-time and pre-game entertainment, you'll be able to get hold of this later this year.

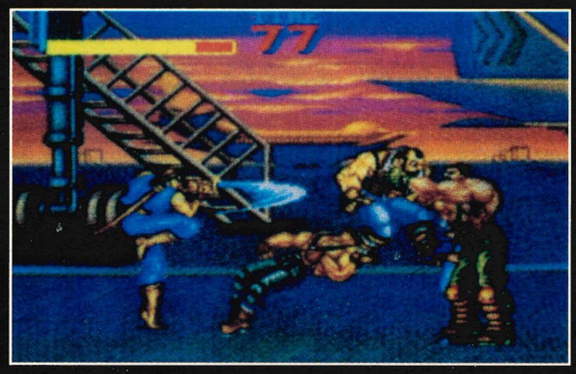


Crash Dummies

Courtesy of LJN, affiliate name of Acclaim, The Incredible Crash Dummies are preparing to burst onto the SNES scene. Based on the soon-to-be released action movie and animated cartoon, this game features the Crash Dummy Spin bashing his way through levels of obstacles in an attempt to rescue Dr. Zub who has been kidnapped by the dastardly Junkman and his evil henchmen. More information when we get it on this summer release, but it does look promising at this early stage.



Final Fight 11



Capcom have announced the follow up to the immensely popular Final Fight – originally entitled Final FIght II, this improved version is all set for release in autumn 1993.

Final Fight II is an eight meg cart that has all the smoothness and graphical qualities of Street Fighter II.

Two players can play the roles of the hard men Cody and Haggar as they battle to the death with a variety of enemies in the streets, allies, warehouses and subways of the city. More info soon.

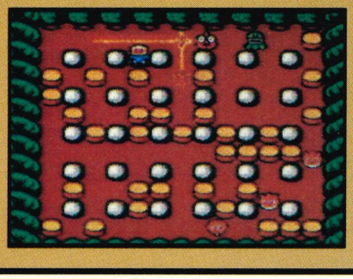
Super Bomber Man

Once again, Control's news coverage strikes gold and Super Bomberman is a key example.

Not only did we state the hot rumour last month, but we've been predicting an announcement for months.

At last, at the CES, Hudson Soft finally let the cat out of the bag.

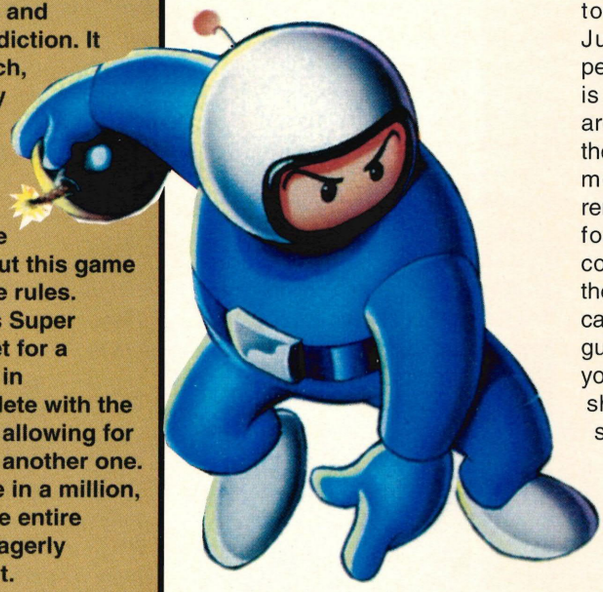
Bomberman is a game of classic simplicity and unadulterated addiction. It may not look much, but once you play it you'll be hooked.



We don't normally hype games until we've reviewed them, but this game is one to bend the rules.

Hudson Soft's Super Bomberman is set for a stateside release in September complete with the Multitap adaptor, allowing for four players plus another one.

This is a game in a million, and one which the entire Control team is eagerly awaiting to try out.



T2: THE ARCADE GAME

Not to be confused with the soon to be released Terminator 2: Judgement Day by the same people at Acclaim's LJN label, T2 is a conversion of the Williams arcade game, which was one of the first to include actual digitised movie footage and one that remained at the top of the charts for over 60 weeks. T2 will be compatible with the mouse and the Nintendo Super Scope so you can blast away through hordes of gun-toting endo-skeletons before your final scrap with T-1000. This should be released later in the summer months.

WIZARD OF OZ

Wizard of Oz is an eight meg cart based roughly around the classic film, and as a side scrolling action adventure it features many puzzles and games of chance. Graphically smart, it features over 40 levels with thirteen varied soundtracks. Catch this Seta title in the stores towards late Autumn.



SUPER GLOBAL GLADIATORS

The bubble-blowing MC Kids, Mick and Mack will be released on the SNES courtesy of Virgin Games, in an action platform game designed to appeal to everyone under 16 years.

Mick and Mack take on the roles of the Global Gladiators to battle their way through five expansive worlds. Shooting goo at all comers, the general gist is to make it appear `cool` to care for your environment.

Due for release in the summer, Super Global Gladiators looks thoroughly enjoyable even for over 16 year olds! With sampled speech, smooth animation, and great graphics it looks very appealing at this stage, and on another planet compared to the Mega Drive version.



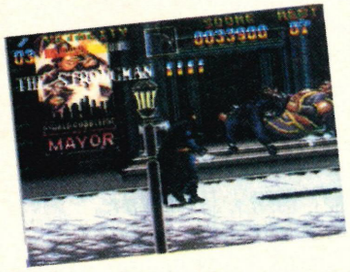
This is the MD version which looks complete pants compared to the SNES one!

MA-KENDO

Seta's Ma-Kendo was on display for a June release. A platform beat'em-up over seven levels featuring, for a change, a woman lead character. This nifty looking beater offers some extremely tough areas, and I warn you now about the ice level. Don't come crying to me later in the year.

SUPER R1 ROC 11

If the future of SNES games involves fancy new chips, then Seta have gone their own way. Super F1 ROC was on display utilising their new co-processor DSP allowing for 22MHz speed. Three players can challenge 26 cars (in comparison, there are a lowly eight in F-Zero), nipping around in a pseudo-intelligent independent way, with no slow-down or glitching, and stunning speed. Set for release any time before autumn.



BATMAN RETURNS

BR has finally made its public appearance. Reminiscent of an improved TMNT IV, it features CD quality sound and musical effects. With massive moving sprites and plenty of attack options, there are to be seven 2 and 3D levels of cinematic gameplay. By Konami.

ALIENS VS PREDATOR

The player controls the predator who must do everything in his power to survive the onslaught of Aliens armed with a variety of weapons. Collect enough of the Aliens' skulls and you can take on the Aliens' mothership. Why the Predator decides to save earth is because the thrill of the hunt is far more enjoyable against tough opposition. Activision will release this eight meg cart in mid-1993 for fightoholics amongst us.

Super Mega Man

At last, the cult NES and Game Boy series of Mega Man games will be released on the SNES, making it the ninth title based on the same theme and character. Featuring completely revamped graphics and game size, and that special Capcom feel, this action adventure should be released in time for Christmas.

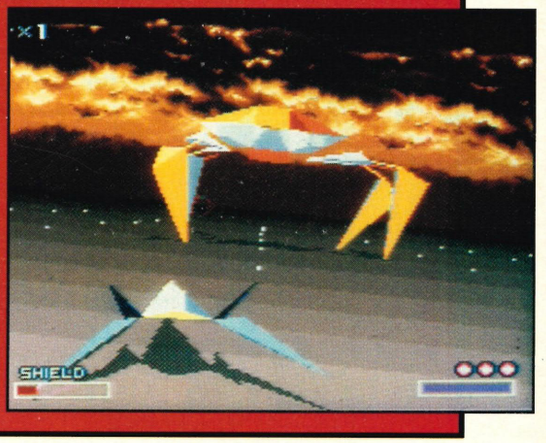


STAR FOX

Star Fox, the first game to use the much touted Super FX chip was launched at the show with much noise and arm waving. This first screening was housed in a futuristic dome surrounded by glamorous women with snug-fit clobber, inside the game was attached to specially built arcade style seats with stereo headrests with ultra violet light effects and a stunning laser show going on above your heads. This dome and all its effects, I was informed by a Nintendo guy attached to me, cost over one million dollars!

Star Fox really does look stunning in action, if not with the screenshots, based on the arcade smash, Star Blade, it really does show the potential of the Super FX chip. Being able to handle and adjust loads of on screen graphics, Star Fox features loads of fast and smooth polygonal textured shapes whizzing around at breakneck speed, together with sampled speed and graphic effects, it is jaw dropping, and extremely playable. Set for release around Easter time.





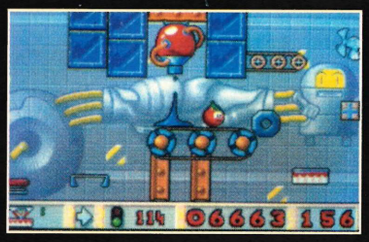
Bill's Tomato Game

Psygnosis told Control that later in the year they are finally going to move into the realm of SNES publishing. They're no rookies to the system, having developed games such as Super Shadow of the Beast and Obitus for other publishers.

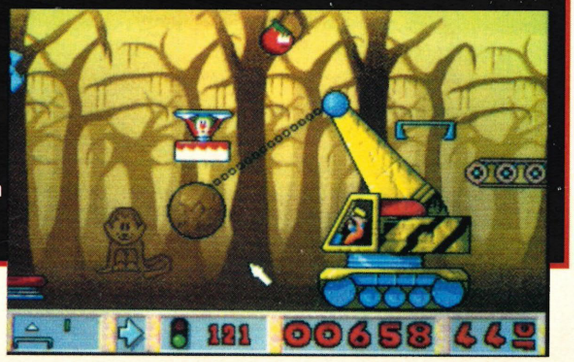
Their first game will be Bill's Tomato Game. This sickeningly cute game features two young tomato lovers, Tracy and Terry, who elope away from the puree factory to get married. Unfortunately, Tracy is coverted by a hungry squirrel who whisks her away. Terry must rescue her.

Despite the story, the game on other formats looks great so expect something special on the SNES with the hallmark Psygnosis presentation.

This should be released towards the end of the year, with the mumblings of a few others in the pipeline.



Amiga Screenshots



ICE CHALLENGE

Crash 'n' the Boys: Ice Challenge has a hip sounding title, yet it is actually an ice hockey game of battling the boys against the snobs up the road. An horrendously cliched attempt at breaking class barriers with sport.

Featuring a tournament ice hockey game, up to four players can play and control their own team, or indulge in a two player head to head.

All the action is dictated by a massive array of offensive moves, allowing for a lot more thrills than ever before.

American Technos will release Ice Challenge in late spring this year, if it is possible for us to stomach yet another ice hockey game.

Shadowrun



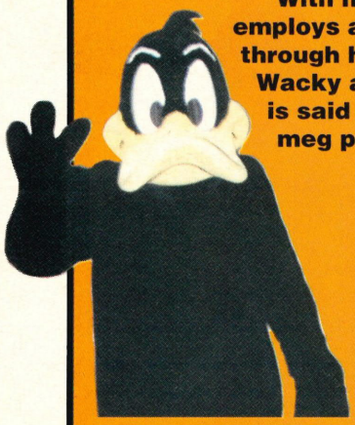
Data East, the coin-op experts are preparing to dabble on the SNES in a major way. Shadowrun is latest in line, and is set in the distant future where magic and technology merge together.

Mysteriously, you awake in the morgue. Officially you don't exist, but in your brain is information the great unknown want. It's up to you to download this information before you are caught and are casually killed off.

A strategy adventure based on the same publication, it's out in March.

DUCK DODGERS

Daffy Duck and Marvin the Martian is another Looney Toons licence from those guys at Sunsoft. Based on the cartoon hit, Duck Dodgers in the 24 1/2 century you play the role of the old quack pot himself, to destroy any space alien who comes in his way, including his arch rival, Marvin.



With help from trusty Porky Pig, Daffy employs a variety of weapons to assist him through his journeys through space. Wacky as ever, the sanity of the universe is said to be at stake. Check this eight meg platform romp out later in the year.



MORE CAPCOM

Capcom's biggest scoop since SFII is the news that they are to produce the SNES Aladdin. Based on the visually outstanding Disney cartoon film, this is set for release at the end of 1993. Presently being developed by Capcom's award winning game designers, it will feature all the main characters from the animated film and, hopefully, capture the movie's intrigue.

Also in the pipeline is Goof Troop, another Disney licence for those game masters Capcom, which is presently in its development stage.

Based on the US Disney cartoon series of the same name, you play Goofy or Max in order to rescue your buddies Pete and PJ who have been kidnapped by some nasty pirates. Goof Troop features five beginner to intermediate levels of gaming action, this four megabit game will be released stateside in autumn.

FATAL FURY II

Takara, the makers of King of the Monsters and the great Fatal Fury, are set to release the all-new follow-ups for these games. Already available on the Neo Geo, these games will be Fatal Fury II and King of the Monsters II.

Not for release until around autumn, they are presently in early stages of development and the decision whether to make them 16 meg or 12 meg is still up in the air.

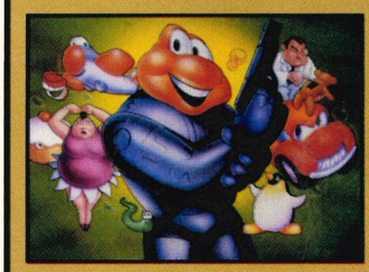
Following on from the originals, with new characters to beat up and outwit, they should have all the colour and action of the original SNES conversions, yet improved on these.

If they are half as good as the Neo Geo original, and improved on the original SNES twosome, they could give SFII a run for its money – we shall have to wait and see. Autumn is a long time to wait.

POND, JAMES POND

James Pond mania looks like it's about to hit big over in the States and on the Super Nintendo. James Pond is big in Europe anyway, with his games selling in excess of 800,000 games!

Two companies are releasing products featuring our fishy friend, Super Pond by American Softworks and James Pond in Aquatic Games by Seika.



Super Pond is basically the classic James Pond with his extendable body and indestructable flippers, a bouncy happy platform romp with bright and colourful graphics and excellent gameplay.

Aquatic Games is more of kiddies sports adventure where young Pond puts on his running shorts and indulges in sports as bizarre as the 100 Metre Splash and Kipper Watching. Both of these games are to be released over the pond (sic) during the summer months. Watch out for the full Control previews in coming months.

AND THAT'S NOT ALL...

There was an absolute plethora of new products on display at the show for which we didn't have enough space, so here they are. We like to state everything at once, and not hold back the information unlike some other magazines.

The Sammy Corporation had some meaty games. *Football Fury* took a cartoony view of the world of Pro Football, and their role playing romps had a certain air about them, *Battle Blaze* and *Might and Magic II*, but the interest was in *Might and Magic III.*

American Softworks had *Bebe's Kids* and *Super Troll Land* featuring those obnoxious pink haired troll creatures which have taken the States by storm.

American Technos showed the *King of Rally* (reviewed this issue) and english language version of that most weird of games, *Super Dodgeball.*

In America, Bandai are just another supplier of SNES games, and here they had two new releases on display, the platform *Toxic Crusaders* and the Super Scope extravaganza, *Bazooka!*

Atlus flaunted the RPG *Super Valis IV*, showing promise but in early



stages of development, the dubious *Metal Jack* and the cute and comical *Widget* platform game romp.

Culture Brain's only game of note was *Super Ninja Boy* - yet another cutey platform punching game.

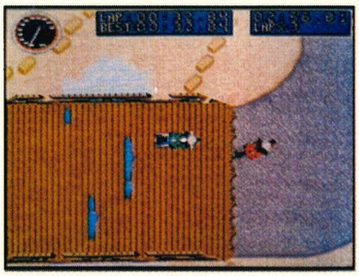
New boys on the block, DTMC had an impressive looking *California Games II* which had a great looking mode seven jet ski stage, and the provisionally titled *Rock Climbing, a* mountain sports game.

FCI were proudly touting *Sim Earth*, a weird and wonderful game where you can control the world, and *Ultima.* Tucked away in the closet was *AD&D - Curse of the Azure Bonds* that, unfortunately, has been put back indefinitely for the time being.

Irem Corporation had the obvious game styled *Street Combat* and *Max Mania*, and *Rocky Rodent,* a fast-action platform romp with a rodent and plenty of hairspray on his barnet in order to clobber all oncomers.

Electrobrain had four under its belt, with *Legends of the Ring* boxing sim, *Future Zone* and *Metal Masters.*

Gametek had a strong line up but, from our experience, they're not



entirely hot titles. The main two set to break the mould were *Humans* and *Kawasaki Caribbean Challenge*, a land and water based racing game.

Hi Tech Expressions were busy with *Tom and Jerry* dashing around and *We're Back.* They also had three games acquired from Electronic Arts, *Harley's Humongous Adventure* and two *Carmen Santiego* games. For the nippers there was *Sesame Street, Mickey Mouse* and *Barbie.*

If Hot-B thought they could steal the show with *Super Black Bass*, a fishing game, then they've been strongly misguided. It is pretty addictive, and they've announced a follow up.

Hudsonsoft announced licences for the *American Tail, Beauty and the Beast* and *Inspector Gadget*, all for release towards the end of the year. *Power League Baseball* and *Dig and Spike Volleyball* were their sporting efforts, and on the RPG side, the english translation of *Ogre Battle.*

Interplay were showing off their steaming line up of games such as the long awaited *Claymates* and *Vikings*, but they also had two new spectaculars. *Rock and Roll Racing*, a driving game with big sod-off trucks, and *Lord of the Rings*, based on the Tolkien classic and mouse controlled.

In addition to *Utopia*, Jaleco had a new baseball sim, *Super Bases Loaded II*, the mouse controlled *King Arthurs World* and a smart looking beat'em-up, *Brawl Brothers.* Brawl Brothers is a side scrolling puncher with really spectacular graphics, more news and details next month.

JVC, flush with the amazing success of *Super Star Wars*, also have a very strong line-up. *Jaguar XJ220, Skull Keep* and *Empire Strikes Back.* They remained quiet on the latter two, saying 'not yet', but we will do our utmost to find out!

Top Gear II was announced, but not on an actual machine at the Kemco stand, but *G2* was there and looked promising, and so did *First Samurai* and *Kid Klown* (aka Video Kid), both mentioned in last months news.

Sony Imagesoft were showing off *Dracula*, in early stage of development, and *Equinox*, a game with an isometric viewpoint and quite massive graphics.

Konami hid away from the crowds in a plush hotel. Here they had their full line-up including *Batman Returns* and *Tiny Toons* (reviewed this issue.) The only other new one was *Cybernator*, which will be reviewed next month.

Mindscape were showing *Outlander*, a shooting driving game with platform elements, *Mario is Missing*, a kiddies game where you have to rid places of Koopasm and *Terminator.*

Ocean's hottest news was the announcement of a SNES games based on the movie, *The Untouchables* and the Steven Spielberg epic, *Jurassic Park.Cool World, Puggsly's Scavenger Hunt*, and *Radio Flyer* looked pretty smart.

Seika had three home computer classics on display, Storms *Troddlers*, another twist the lemmings style, *Super Turrican*, the multi-directional blaster, and *Aquatic Games.*

Proud of their new DSP chip, Seta were showing off *F1 ROC 2*, together with three others. The soon to be released *Musya* scrapping game, *Ma-Kendo*, and the *Wizard of Oz.*

Strategy fans will be pleased to know that Koei are still producing the goods, namely *Inindo, Pacific Theatre of Operations* and *Aerobiz,* a



game where you control the fortunes of a aircraft company.

Spectrum Holobyte were pushing *Wordtris* and a game based on *Star Trek*, known, cannily enough, as Star Trek. This game will have many cerebral problems with which to challenge the gamer and will be released towards Christmas.

Sunsoft are the licensee to many plush games, as mentioned earlier, but one we didn't have space to mention was *Superman.* Yes, he lives, despite dieing late last year!

Every UK SNES dedicated magazines favourite company, T*HQ, had tons on display, and some actually looked good *Road Riot, Ren and Stimpy* and *Sports Illustrated*, their first 16 meg cart, were the best looking games there although *Waynes World, Rocky and Bullwinkle* and *Thomas the Tank Engine* did catch the eye. *Time Trax* and the *Swamp Thing* sounded promising, but the *Great Waldo Search* had a certain pants element we've come to love.

Battlecars from Namco looked promising, a fighting F-Zero clone,



as did *Metal Marines*, another pummel to high heaven game.

Titus had some hot games to mention. Namely *Lambourghini American Challenge, Brainies* and *Super Barbarian.*

Tradewest, not content with good ol' *Battletoads*, also announced the follow up to *Super Off Road.* Completely different, known as Super Off Road Baja, this will have a dashboard viewpoint of the road as you dash through the wilderness between California and Mexico.

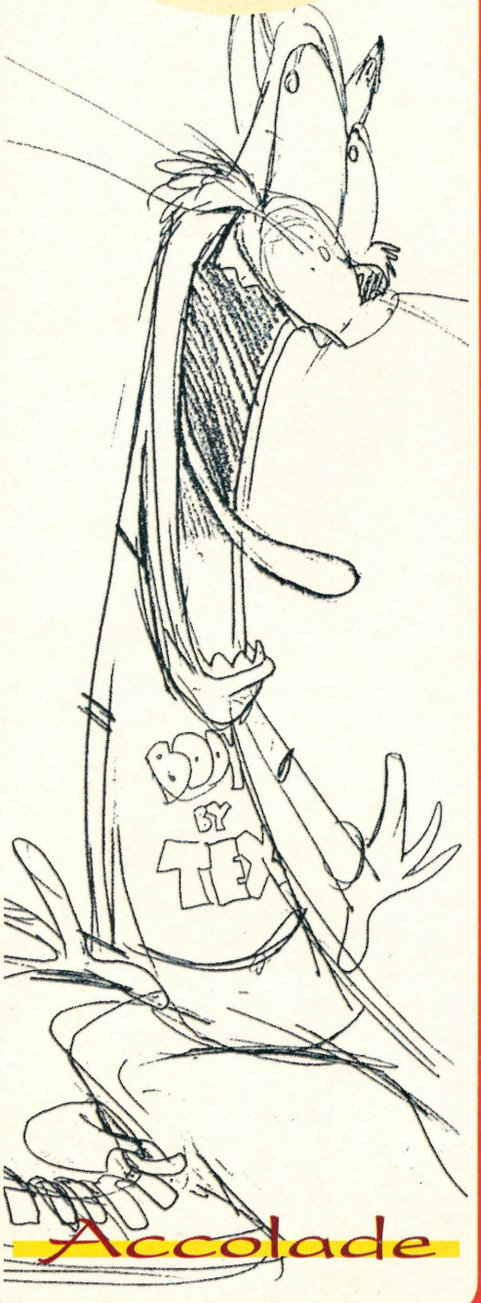
Vic Tokai had some good looking games for the future. The *Lost Mission* sounds promising, but their *Super Conflict* game looks great. This war strategy game will suck you in.

Virgin had some pretty nifty SNES games. *Speed Metal* and *Wolf Child* showed promise, as did *Super Slapshot* and *Caesars Palace.* An apt time and place to release the SNES conversion. Hot news from Virgin was the announcement of a *Kyrandia* game specially designed for the SNES.

Other companies with things to show were the ASCii Corp showing *Dominus*, Enix had *E.V.O*, and McOriver showed off *Hyper V-Ball.* Taito's *Hit the Ice* looked good, as did Toho's *Mecarobot Golf.* Renovation also announced a SNES version of *Jennifer Capriati Tennis.*

If you're particularly interested in any of these games, why not drop us a line, and we'll give the full details in our next issue.

PREVIEW



Carrying on a new trend of sickeningly cute cartoon style platform adventures, Accolades offering, Bubsy In: Claws Encounters Of The Furred Kind is planning to beat the Disney and Warner Bros stompers already on the market out of sight.

BUBSY IN
CLAWS ENCOUNTERS OF THE FURRED KIND

It would seem that the cute and fluffy style characters are definitely en vogue at the moment with Mickey Mouse, the Tiny Toons and Roadrunner leading the way, but Accolades latest and completely original star personality is going to change all that has gone before. Bubsy is a Bobcat with a conscience and a mission, and he has been created solely to save the Earth.

Viva Bubsy!

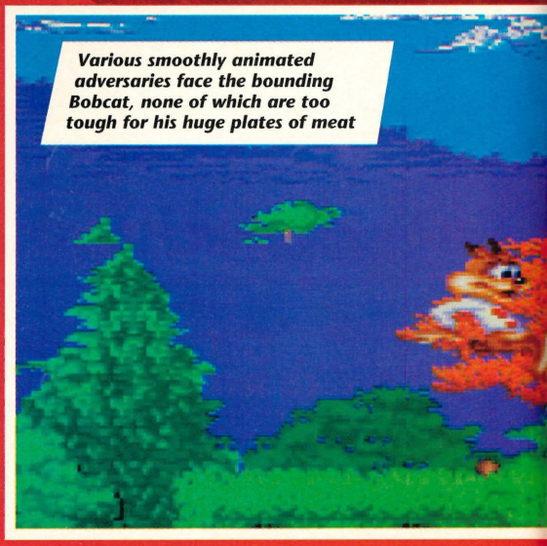
In a blaze of corny one liners and painful puns, Bubsy's adventure screams out at you, announcing its arrival in a flurry of colour and action. Its basic platform design and inventive use of animation clearly situates this game within the 'humorous kiddies' platform romp' category, but the challenging gameplay will appeal to an older generation also.

Divided into five chapters each with three levels, Bubsy rockets around a vast fairground, a moving freight train, water-drenched mountains, the grandest canyon and a beaver inhabited brook. His objective is to save the Earth from the alien yarn-pinching duo Polly and Esther (it's painful isn't it?) who are the Woolies from the planet Rayon.

Accompanied by many levels of parallax, fast scrolling and fluid animation (there are 12 different animation sequences illustrating Bubsy's death alone!) and responses, Bubsy searches for his yarn balls. Bubsy can stomp on the Woolies' heads to kill them but he must also try and avoid rocks, manhole covers, cheesewheels, gumballs and falling eggs as he leaps from left to right.

Jumping from platform to platform, disappearing in and out of numerous secret bonus stages and killing the odd Woolie every now and again, Bubsy has plenty to keep himself occupied with. The levels are long and comprehensive designed with various routes – you'll find none of that simple A to B routine here.

Designed by a team of American developers in sunny California, Bubsy is clearly influenced by the American style



Various smoothly animated adversaries face the bounding Bobcat, none of which are too tough for his huge plates of meat

cartoons of Disney and Warner Brothers, incorporating whacky humour, clever exaggerated animation and fast hot-hitting action. It is this hot-hitting action that may well place Bubsy alongside other cartoon classics, and amongst the SNES All Time Greats.

Although there are still a lot of bugs within the cart and elements still to be added such as Bubsy's digitized speech, the movie-style music, extra bonus stages and many more opponents, already this is looking mighty impressive. The quality and sheer intricacy of the graphics impress on their own but coupled with the gameplay and impending sound effects this promises to be something worth waiting for.

Skeeled Production

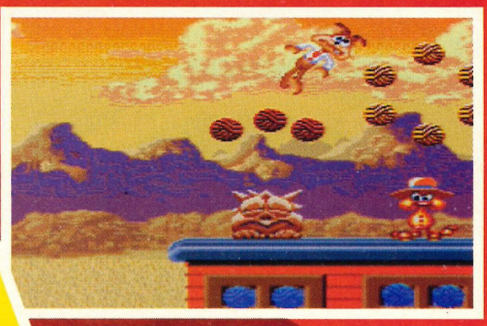
It is obvious that a lot of care and effort has been poured into Bubsy's design, and more is still to come.

From the original proposal put forward to Nintendo ranging to present day, near on two years of development has been sacrificed for Bubsy.

John Skeel, the game's producer in America, has said 'Bubsy will keep you challenged for hours – there's more than one way to skin this cat. Claws Encounters Of The Furred Kind is one of the first interactive cartoons created here in the U.S. We've made this a deep game. In uncompressed form, the data is many times larger than the cartridge itself.'

Bubsy is scheduled for a March release here in the UK but keep your eyes peeled for a full and comprehensive review within a future issue of Control.







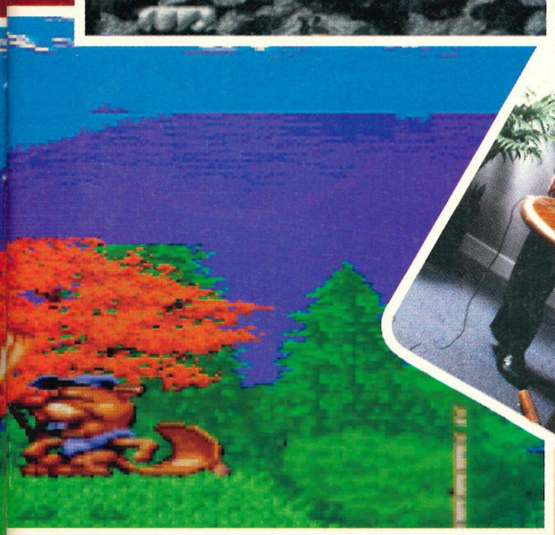


Bubsy has twelve differing animated sequences portraying his death, each one executed slickly and with humour



It's all fun and games when riding with Bubsy, he'll even take you to the fairground. What a life!









This is Bubsy playing at being invincible – he simply disappears from view leaving only his shadow

CONTROL

PREVIEW



A brief history lesson. Beats going to school with the threat of some guy stabbing you in the back

You start the game as a member of the Acme Detective Agency in their Time Crime division. Armed only with a time machine known as a Chronoskimmer and a computer to store your information. Your task is to track down, through time and geographical locations, the thief of world renowned treasures and artifacts.

These thieves belong to a group known as V.I.L.E. They're headed by the notorious Carmen Sandiego, and you start your mission by simply finding out what was stolen, where and in what age, and a time limit in which to solve it.

Track Down The Thief

The thief has to be tracked down through any one of 48 possible locations in the time allocated, you won't get an extension, just a ticking off and a new mission.

You must track down his or her whereabouts by chasing leads you glean from people on your travels. Gather information about your suspects and you will be able to identify the person and get hold of a warrant for his arrest. Information must be put into your evidence log, otherwise the game assumes nothing.

Evidence gleaned is relatively simple, it's a simple case of listening to hearsay on the whereabouts of the suspect as well as hair and eye colour, gender, and their favourite authors or artists.

You are given clues as to their next destination by peoples names, places, and times, often given by the name of royalty or the ruling dynasty or religion. Then it's a case of judging the place and century before nipping off there.

Each place has a pleasant picture and description of the cultures main raison d'etre for that era. It also includes famous people and places to keep your mind on. You know where you're on the right track because the V.I.L.E henchmen make an appearance, often out of costume to the time they're supposed to be in.

Some of these people or times may be a bit awkward to all but the most avid trivia buff so the game comes complete with the American Desk Encyclopedia to help you on your cases. If you can't be bothered, you can search the area for further clues although this removes valuable time from your search.

Bad Move, Time Cadet

Promotion is the major cause for returning to the game, earned by completing the cases to a satisfactory conclusion. Starting off as a time cadet, you can rapidly move up through inspector, detective and sleuth before you get the opportunity to retire after 80 successes.

Where in Time comes complete with an in-built and simple password facility so you can continue your chronological adventure without losing your rating.

Obviously, Where in Time has a strong educational value, something Hi Tech push with many of their games, and the product is worthwhile for the enjoyable gameplay, and at least for the handy encyclopedia. There are also five languages in which to play the game.

High Tech Expressions will be releasing Where in Time is Carmen Sandiego soon, and a follow-up, Where in the World is Carmen Sandiego, soon afterwards. Keep your eyes peeled in Control for the reviews.



Exotic locations, beautiful tarts, bizarre messages and a large bowl of fruit



WHERE IN TIME IS CARMEN SANDIEGO?

Hi-Tech Expressions

Where in Time is Carmen Sandiego is the first in a series of educational detective puzzlers to appear, better late than never, on the SNES.



Win a holiday train spotting in the good old US of A. As Reg would say, 'That's one'



Oh this year we're off to sunny Spain, but where in time is Carmen Sandiego?



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CONTROL

SCORING SYSTEM

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

Control has an accurate, yet understandable, scoring system to make it readily accessible to the average punter. Each game that we review is thoroughly play-tested by at least two of the review team. We are strict on the dross, but generous to the few releaes that deserve high scores.

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

SUPPLIED BY HI-TECH EXPRESSIONS

HARLEY'S HUMONGOUS ADVENTURE

Hi-Tech

Here we could see the beginnings of a huge hit originating from something microscopic. Harley's Humongous Adventure tackles the nasty subject of bed bugs, carpet mites and fleas with a gargantuan tongue placed in an even larger cheek.





Once you have found a shrinker part you automatically get transported into the next level

Harley's Humongous Adventure is openly aimed at the younger age range, mainly the 8-12 year olds. This has been freely admitted by Joan Ziegler, the Senior Vice President of Sales and Marketing at developers Hi-Tech.

Treading the same path as the Hollywood smash 'Honey, I Shrunk The Kids' Harley's Humongous Adventure focuses on the plight of a child protégé whose scientific experiments have severely backfired on himself. Poaching this idea may not be such a bad thing especially when 'Honey, I Blew Up The Baby' is now scheduled for a British cinema release – a situation which may just spark off added interest.

Bug Standard

Harley is a keen and talented dabbler in all things scientific, his ingenious Shrinker machine being his pride and joy. However, one day an experiment takes a turn for the worse and Harley finds himself reduced to the size of a cockroach.

Hassled by mutated bugs transformed in a previous bizarre experiment, Harley must search for machine parts taken by these all new thinking bugs. Only by recovering the stolen parts can Harley hope to return to his proper size.

Land Of The Giants

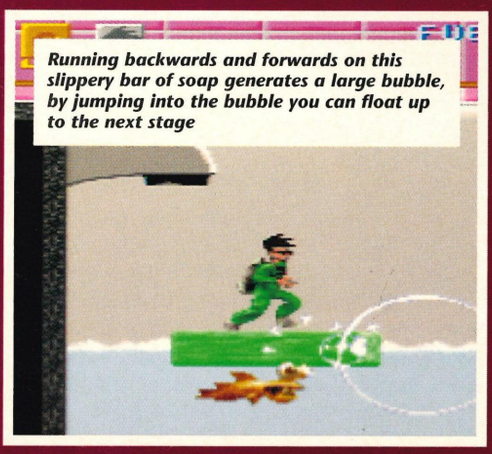
His adventure takes him to the four corners of his house and areas he had not even realised existed. Climbing over cups and saucers, through bookshelves, swimming through drainage pipes, parachuting off lego and bombing mites lurking in the pile of the carpets will become common practice for our pint-sized hero.

Harley's Adventure is a one or two player platform effort combining the use of bonus weapons, large winding levels,

NICK STICKS HIS OAR IN

Harley's Humongous Adventure is actually quite an enjoyable game, if a little too easy. However, the game isn't aimed at people with big feet, so we would be a little harsh. A kiddies game, it is a nice introduction to the area of console games often overlooked by the big software houses. However, the graphics are bold and cheery and the sounds solid, so why moan? It's just simple and easy to complete, but I still think it's worthy.





Running backwards and forwards on this slippery bar of soap generates a large bubble, by jumping into the bubble you can float up to the next stage

OUS

RE

Expressions



Here we see Harley wandering around on a huge Lego castle infested by slithering carpet bugs. Some swimming is called for here in order to get those lovely bonuses

humour and tame paper-clip throwing violence. Harley can run, jump, swim, parachute and climb – he can even pilot one of his own toy tanks to blow up bouncing balls on the floor of his nursery.

Spanning these various levels are numerous whacky bonuses and weapons that will assist Harley. Paper-clips, tacks, marbles, pins, bug spray and fire-crackers act as weapons while a mini jet-pack, a parachute, suction cups and a tank add a little extra spice to the gameplay.

Claymation Nation

The graphics are not outstanding and in comparison to many SNES games are disappointing, but there are some nice animated features on all sprites. Described by Hi-Tech as '...outrageous animated action in true 'Claymation' style... 'the sprites do indeed have some whacky expressions and personalities'.

Harley has a strange disorder when jumping but apart from this he is agile, fluid and incredibly small on screen, whereas the enemy sprites are indeed reminiscent of the Claymation style of animation. Some bugs throw up over Harley, others have bulging electric eyes, a few split into two with their heads and legs wandering in various different directions but most just slither and bob bulbously along surfaces.

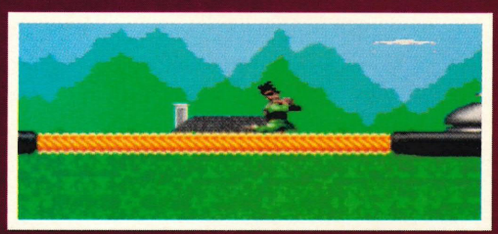
The background graphics try to capture the atmosphere of differing sections of the house from a garage, a nursery floor carpet accompanied by lego and building bricks, a kitchen with rolling soup cans, a bookshelf complete with staplers and ring binders, and even a bubble bath requiring Harley to ride inside a large bubble. Although simple in its presentation, this is graphically sound – although playschoolesque.

Enough Laughs

Harley is quite pleasing to play, with some of the special features retaining sufficient humour for continued play, but the novelty and style of the game is clearly aimed at a younger age group.

Although fun to play even when you are 20+ the gameplay has does not offer enough to keep us oldies completely satisfied and entertained.

Allie







Luckily, you can find bug repellent bonuses at various points throughout all the levels, lingering around you in a very unpleasant, smelly cloud

SUMMARY

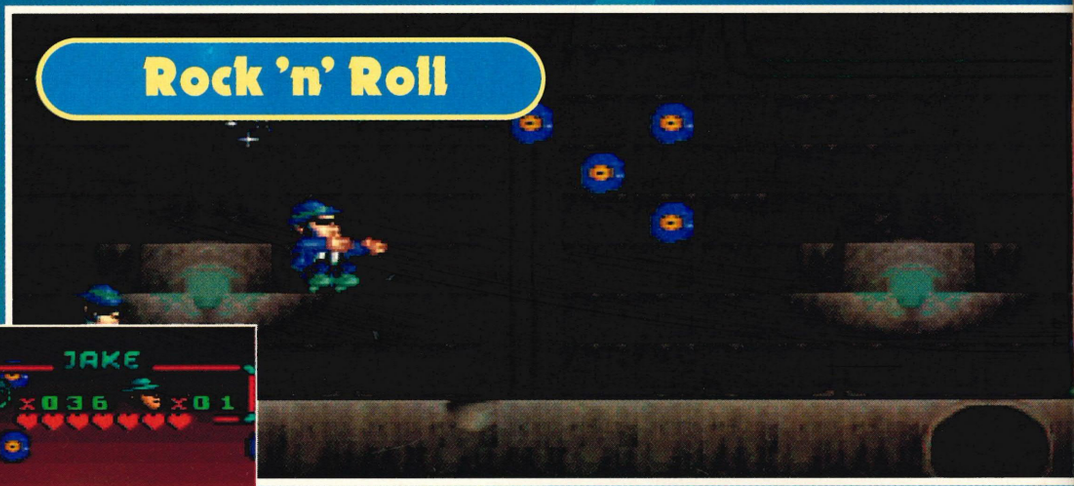
Harley is fun to play (there are 17 levels in all) but it holds little for the older generations in the way of challenging gameplay. Experienced gamers will find that although the levels are long they can be beaten easily. There are simple but effective background graphics with some humorous sprite animation. There are also fluid movement and control responses in the main character. This is clearly a game that younger children would enjoy playing, and would find challenging. This is a pleasing game to play despite the age limitations but don't expect too much longevity.

CONTROL PANEL

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

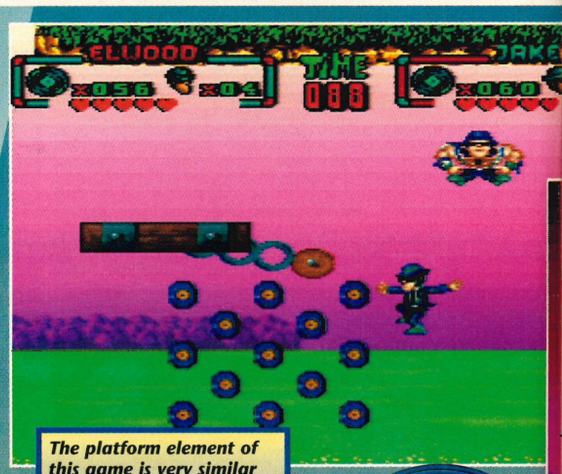
FINAL ANALYSIS 60%

Rock 'n' Roll



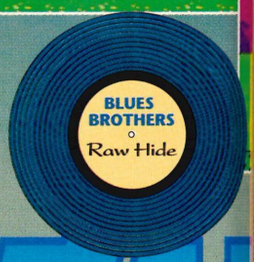


In the two player mode the action is simultaneous with both players battling it out on the same screen. Both characters can help the other, here we see Elwood propelling Jake onto higher platforms by jumping with Jake on his shoulders



The platform element of this game is very similar to Mario, with both swinging and stationary platforms in abundance

Hailed as one of the cult movies of the century, the Blues Brothers is in a league of its own when compared to many other movies. You've seen the film, you've bought the soundtrack, you've bought the T-Shirt, you've played the Amiga or ST game now prepare yourself for something really good.



BLUES BROTH

Titus



Looking like a laboratory genetic hybrid with parent genes taken from Super Mario World and The Addams Family, The Blues Brothers has the makings of a fantastic game.

Bouncy Bouncy

Combining the multitude of precarious platforms and swinging morning stars found in Mario and the squat sprites and fast bouncing action found in The Addams Family, this 33 level platform adventure could be the next big thing in this genre. For the many who have





Bonus levels appear every now allowing you to improve your record collection. In this level Elwood is seen flying around on the back of a friendly dragon

Round 'em up



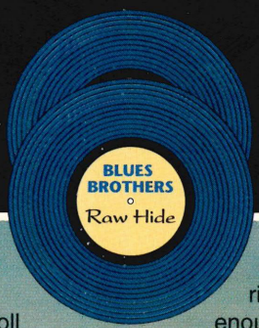
JAKE & ELWOOD

After taking a power pill, found in the guise of a little cream cake, the dynamic duo explosively transform into their alter-egos. In this incarnation they can both run faster and jump higher than usual. At some points during the game it is necessary to be transformed if you are to breach certain puzzles









...ERS

no doubt seen, or at least heard of, The Blues Brothers you will probably be tickled pink to hear that the game is riddled with humorous elements. The two loveable rogues, brothers Jake and Elwood are resplendent as little strutting rock 'n' roll sprites seen here swinging their 'thang' to the familiar sounds of the Blues Brothers themselves, Peter Gunn included.



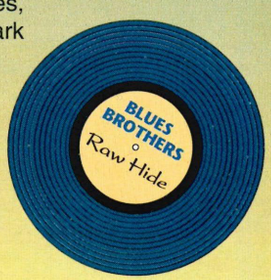
Sheriff Fatman

Jake and Elwood have a big problem – the Rock 'n' Roll duo are in town to perform a spectacular blues concert in the local hall, sounds harmless enough, but first they have to get there. The Sheriff of the town, unimpressed by a former visit made by the Brothers, has banned them from the town and sabotaged all routes to the concert hall.

As a result the two performers have to battle it out with all the sheriff's hazards, minions and traps littered dangerously around the town's building sites, shopping malls and park land. If they fail to make it in time, the concert will never begin and the Brothers will lose all credibility.

This is a challenging game, not ridiculously hard but presenting enough action to hold both the imagination and attention of many platform freaks. The one player game grants you control of either Jake or Elwood to leap from left to right and up and down until you ultimately find the juke box exit situated somewhere on each level.

CONT.

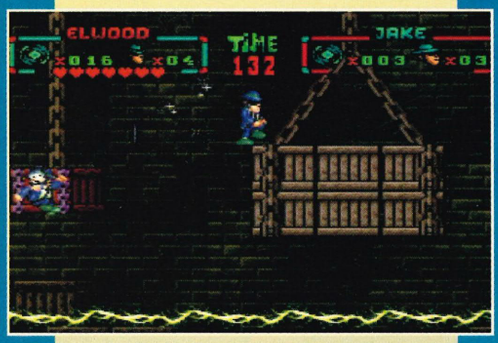


NICK STICKS HIS OAR IN

Apart from the platform concept being used for yet another film tie in I found this game did have a few pleasing original features. With nice animation and top tunes it keeps you happy for a while, the dragon ride is an original interlude. However the one player game is very dull compared to the whacky fun you can have with two players. Play this game with someone else and you'll get some comic touches and amusing gameplay.



Two's a crowd



Having the two players appear and interact on the same screen can cause a few problems. One player can get left behind and as a result can get pushed off the screen to his doom...



Once one player is dead the other can carry on through the level. If the surviving player reaches the next level the dead player is resurrected ready for the impending action





Later on in the game certain sections of brickwork have to be destroyed by firing discs at the dodgy areas. Therefore you must try and collect as many discs as possible in order to pass the obstructions

CONT.

As you bound along on your hazardous journey accompanied by beautiful, colourful parallax backgrounds there are bits and pieces that can help you. The major items hanging around the levels are spinning discs, not any old discs but LPs – the things we used to listen to back in the good old days, before CDs were ever invented!

Getting back to the point, these discs can be thrown at the enemies as a method of attack and discs are in abundance so it is rare to ever run out. Also, during later levels some blocks can be destroyed thus creating a new path for you to follow, but they're not always easy to spot so you have to keep your eyes open.

Other goodies include an invincibility pill disguised as a mini juke box and a power-up pill in the form of a cream cake. Once a power-up pill is taken a weird and wild transformation takes place, for our two heroes turn into Super Bros!

In a blinding flash of light and a scene blatantly ripping off the Incredible Hulk, Jake and Elwood rip the leathers and bear rippling heaving muscles – total fantasy and as far from the truth as possible. As a Super Bro you can jump far higher than usual – imperative for certain parts of the game, and should you run into an enemy you only lose your power-up instead of energy. The two player game is where the action and indeed the fun really hots up. With simultaneous play, one gamer taking control of Jake and the other being Elwood, the two of you not only battle with the plethora of hazards and obstacles blocking your path but with each other too.

Jake Jump

The secret to the two player game is co-operation, as without it you won't complete the first level. While death-defying jumps are being performed by one brother the other must time his movements carefully to correspond with his partner's. Gameplay also calls for waiting around while the other player catches up with you. The strange push scrolling centred around both characters is a little off-putting to begin with and at times we have found that it can cause one player to lose a life because the screen is not centred properly.

SUMMARY

The Blues Brothers is completely brilliant – entertaining, humorous, not too easy, gorgeous graphics and fantastic sound. Personally I feel that this is a perfect replacement for the now very staid Super Mario World, there may not be quite as many levels or as many bonuses or object utilisation but the gameplay is still highly enjoyable. The only downfall is this distinct lack of levels, so when you finally reach the end of the game not only do you feel overjoyed but you are also hit with a wave of dismay. It would be nice if there was a little more to it.





The action takes you all over the screen including the highest tree tops. Springs hidden in strange places can propel you up to higher regions and is often necessary in order to find the exits



Frazzled! Dead! Kaput! The end! Not a very good strategy and most definitely not the object of the game!



During a two player game each character must help the other by waiting for them. Don't forget that the edge of the screen can push the trailing player to his death

BLUES BROTHERS ° Raw Hide

However, while this niggle is important I feel that the emphasis on the two player action is on fun – the serious gameplay starts with the one player romps.

As you progress through the game you are continually faced with surprises. The hordes of hazards come at you thick and fast mainly in the form of wild electric currents, disappearing platforms, rabid bulldogs, leg-chomping man-traps and ugly looking flying things!

The beauty of this game is its simplistic design, one which doesn't even remotely resemble the ST and Amiga versions of this game that surfaced on the Titus label. The gameplay is tricky and requires skill, but it will not make you collapse in a fit of frustration, as all the puzzles can be overcome with practice. The focal point is the detailed and colourful graphics, not unlike The Addams Family, and the humorous and smooth animation, namely the boogie that the brothers do if you leave them dormant. The scrolling is fluid and fast and the parallax drifts by without a glitch. The music is of high quality, featuring reproductions of the official Blues Brothers soundtrack. Choosing either stereo or mono sound quality, this is the kind of soundtrack that would sound fantastic through a very expensive hi-fi. There are no difficulty levels evident on the options screen – only a sound option. However, there is enough depth to keep you all happy without the need for loads of options.

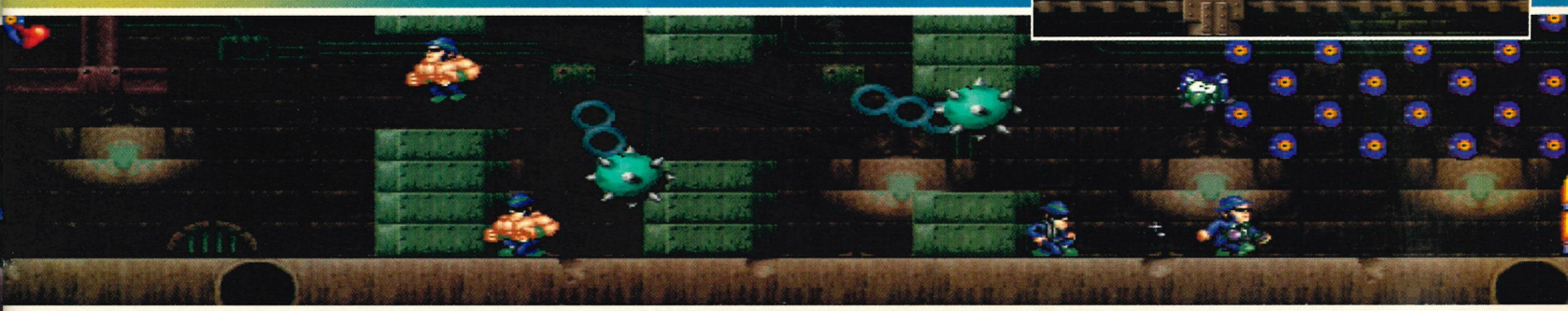
Allie





Both players can fire their desert island discs, but if a player is in the line of fire he will take the brunt of the attack instead of the enemy!

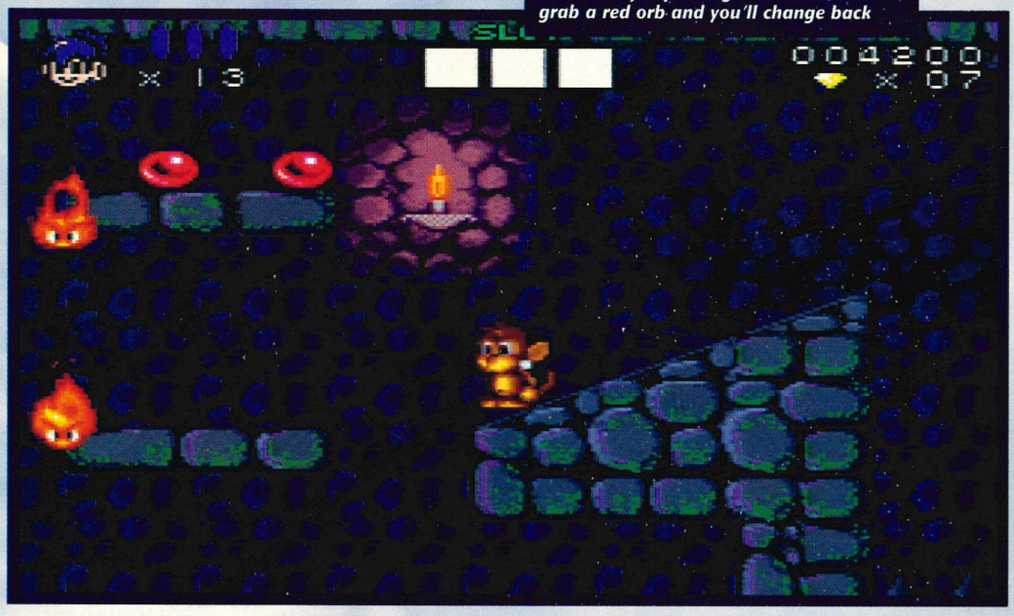




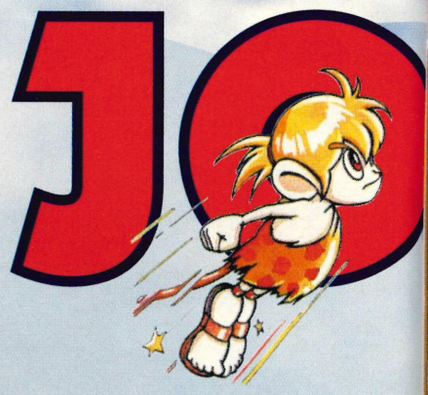
Caveman Capers



With the original game now available on official release, Data East hit the UK shores with the imported version of the sequel, Joe & Mac 2.



Take a hit and you'll change from your little caveman into a monkey. You won't be able to jump as high as before, but grab a red orb and you'll change back



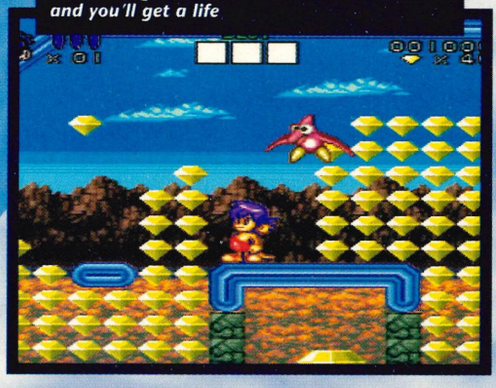






(Above) Grab the pink pterodactyl and you'll be warped to a bonus stage

(Below) The bonus stage is filled with coins and other goodies. Collect a hundred of them and you'll get a life





To climb up to the higher recesses of the castle, use the monkey bars to cling on to. Watch out for the moving spikes, time your jumps carefully

NICK STICKS HIS OAR IN

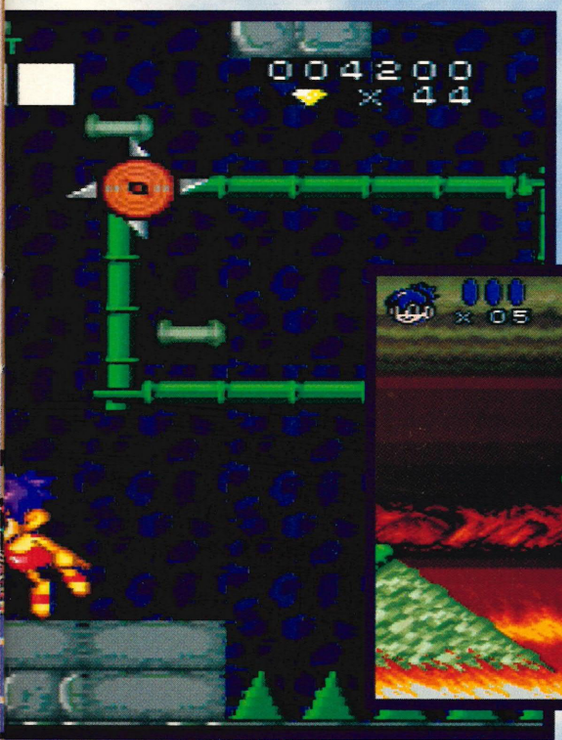
Where the hell is the two player mode? All said and done, that was the best point of the original Joe and Mac and it's a shame this sequel doesn't have the option, but the actual game is so much better. With great new-look cartoonesque graphics, smart backgrounds and better sounds it is a far more professional and slick product than the original, and far more playable. I enjoyed playing this, even if it was as irritating as heck.



Data East

Joe & Mac 2

Joe & Mac 2 isn't really a sequel. According to the Oxford English dictionary, a sequel is something 'that continues the story of an earlier one'. Okay, this latest Data East game is based around a caveman, but he's hardly a prehistoric ninja like the original duo. Besides, there's only one main character in the second game – what happened to his mate? No, Joe & Mac 2 is more like a Super Adventure Island sequel. It's a one player game, the objective being to rescue your girlfriend from the clutches of an evil demon, hiding 24 levels away.





As the game unfolds, a brief intro will describe the scene where your luscious girlfriends is first turned into a monkey, then whisked away by a sniggering demon. You are also turned into a primate by the hellspawn but, as if by magic (or coincidence) a red orb falls from the skies and returns you to your normal, clad-in-loin-cloth self.

So your adventure begins, starting with the initial four stages. This first few levels are easy, designed to introduce you to the various aspects of the game before you tackle the tougher scenes later on. As the young caveboy you can perform a variety of moves. You can jump small gaps, leap high with a little practice, swing your massive wooden club or run for your life! You'll need to master each jump so you can leap from the many levels of moving platforms. You'll also have to run and jump as some of the gaps prove too big otherwise, and you'll end up burning in a pit of lava if you're not careful.

You are attacked from the very start of your quest by all manner of prehistoric creatures including mad pterodactyls and caveman berserkers. Clout them over the head with your club to stun then, followed by another knock to get rid of them completely. You can also stun them by jumping on their heads. Their dazed bodies prove useful some of the time, as they provide extra height and a great ledge to leap up to a higher, normally unreachable platform. You can roll the bodies along the ground and even knock an opponent with the curled-up body, but make sure he doesn't recover from his daze while you're nudging him!

CONT.

CONT.

Even though you are armed with a hefty club, it's inevitable that you'll get hit yourself. After a nasty blow or running across spikes or the like, you'll change from your human state into a cute, in the ugly sense of the word, monkey wearing an earring. In the guise of the monkey, you are slightly slower and cannot handle your club as well as your usual self, so it's probably best to avoid the enemies that charge. If you sustain another hit when you're the ape, you lose one of your three lives.

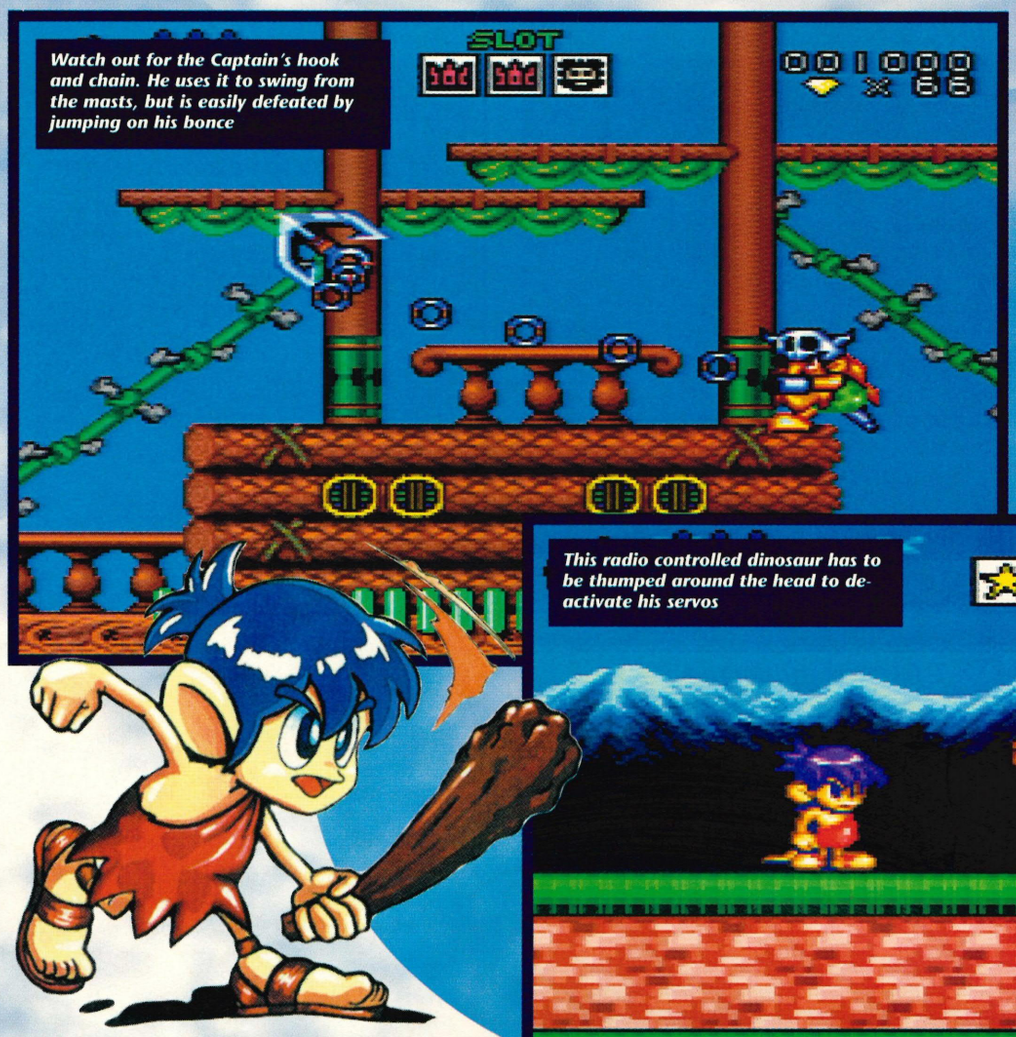
The Orb

However, you can return to your less hirsute body by grabbing a red orb, usually found inside one of the bonus eggs. With a flash you'll change back to the prehistoric youngster you once were, and can continue normally. The red balls have another use. Collect three when in human form and you'll be awarded special powers. Your body will glow with power, and you'll be able to perform dazzling jumps and spectacular attacks. You can also take an additional three hits before you change back to your gorilla form, and for each extra red orb you collect while 'powered-up', you gain a 1-up.

As mentioned before, bonus eggs lie scattered around the 24 levels that hide one of three bonuses inside. Small diamonds are fairly common, when you've collected a hundred of them you'll be awarded another life. The glass blocks may award you with something if you're lucky. As soon as you touch the colourless square, the slot bars at the top of the screen start to rotate, rather like a fruit machine.

Collect three matching icons and you'll be awarded yet another life. Finally there are the red balls which are useful if you are the little monkey. You may also find a gigantic yellow gem, these awarded a 1-up as soon as you grab them.

There are also special bonus levels, these accessed by touching the few pink pterodactyls that hover on screen. Once touched, you'll be whisked away to a land full of gems and other goodies, allowing you to increase your stockpile of lives.





Caveman From Atlantis

Throughout your quest, you will have to swim through hazardous waters filled with crazed alligators. Thankfully you don't have to surface for air, and can stay under for as long as it takes. You will also have to climb sheer cliff faces, using the small hand grips to hang on to.

After the first four levels you can choose which of the next four sections to play next. Each section has four levels, and is protected by a small guardian. Conquer all the levels and you'll carried by a pterodactyl and dropped into a dinosaur's gaping mouth. Another four stages will unfold, the final level being the battle between you and the demon (and a few more nasties for good measure) where your prize for victory is the safe return of your girlie.

Alex

CONTROL PANEL

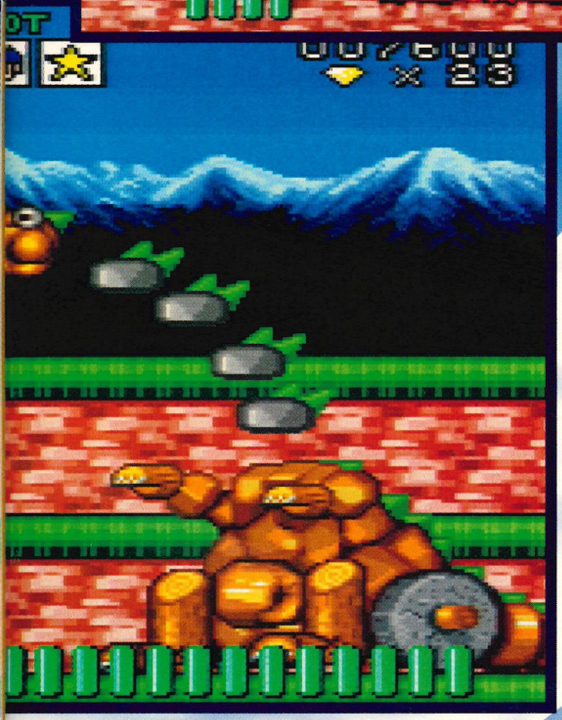
ACOUSTICS	6/10
VISUALS	7/10
IMMEDIACY	6/10
LONGEVITY	6/10
ENTERTAINMENT	7/10
FINAL ANALYSIS	79%

SUMMARY

Joe & Mac 2 is a vast improvement over the original. It may not have the two player mode, but it's far more exciting to play. There are plenty of items to pick up and secret rooms to find, and the monsters, most of which are humorously portrayed, come thick, fast and varied. Graphically it's quite good with a couple of levels of parallax on the backdrops. It's cute and colourful too, which makes it very appealing to the eye. It is a bit easy, once you've learnt how to beat the various guardians you'll sail through to the end. Nevertheless it's still an excellent platform romp, and one that I recommend.



The whacky professer speeds around this dank cavern in an armoured orb. Destroy the machine by jumping on the fragile glass cockpit





This ninja warrior attacks with his sabre when you're close, and throws a razor-sharp boomerang when you're hiding in the corners of the screen



This guardian takes eight hits to destroy, one for each of the bats. He eventually materealises as a little wizard



Grab three red orbs and you'll gain super powers. This enables you to leap high and run fast



The little squirt disappears off-screen, but is replaced by a huge fire-breathing demon thingy that takes one helluva lot of hits

REVIEW

CONTROL

IMPORT

SUPPLIED BY KC'S COMPUTERS

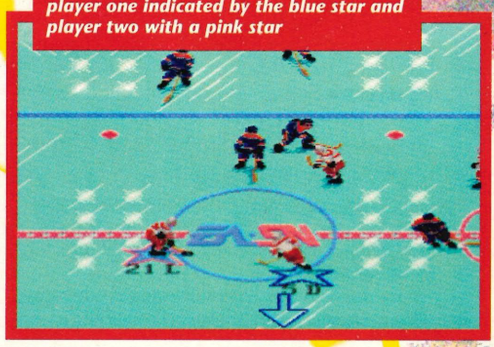
NHLPA H

Electronic Arts

Hailed and praised on the Mega Drive for its speed, difficulty and excellent gameplay, Electronic Arts' NHLPA Hockey is a game to take serious note of. The SNES version has got a lot to live up to but things look very promising...



One of the player options included allows two players to become team mates – player one indicated by the blue star and player two with a pink star



Electronic Arts are renowned for producing some of the most in-depth sports simulations today and this new effort is no exception. Centred around the extremely active American cities league, NHLPA Hockey '93 tries to capture the excitement and strategy found in American Ice Hockey.

Riddled with features and complexities, this game would at first appear very daunting, however this couldn't be further from the truth. It is possible to launch yourself straight in to the action and not be left scrabbling through a complex manual looking for instructions.

Face Off

However, as you progress or if you are obsessed with rules, regulations and tactics the manual is comprehensive and extremely useful, explaining everything you would probably ever want to know about the sport. All the terminology is explained also, so you shouldn't have problems with face offs, icing, cross checking and slap shots.

Features include one or two players the latter allowing play against one another or as team-mates on the same side, a regular season, playoffs with a continuation included, exhibition matches, penalties and fighting.

Skatey Puck Rink

The basic gameplay behind Ice Hockey is very easy to understand – two teams battle it out on an enclosed ice rink with one very simple objective, to get the puck into the opponent's goal. A game is divided in to three periods, and play is constantly halted due to infringements such as off-sides, penalties and fouls.

However, one of the nicest features included in the game allows the player to turn off the penalties and off-side option should they so desire, therefore a game will be interruption free apart from fighting and the odd stoppage for icing. This brings me to the best feature of all.

During play two opposing players could get a little agitated and take their frustrations out on each other. At this stage of the game the player is momentarily launched into a pseudo beat'em-up event swinging head and body punches at the other character.

Controlling your team members is

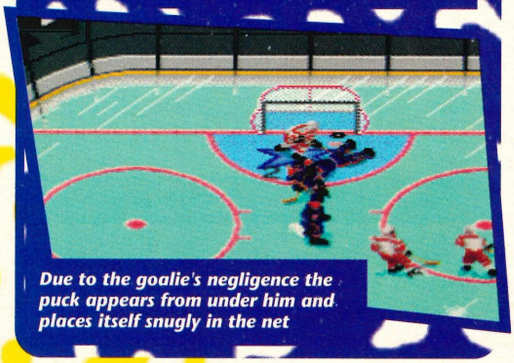
Action Replay



Dashing up the rink, you notice a gap and a golden opportunity to shoot at goal



Taking a shot, the goalie lunges at the puck falling flat on his face in the process. How embarrasing!



Due to the goalie's negligence the puck appears from under him and places itself snugly in the net

ALEXPLAINS

NHLPA Hockey is a very playable sports sim. It's pretty good as a solo game, but is excellent in the two player mode. It's easy to get into, but it'll take you hours of practice to perfect and overcome the computer opponents. Visually it's not that impressive, but there's not much you can do with a pitch made of ice is there? I did find the game painfully slow on a British machine, so I suggest you only consider NHLPA Hockey if you own an imported machine.

Stop Press!

NHLPA Hockey is considerably slower on a British machine than it is on an American machine. Although the game is still highly enjoyable the scrolling and general action is a little sluggish – slower than its Mega Drive counterpart. However, on an American machine the speed difference is painfully evident, making the SNES version of NHLPA every bit as fast as the Mega Drive version.

HOCKEY 93

again very easy. The sprites smoothly glide over the icy surface with reasonable speed and react quickly to direction changes, skidding and sliding with realistic inertia.

Only one team member can be controlled at a time, the other team members are controlled independently by the computer. Once you have made contact with the puck it automatically sticks fast to your stick and will stay in position until your are tackled a shot is taken, be-it passing to another play or shooting at goal.

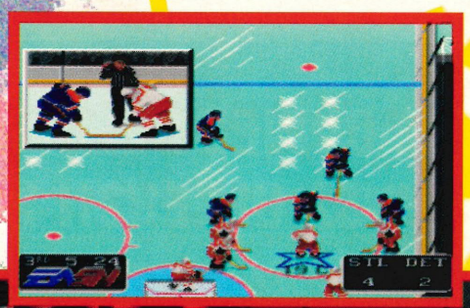
Ice Ice Baby

Graphically this looks really slick with reflections on the ice, detailed sprites and clear rink markings. The screen scrolls smoothly keeping the puck dead-centre at all times and the puck is large enough not to lose track of it during heated play.

Sound wise there are effects representing human grunts and groans, the goal bell, skating on the ice, cheering and ranting from the crowd and hitting the puck, all of which are atmospheric and executed with reasonable finesse. Also, there is a wonderful little pipe organ ditty accompanying the start of play that is pleasant to hum along to if nothing else.

Ice Hockey may not be everyone's cup of tea, but to play in sim form on the SNES it's absolutely brilliant.

Allie





Fight! Fight! Fight! Get those gloves off and lay the guy out



Before each match you receive a run-down of the competing teams' statistics. This is where you realise that you picked the worst team of the bunch!

CONTROL PANEL

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

SUMMARY

This is a really enjoyable product with difficult gameplay, excellent two player action and pleasing features. Those who are familiar with the Mega Drive version will notice a change in the difficulty settings, namely the computer controlled goalies who are far more intelligent than before. The controls are very easy to get to grips with allowing for immediate play and the manual is informative if you want to get tactical. One of the best sports sims to surface in a long while. However, the over zealous slowdown on the British SNES does put a damper on the otherwise exciting action.

REVIEW

CONTROL

IMPORT

SUPPLIED BY BITS & PIECES

Grab your joypad and prepare to experience the mind-numbing puzzle action of Ocean's domino rally, Push-Over. With a bundle of thought-provoking levels, Push-Over will reach out and grab you from the start, and is guaranteed to have your hooked for days, possibly months...

Okay, Robocop 3 was pants, but let's not hold one naff title against Ocean. They return to the SNES scene with Push-Over, a conversion of the brain-teasing Amiga game. Push-Over makes a welcome change from the usual dross shoot'em-up or platform romp that is imported from Japan. Push-Over, soon to be an official release, has a lot more to offer than a few hours of hectic blasting action.

It may not look impressive, sonically it isn't that hot either. But what it does have is gameplay, and loads of it.

Don't Tread On An Ant

You play G.I. Ant – a clever soldier ant on manoeuvres. You're strong and smart, but not particularly handsome. Your mission is to enter Captain Rat's treasure caves and recover his stash of cash.

The caves are not all they seem, as they actually provide you with an entrance into the domino domain.

The domino domain is a minute world comprised of nine continents, and a mass of taxing levels. To get from one area to the next, GI must open the door. This is done by toppling the dominoes so that they activate the trigger block.

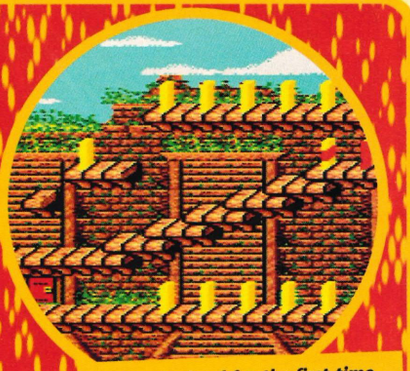
Apart from the standard yellow dominoes, you'll come across eight other types of block. The bridger will bridge a gap between two platforms, whereas the exploder will create a hole in the floor.

Return Ascender

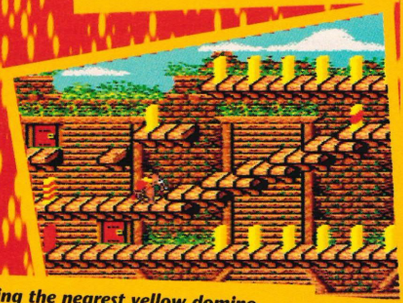
Hit a delay domino and your chain reaction will pause momentarily. The splitter sends the chain reaction off in two directions, the stopper will rebound the domino back in the direction from whence it came.

The vanisher will strike the next domino

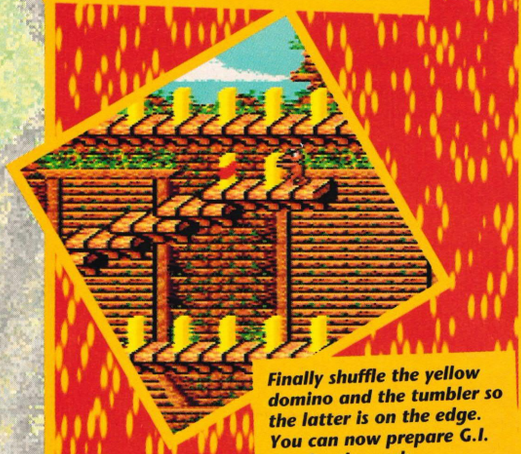
Domino Dancing



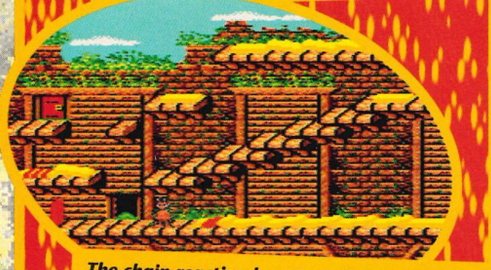
Seeing the level for the first time can be very disturbing. Initially it seems near on impossible, but you have to start somewhere...



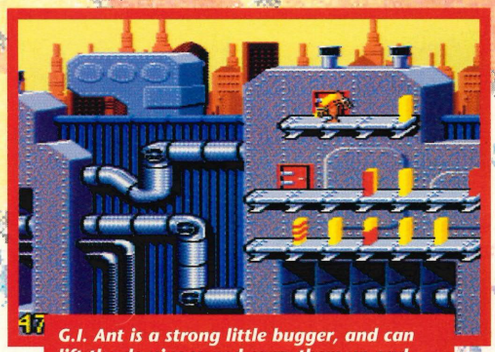
Grabbing the nearest yellow domino, drop off the edge and carry up the slope to the right. Move the exploder from the top down to the bottom of the steps



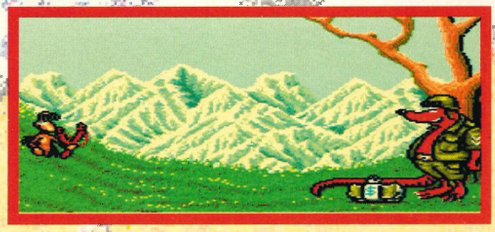
Finally shuffle the yellow domino and the tumbler so the latter is on the edge. You can now prepare G.I. Ant for the push

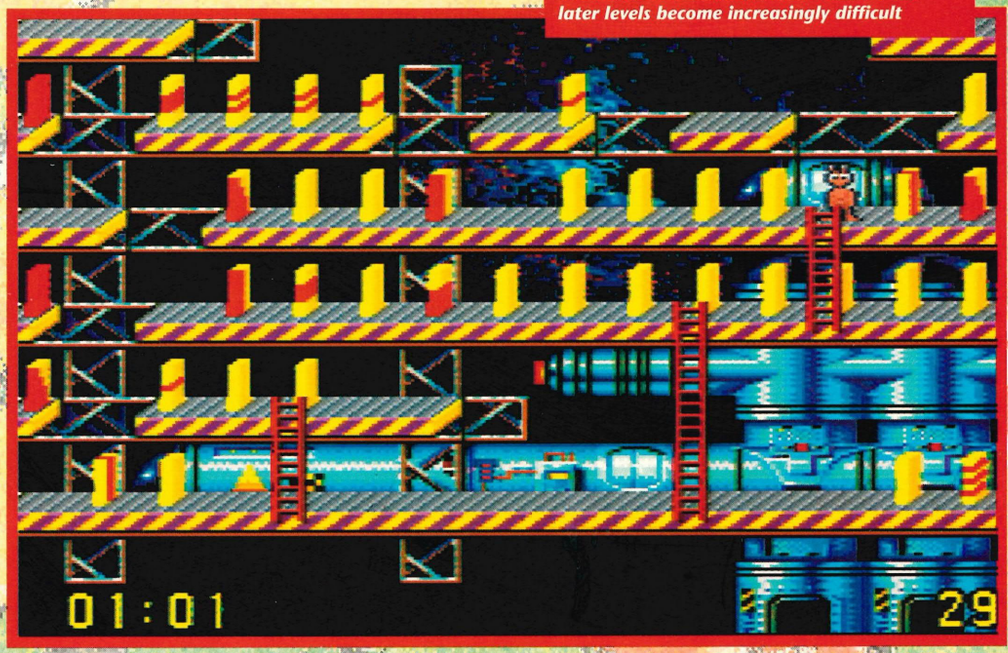


The chain reaction has started, now all you can do is wait. The tumbler flips down the slope and sets of the exploder. Falling through the gap, the tumbler continues along to knock the trigger.



G.I. Ant is a strong little bugger, and can lift the dominoes and carry them up and down ladders or throw them off the platforms. As he uses all his strength on moving the dominoes, he can only makes a single push to start the toppling





Push-Over gradually introduces the various aspects of the game to the player. You'll need to master which domino does what as the later levels become increasingly difficult

PUSH OVER

Shoei

then disappear, the tumbler will keep toppling and toppling, and finally the ascender will, when hit, float up the screen until it hits another obstacle, then it continues flipping.

GI can pick up any of the dominoes apart from the trigger block and must place them carefully in order to create a chain reaction. Once you think the blocks are placed correctly, you can start the toppling.

You only have a single push and with that nudge all the dominoes must fall within the time limit, remembering the stripped trigger domino must be the last to fall.

At The Edge

The ladders can be used to climb from one platform to another, or alternatively fall of the edge and onto a lower ledge.

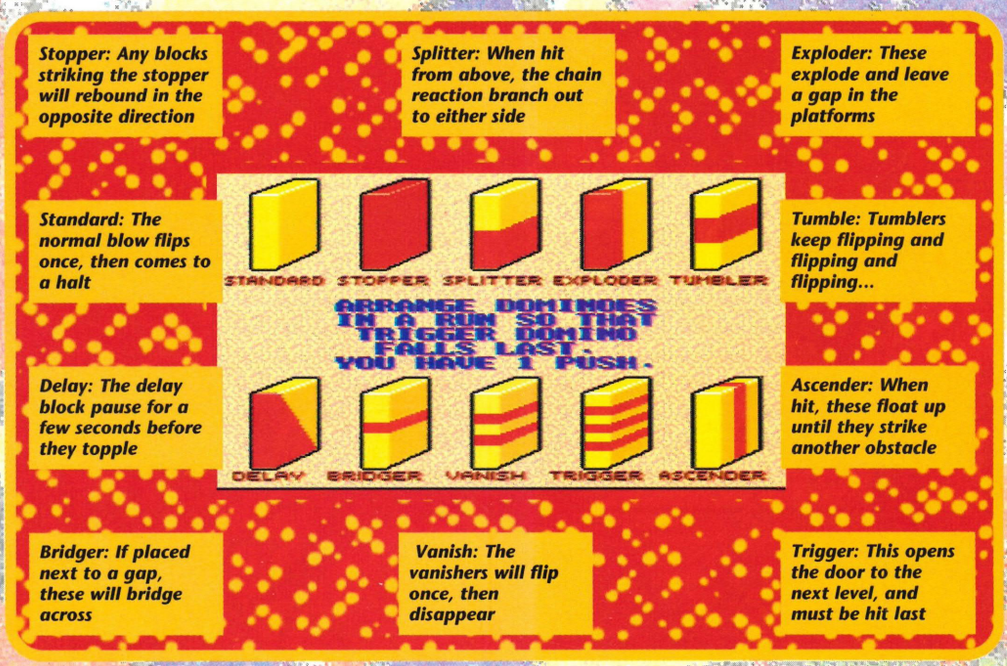
However, you must make sure that the path to the exit door is clear, otherwise you will not be able to exit the level in time. For every level that you complete you are awarded a token.

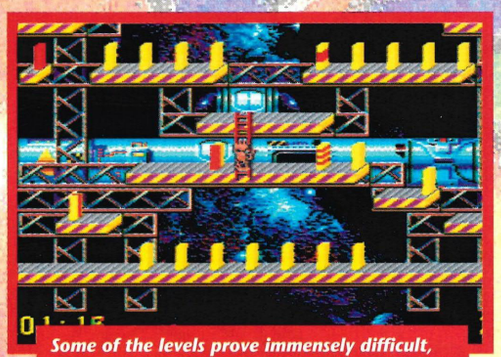
The tokens have a couple of uses. If you complete a screen but take too long you can submit a token to finish that level (normally you'd have to replay the stage). You can also use a token to replay the last screen from the point you set the chain reaction going. Your time will reset as well.

Rat Cash

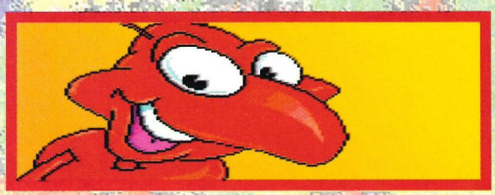
Throughout the game you will have to collect nine bundles of Captain Rat's cash. Unfortunately you cannot use your precious tokens to complete the stage where the rodent's money is found. Find all the cash and then, and only then, can you play the final level of the game.

Alex





Some of the levels prove immensely difficult, but all they take is a little thought. This level is packed with ascenders, exploders, tumblers and loads of standard yellow dominoes



NICK STICKS HIS OAR IN

Push Over is one incredibly enjoyable game that manages to pull together witty elements in tiny graphics with one-more-go addictive gameplay. Alright, so it may not look like much, but once you've been dragged into the maelstrom you won't be able to leave. You'll just have to solve whatever level you're stuck on. In this way, it is very much like Lemmings and Krusty's Super Fun House. Lets face it, that's not bad company to be in.



SUMMARY

Push-Over is an example of the age-old games theory – the simpler the more infuriatingly addictive. All you have to do is create a line of dominoes then knock them down, but it's surprising how absorbing it can be. Graphically Push-Over is quite nice. Not outstanding, but G.I. Ant's expressions are worth seeing. Sound is pretty naff – the squeak Ant makes being incredibly irksome. But overall Push-Over is a good game. The mass of levels provide longevity, and it's quite appealing to look at. My only gripe is that once you've completed it, that's it – you won't want to play it again.

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	6/10
IMMEDIACY	5/10
LONGEVITY	8/10
ENTERTAINMENT	7/10
FINAL ANALYSIS	76%

REVIEW

CONTROL

IMPORT

SUPPLIED BY MEGACOM





Ken, is the current Fist of the North Star. His hand slap and star blast front his offence, as well as running at lightning speed to dodge his opponent's blows

This fat bump is fairly easy to beat, just avoid his belly butt and belly flop. His punches and kicks are fairly useless, but his charge can be devastating

Fist of the North Star is a Japanese animated film which was recently translated into English. It was given an 18 certificate because of the amount of blood and gore splattered around during the fights. But is the game as action-packed as the film?

Shoei

FIST OF THE NORTH S

"HOKUTONG

The Japanese animated film craze first started with the excellent Akira, an exciting story of life in post holocaust Japan. Fist of the North Star was the next to follow, and is a grim tale of a few 'super' beings battling each other for the title of the Fist of the North Star. Toei's game is a beat'em-up that incorporates the various characters featured in the film, and is a simple one-on-one fighting sim along the lines of Streetfighter II.

Fist Fight

Fist can be played by one or two players, the latter a simple one round fight to the death. The aim of the solo game is to defeat all the other fighters, thus becoming the Fist of the North Star. You can also alter the options to make the game easier or harder with the three difficulty ratings. You can also choose how many continues with which to start your battle.

Unlike many of the other head-to-head beat'em-ups on the SNES, each fight is only set over one round. This leaves no room for mistakes, therefore you must keep your guard up constantly and attack without mercy.

Each fighter can punch and kick, as well as jump and duck. In addition all the characters have a variety of special



Ray, a friend of Ken in the film, is looking to take the title of Fist for himself. Incredibly fast, he can throw boomerangs or attack with a deadly jab



The fourth unknown fighter can magically disappear and reappear slightly closer to his opponent. He can also swoop in from above as a fiery phoenix



With an Oo-ady-ady-ady-aah this blond giant can unleash a dazzling flurry of fists against an unwary enemy. He can also throw a flaming fist across the screen



This young Japanese fighter can lob balls of energy at a startling rate. His punches are engulfed in flame, and his double energy ball attack is deadly



The old codger may look easy meat, but his retractable talons and high speed make him a tricky opponent. He can also strike at distance by throwing his claws



Raoh is the toughest fighter (apart from yourself). He can also perform the Oo-ady-ady-ady fist attack, but the fireball blast is the most devastating blow



moves. If you can dodge your opponent's blows for a few seconds, you can use the first spectacular attack, usually a power blast of some kind that shoots across the screen. The second type of special move is executed by first 'powering up' your fighter.

This is done by successfully hitting your opponent which ups your strength. When you've gained enough strength a coloured haze will appear around your fighter.

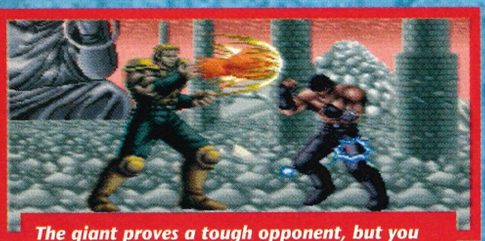
A tap of the button will send your fighter into a blaze of fists and feet, as he performs the move. Wait a little longer and you'll be able to do a more powerful version of the character's individual attack.

Crowning of the Champ

Any of the eight would-be Fists may be selected as your fighter – the characters range from the lean and mean Ken to the oversized lard-ass thug with some weird Japanese name. Whoever you choose, you will still have to face all the other fighters in order to be crowned the Fist of the North Star.

Alex

STAR
OKEN 6"



The giant proves a tough opponent, but you are the Fist of the North Star and will prevail. Don't let him power up his special attack, and if he does avoid the Oo-ady-ady-ady punch you'll suffer the painful consequences





Your energy bar is the top bar found at the top of the screen. The middle gauge indicates how close you are to performing a special move, the bottom bar allowing you to charge up your secondary power attack

NICK STICKS HIS OAR IN

Really, Fist of the North Star has very little going for it. The idea is sound, but the actual execution is very dodgy indeed. Animation lets it down, being slow and jerky, although the graphics are massive and statically look impressive. Sounds don't fare much better. The gameplay is tragically limited, as are the pathetic number of realistic moves. Using the same tactic, you'll succeed in hours rather than days. Not recommended.





SUMMARY

Fist of the North Star is a very poor beat'em-up that is marginally better than a lot of the other sub-standard crap because of its presentation and obviously the link to the film. The sprites are massive and, to put this statement into perspective, far bigger than anything you'll see in SFII, but they're poorly animated and therefore look pretty naff. Backdrops are bland and sadly don't really impress. Moreover, Fist is really let down by a distinct lack of gameplay. There are precious few moves, and even with the limited attacks it is far too easy – you'll have completed it in a matter of hours.

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	6/10
IMMEDIACY	5/10
LONGEVITY	3/10
ENTERTAINMENT	4/10
FINAL ANALYSIS	46%

IMPE

Vic Tokai



Battle against the marauding robotic forces in Vic Tokai's Japanese-style shoot'em-up, Imperium. Protected by 150 tons of Dynamor amour, a lone ranger must venture into deep space to blast the invaders back to the hell hole from which they crawled.

Imperium is a shoot'em-up that looks like something out of the classic space-age cartoon, Battle of the Planets. Cloaked in a massive suit of dynamic cyber-armour, you'll face all manner of robotic, cybernetic and generally nasty aliens in this challenging six level blaster.

Lacking a plot and gameplay to boot, you have only a handful of weapons with which to counter-attack the alien onslaught. Before you embark on this suicide mission, you can alter the odds using the options menu. This allows you to select one of three difficult settings, change the joypad controls or listen to the various in-game sound effects.

Blazing Guns

You don't fly a spaceship into combat, but instead are equipped with the Dynamor, a massive piece of robotic armour which uses a plasmatic combustion engine and ram-jets to zip through the air. The suit is also initially equipped with a turbonic laser system, which fires a small blast of energy out to the front.

The mission starts high above the Earth's surface with the aliens emerging from the clouds, guns blazing. You can alter the suit's speed to increase or decrease your agility, your current speed indicated at the top right of the screen. The top menu bar also details your life meter, which weapons you have available and how many smart bombs remain.





Five bars of energy are all you are given at the start, along with the weakest weapon and three smart bombs. Each time the suit sustains a hit, one of your energy pips is lost. Lose all five and your game will end abruptly, although you can restart from the same level using one of your three continues.

R U Experienced?

It is imperative to change your weapon as soon as possible, as the first weapon is puny in comparison to the other guns. You must earn a new weapon system by destroying waves of enemies and gaining 'experience'. The number of aliens that need to be destroyed before you reach your next weapon is detail at the top of the screen, on the left. You can also replenish your energy bar in the same manner.

The next weapon up from the standard cannon is the Saber, a boomerang-shaped blast that can be fired out diagonally. Next is the laser. Activate this system and a pulse of green energy will stream up the

NICK STICKS HIS OAR IN

Think you're the top blaster? Well, this babe will split the peas from the beans. Why? Because it is ridiculously hard, even in the easy level. Alright, I'm not as deft as I used to be but come on, who are they trying to kid? Graphically, Imperium is typical of this style of game, as are the standard sounds. There simply isn't enough going for it. I like to enjoy a little success as I realise what to do – this doesn't offer the courtesy.



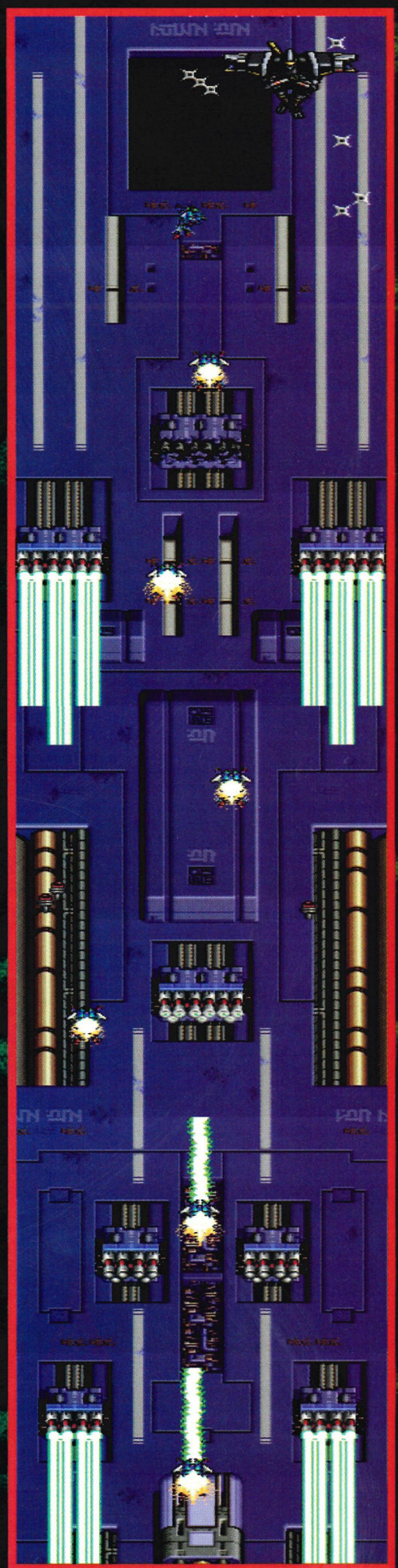
RIUM



Each level has a mid-level guardian as well as the usual end-of-stage adversary. Don't waste all your bombs on this beastie as you'll need them later on

Ditto is fast and unpredictable, and only the most skilled gamers will get past him. He can





screen. This is a good weapon for large targets that engage you from the front, but otherwise fairly useless. The shooting star is the final weapon you'll collect, and is by far the hardest weapon to master. The stars fire out in the opposite direction you're facing, thus enabling you to shoot at the enemy while retreating.

Do The Shell Trick

It is also possible to lock the guns in place, so they only fire in a single direction. You also have the smart bombs. When fired, a hails of explosive-tipped shells launch up-screen and nuke any nearby enemies.

However, don't waste them, because you will need everything that you've got when you come to engage the mid and end-of-level guardians.

Alex



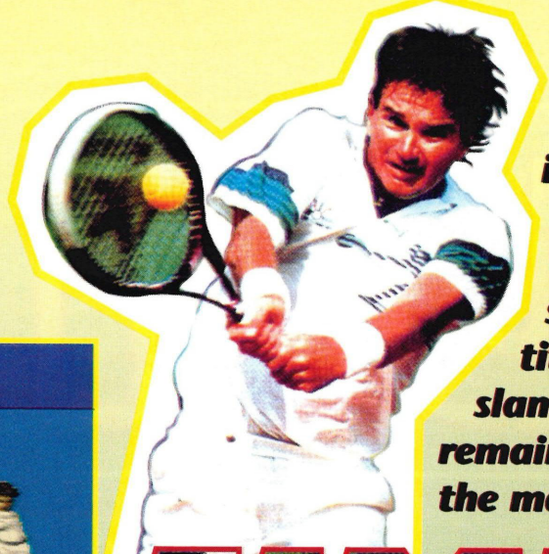
The first huge adversary is Sidehack. He's heavily armed and armoured, so destroy his massive side-cannons first then blast away at his metallic torso

SUMMARY

Imperium is tough, perhaps too tough. I like a game that is challenging, but this takes the biscuit. You'll stroll through the first level, but the second stage will prove a little harder. Moreover, the third level is darn right impossible. With only five bars of energy and a mere three continues, I'll be surprised if many gamers progress past the later stages. Visually it looks dated. The scrolling is quite fast and pretty smooth, but the majority of the sprites are small and unimpressive. Some of the guardians look neat, but they are poorly animated. And to top it all there's hardly a hint of mode 7.

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	5/10
IMMEDIACY	6/10
LONGEVITY	6/10
ENTERTAINMENT	4/10
FINAL ANALYSIS	**51%**



An all-time Tennis great is alive and kicking on the SNES. With the longest hold on the number one spot, the most singles titles and eight grand slams, the only question remains, will this game have the maestro's golden touch?



(Above) Just for a bit of gratuitous gloating, the Blue Byte Sports Channel states what you know as the obvious. Look at me, I've beaten Lothar Baekar – what a big thrill

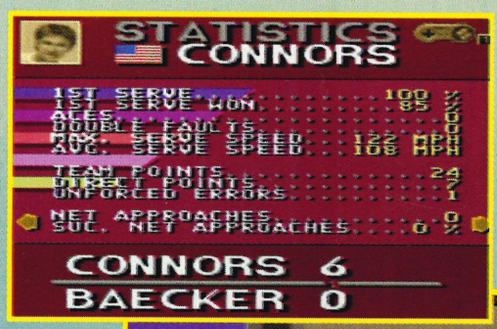
JIMMY C

PRO TEN

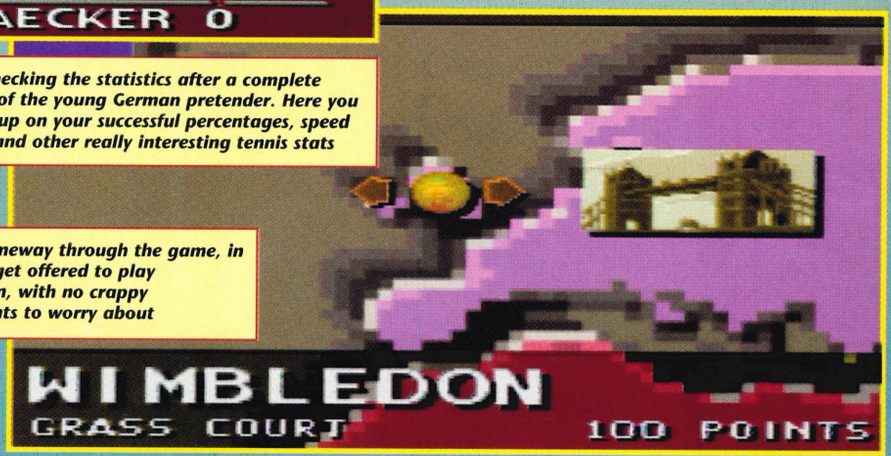
Ubi Soft

The first thing that springs to mind when judging the deluge of SNES tennis games is whether they are as good as Super Tennis. That has sat proud on the pedestal of tennis games since day one, and none have come close to knocking it.

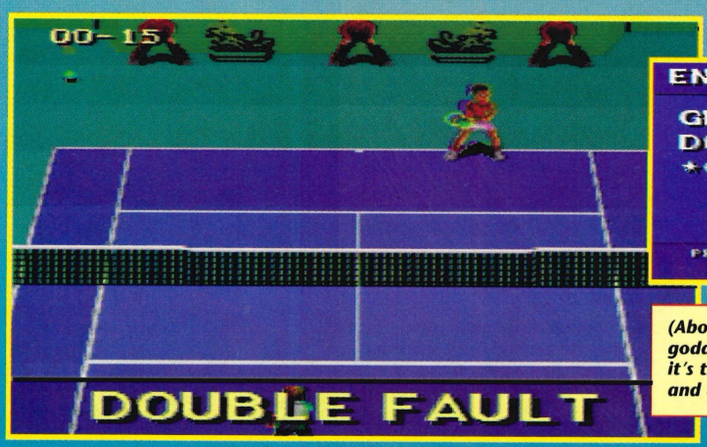
Developed by German team Blue Byte, it is set to be officially released by the French company Ubi Soft. Following in the footsteps of Super Tennis, Jimmy Connors aims to be just as playable, yet as complex as the real thing. It nearly succeeds. The number of options is amazing. You can dabble in exhibition matches, join the year long tournaments or indulge in training practice with six different coaches. Control of the player is via easy or full control. In easy control, the player automatically pops to the area the ball should be flying. Whereas in full control, you decide if, where, and how to go on the court. For the beginner, easy control is essential.



(Above) Checking the statistics after a complete thrashing of the young German pretender. Here you can check up on your successful percentages, speed of serves, and other really interesting tennis stats



(Right) Someway through the game, in June, you get offered to play Wimbledon, with no crappy tournaments to worry about





(Above) The password system is pretty goddamn complicated and slow, but it's the price to pay for your success and all the loot in the bank

Ilie Nastase

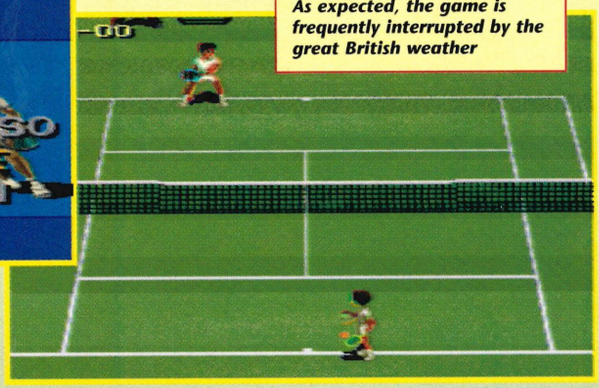
The tournament season in Connors Tennis goes on all year, and it's up to you to decide which competitions to enter. They all have a set number of championship points with the Grand Slam events offering the greatest, while the lowly ones offer only a token sum to add to your tally.

All of the events are played on a variety of court surfaces that affect the speed and bounce of the ball. There are clay, hard, indoor and lawn courts complete with rain showers, and also you can pit your wits in the desert or in blizzard conditions in Antarctica during Exhibition play.

Exhibition play allows you to compete against and play as any member of the Computer team on any court. You can also play against a fellow human, or with them in the doubles option. Each player has his strengths and weaknesses, whether it be service, volleying or net play ball control to name a few. If you have a problem with a certain area, there is professional training advice with five coaches each specialising in a set area, be it from Amateur to Professional, Net Play and Service. These



There are five coaches to choose from, each offering handy tips to improve your play in their specialist area. You'll improve if you take any notice



Hanging out at Wimbledon. As expected, the game is frequently interrupted by the great British weather

CONNORS TENNIS TOUR



offer handy tips for the worried player. The joypad is used to the full, as every button is used for specialist shots, whether lobbing, returning or serving the ball. So much so, you won't get bored with trying the same old forearm return.

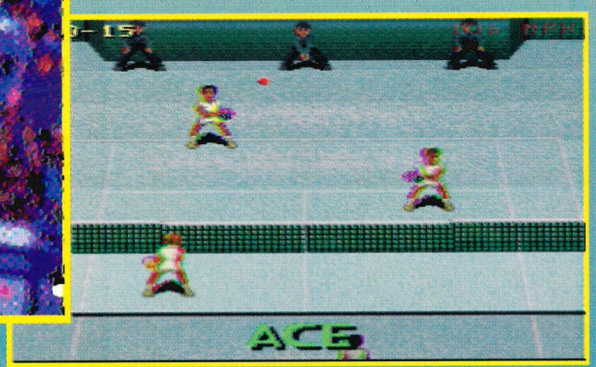
Andre Agassi

Success in the tournaments leads to the next month, and a complex password facility is included to give you a break, and score your details. This accuracy is also passed on during gameplay, where you can call upon the stats screen to check how long you've been playing, the number of first services, fastest serve, number of aces and a multiplicity of further stats.

There are three general skill levels to compete against from Amateur to Professional. The difference isn't quite the gulf you'd expect, although you can expect more in the way of exciting rallies and spectacular shots. Connors will give Super Tennis a run for its money. However, there are some irritating little quirks. Frequent pressing of the select button is required to speed up the gameplay, as is the appearance of the Stats screen at the most inconvenient times when you accidentally press start.

When all is said and done, Connors has succeeded where others failed in getting me hooked. It takes time, but it's well worth the wait.

Nick

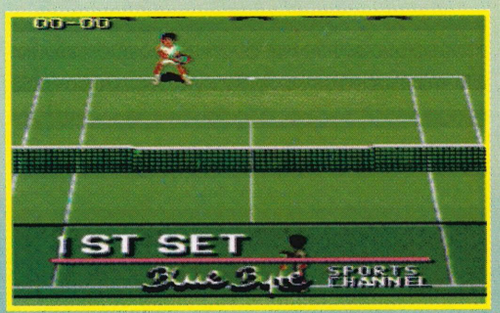


ALEXPLAINS

Jimmy Connors is a frustrating tennis game. This is mainly due to the tricky control system. However, a few games later you should be familiar with the shots and be ready to tackle the harder opponents. Jimmy Connors is superbly presented, with slick animation, a selection of weather conditions to add variety and numerous players to create a range of difficulty levels. An enjoyable tennis sim, but in my opinion Super Tennis has the slight edge.

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	6/10
IMMEDIACY	5/10
LONGEVITY	8/10
ENTERTAINMENT	8/10
FINAL ANALYSIS	85%



(Below) On the clay court, after a long battle with close play at the nets, the successful lob ensures yet another set for Jimbo



SUMMARY

Jimmy Connors is a pretty nifty tennis simulation that looks good, plays well and has loads of additional options. The main gripe is the control method which is awkward initially, but once mastered you'll be laughing. Once mastered though, even professional opposition can't put up a fight against the mighty Jimbo. In fact, the opposition, even on professional level, isn't that high especially after a few hours' practice. Jimmy Connors is great for one or two players, and a good challenger against Super Tennis, although it doesn't come close enough to knock it off its podium.





In deep space, no one can see you being ripped apart by the turbo laser that's about to blast across the screen. Hide behind the grey to protect yourself from the blinding light



(Above) Duck Vader Attacks Buster with a huge rotating laser. To defeat the Duck, kick him out of the laser gun, and knock the gun so it fires at him. Repeat until he's evenly toasted

Konami

TINY TOONS AD

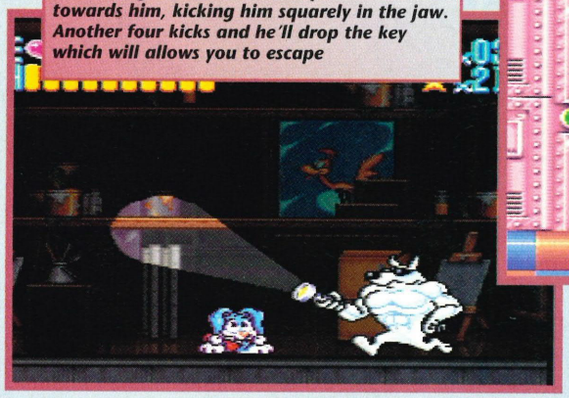
The Tiny Toons adventure is a Konami platform game starring the younger generation of Looney Toons, primarily Bugs Bunny's nephew, Buster. Your objective as the rebellious rabbit is to rescue the divine Babs Bunny from the clutches of Montana Max.

Babs Bunny has done a runner. Leaving Buster and friends behind, she leaves her friends and the Acme Looneyversity behind, seeking thrills and adventure elsewhere. Montana Max is quick to exploit a young rabbit on her own, leaving you, as her older brother Buster, no other option but to rescue her.

The search for Babs starts where she was last seen, the Looneyversity. The tiled corridors are filled with reckless students, who must be dodged or kicked out of the way. Buster Bunny can use his oversized feet to leap high in the air, or somersault and lash out with his feet.

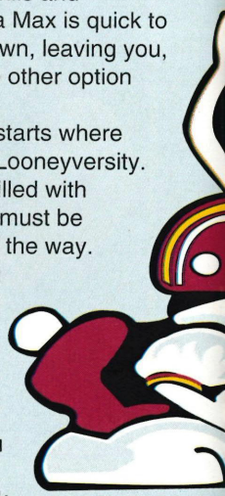
The flying kick will take out any enemy you land on, but it's not the easiest method of attack to perfect. Buster can also dash along, albeit with only a short burst of speed. Each time you defeat an enemy, a star is left behind. These stars, once you have collected a hundred, award you with an extra life.

Arnold the Pitbull keeps a watchful eye over the Looneyversity's museum, and when you break one of the ornaments, he comes thundering in to catch the culprit. Somersault towards him, kicking him squarely in the jaw. Another four kicks and he'll drop the key which will allows you to escape

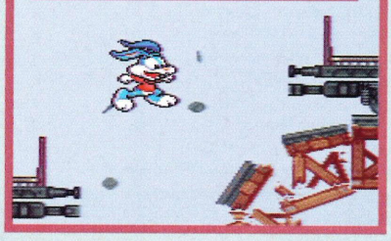


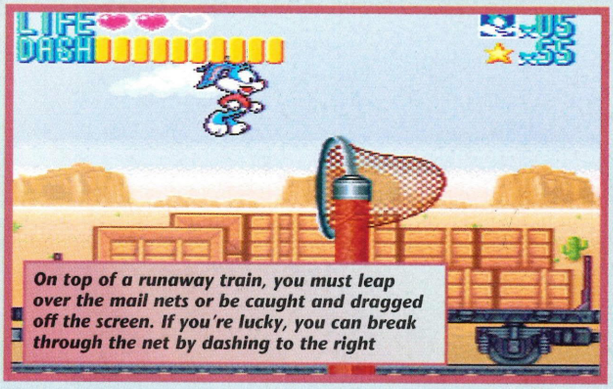


Dizzy Devil's on a food rampage in Hampton Pig's kitchen, but he can't find an goodies to feed his face. Fill the furry fiend by knocking the food into his gaping mouth



Making your way across the long line of carriages, the bridge the train is trundling across starts to crumble. Leap from truck to truck, remembering to dash across the huge gaps





On top of a runaway train, you must leap over the mail nets or be caught and dragged off the screen. If you're lucky, you can break through the net by dashing to the right

Dead As A Smart Bomb

Other objects can be found scattered around the levels, including small silver dodo statues which act as smart bombs, destroying everything on-screen and leaving behind a pile of stars. Alternatively, the gold statues offer temporary invincibility. Gold top up your energy bar, while the silver vegetable adds another pip of health.

Buster starts with three bars of energy. Each time the youngster sustains a hit, one of his energy pips disappears. Lose all three and



To leap the large chasms, wait until your energy is charged up (the dash bar found at the top left), then run like hell before leaping into the unknown

VENTURES

one of your initial three lives is lost. You are armed with infinite continues with which to complete the game.

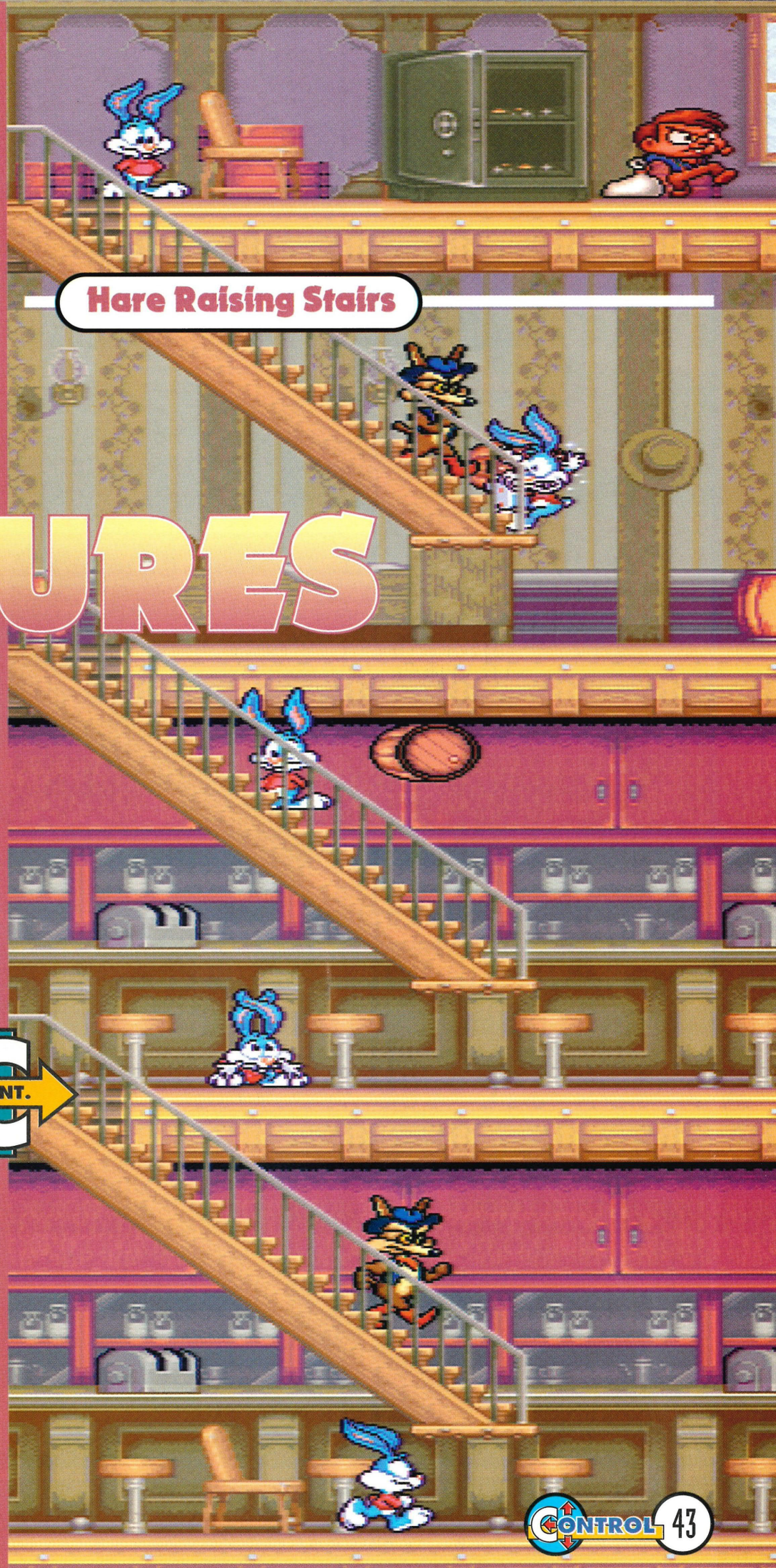
A password also allows you to continues from the last guardian you defeated. There are two modes of play. The default mode (DM) is the hardest, the other is a trainer option made easier by missing out the guardians and a few of the tougher levels. Use the latter to hone your somersault attack skills to perfection, but you'll be better off attempting to tackle the game in the default mode as you'll experience excellent graphics, neat little sub-games and a variety of super mode 7 effects which you'll otherwise miss.



Apart from the main platform element of the game, you can indulge in the sub-games that spice up Tiny Toons. The first you'll

CONT.

Hare Raising Stairs



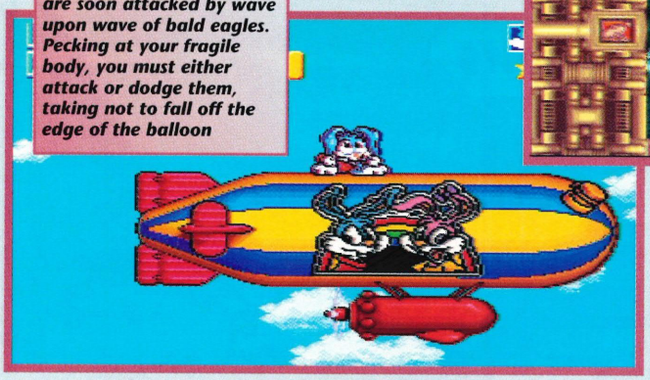
ALLIEVALUATES

Anyone who is remotely interested in platform games should be drooling over this original release that stands head and shoulders above other drab and predictable platform titles. With slick sprites and smooth animation the game looks smart and plays well. The gameplay is often original and always challenging, especially when negotiating the bonus levels. If you're after a good platform game you can't go far wrong in buying this.

Select either the hard or easy course, then run like hell up the side of the wall, taking care to avoid the fall barrels. You will also need to grab the orange carrots to top up your energy



Cursing across the skies on the floating zeppelin, you are soon attacked by wave upon wave of bald eagles. Pecking at your fragile body, you must either attack or dodge them, taking not to fall off the edge of the balloon



Using the hammers and see-saws to catapult your way across the chapel, mind you don't get caught under one of the falling mallets



You're warped onto a giant pin table, with you as the ball! Collect the coloured orbs to make platforms appears, then make your way up to the top of the table to collect a mass of goodies



This possessed demon thingy may look cute, but the mad professor has control of his mind. Kick the bolts he throws at you back at the professor's mind control machine to disable the mind meld





CONT. American football stage, where the aim is to score a touchdown by running the ball from one end of the field to the other.

Buster and friends get kitted out in helmets and pads, then the rules of American football come into play. In case you don't know, you have four attempts to move the ball 10 yards. Do so and you get another four chances to move the ball another ten yards, until you reach your opponents' end zone.

Plucky Duck Chuck

The ball can be advanced by either running or passing. Running is easier but you don't gain as many yards. Choose to pass and Buster, under your control, will run down the field. Plucky Duck will throw the ball towards you, a cross indicating where it will land.

With the ball in your possession (it's possible to pull off spectacular mid-air catches), you can either run or dive to dodge the opposition.

Ensnare The Hare

You will also have to make your way along a high-speed train, leaping over the mail nets which would otherwise ensnare you. Buster's journey will also take to the skies, using balloons to cross the clouds before finally leaping on a huge zeppelin.

At the end of each level you must defeat a guardian. The first you'll confront is Dizzy Devil. Dizzy is rampaging through Hampton Pig's kitchen, in search of something to eat. The wild Tasmanian devil needs feeding, so it's up to you to throw ice cream sundaes and fudges cakes into his gaping mouth. Once he's had his

Super Sub Games

Plucky Duck hosts Everyone's a winner Bingo! where you have the chance of winning a massive five lives. Each time a ball is plucked from the air dome, match the face with the ones on your card and if your get five in a row, you're a winner





Venture into the squash court with Furrball. You have a few seconds to earn extra 1-ups. Hit Calamity Coyote to stop the clock and Road Runner to earn a life. You can also gain lives by hitting the ball 15 times in succession



SUMMARY

Tiny Toons is excellent. I love platform games and this is one of the finest. It's everything a decent platform romp should be: bold and bright, very cute, superbly animated and a wad of mode 7 to spice things up. It's very playable too. You'll find the initial stages are hard enough to challenge your skill but easy to complete after the first few goes. The later ones provide more of a challenge, with new elements constantly introduced. Don't bother with the trainer mode – enjoy it to the full in the default setting. You'll have one of the most enjoyable platform romps of late.

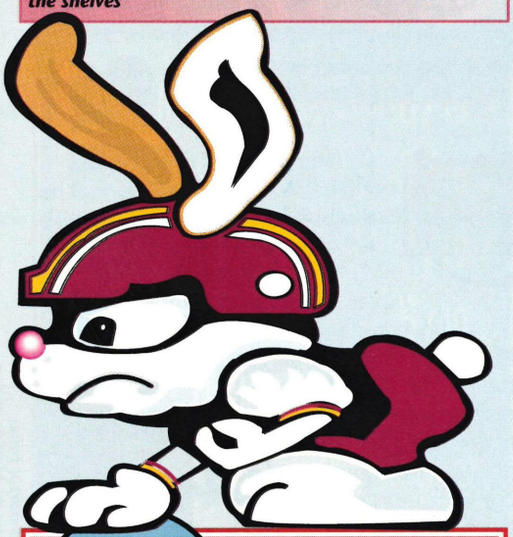
fill, he'll fall asleep, leaving you to continue your journey.

Other guardians include the evil Duck Vader, who's armed with a massive laser gun which must be turned on him to zap him into deepest space.

Alex

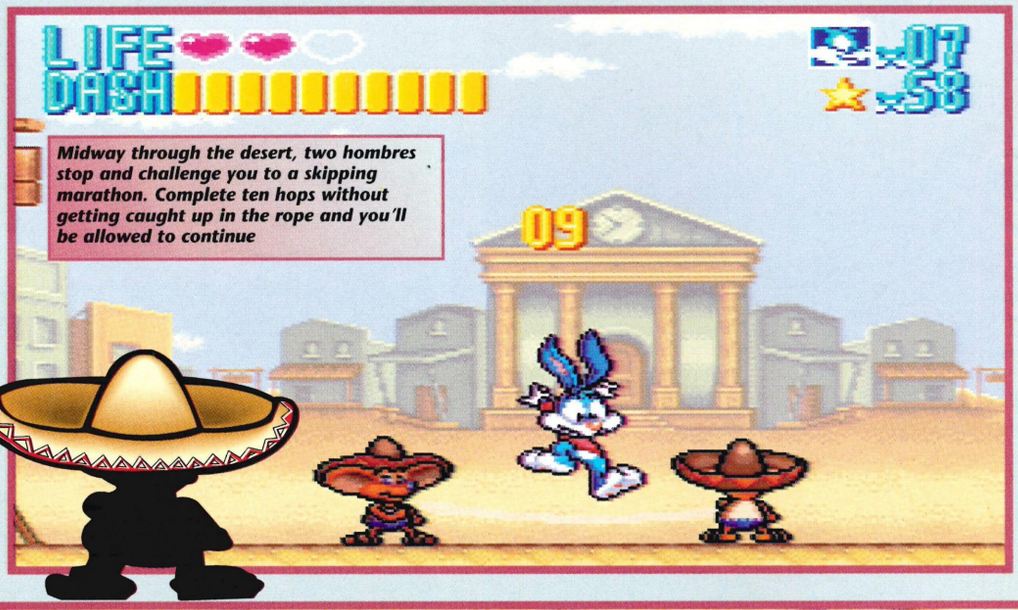


In the Looneyversity library, you'll need to use your speed to dash up the side of the towering bookcases. Watch out for the rats that throw books at your from the shelves



Rush your way to victory by running the ball into your opponent's end zone. You can pass or run the ball along the ground, but either way you have four chances to gain ten yards or your lose a life

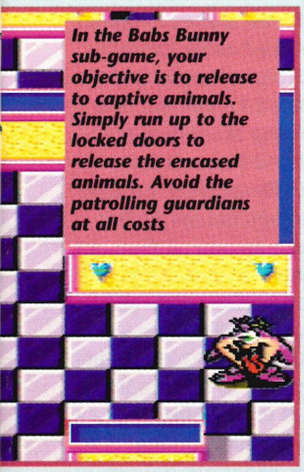




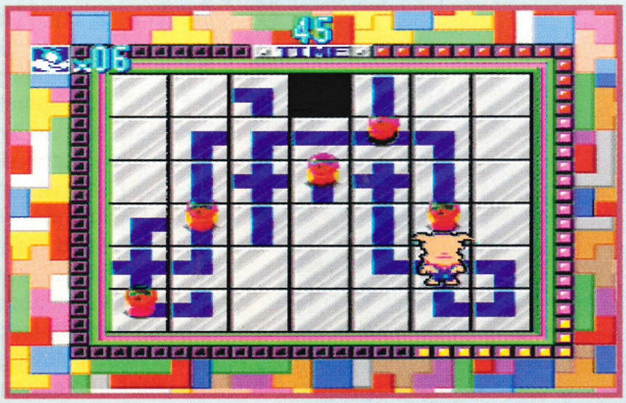
Midway through the desert, two hombres stop and challenge you to a skipping marathon. Complete ten hops without getting caught up in the rope and you'll be allowed to continue

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	9/10
IMMEDIACY	6/10
LONGEVITY	6/10
ENTERTAINMENT	9/10
FINAL ANALYSIS	86%

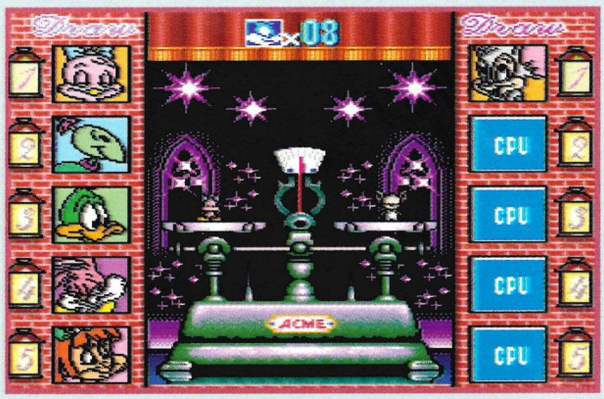


In the Babs Bunny sub-game, your objective is to release to captive animals. Simply run up to the locked doors to release the encased animals. Avoid the patrolling guardians at all costs



When you're Hampton Pig, the aim of the game is stuff yourself with apples. Guide Hampton around the maze by creating a path through the apples by moving the pieces in the way as a sliding block puzzle

Guess the weight of the characters to win lives in Sweet's sub-game. Five characters line up on the left, five on the right. If you pick the heavier character of the two, you win a life



JAKI

Produced by the same development house that brought Devil Crash pinball to the Mega Drive, Jaki Crush is a graphical feast and an exhibition of the weirdest pinball ever seen.

Naxat Soft

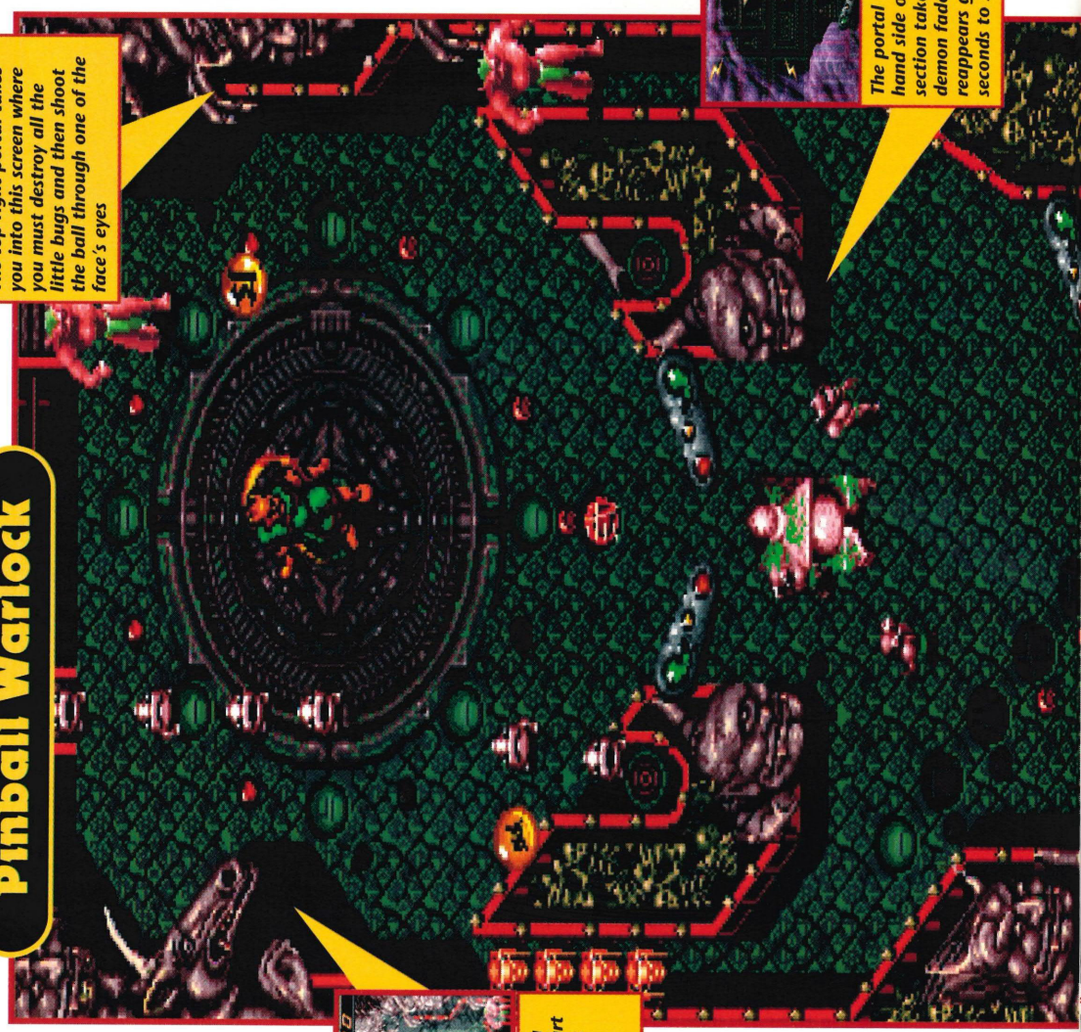
Jaki Crush Pinball is noticeably original in design, so it cannot be described as a standard pinball simulation (but then again what is?). Lovers of arcade pinball tables and indeed other sims that have surfaced on various formats, especially Pinball Dreams on the Amiga, may be disappointed with this new approach. This one or two player game consists of one complex table made up of three screens that scroll vertically upward with ease. There are flippers on each of the three sections and each screen can be played as a game in itself if you remain in one of the areas for long enough.



The top right portal takes you into this screen where you must destroy all the little bugs and then shoot the ball through one of the face's eyes



The portal on the right hand side of the middle section takes you here. The demon fades and then reappears giving you a few seconds to shoot at his head

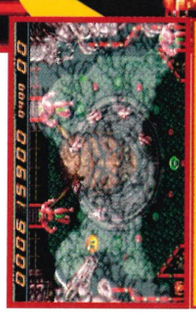


What, No Ramps?

There are no ramps as found in nearly all modern pinball tables, in fact there is very little in the way of extravagant table design and novelties. The main construction has standard rolling barriers to the side of the table with a few largish obstructions positioned towards the centre, behind which are a couple of small passages.

Sprite Materialisation

This lack of construction and infrastructure is replaced with a multitude of wandering sprites that constitute obstructions. Appearing from various points at the side of the table these little creatures prove to be a frustrating nonsense, knocking the ball left, right and centre. Sometimes, however, one of these little nutcases can actually save your ball from disappearing off the table. Also, a large number of gothic faces line the walls of the table opening and shutting their mouths at intervals, namely when certain sprites are hit with the ball. These gothic idols are portals into the bonus sections, thus a careful shot into one of the mouths will consequently transport you into one of the new screens.



One of the portals creates a cloud effect over the top part of the screen making things harder by obscuring all the obstructions

Each section is emblazoned with colour and extreme graphical detail. More often than not the backgrounds swirl around you while a plethora of sprites scuttle backwards and forwards with larger sprites looking on. You simply score points in these sections, but it makes a pleasant change to both the eye and the mind from the standard table.

On the main table you will notice large gothic images that can be activated for points. This is done by hitting small moving objects positioned above the main graphic. By activating these images in various places on the table, for example one at the bottom and the other at the top, you will receive extra bonuses and points – not really that much to strive for! Graphically this is impressive and although there isn't any Mode 7, the detail and extravagance of the graphics stands out. The scrolling is very smooth but not all that fast, and the animation on the sprites could have been a little more daring.

ALEXPLAINS

The Mega Drive version of this game has equally juicy visuals and better playability than this SNES version. The effect of the pinball is too slow and the layout of the main table isn't half as pleasing as it could be. However, this game can be fun if you get very good at it or play against other players. The sound is still very atmospheric but overall this doesn't have the slickness or mood of the Mega Drive version. It could so easily have been better as well.

XI CRUSH PINBALL



This ice bonus screen is quite tricky. You must destroy the ice casing around the sprites and then destroy each one in turn, but they act as buffers shooting the ball off at intense speeds



By hitting the gem floating across the table you can change the appearance of the demon. After a few hits, his mouth opens and you can shoot the ball through his mouth for a table change and loads of points

Beeps, buzzes, pings and explosions grace our ears coupled with dark and gloomy atmospheric tunes in the background. There is a little digitized speech on the title screen but nothing else warranting a mention. It is not the fact that the Jaki Crush fails to grab the attention or interest of the gamer, the problem is that it has strayed too far from the beaten track. Only having one table is the main cause for concern.

To display lasting appeal it would be better to have a varied selection of different tables instead of one complex table. The inclusion of a colourful array of bonus screens adds variety and the numerous small touches of detail does make the game quite challenging however.

Allie

CONTROL PANEL

ACOUSTICS	8/10
VISUALS	8/10
IMMEDIACY	7/10
LONGEVITY	5/10
ENTERTAINMENT	6/10
FINAL ANALYSIS	68%

SUMMARY

Gamewise, Jaki Crush Pinball is an average product but in my opinion the overall longevity is quite low. The graphics are detailed and colourful while the scrolling is very smooth and reasonably fast. The sound quality of the game is also quite impressive with atmospheric and eerie tunes mulling nicely in the background, while the sound effects are numerous and well executed. The bonus screens add variety – so how can I criticise this release? This is how. In my humble opinion, it feels like you are just bouncing backwards and forwards without any real purpose.

COMBATR

Just too late our fighting feature last issue, Combatribes has arrived hot off the plane from Japan. By not understanding written Japanese a few problems did arise but we toiled hard and finally worked out all the moves in this off-beat fighting frenzy.





Combatribes is a scrolling beat'em-up for one or two players with typical Japanese cartoon style graphics. It is possible to fight as one of three characters – Berserker, Bullover or Blitz – your aim being to punch and kick your way through six levels, the fifth being the longest and the sixth being the Final Battle against the ultimate guardian. The first five levels all have their own guardians defending the exit.

Accident Drone

A wide variety of drones materialise ready for annihilation each with their own unique methods of attack. However they are all more or less devoid of any intelligence. The guardians also have their own tactics, as well as lethal looking weapons, but their main course of action is using their advantageous swiftness over the three player characters.



Despite the Japanese instructions the characters' moves are relatively straightforward to fathom out, this process however is more by trial and error rather than by scientific deduction. Unlike Street Fighter II where the moves are a combination of D-pad moves and the four buttons, here the moves are painfully simple.



Things are getting really tough now, as you will realise when you reach this mechanical chappy. Looming ominously at the end of level five this bloke will definitely give you a run for your money, preferably home to Mummy





Don't Punch Just Kick

Basically you either punch or kick. The X and Y buttons allow you to punch whereas the A and B buttons activate a kick, both buttons produce the same punch or kick. However, a few jammy moves later amidst a lot of How





NICK STICKS HIS OAR IN

Combatribes is a very sad display of just how poor some so called 'new releases' are allowed to be. The sprites are absolutely abominable, along with a very limited and poorly animated set of moves for your character. It may be hard to get anywhere in the game, but this doesn't make it worth buying. If you want a dated fight game then go to an arcade and play the original Double Dragon. Do not buy this tiresome, tacky trash.



SUMMARY

Overall this isn't too bad a product but there really isn't enough variety included to warrant your fullest attention. The character moves are lacking in design and the initialisation of each special move is decidedly clumsy. The graphics are quite bland and although cartoony in design they are still of average quality. Sonically there is little of much note, the standard beeps, slaps and thuds are evident as in many SNES games and the tunes, are monotonous. However, despite the game being remarkably challenging even on the easiest level the quality is still very poor.

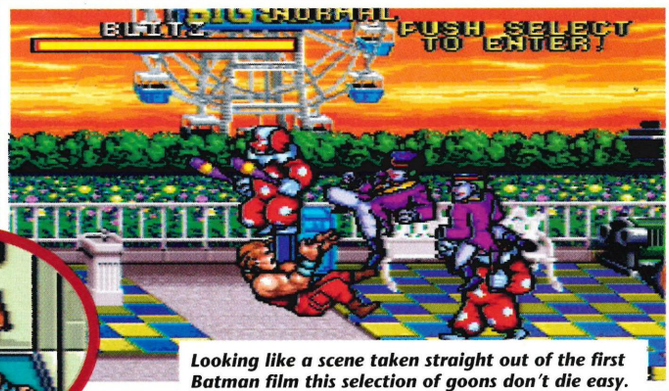
RIBES

Technos

the hell did I do thats you begin to understand the exact nature of the gameplay.

The special moves are computer activated, the movement being initialised when you get close enough to a character and press the punch or kick buttons. By experimenting you discover numerous moves including swinging a fallen opponent round, smashing two opponents' heads together, picking an enemy up by the scruff of his neck and throwing him, jumping on someone and smashing his head against the floor and so on. All charming stuff.





Looking like a scene taken straight out of the first Batman film this selection of goons don't die easy. However, a quick run and jump into the crowd soon knocks the wind out of their balloons



You can choose to fight as one of three players; Berserker, Bullover or Blitz (seen here). If you die during the game and choose to continue you can select a different character when you do so

Simultaneous Equation



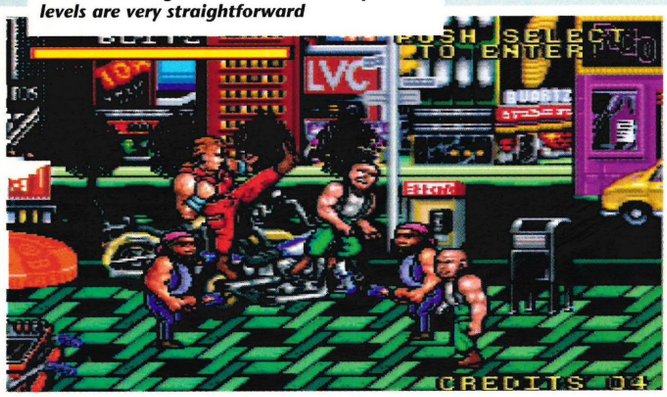
You can also run by tapping the D-pad twice in the direction you wish to go and then, by hitting a kick button you activate a flying leap and kick. This is all a little bit complicated if not a tad clumsy.

Options include one or two players – the latter being simultaneous – one or two player head-to-head bouts where you can play any of the enemy characters so far encountered, select from two difficulty settings and be able to turn off the five continues facility.

Allie



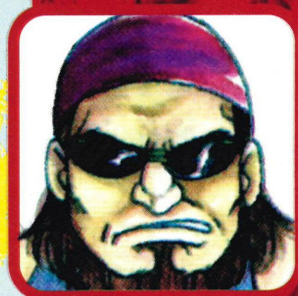
Firstly, you have to defeat a reasonable number of evil minions before you can scroll onto the level guardian. The first couple of levels are very straightforward



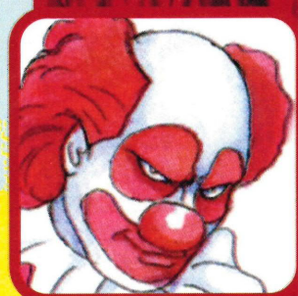














CONTROL PANEL

ACOUSTICS	4/10
VISUALS	6/10
IMMEDIACY	5/10
LONGEVITY	6/10
ENTERTAINMENT	6/10
FINAL ANALYSIS	**54%**

IMPORT
SUPPLIED BY JVC

Released 15 years after the classic movie, Super Star Wars is a platform extravaganza featuring Luke, Han, Leia and Chewie battling against the master of the dark side, Darth Vader.



(Below) Cruising along in your Land Speeder, Skywalker is suddenly attacked by Jawas skimming along the desert in mobile combat pods. Defeat the waves of Jawa then head for the Sandcrawler



(Above) The Dune Sea is crawling with poisonous scorpions among other nasty creepy crawlies. Womp Rats leap out from behind rocks and sink their teeth into Luke's fragile flesh, while giant sand worms burst from the ground, biting away at your energy

SUPER STAR WAR

JVC/Lucasfilm

In the summer of 1977, cinema-goers were introduced to perhaps the best science fiction film of all time, a movie quite unlike any other of that era. The film was of course Star Wars, a deep space celluloid classic of swashbuckling heroes and evil Galactic emperors. The original spawned two sequels, The Empire Strikes Back and Return of the Jedi, as well as a host of film-related merchandise and another three films purportedly due for release at the end of the century.

Carrie Fisher

Star Wars has been applauded on both the Nintendo Entertainment System and the Game Boy, and after months of waiting the Super Nintendo game is finally due for release in the UK. The game



The trench prevents you from moving in any direction apart from ahead. The oncoming fireballs sap away your shields, while the Ties scream in close, shoot then zip off into the distance



ALLIEVALUATES

This is one of the best games I have played in a long while. The sound is outstanding, so good it's perfect enough reason to buy the damn thing. Forget the gameplay this is better than listening to the soundtrack album! However, the gameplay is extremely taxing and enjoyable to boot but some of the levels are simply too monotonous. Overall the game is highly challenging and an absolute must for Star Wars fanatics and platform rompers alike. Great, I love it.

Use The Force

SARLACC PIT MONSTER



Wait for the Sarlacc tentacle to creep out of the quicksand, then leap away from it. Avoid its groping tentacles, and blast away at its tough skin

LAVA BEAST JAWENKO

Don't fall into the lava or touch the bursts of flame that erupt from the fire – they kill you. Get in close and blow it away. Nudge forward so you're not nudged back into the flames



MUTANT WOMP RAT

By the time you reach the Mutant Womprat, you'll have your light sabre. Either use your sabre by leaping into the air and whacking the rat on the head, or stay back to avoid its claws and use your laser



HOVER COMBAT CARRIER



This is only prone to attack when its mouth opens. Run behind and stand in the bottom right. Fire up – you should hit the 'bot as well as take out its homing missiles

Before you can destroy the combat carrier, you must disable the thrusters and the control pods. You can then hide in the corners and the blast him into deep space

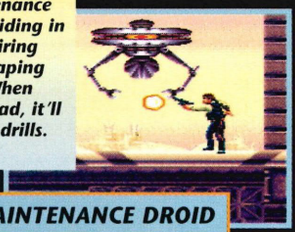
KALAAR BOSS MONSTER



You'll find this hulking monstrosity in the Mos Eisley bar. Tanked up and looking for a fight, you must time your leaps over his protruding head. Watch out for his mighty punches, but above all keep blasting!

MAINTENANCE DROID

Blow the maintenance droid away by hiding in the corner and firing diagonally or leaping and shooting. When you think it's dead, it'll return with two drills. Fire like crazy



IMPERIAL DEFENCE DROID



DETENTION GUARD BOSS



Wait for the droid's red eye to open then shoot like mad. Keep moving to avoid being crushed, otherwise you'll lose one of your three precious lives. You always have three continues if you fail miserably...

TRACTOR BEAM



Stand on the middle platform, firing straight into the tractor beam core. Jump over the bullets it spits at you, and wait for the core to explode

DARTH VADER'S TIE FIGHTER

The trench leading to Vader is easy with practice, so you should have nearly all your shields. Aim your lasers at his cockpit and he'll spin away



follows the plot of the film quite closely. Initially you control young Luke Skywalker. Starting your journey in the Dune Sea, you must overcome the hazards of the roasting deserts of Tatooine to reach the landspeeder.

Using a blaster, young Skywalker must shoot attacking scorpions and Womp Rats, before confronting the mighty Sarlacc pit monster at the end of the lengthy sideways scrolling stage.

The Jawas Of Death

Climbing into the landspeeder for the second level, you are faced with countless hordes of Jawa, attacking in small hover pods. Making your way towards the Jawa sandcrawler, where inside you'll find the droids C3PO and R2D2. Protecting your escape is the fiendish lava beast, Jawenko. Leaping back into the landspeeder to escape from the enraged Jawa, you must head towards the spaceport, Mos Eisley.

CONT.

The streets of Mos Eisley are seeping



In the town of Mos Eisley, Stormtroopers lines the streets in search of a young boy and two droids. They outnumber and out gun you, so run like hell towards the cantina



Inside the Death Star, your next objective is to rescue Princess Leia. She's being held in detention block B which on the third floor so you'll need to use the lifts to reach her





(Above) Running up alongside the Sandcrawler, you must get inside the vehicle to rescue C-3PO and R2-D2. Use the platforms to make your way to the top, then leap in through hatchway on the roof



(Above) Having escaped from the Jawas, you stumble into the land of the sandpeople. The Tusken Raiders pour from the walls, screaming war chants and wielding heavy metal clubs



(Above) With the Princess safely back on the Falcon, Chewie ventures in to the power core in search of the tractor beam. Leaping from platform to platform, he must keep heading up until he finds the generator

CONT. with Stormtroopers, all armed to the teeth. Each time your blow one of the Imperial troops away, a heart is left behind. This will replenish some of your lost energy. A variety of other bonuses may also be left behind, including blaster power-ups, points bonuses and an increased health bar. You're in Mos Eisley looking for a ship to take you off the planet, and in the canteen you meet Chewbacca, co-pilot of the Millenium Falcon. After fighting off the drunks, you meet Han Solo.

Running from the Stormtroopers to the spaceport, you're ambushed by droids and hindered by the port's auto defence system. If you manage to destroy the troopers that patrol the port in the hover combat carrier, you can blast off from Tatooine, punch in the co-ordinates of Alderaan and enjoy the ride.



Avoid the rush of Bantha or become fodder for the Tusken steeds. Armed with your light sabre, slay the beasts by leaping into combat

The Meteors

Upon arriving, a meteor storm covers the area where Alderaan once orbited. In the distance, the Death Star looms. Grasping the Falcon in its tractor beam, Luke and his rebel friend are dragged on board. You'll have to negotiate the hangar bay and detention blocks to reach the imprisoned Princess Leia, destroying an Imperial Defense droid and the detention guard boss before meeting her royal highness.

Kenny Baker

With the princess safe, you must escape from the Imperial battle station. You will be able to speed around from the hanger bay as the tractor beam is disabled, so either Han, Chewie or Luke must go up the power generator to the core of the tractor beam.

You may have escaped from the Death Star, but the Empire still pose a threat with the all-powerful space station in their hands. Meeting up with the rebel commanders, a plan is hatched to destroy the Death Star. A fleet of X-Wings leave the rebel base in the hope of penetrating the Imperial defence force, but are soon attacked by squadrons of Tie fighters over the surface of the Death Star. Before you

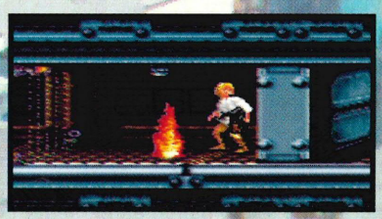


(Left) Once you meet up with Han and Chewie, you can choose to control the smuggler or wookie in place of Luke. Luke is armed with a light sabre or blaster, Han uses his trusty laser gun while Chewie carries a bowcaster

Having met Han Solo, the rebels must escape to the spaceport where the Millenium Falcon is docked. Maintenance droids attempt to stop your escape, but are dissuaded with a quick blast from your laser



Skimming across the death Star's surface in an X-Wing fighter, you must destroy twenty towers and eliminate 20 Tie fighters before you enter the trench

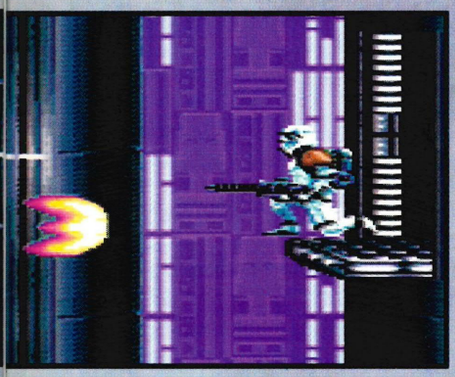


Auto defence systems poses the biggest threat inside the Sandcrawler, and bursts of flame erupt from the walls and laser echoes around your head. You'll need to slide past the laser shields and under the crushers to reach the droids



SUMMARY

Super Star Wars looks good, is sonically one of the best games ever and is splendiferous fun to play. It's even challenging... to boot. There are loads of massive levels packed with all of the famous Star Wars aliens (Jawa, Tusken raiders etc) but personally I did find the occasional stage too long. I wouldn't mind, but they stretch out without introducing any new elements of gameplay or even new enemies. That minor gripe aside, Super Star Wars is one damn fine platform romp. Gamers of all persuasions will love the game, fans of the film will be particularly turned on.



(Right) The main danger when running across the Death Star hanger bay is falling into the maintenance hatchways. The Tie fighters push you back when they are launched, and eventually you been confronted by the massive Imperial Defense Droid .



enter the trench, 30 Ties and 20 towers must be eliminated. In the trench you must protect your shields by blasting away the fireballs that sweep towards you, as well as engaging the Tie fighters screaming towards you. Fly straight, taking care not to scrape the X-Wing along the side of the trench, and Darth Vader will engage you himself. He fires accurately, but his ship can be disabled with a couple of well-aimed laser blasts. With the force flowing through you, it only takes a single photon torpedo shot at the exhaust port to start the chain reaction to vanquish the Death Star. Great shot kid! One in a million.

Alex



With 3PO and R2 in your hands, leap into your speeder and head for the spaceport, Mos Eisley. Once again the Jawas attack, this time in greater numbers



(Left) Taking Chewbacca into the bar, a fight instantly erupts with you in the midst of it. They only attack with their fists, so blast the drunkards with your bowcaster





CONTROL PANEL

ACOUSTICS	10/10
VISUALS	8/10
IMMEDIACY	7/10
LONGEVITY	8/10
ENTERTAINMENT	8/10
FINAL ANALYSIS	**88%**





This map which scales out of the screen shows you how long the rally is and where in Europe it is taking you



Some courses have checkpoints, you can check in by driving slowly over the grid. If you fail to miss a checkpoint you cannot finish the round





On the starting grid waiting for the green light. In some case the starting grid also acts as a finishing line, this can be seen when the grid is half rad and half white

King Of Rally is a racing game that tries to utilise the SNES's Mode 7 facility, leaving the gamer viewing the track from above with a somewhat distorted perspective. The landscape is a huge map that scales smoothly around your car that is stuck dead centre of the screen, the car sprite then pivots 360 degrees on a central point.

The emphasis on the game lies in a Paris-Moscow-Beijing car rally that comprises of numerous rounds spanning different terrains. Tarmac, swamp, mountainous, desert and off-road situations await drivers.

This is not simply a Top Gear kind of game where you choose your car and away you go, instead a little more tactics and strategy are involved. On a well executed selection screen showing your dismantled car, you can decide which parts are to go where including the size of engine, tightness of the cars turning circle (the less tight the more difficult the race), manual or automatic gears and different tyres.

Japanese Whispers

After each round of the race you can return to the selection screen and change any part of your car should you wish, the tyres being the obvious choice. However, since this particular version is in Japanese it makes it very hard to decipher what is going on. We are not sure whether the game informs you of what terrain conditions are coming up next – if we knew it would be very helpful.

This point is particularly true when selecting your race driver. There are three males and one token female each displaying a lot of information on screen when chosen, but alas we haven't got a clue what it says. C'est la vie!

At first the scrolling seems very slow, chugging along at a painful rate

KING OF THE RALL

Meldac

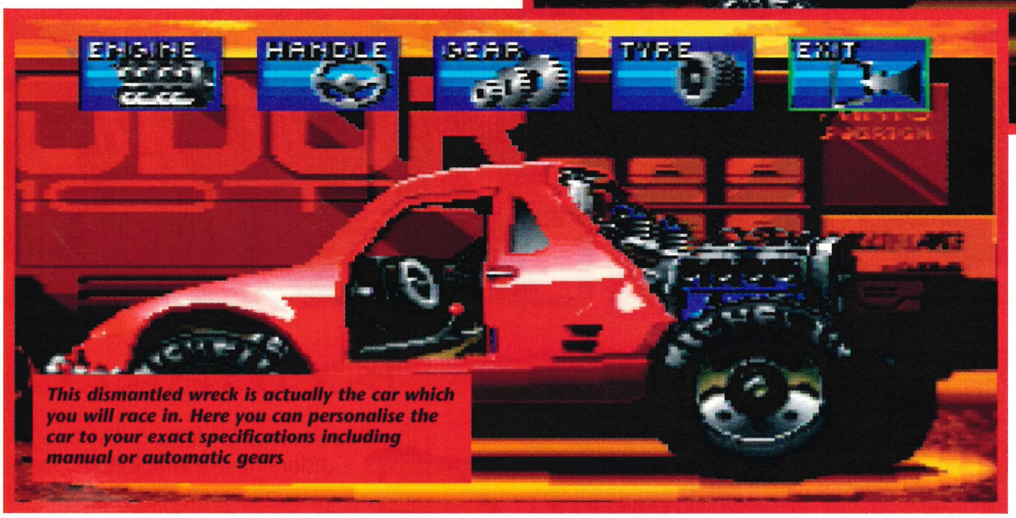
Trying to follow in the slipstream of racing classics such as Top Gear and Super Mario Kart comes King Of Rally – a parallax and Mode 7 feast hot out of Japan.

NICK STICKS HIS OAR IN

Hooray! It's a Mode Seven bonanza! The SNES's unique rotate and scale facility is used to full effect here, but sadly the gameplay doesn't come anywhere near that which has been seen on previous 'M7' classics such as Mario Kart, Pilot Wings and Axelay. There isn't even a two player option – a feature that often bales out games that without this would have only been worth sticking in the bin. For King of Rally read Butler of Go-karting.



The tyres are one of the parts that will have to be changed in between rounds. All the different terrain condition tyres cannot be used in one or more situations so you will have to plan your rally carefully



This dismantled wreck is actually the car which you will race in. Here you can personalise the car to your exact specifications including manual or automatic gears

accompanied by a high pitched whining of the car's engine. Things suddenly speed up when the car reaches speed in excess of 110 kph leaving the course twisting and turning around you at an outstanding rate.

The car is simply controlled by pressing the left and right directions on the D-pad, with acceleration and brake buttons (gears also, if chosen). The car pivots smoothly but in a very exaggerated manner, the slightest direction change has the car veering off all over the place.

Most of the courses are reasonably straightforward requiring you to simply follow the track and avoid the obstacles. However, other tracks are a pain in the posterior winding in a maze-like fashion seemingly without any real direction.

Circlesquare

As in rally driving, a co-driver is accompanying you on the rally but his help is limited to a few direction arrows flashing on screen every now and again. In some courses the arrows do not always appear leaving you driving around in circles looking for the correct route.

Also some courses require you to find certain checkpoints where you must slow down, pass over the grid and 'check in'. Only by doing this will you be able to complete the course successfully.

This game is quite easy with most of the courses appearing long and monotonous. Very few opponents appear on the track alongside you although evidence of their existence can be garnered simply by viewing the high score tables. It is definitely more of a battle against time rather than a grit-your-teeth-and-burn sort of escapade as seen in Top Gear.

Pigling Bland

Graphically, King Of Rally is pretty bland and uninteresting. The landscapes are flat with a noticeable lack of detail and the colours are monotone and uninspired – lots of browns, greys and greens. Also the collision detection is all over the place!

The sprites for the cars are very small and blocky, but the intermission screens are executed well with lots of colour and detail, however there aren't very many of them. There is also a certain amount of glitching, reminiscent of the 'buzzing' effect found in Mario Kart.

On a good point, the acoustics are of a high standard incorporating lots of tunes reminiscent of the Starsky & Hutch theme, but as mentioned previously the sound effects representing the car's engine are so irritating the volume just has to be turned down.

Allie

SUMMARY

Overall this is quite disappointing, the lack of gameplay and action constituting the main downfall. Although the game runs very smoothly and only with minimal glitching in the graphics, visually this is decidedly stale and drab. The intentions of King Of The Rally are probably of the highest order but it can't quite pull it all off. More tracks are needed, more action and more opponents – a basic time trial simply isn't enough. This has the beginnings of a really impressive game, a two player mode would have been a welcome addition along with more numerous opponents.

CONTROL PANEL

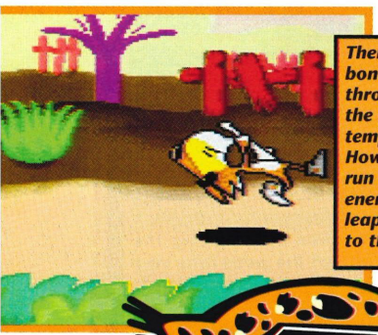
ACOUSTICS	6/10
VISUALS	5/10
IMMEDIACY	6/10
LONGEVITY	5/10
ENTERTAINMENT	5/10
FINAL ANALYSIS	54%



Grab the skateboard and finish a level and you'll be warped to a bonus stage. As long as you can leap over Grunt's steamroller, a mass of goodies will be yours for the taking



Mean Eugene and his none-too-slick, thick-as-a-brick sidekick Grunt have dismantled your Chopped Hog, and have thrown the five pieces across the Four Corners Zoo. Defeat the bogus baddies and rebuild your bike!



There are a variety of bonuses to be found through the five levels, the guitar offering temporary invincibility. However, you cannot run along and avoid the enemy's wrath, you just leap around and dance to the music!



CHESTE

Kaneko

Chill out with Hip City's coolest cat, Chester Cheetah is where it's at, across Four Corners Zoo he must jog, to find the parts of his Chopped Hog.

Endorsing the snack that's cheesier than Quavers, Cheetos, Chester Cheetah is a righteous kitty from the heart of Hip City. The cool dude in a loose mood ordered, like, this really radical bike, the Chopped Hog, but the bogus Mean Eugene stole the awesome radicool machine, pulled it apart and scattered the five pieces around Four Corners Zoo.

Cheetah Chase

As Chester Cheetah, you must recover the missing parts of his motorcycle – a single

Four Corners Zoo is where you ll find Eugene and Grunt. The park is full of turtles and fanged fish but Grunt s four legged Stomper poses the biggest threat



Use the vines to swing around in the Monkey Pits – grab the board and sunglasses for extra bonuses. You ll need to find the Funky Monkey to collect the bike part

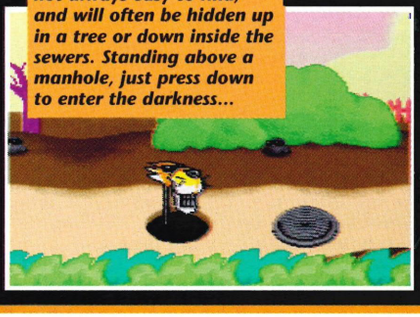
The bike s handlebars are in Gator Alley – before you can grab them you must evade the crocs and ride Hip O across the piranha infested swamp



There s only a candle for light in the Hidden Caves – watch out for the bats. You ll ride a rail cart racing after Mean Eugene in his speeding steam machine

Chester's Zoo

Cheetahs Never Prosper



The parts of the bike are not always easy to find, and will often be hidden up in a tree or down inside the sewers. Standing above a manhole, just press down to enter the darkness...



Where you'll find numerous goodies protected by roller-skating turtles. If you explore the complex of tunnels, you'll also find a piece of the missing Chopped Hog

SUMMARY

Chester Cheetah is a mildly amusing game with cartoon graphics, a little slapstick comedy and a variety of humorous sprites. But it's only funny initially, and the so-called jokes soon become tiresome especially the crap guitar solo). To be honest, it's a very basic platform romp with not enough variety to keep you hooked. There are no impressive guardians or visual effects, and it's too easy as well. All in all a very mediocre platform romp that's not worth the hefty asking price. My advice is to leave Chester Cheetah alone and stick with his great tasting cheesy snack.

CHESTER CHEETAH

piece of which is found on each of the five levels. Starting his trek in the Four Corners Zoo Park, Chester must chase after Mean Eugene the zoo keepin' fiend and sidekick Grunt – they'll lead you to your Chopped Hog.

Chill Out

Chester is too cool to leap around maniacally, so he strolls casually along the psychedelic scenery, bumping the enemies on the head to destroy them. If he can muster up the energy and grab the sneakers, he can dash along to provide the extra speed to leap huge chasms, but he'd probably rather lay down on the grass and smoke some weed.

Feline Gifts

Other bonuses Chester can collect, apart from the sneakers, include cheetah paws sunglasses and a guitar. The cheetah paws restore one of your four bars of energy. If you manage to collect 100 badges you'll be awarded a fourth credit. The sunglasses darken the screen and reveal invisible bonuses, while the guitar offers temporary invincibility. Finally you'll stumble across the skateboard which, if you finish a level with it, will transport you to a bonus stage.

Having avoided Grunt's four-legged Stomper on the first level, you must enter the monkey pits for the second level. Using the vines to swing from tree to tree, the motorbike part is found at the very tops of the branches, and only the Funky Monkey can climb up to grab it for you. The Hip-O carries you across the swamp in the third level, Gator Alley, while you'll have to explore stage four's Hidden Caves by candlelight. Fly through the Bird Houses and Mean Eugene and Grunt will be waiting for you in their bogus biplane. Only the high-flyin' bird gang can help you defeat the heinous zoo keeper, so don't foul up and lose your cool.

Alex

ALLIEVALUATES

This game is fabulously entertaining for about five minutes before you realise how dull and repetitive it becomes. However, parts of the visual humour are damn fine, especially the guitar solo. This is a game for watching only. If you do play it you'll have to have the brain capacity of a retarded Ape to get more than an hour's enjoyment out of it. The graphics are whacky but not good enough to merit buying the game. Stay away from this one. It's really very pant like.



Wandering around the monkey pits, you befriend an ape mimics your every cool move. Strolling along the tree branch with your sunshades on, the funky monkey climbs the trunk of the tree and recovers a part of the bike which you could reach yourself

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	7/10
IMMEDIACY	6/10
LONGEVITY	4/10
ENTERTAINMENT	5/10
FINAL ANALYSIS	57%

REVIEW CONTROL

IMPORT

SUPPLIED BY MEGACOM

Varie Corporation

SUPER F1 HE

Placing you in the still warm driver's seat of Japan's Satoru Nakajima's Formula One car this simulation allows you to speed around famous Grand Prix race tracks without the possibility of fatal injury. Although the 'wind in your hair' effect is missing, unless you sit in front of a domestic fan that is, driving realism is almost evident.

There are 16 tracks at which to try your racing hand in this one player game, all of them being copies of the genuine courses as traversed by the Formula One greats. In five harrowing settings you can progress from a mere novice to a gamer verging on the real thing.



This is where you choose your car specifications, help is available resulting in a default choice made by the computer or you can alter the car to your own desires

Describing itself as the F1 challenge to 'take the pilot and his machine to the limits of technology' Super F1 Hero zips along with you behind the wheel of Nakajima's F1 mean machine.

Niki Lauda

The difficulty settings are slightly unusual, dividing a GP game mode into five options. By choosing a setting you will either race in four rounds, seven, ten, thirteen or the full sixteen – the first setting requiring you to finish ranked eighth or above, the latter ranked third or above.

Should you fail to qualify for the next round there are a maximum of five continues, placing you back in the race where you finished. It is wise to tackle the test run mode before embarking on a Grand Prix in order to avoid using this facility however! Before driving you must first choose a car.



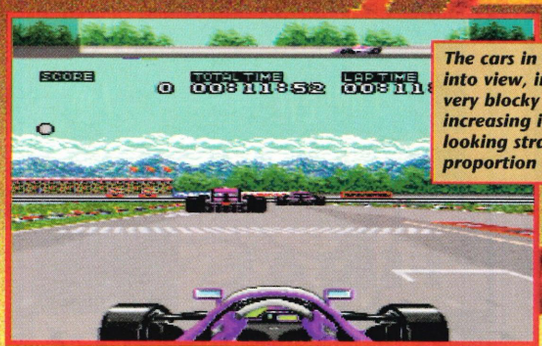
If you clip barriers you must select the reverse gear in order to position yourself far enough away allowing you to get a clean run back on to the track

Emerson Fittipaldi

There are different specs for a car's design – you can let your imagination run wild. Selecting parts can be tricky at first with gears, tyres and engines glaring ominously from the screen, however, help is at hand

NICK STICKS HIS OAR IN

I often like crap games, but this isn't one of them. What I mean to say is that this game is crap and I don't like it. Why? Because when compared to other SNES racing sims this just doesn't cut the mustard. Even taken in isolation, there is no realism, no feel for speed (aarrgh, I've agreed with Allie) and the graphics in general are poor. When a game's only half decent feature is it's sound, it must be pretty rank. Very poor value for money.



The cars in front do not scale into view, instead they appear very blocky in the distance increasing in size in stages, looking strangely out of proportion to the track

At the end of a round, only if you qualify, a result table graces the screen with your ranking and bonus points displayed for all to see

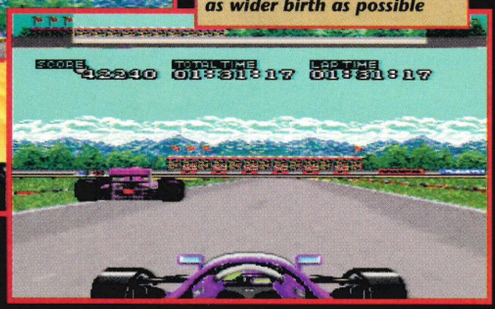






In a spectacular display you spin off the track after hitting the back end of an opposing car – Murray Walker eat your heart out

Taking the inside line you belt it down the straight and prepare to attack, however the collision detection is a bit wacky so it's best to take as wider birth as possible



and default settings can be chosen.

Control of the car is straightforward even when operating manual gears. The car is steered left and right with brakes, acceleration and turbos available. At the start of a race the car must be put into first gear from the neutral position – this applies to automatic and manual gears. Also, should you crash into the barriers, the car must manually be put into reverse gear to get you out of the obstruction.

James Hunt

It is easy to go top whack around many of the courses, slowing down slightly to turn the corners that are indicated by on screen direction arrows. Passing other cars is a little easy at times with many of them hugging the sides leaving the centre section wide open. Graphically, F1 Hero is disappointing. Although the scrolling is smooth you do not get a real sense of speed due to a minimal amount of landscape to the side of the track and a

Direction arrows flash on screen informing you of approaching bends and curves, they give you a couple of seconds warning and are extremely useful



mass use of one colour on the track itself. Speed bars (as in Top Gear) have been left out of the graphical design and therefore no feeling for speed is achieved despite travelling in excess of 300 kmh!

Opposing cars appear too large on the horizon and look out of proportion in contrast with the size of the track. Also the appearance of your car's dashboard and front section has an embarrassing lack of detail, leaving a boring image bobbing up and down at the bottom of the screen. The sound quality on the other hand rests on an upper with funky tunes bouncing around in the background even during a race. The effects of the car's revving engine isn't on a painful frequency but it is a little monotone – turning the volume down helps. What could have been a fantastic F1 representation stalls, falling short of the finishing line. The gameplay is reasonable but there is room for improvement in design, presentation, gameplay and graphics.

Allie

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	4/10
IMMEDIACY	6/10
LONGEVITY	5/10
ENTERTAINMENT	5/10
FINAL ANALYSIS	52%



Uh oh! It looks like it's all over after you collide head on with one of Silverstone's many tire walls. If I was you I'd give up

SUMMARY

Quite a pleasing racing sim to play with responsive controls and interesting gameplay. The in game graphics aren't all that impressive however, the representation of the car being a major joke – the lack of detail and mass use of one colour giving off an aura of artistic laziness. However, the game is reasonably enjoyable, the difficulty settings increasing longevity although the graphical quality and the lack of a 'speed illusion' lose the game valuable marks. The scrolling is fast and the sound quality is above average but the game tends to get a little tedious.

Complete CONTROL

THE ULTIMATE IN PLAYERS' GUIDES

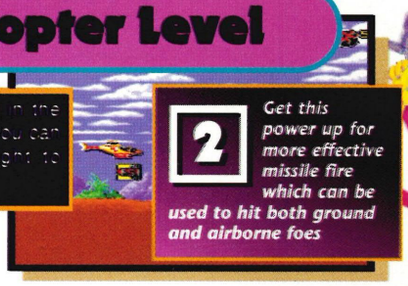
JAMES BOND JR

Typical! Dad gets the luxury cars, exotic locations and sexy women. What do I get? Rocket sneakers, ugly friends and school. Here's a handy guide for any budding agents on how to defeat the SCUM Lord. Perhaps that'll impress the girls...

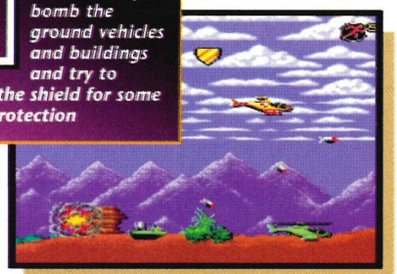
The layout to this game is not complex so it is not mapped. If you do have a choice of where to go then one way will lead to some goodies and the other will carry on the main route. However, there are some shortcuts noted in this guide

Mini-Copter Level

On this level try to stay in the middle of the screen so you can move both left and right to dodge the enemy fire



2 Get this power up for more effective missile fire which can be used to hit both ground and airborne foes



1 Continuously bomb the ground vehicles and buildings and try to collect the shield for some extra protection



3 Try to bomb these copters before they take off. If they do get in front of you then missile them and move down to avoid their fire



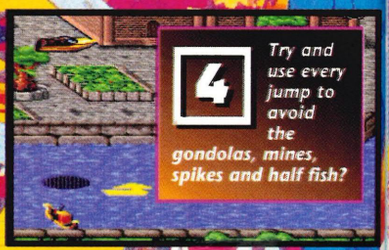
4 Get off my damn copter you little devil. These men will jump onto your copter and cause bother if they get to a spring, so bomb them before they get the chance



5 This boss is as easy as pie, simply pump him with bullets and avoid his circling bombs (easiest to do in this position)



3 Don't go to fast over the land jumps or you'll crash onto land when you come down. Do watch out for that bridge James



4 Try and use every jump to avoid the gondolas, mines, spikes and half fish?

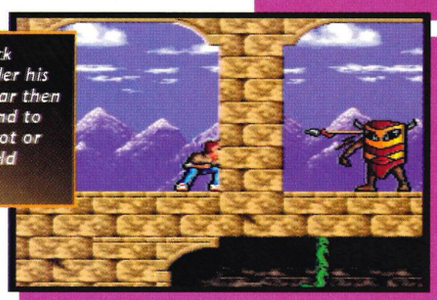
Temple of Gold



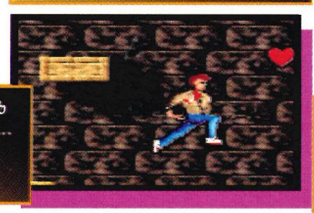
1 Bomb these slithery pythons



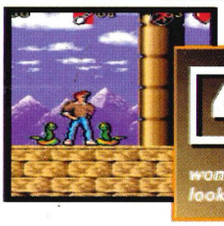
2 Duck under his spear then stand to shoot or bomb this shield mutant thing



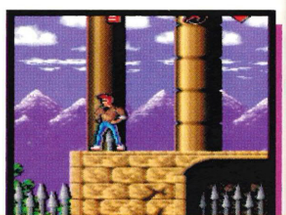
3 Grab this...



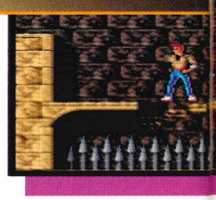
4 ...then use it to put snakes under your spell. Oh Mr Bond you charming man (pity, I do it for snakes and Dad does it to women, still, that left hand snake looks rather attractive. Mmmmmm)



5 Grab the heart symbol for energy and the other for an extra grenade



6 Watch out for these spikes that pop up or they'll nail your goolies (ouch! that's ruined any chance of getting some birds.



Speedboat level

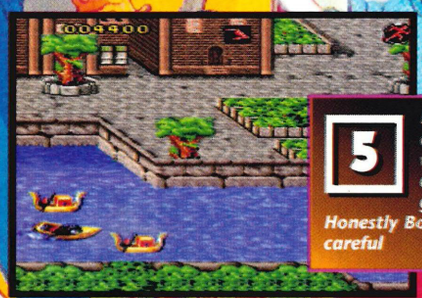
The best option on this level is to go at top speed then slow down only for the really tricky bits



1 Barge this green enemy into the side if he gets alongside you or shoot him if he gets in front of you



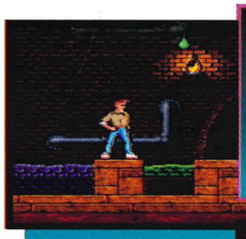
2 You must get this power up to be able to jump over the land sections. You'll also need the nitro boost to make the big jump at the end



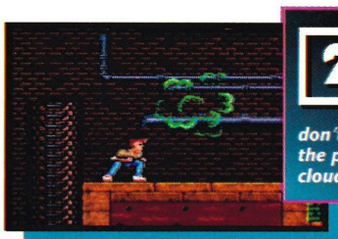
5 Here's another way of avoiding gondolas. Honestly Bond, do be careful



Sewers of Venice level



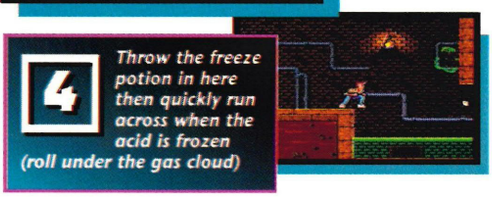
1 Don't touch this green acid or you'll die instantly. Also avoid the drops of acid that come from the ceiling (the blue ones are safe to touch)



2 Unless you've picked up a gas mask don't pass through the poisonous gas clouds



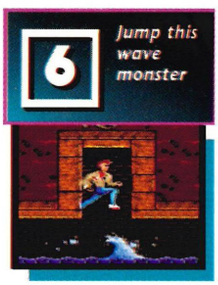
3 Get this freezing potion to freeze and cross large areas of liquid



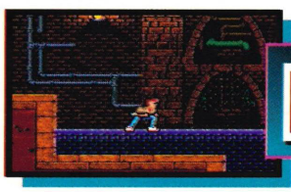
4 Throw the freeze potion in here then quickly run across when the acid is frozen (roll under the gas cloud)



5 How shocking! Bomb these eels before they can electrocute you



6 Jump this wave monster



7 Freeze this water in to cross safely



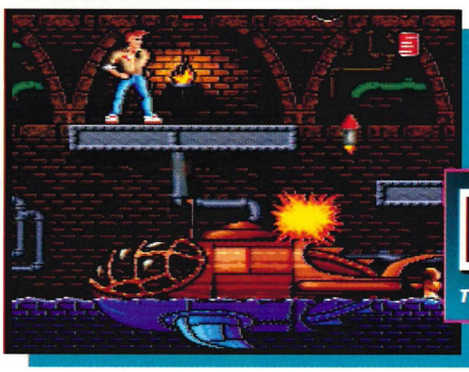
8 Let this wave monster get you and carry you across



10 Here's another secret jump

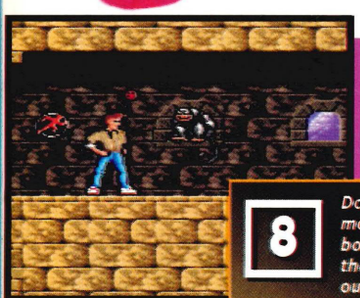


9 Use this secret jump to get the extra life

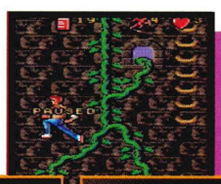


11 To defeat this unbelievably hard boss stand here then throw bombs onto the top of the machine. Phew! That took a bit of doing

CONT.



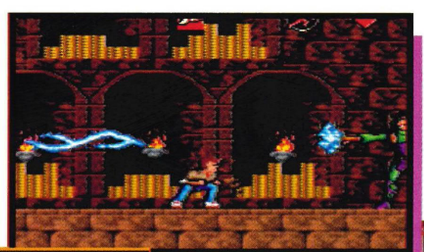
11 Go right through wall for a secret shortcut



8 Dodge monkey's bombs then pull out your PPK and kill it – get the extra lives if you come across them



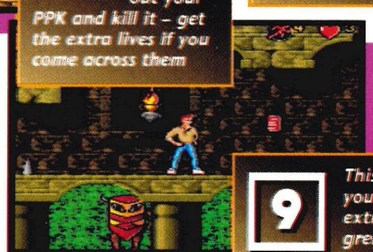
10 Walk under this godhead to get to the next temple section



14 Duck under his lasers and avoid the falling masonry



7 Don't stay too long on these collapsing floors



9 This gives you five extra grenades



12 Kill the snakes then roll to get these sneakers – you'll need them to get up to high platforms



13 Bomb or shoot these Spidey rip offs or else they'll web you

15 Now stand up and shoot the villain, repeat this a few times and you'll have the scum on the run

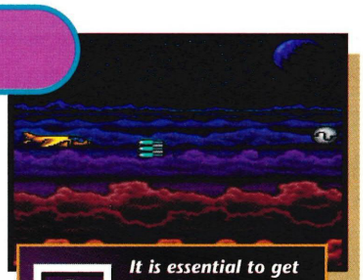
JAMES BOND JR

Jet Plane Level



1 This bit's easy, just do the same as you did on the copter level

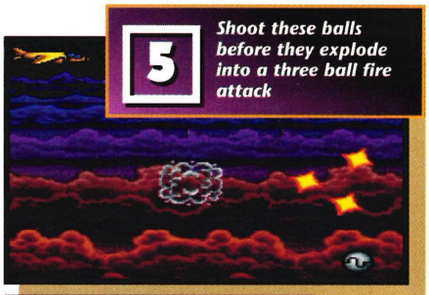
2 If you can, then bomb the first wave of these blue ships as it is easier than shooting them with your puny weapon. Once you've got the firepower then blow these blue ships away, but watch out for the bullets they leave behind



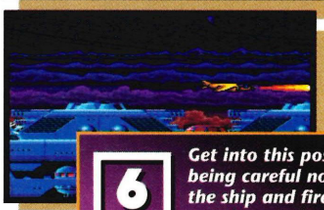
3 It is essential to get this weapon power up or things can get a bit tricky. If you do get it then you can blow everything to kingdom come



4 Simply blast this gold ship on its nose



5 Shoot these balls before they explode into a three ball fire attack



6 Get into this position being careful not to hit the ship and fire forward to take out the guns



7 Now bomb these bits after shooting the gun in front. On the last one be careful for a bullet that'll come right at you from the right hand side

End Of S.C.U.M. HQ



20 As the villains' ship goes down you know you've saved the world. (That's all very well but where's the gorgeous women and sexual innuendos that Dad gets to have. Some people have all the luck)

LEVEL		CODE
3 TEMPLE OF GOLD	=	0007
4 THE CANALS OF VENICE	=	3675
5 THE SEWERS OF VENICE	=	9025
6 THE JET LEVEL	=	1813
7 THE ATTACK ON SCUM HQ	=	3353



SMALL SILVER GRENADE Adds one grenade to your total



HEALTH Adds one health point (maximum of five)



FLIGHT TO THE TEMPLE SHIELD Absorbs three enemy attacts



AIRFOIL WING Allows boat to jump further



GAS MASK Allows James to fly through poison gas clouds



THERMAL JACKET prevents icicles from injuring Bond



LARGE RED GRENADE Adds one grenade to your total



1-UP Adds one life and increases health points by five!



SHRAPNEL TIPPED MISSILES Burst into pieces damaging



NITRO BOOST Allows boat to go faster and also jump further



TRIPLE SHOOT LASER CANNON Destroys enemy ships



LASER RING Powerful weapon, especially when used against S.C.U.M



DART Adds five darts to your total



SUPER JUMP SNEAKERS Allows James to jump higher



ELECTRO-FLUTE Stuns all snakes for several seconds



FREEZE BOMB Freezes liquids for several seconds



ROCKET SHOES Allows James to fly

S.C.U.M. HQ



1 Walk slowly whilst approaching these icicles to set them off before you reach them or they'll hit you



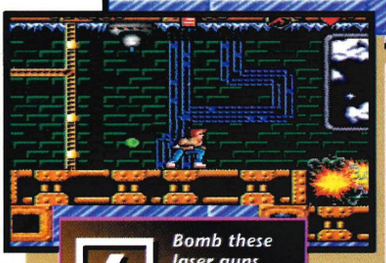
2 Push these blocks along so you can use them to jump up onto a higher platform



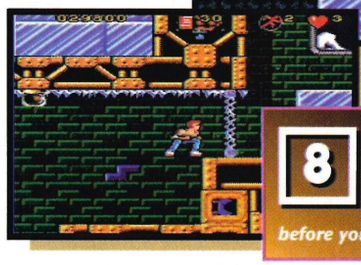
3 Jump up to the right into a secret room full of goodies



4 Go right here to get the jet boots



5 Use the boots here, be careful and only use small bursts of jet (button Y) or you'll end up spiked



6 Bomb these laser guns before they shoot you

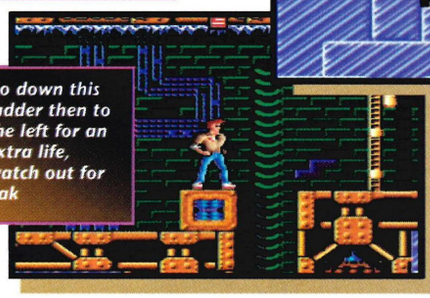


7 Duck under the laser shots here then quickly stand up and bomb the guns

8 These electric currents kill you instantly so wait for them to change before you run through



9 Wait for these swinging blades to get behind you before running or rolling past



11 Go down this ladder then to the left for an extra life, watch out for the firing freak



10 As soon as you see it bomb this freak then run back to the left to avoid the bullets





12 Push the block along and down then push it onto this bloke. When he's dead roll down and through the short cut



13 The ring is to the right here past a henchman

14 This is it, the final showdown with S.C.U.M. Let the big ball move over the top of you then move to the left or right to avoid it when it comes down



15 Now quickly turn around and blast it using the ring. It should only take a few hits

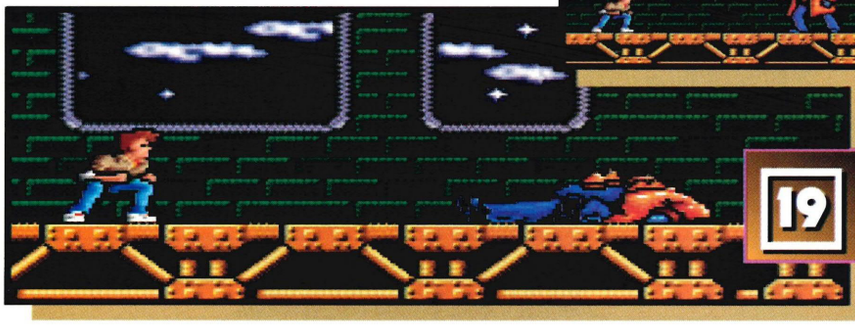


16 That's the end of that. Well played James my son



17 Duck under S.C.U.M's knife





19 The vicious, fascist S.C.U.M is defeated. You are a hero

18 Now stand up and use the ring to shoot him. If he ducks and you miss him then shoot again a second later to get him as he stands up. If he gets close start chucking bombs at him and watch out for his claw hand. Pass him when he's taken a hit to get to the other side, away from him then start ducking and firing again

SPIDERMAN AND THE X-MEN

Calling all wall crawlers! If you've found yourself stuck on more than just walls and ceilings then this is the guide for you.

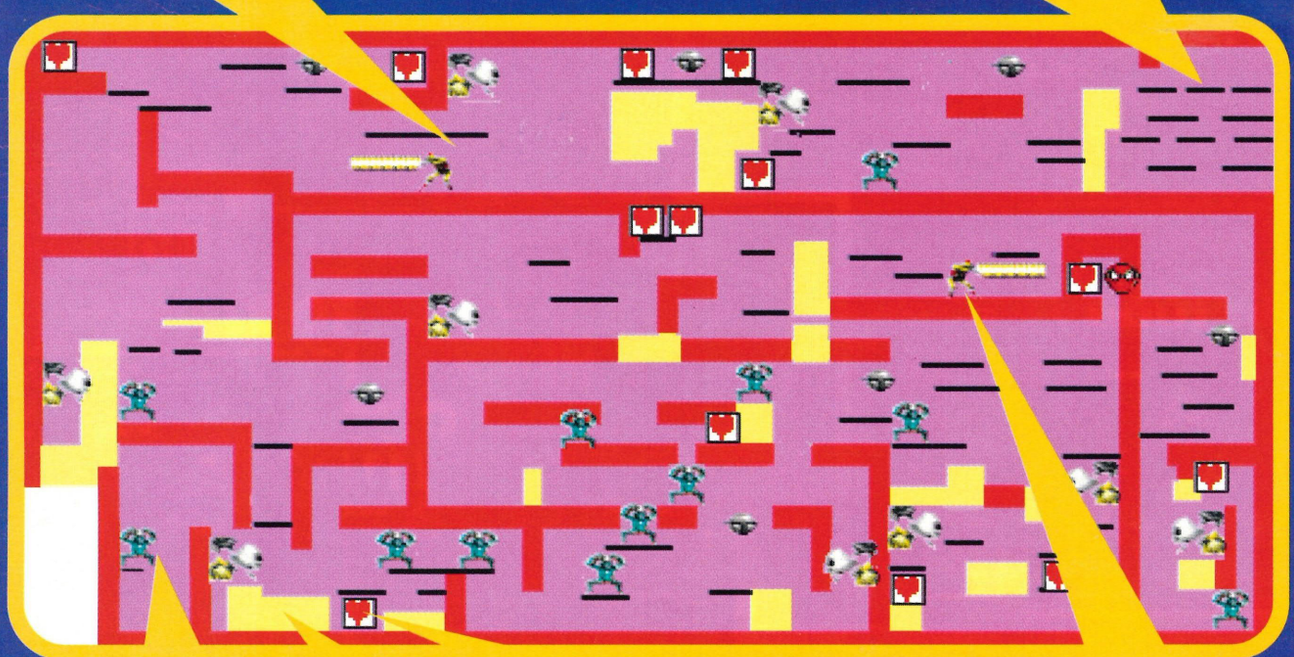
Here's how to finish both of the Spidey levels as well as the first sections of Wolverine and Cyclops, those intrepid X-men.

Spiderman: Part One



6 *This flying boss is tricky. The best option is to keep moving to dodge his shots whilst webbing him whenever possible. Soon you'll have blown him away into lots of lovely rubies*

5 *This other green fiend is harder. Fire at him and dodge his laser shots but be ready to move back when he leaps*



1 *The best way to kill both these types of baddies is to wait for them to fire, then jump or crawl into a suitable firing position and quickly let rip some webs. Then dodge their next fire and repeat the process*

3 *Avoid the spikes by jumping or webbing over them. A short web may be needed at times and can be operated by pressing up and X*

2 *Get these hearts for extra energy*

4 *To kill this green fiend stick to the right hand wall and crawl up and down to avoid his laser then fire at him. If you get in the right position he shouldn't be able to leap at you*

Spiderman: Part Two

The quickest route through this level is shown by the following pictures. If you become lost it is fairly easy to get to a recognisable area. Remember to use the weather for assistance in jumping.

1



Drop down to the left here

2



Get into this position, shoot the small ball then jump and fire a volley of shots into the big ball

3



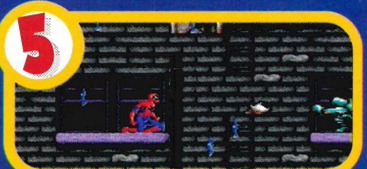
Now press up and web across to the platform on the right, if you don't press up your web is too long

4



Jump to the right when the rain blows in the right direction

5



Jump over his bullets then web this villain on the right before swinging across a short web

6



Web to the left here, a jump may not be enough

7



Drop down here

8



Web to the right then go up and right and dispose of the villain

9



Jump to avoid the bullets then pump this ball until it's dead

10



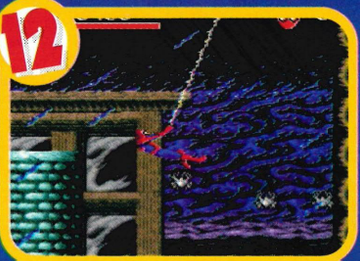
Web right onto the stone wall

11



Now jump right onto the top of the next stone wall when the wind is blowing in the right direction

12



Now web across to the right

13



Hurl yourself down here

14



Jump to the platform on right when wind is blowing to the right

15



Now web to the right

16



Web to right from here

17



Web to right again from here

18



Now wait here and quickly jump up and run to the left after a bomb has dropped, then jump and kill the shooting ball as fast as you possibly can

19



Jump onto the left hand wall and then up onto the platform above

20



Web to the right and shoot the two creatures blocking your way

21



First lead Carnage over to the left then run back and get on this right hand wall. Keep pressing right so you are not decked when Rhino butts the wall and shoot continually whenever Carnage appears on the screen

22



Now it's fat Rhino's turn. Stand here then as soon as he appears press up and web so you hit him whilst webbing. If you're quick you can repeat the process in the opposite direction facing the left

23



You've hit him. Repeat the move until this deadhead bites the dust. Stitch that mate!

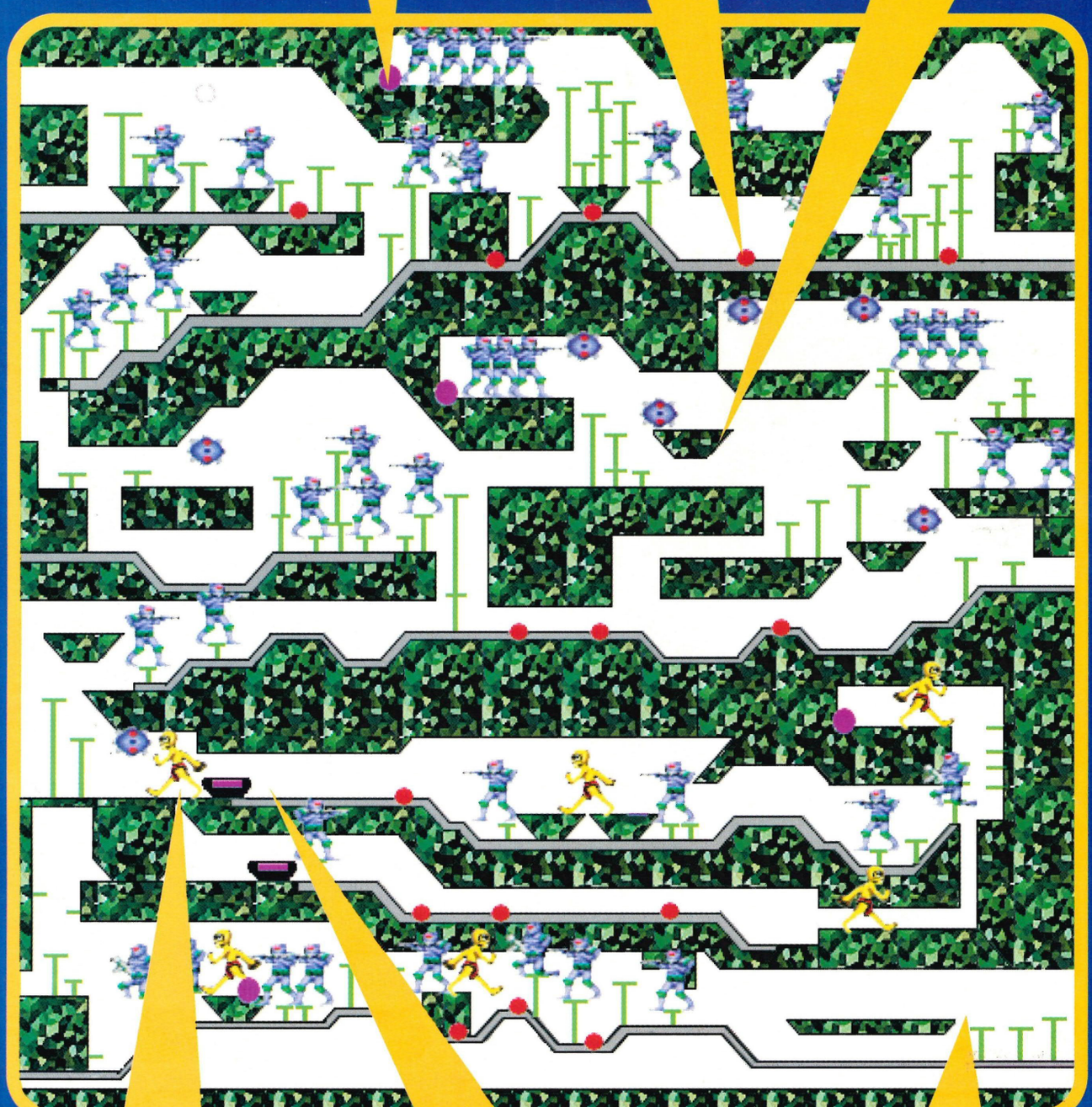
Cyclone: Part One

Watch the pointed spikes that fall from the ceiling, try to shoot them whenever possible

2 Grab these jewels for some extra energy

1 These purple spots show where bombs lie on the track. Shoot them before you reach them or they'll blow you up

4 This platform falls when you walk under it. You have to walk just under it then quickly walk back out so it misses you when it falls. Now you can get over the top of it



5 These subterraneans cannot be killed by your laser shot but they can be destroyed with a few punches or kicks

3 Shoot these trailers for energy

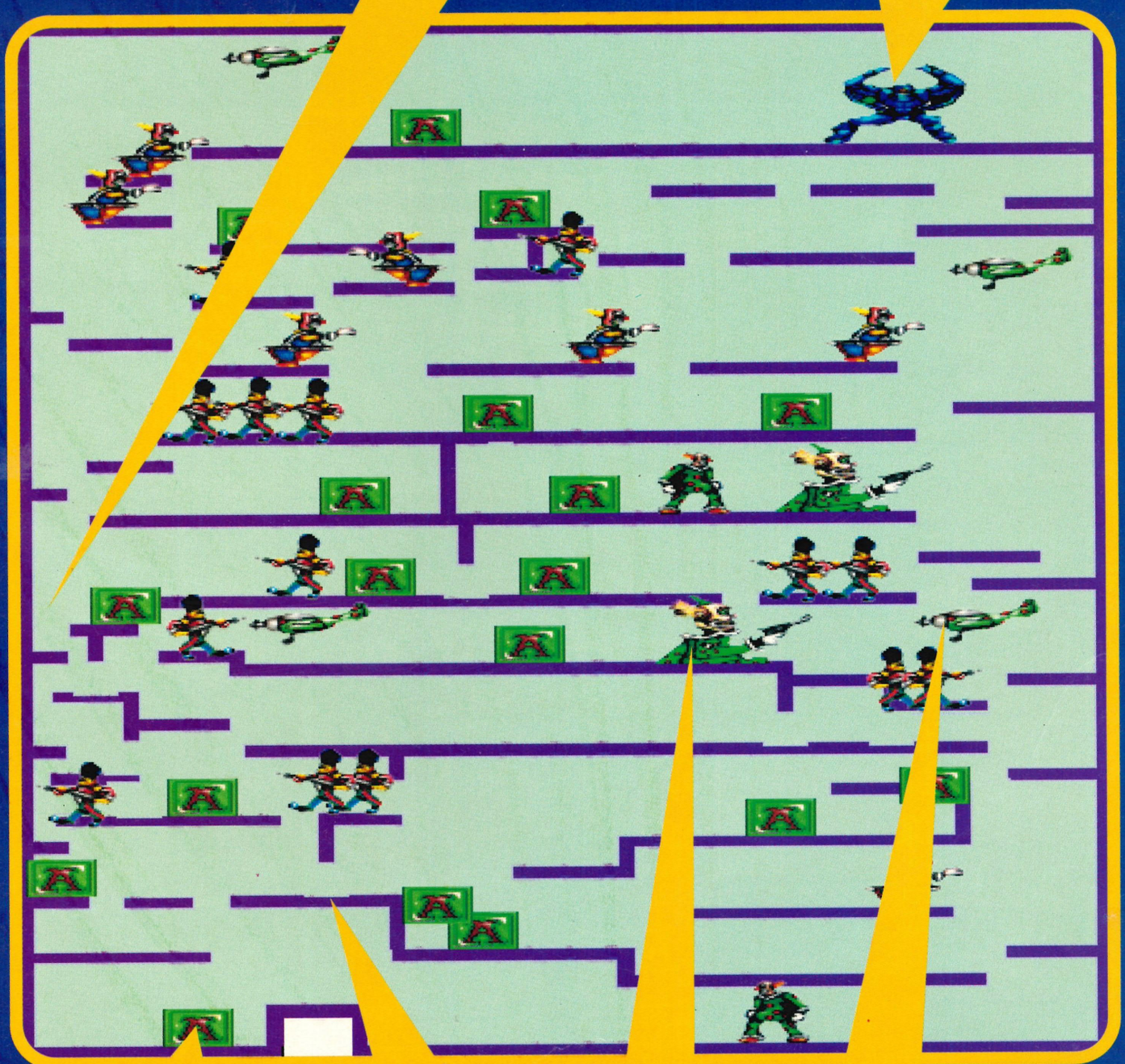
6 When you reach this boss blast him then run underneath him when he rises. Now stand on the first platform and keep firing, retreating to the right to avoid his pink laser fire by jumping over it

Wolverine: Part One

Watch out for the circular saws which rise out of the floor and also the small green bomb boxes which explode if you touch them

5 There's an extra life that can be found here

6 This boss is easy. Keep back so he doesn't jump on you then run in and claw him from as far away as possible. Now run away again before he can shoot you. When you get into a corner be ready to run under him when he jumps up. Soon you'll have clawed him away. Well played Wolverine



1 The best way to deal with these jack in the box villains is to jump on the top edge of the box and jump and fire until they die. If you do it without your claws a heart will appear. Also, in the first part of the level, if you retract your claws your energy will rebuild

2 All parts of wall that can be clawed through using button X are shown already opened on this map

3 These big clowns fire onto a certain spot – so avoid it. They can't be killed

4 These aeroplanes drop bombs, therefore either dodge them or try and claw them

That's all folks! Until next month you're fighting Arcade alone. Good luck.

DESERT STRIKE

Right, let's get the jokes about how to keep your chopper up out of the way now and get straight down to business. If 'copter control is giving you tense, nervous headaches then this guide is a fast acting and effective relief.

General Tips

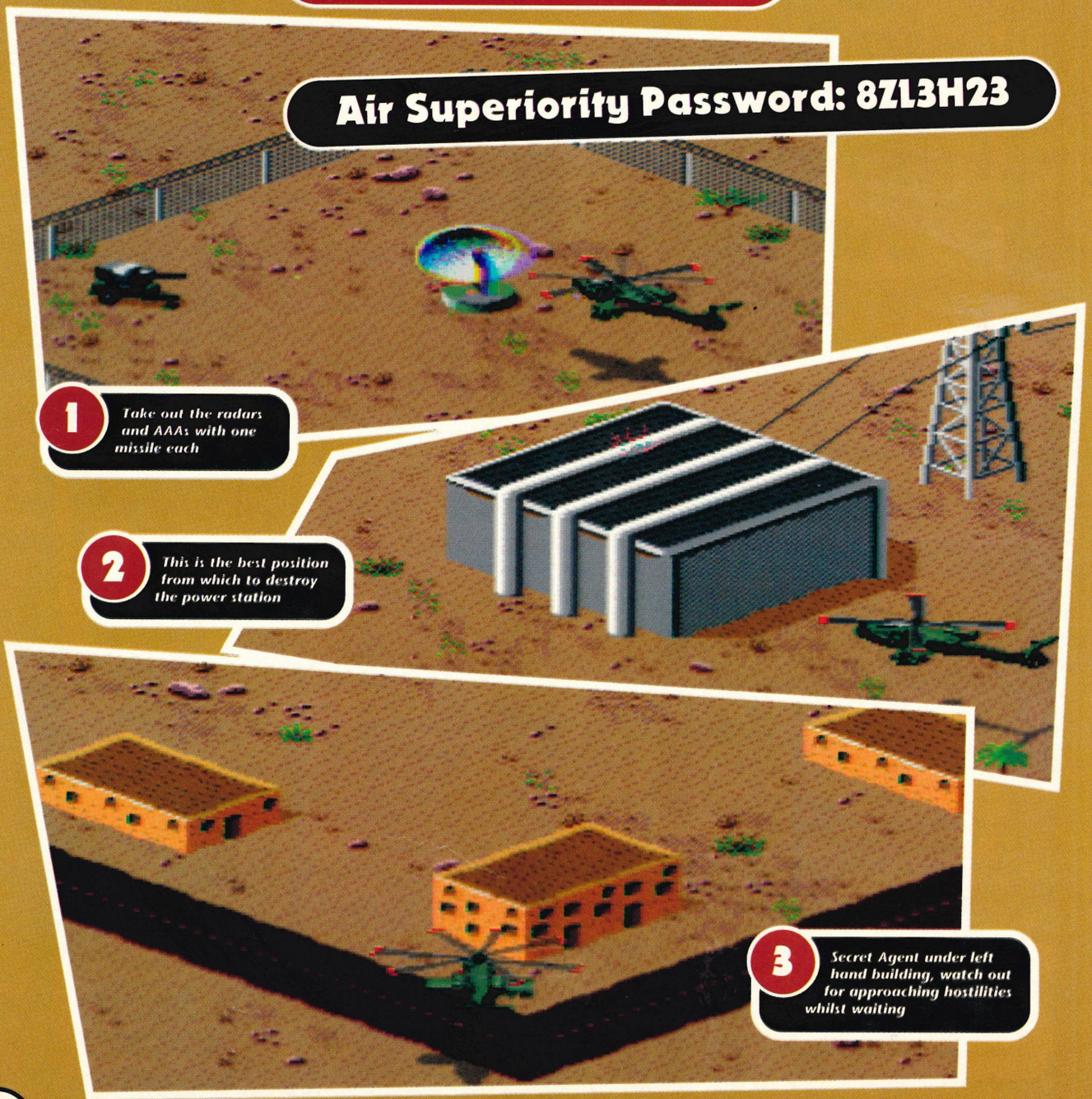
When playing with your chopper (sorry, couldn't resist it) make sure you study the map to locate enemy emplacements and supplies, and remember that many supplies are hidden in buildings and under dunes.
Use toolboxes and collect passengers to replenish your armour and only use supplies when you need them. Try to always have an MIA on board to help if armour gets low.
Whenever possible travel to destinations over the sea as this doesn't use up any fuel.

Weapons Guide

Target	Ordinance	Target	Ordinance
AK-47	CANNONx4	BOAT	MISSILEx1
APHID	HYDRAx1		HYDRAx2
AAA	HYDRAx2	CHOPPER	MISSILEx2
RAPIER	MISSILEx1	M48	MISSILEx2
VDA	HYDRAx4	CROTALE	MISSILEx2
ZSU	MISSILEx1		HYDRAx2
	HYDRAx2		

Level One

Air Superiority Password: 8Z13H23



1. Take out the radars and AAAs with one missile each
2. This is the best position from which to destroy the power station
3. Secret Agent under left hand building, watch out for approaching hostilities whilst waiting

Level Two

Scud Busting Password: 8ZL3H23



1 The quick ladder is in a building near the north landing site. An F-15 has crashed NE of the POW camp, the MIA is Jake, so destroy enemy troops then destroy the plane for an extra life



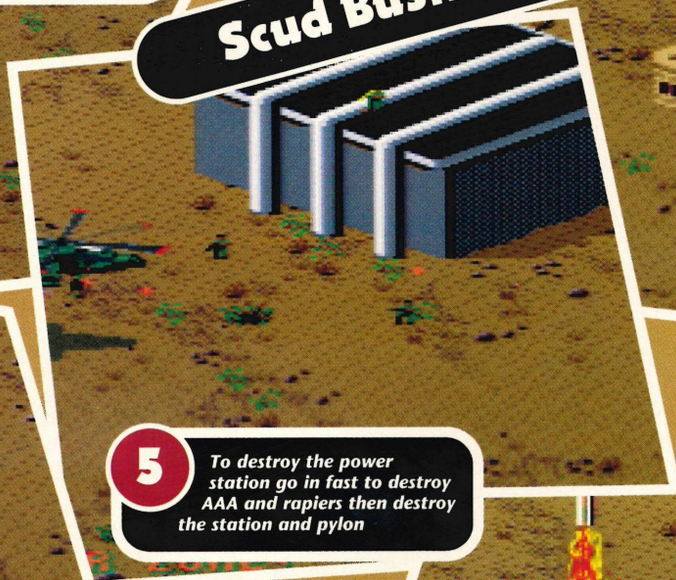
2 Destroy three radar sites, (top) guarded by two Rapiers, destroy with one missile each (middle) guarded by one AAA, one Rapier, destroy AAA with two hydras (bottom) guarded by two AAA



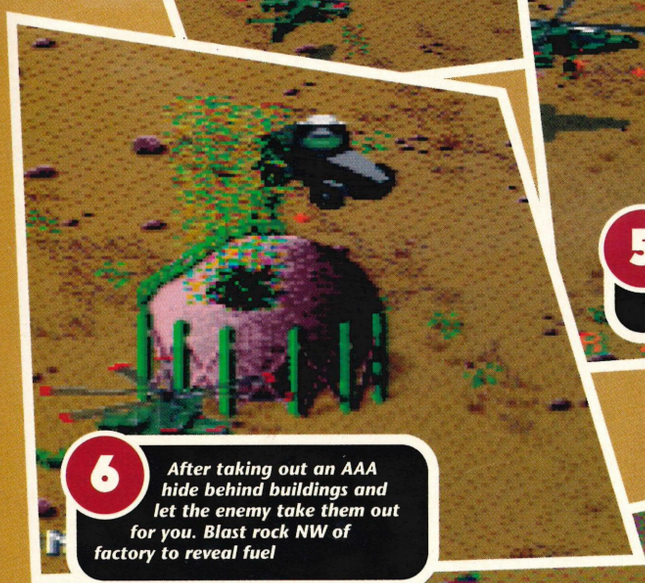
3 Jail break, blast these buildings to release the prisoners



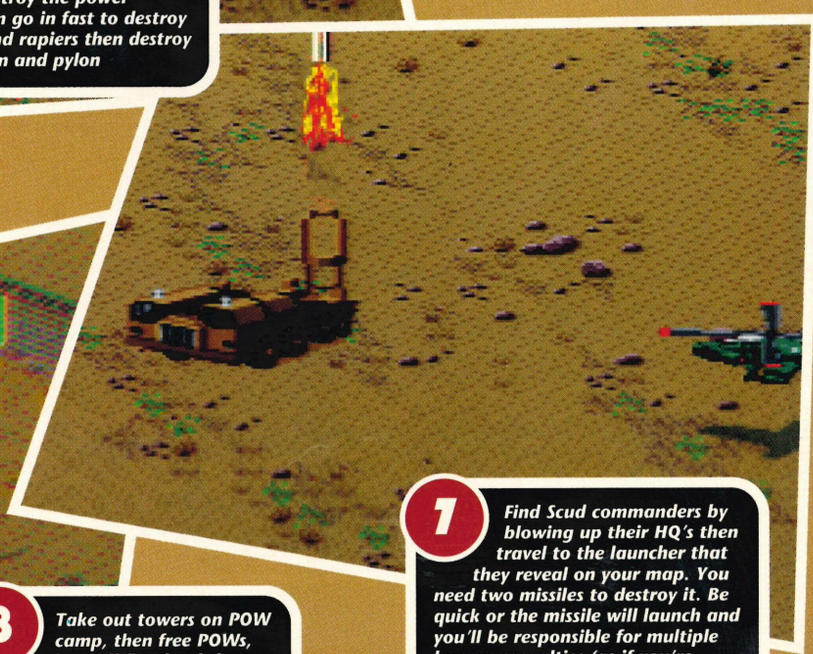
4 Buildings with flashes of light contain a MIA, blast building to free them



5 To destroy the power station go in fast to destroy AAA and rapiers then destroy the station and pylon



6 After taking out an AAA hide behind buildings and let the enemy take them out for you. Blast rock NW of factory to reveal fuel



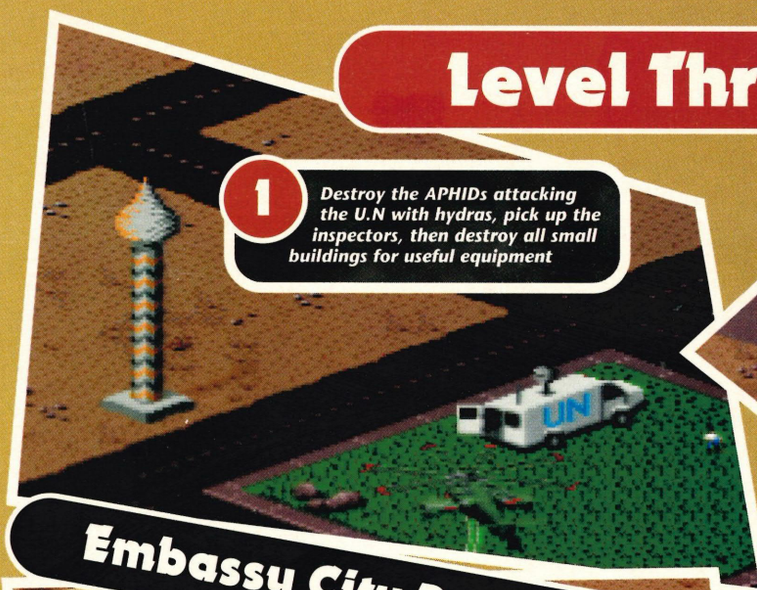
7 Find Scud commanders by blowing up their HQ's then travel to the launcher that they reveal on your map. You need two missiles to destroy it. Be quick or the missile will launch and you'll be responsible for multiple human casualties (as if you're really bothered)



8 Take out towers on POW camp, then free POWs, drop off first load then return for more, watch out for ZSU which turn up and try to kill the prisoners

DESERT STRIKE

Level Three

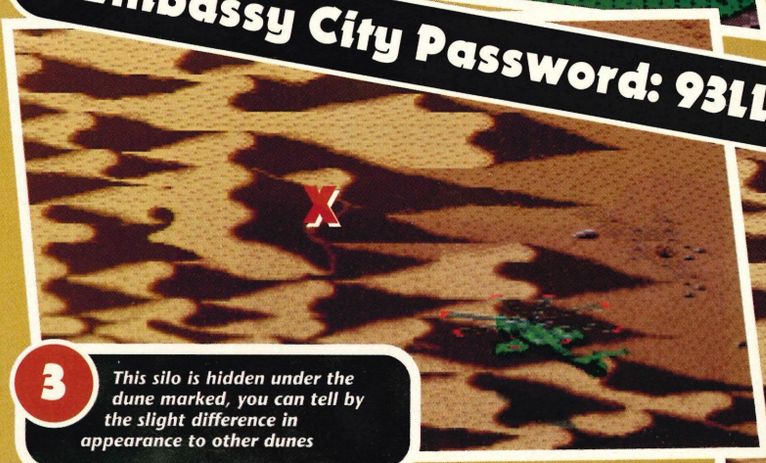


1 Destroy the APHIDs attacking the U.N with hydras, pick up the inspectors, then destroy all small buildings for useful equipment



2 Take out the AAA and VDA that turn up then destroy the buildings and pick up the scientists, there is a fuel tanker to the west. Now fly over the sea to the first silo

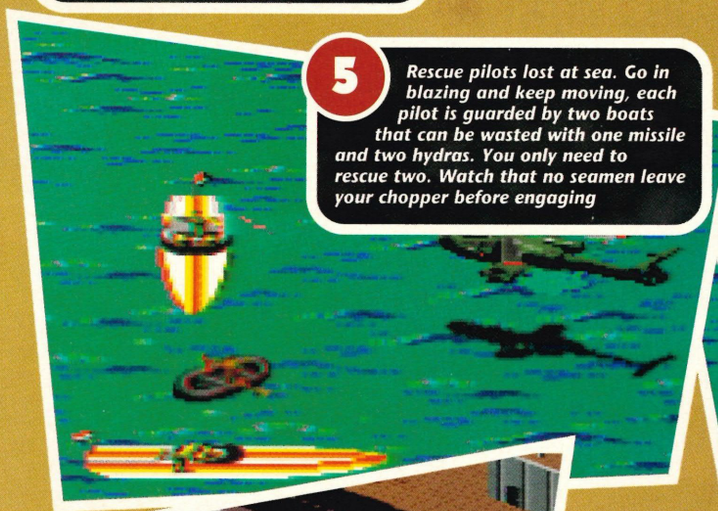
Embassy City Password: 9311BR5



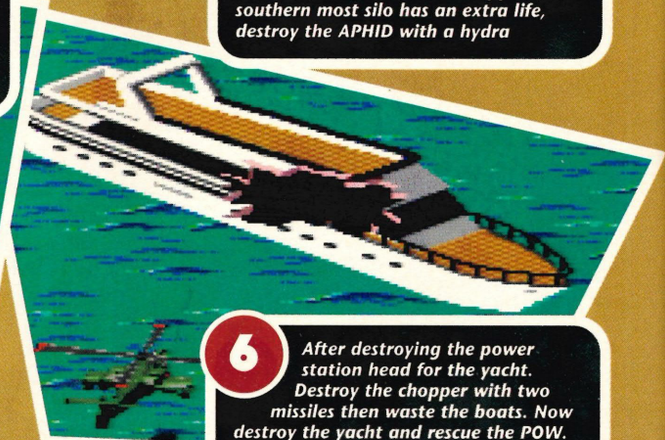
3 This silo is hidden under the dune marked, you can tell by the slight difference in appearance to other dunes



4 Here's the other coastal silo, both are guarded by ZSUs, use one missile two hydras. The other silos are surrounded by dunes which can be destroyed to reveal supplies, the southern most silo has an extra life, destroy the APHID with a hydra



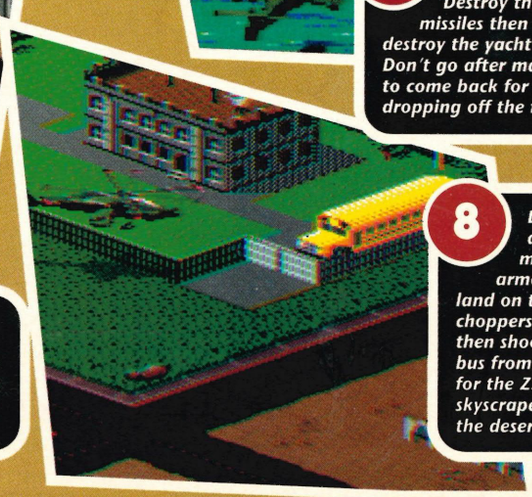
5 Rescue pilots lost at sea. Go in blazing and keep moving, each pilot is guarded by two boats that can be wasted with one missile and two hydras. You only need to rescue two. Watch that no seamen leave your chopper before engaging



6 After destroying the power station head for the yacht. Destroy the chopper with two missiles then waste the boats. Now destroy the yacht and rescue the POW. Don't go after madman, as you'll need to come back for a second load after dropping off the first

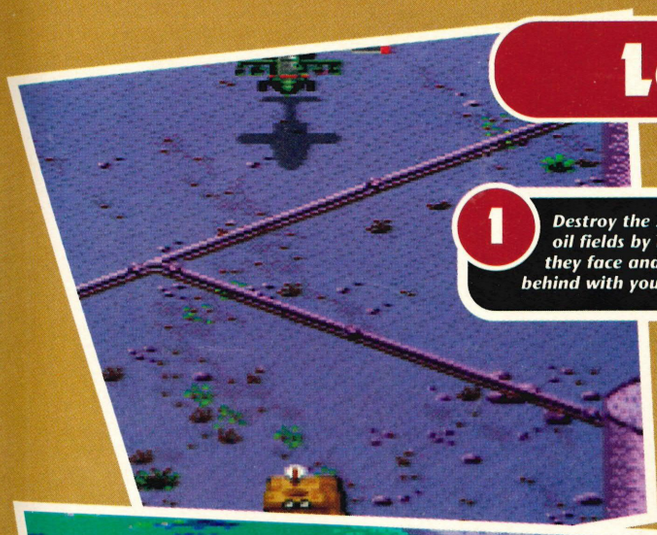


7 Before entering the city to capture the ambassador destroy the radar site just south of it. Hide behind buildings and let the M48 fire at you and destroy the buildings at the same time. One building contains an M48, destroy this before shooting the middle building which contains the ambassador



8 Destroy three choppers and other defences, make sure you have full armour and weapons then land on the X. Shoot two more choppers and new defences then shoot gates. Guard the bus from the enemy, watch out for the ZSU near to the skyscrapers and the M48s in the desert

Level Four



1. Destroy the ZSU attacking the oil fields by learning which way they face and taking them from behind with your powerful chopper



2. Pick up these commandos and drop them on the landing pad in the oil fields. The quick ladder is in the northern part of the field

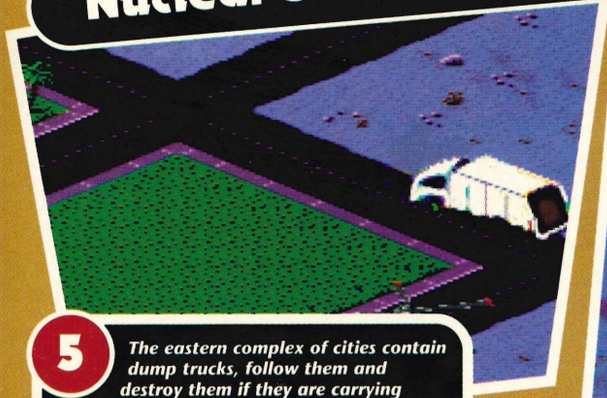


3. Destroy the surrounding enemies then shoot the front of the pipe with your cannon to stop oil polluting the sea. Travel over sea so you don't waste valuable fuel



4. Go in fast and use cannon to destroy sand embankments around tanks then use hydras and missiles to destroy tanks, shoot the bunker doors to free hostages

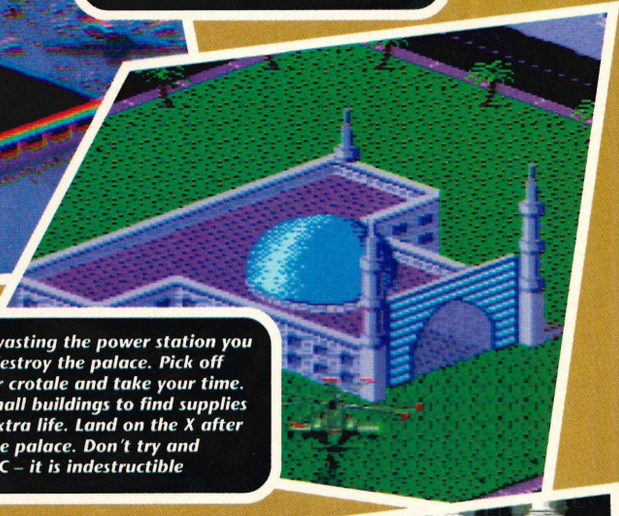
Nuclear Storm Password: 9R894JH



5. The eastern complex of cities contain dump trucks, follow them and destroy them if they are carrying bomb parts. The two southern cities contain extra lives



6. Destroy the two radar to the west and south of this plant then destroy M48s and waste the plant. The enemy can be baited into shooting the plant but you have to be careful so you don't get slaughtered



7. After wasting the power station you must destroy the palace. Pick off singular crotale and take your time. Destroy small buildings to find supplies including an extra life. Land on the X after finishing off the palace. Don't try and destroy the APC – it is indestructible



8. Replenish your fuel, weapons and armour then shoot the bomber and pick up the co-pilot off the wing, now shoot everything you have at the bomber, pick up more weapons and repeat. You need two full weapon packs to destroy the bomber

Mr President



Well done there officer! I really like the look of your chopper, maybe I could have a fiddle with it sometime. Err, yes of course Mr President, please, be my guest

End Sequence Password: K9NP4TR

TEENAGE MUTANT NINJA TURTLES

For any hapless half shell unable to regain America's national monument (no, it's not the Washington branch of MacDonald's) here are a few pointers on how to get Shredder and Krang out of your hair for good.

Fighting Tips

This special move is the most effective attack move for any turtle. However, it's hard to repeat it again and again so be careful. Press B and Y simultaneously (or hit & jump) to execute it





If you get surrounded and there are too many goons trying to get you then the best plan is to jump up then come down on their heads with a kick. Use B to jump then press down and then Y. To do a floating move press up instead of down

A good move to use on single foes is to hit them once then walk into them and press Y again. This will throw them off the screen as seen here...





...or it will cause your turtle to throw them about his head with gay abandon, often taking out other nasties at the same time

Baxter

1 *Baxter the mutated scientist is an easy kill. When he's in the air jump over his bullets and hit him just before he moves. But watch out for his 'hand'*

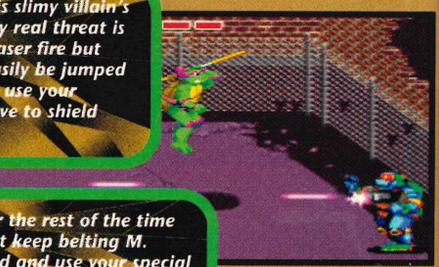




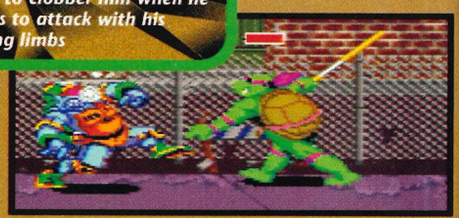
2 *If Baxter lands then just give him a good smacking and keep him to the side of the screen for as long as possible before he takes flight*

M. Head

1 *This slimy villain's only real threat is his laser fire but this can easily be jumped or you can use your special move to shield from it*



2 *For the rest of the time just keep belting M. Head and use your special move to clobber him when he attempts to attack with his extending limbs*

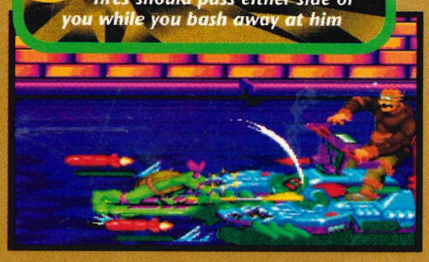


R. King

1 *Jump over the bombs that he throws out whenever he retreats*



2 *This is the best position to stay in as the torpedoes he fires should pass either side of you while you bash away at him*



Krang

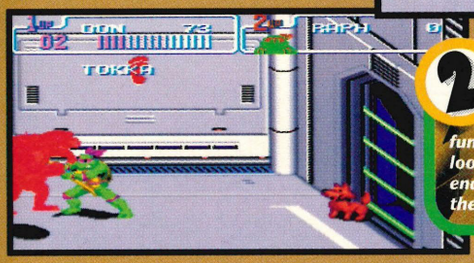
1 *Jump and kick to hit Krang then repeat this move, trying to stay in the air for as long as possible so he can't hit you*



Rahzar & Tokka

1 Keep at the bottom or top of the screen and pick off one of this dumpy duo while the other is firing his weapon. Just make sure you don't leave it long enough for them to get on each other's shoulders and cause more trouble





2 Once one is turned into a small domesticated pet the other is easy pickings. Have fun in totally caning the innocent looking poodle and tortoise at the end. Be careful not to jump into the electric barrier

Shredder

1 The only way to kill Shredder is to throw the foot soldiers at him repeatedly. Try not to let him get you in his sights for too long, keep on the move. If you stray near the bottom of the screen watch out for his extending claws



Bebop & Rocksteady

1 As soon as this pair come on screen move to the bottom and wait for one of them to come down. Now pile into whoever it is with the jumping move so they can't rush at you

2 When both start to attack at the same time try to get them on one side and then use your special move on both of them. If you're lucky they sometimes get tangled up together leaving you to deck them both





Slash

1 The best way to get slash is to wait for him to jump up in the air then hit him just as he lands and has his back towards you

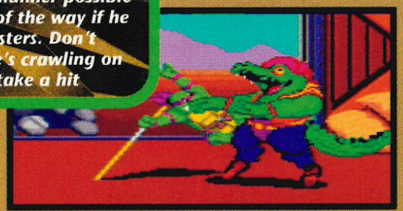




2 Another way to do this fiend over is to repeatedly use the special move on him, especially when you are playing as Don

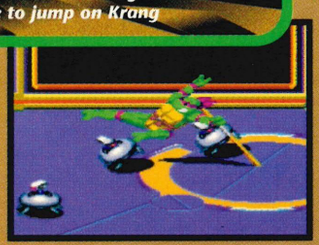
Leatherhead

1 Don't let this croc get you down. Just keep attacking him in any manner possible then move out of the way if he starts to chuck lobsters. Don't touch him while he's crawling on the floor or you'll take a hit



2 When you've kicked him around a bit Krang starts dropping metallic things. Use the special move to get rid of them and continue to jump on Krang





Super Krang

1 Make sure you avoid the various things that Krang fires out





2 Hit Krang as much as you can when he moves to the middle of the screen

Super Shredder

1 Now you meet a large Shredder with many weapons. The first is a red streak of fire which you should jump to avoid. If he fires out a green shot, run away and avoid it or you'll be a tiny turtle and lose energy. The blue shot can only hit you if you've jumped in the air so don't use too many jumping attacks

2 The special move is the best way of killing Shredder. Take your time and only move in when there's an opportunity to hit him



The End

It's all over, you've saved the Statue of Liberty and vanquished the villains. You also get a wink from April. To get this ending you must complete the game on hard level so get fighting half shells!



CONTROL'S HINTS & TIPS FOR LIFE (AND A FEW GAMES AS WELL)

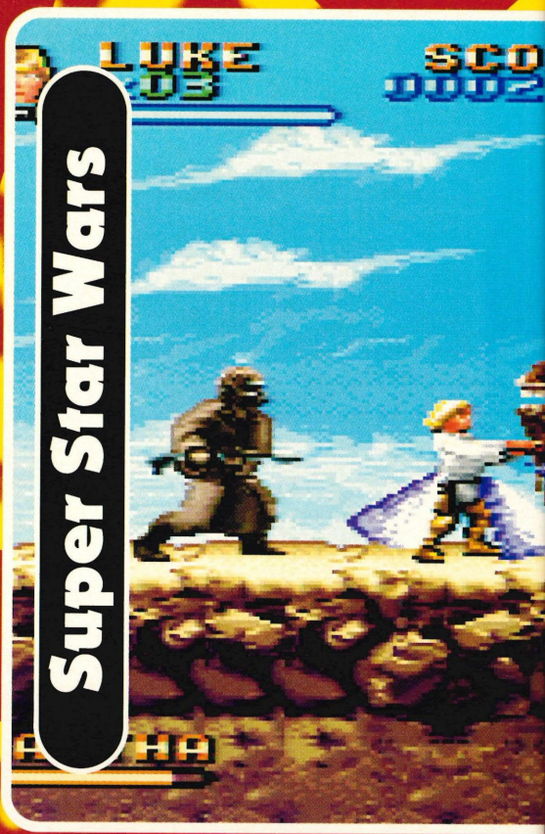
Ever struggled to conduct yourself in real-life situations? Ever felt inadequate and unsure of what to do in times of adversity? Look no further than these pages for incredibly useful advice on life in general. There are some SNES tips too.

Super Tennis

Here's how to beat the most difficult of computer opponents.
Direct a lob from the base line area towards one of the side lines, then make your way to the centre of the base line. Your opponent will choose to attack with a smash, simply return his shot with top spin to the un-occupied side of the court to win the point.

ALEX 'SHERILYN' SIMMONS' TIP

Have absolute carnal knowledge of every female member of Twin Peaks *(including the Log lady?)*.



Mickey's Magical Quest

On the last level of Pete's castle you should head to the right then make your way up to the top of the level pushing the huge moving blocks with your hose!. Don't go into any portals until you reach the top. Here you should find two of the portals facing each other, go into the left hand one to get to that arch villain Pete and use the magician powering up your finger and then letting loose at his head *(this tip comes from our resident expert Allie)*.



ALLIE WEST'S PANTS TIP

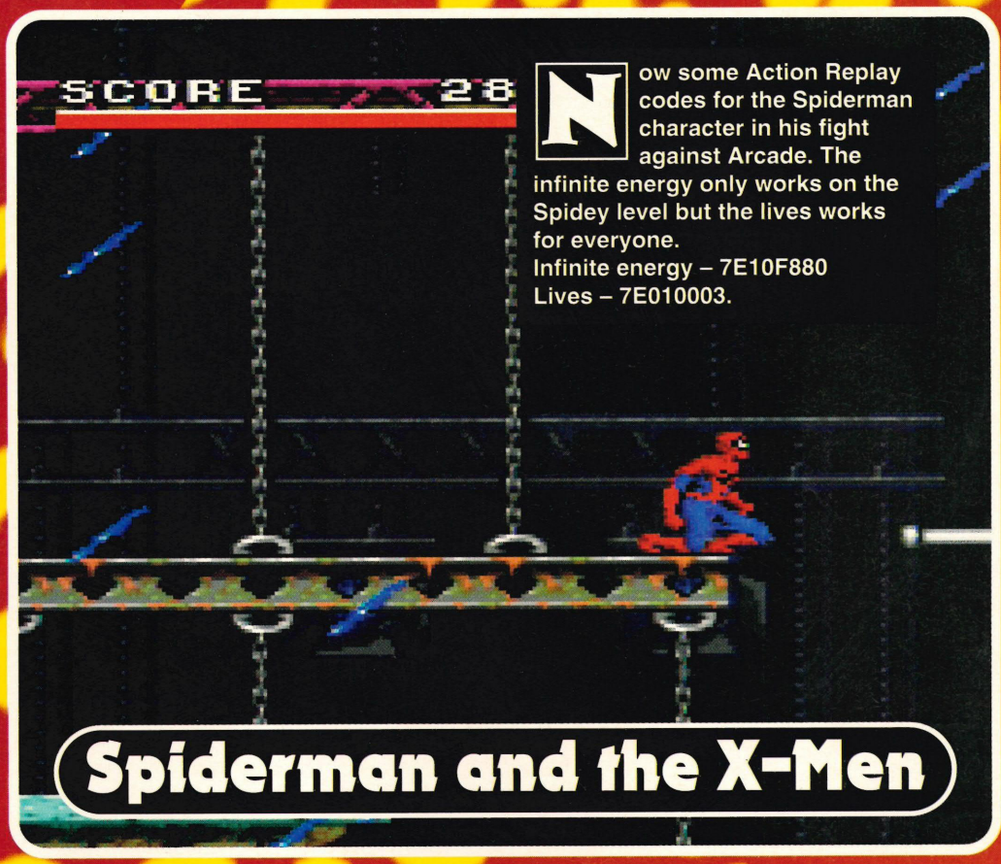
Always wear clean underwear and steer clear of the colour green!



Here are some fine Action Replay codes for any Jedi Knights out there.
Energy – 7E0 A7920
Lives – 7E0 8FB03.

JANE GOLLNER'S TIP

If you're the only one with the gear don't invite too many people round. Mmmmm.



Spiderman and the X-Men

Now some Action Replay codes for the Spiderman character in his fight against Arcade. The infinite energy only works on the Spidey level but the lives works for everyone.
Infinite energy – 7E10F880
Lives – 7E010003.

Streetfighter II

Here are some Action Replay codes allowing you to fight against the bosses in different locations.
M. Bison – 7E0ED108
Vega – 7E0ED10B
Balrog – 7E0ED10A
Sagat – 7E0ED109.



NICK WALKLAND'S TIP

Live your life by the roll of a die and the flip of a coin *(and have a barrel chest)*.

BEN LEWIS'S TIP

Don't get stuck in a rut – you might never get out of it.

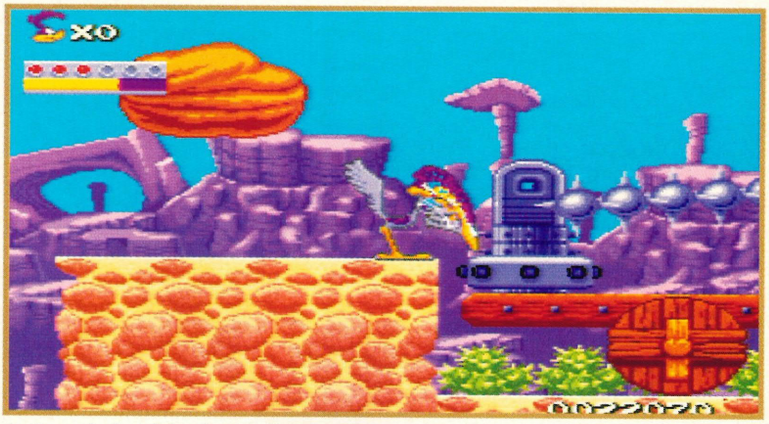
ALEX 'GOING' LEE'S TIP

Beware of tall men wearing black capes – your whole existence could depend on it.

Just in case you missed last month's superb Control, here's another chance to marvel at the wonderful Road Runner which is now officially available in the UK. Check out the review on Super Off Road too. It's ream!



Wil E. Coyote pursues Roadrunner in various guises. Here we see the dastardly villain harrassing poor Roadrunner from a huge balloon



At the end of each level you will face Wil E. Coyote and a strange ACME construction in a head to head bout, you must dismantle it by pecking at specific points

ROADRUNNER

Sunsoft

Faster than a speeding bullet and Meep Meeping from here to Timbuktu is none other than Warner Brothers' timeless hero, Road Runner pursued as ever by the dastardly Wil. E. Coyote.

Filled with classic cartoon humour, Road Runner's Death Valley Rally is a bizarre platform adventure that zips along at phenomenal speed. Incorporating masses of digitized sound effects and zany cartoon style graphics and animation blatantly pinched from the cartoons this game is comical to say the least.

Controlling Road Runner himself your objective is to speed through five levels, each with four sub-levels, in search of the exits whilst trying to steer clear of Wil. E. Coyote. Your bungling opponent appears in various situations throughout the game including behind the wheel of a bulldozer, dressed as a pterodactyl and gripping an enormous pneumatic drill.

Apart from Coyote there are numerous other desert loving critters that lurk dangerously in the middle of the roads, however it is not always easy to see them when burning along at fantastically high speeds. The levels are, in most cases, comprehensive and large but do not always have direct routes to follow, and many dead ends exist to much annoyance.

Bonuses litter the levels such as extra time, invincibility shields, 1-Ups and extra energy. All can be collected simply by running over them. Bird seed can be found to give you a turbo boost up steeper slopes and bonus flags give you points when activated – a continue is awarded when a certain number are collected. Gameplay variation is very limited with little else apparent apart from the 'Let's find the exit' routine! The head-to-head confrontation with Wil. E. Coyote as an end-of-level guardian acts a reprieve but this is short lived when in the broad context of the game.



Due to your fantastic road holding abilites and a phenomenal talent for breaking the sound barrier, it is easy to out run Coyote

Graphically Death Valley Rally is superb, gleaning all the humour, atmosphere and character personalities from the cartoons, but the lack of gameplay lets the product down massively. The scrolling is extremely fast and the humour element is rib-tickling, also the sound effects and original Warner Bros music are of a formidable quality.

However, there is no real challenge as you jump from platform to tedious platform and Road Runner is far from easy to control.

The interaction within the game is minimal and, despite the ability to 'Meep, meep' all you like, this product leaves the gamer begging for much, much more than they're given.

FINAL ANALYSIS 60%

SUPER OFF ROAD

Converted from the exciting racing coin-op, Super Off Road is now available officially on the Super Nintendo but has lost the four player option in the translation in favour of a one or two player game.

Tradewest

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

Controlling one of the tiny little coloured pick-up trucks, you have to speed around a wide selection of courses littered with obstacles, twisty turns and lumps 'n' bumps which really need excellent navigation in order to avoid the other three cars.

The other aim of the game is to earn cash, by coming in the top three places. This dosh is to be invested on improving your vehicle's shock absorbers, acceleration and tyres. You can also buy bigger engines which make you scream around the dirt tracks.

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

Super Off Road is an excellent romp of a game, recommended for playing either by yourself in a sweat drenched frenzy or for tensely fought two player action. It's a pity there's no four player option anymore.

The graphics may be small, the groovy rock soundtrack may be exactly what you'd expect, but Super Off Road really storms it in the gameplay arena. It's great fun to play, although it tends to get a little dull.

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



Super Off Road is a fun one or two player racing game like the aging classic, Super Sprint, only muddier! The water slows you down, while the pot holes throw your truck around in all directons. Alex is winning, becasue he's the best gamesplayer in the world!

(Below) Win the race and you'll be awarded a wad of cash. With the money, you can buy speed-ups, nitros, beefed-up suspension, chunky tyres and faster acceleration





(Above) Take first place and you'll be groped by a bevy of scantily-clad buxom beauties. Sorry girls, there are no blokes in g-strings to keep you happy! I always said the software industry was sexist, so if you want to air your views on the subject, write to Allie at the normal Macclesfield address

FINAL ANALYSIS 64%



A guardian waits at the end of every level, many are quick and extremely tricky to kill but the secret is to keep moving and stop your tail from extending too far



The main defence is the fiery breath emitting from the dragons mouth however, other weapons can be picked up as bonuses such as missiles and lasers

SYVALION

JVC

Originally a coin-op by Taito, Syvalion is a futuristic shoot'em-up with a difference. Dragon breathing action is the new order...

Can anyone remember this as a coin-op? We certainly can't. It wouldn't surprise us if it was however, but it would have to pretty old looking at this version. Not that I'm slamming the game, but the graphics are a little bit two-tone giving it that 'ancient' look.

The idea behind Syvalion is to destroy heaps of alien nasties and save the universe from impending doom.

You have to pilot a rather nifty looking dragon ship with a huge flailing tail and extremely fiery breath around masses of winding mazes in this one player romp.

There are oodles of levels each with a customary boss, and according to press releases there are over 100 different endings!

The game unfolds in many ways depending on your gaming skill and the level maps, enemies and bosses change depending on your success and status.

Designed very much like a fighting fantasy game novel with each level called a chapter, the storyline unfolds between each level. Depending on how many enemies you kill and how many times you die different sections of storyline appear on screen.

There are three game modes – Basic which acts as a training simulation, Real Combat which is the main game, and a time trial. There are also infinite continues within reason. If you fail to kill enough opponents and you show little gaming skill the storyline will represent your failure by informing you of your death. Game Over!

The concept of the game is definitely original and it also quite hard, the mazes are so tight in places that the ridiculous number of aliens can do nothing but kill you! The ship speeds around the screen but control is quite difficult to get to grips with but it is good fun once you know what you're doing. The head rotates 360 degrees and also moves in whichever direction the head is facing at the time. The tail flails out miles behind the main part of the ship and makes contact with the aliens all too often, thus losing you energy – very frustrating.

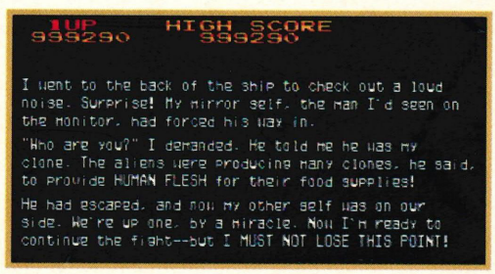
Graphically Syvalion is pretty dated and the presentation, including the menu screens, appears a little amateurish. The sound consists of some quite funky tunes and the effects representing the dragon's roaring breath is very realistic. there is also a little digitized speech on the title screen.





(Above) Control of your ship isn't all that simple as you slither through the mazes in sylph like fashion. It's like trying to control a runaway train with an over ambitious steering wheel!

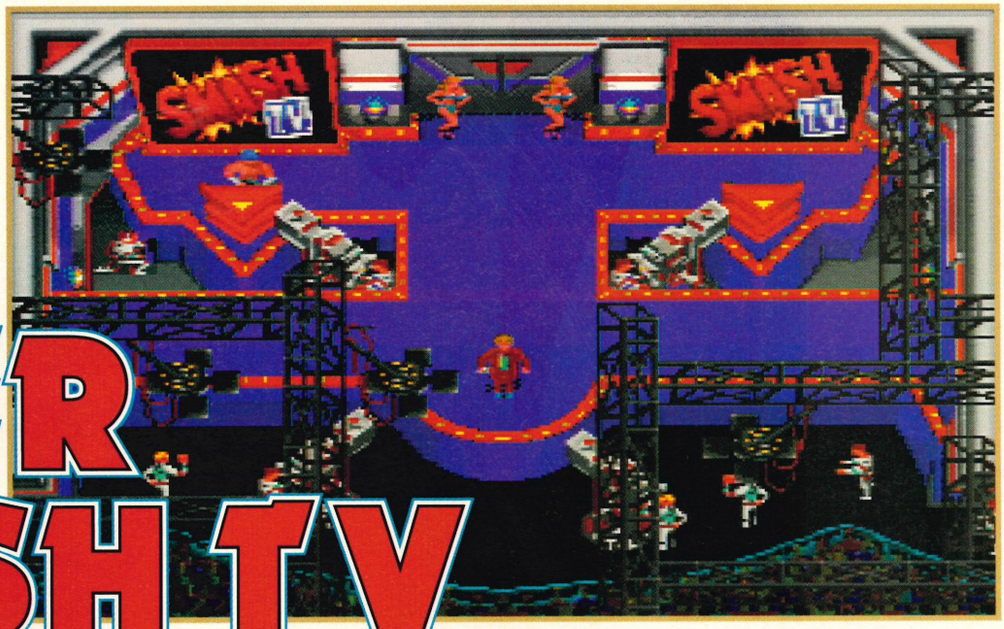
(Left) Your energy level is judged by the changing colour of the dragon's body – ranging from yellow when healthy to blood red when dying



A continuing and constantly changing storyline accompanies the completion of a leve – it's like trying to read a fighting fantasy novel without having to flick through the pages

FINAL ANALYSIS 62%

Smash TV is the hi-tech TV game show of the future, where one or two players must enter an arena of death to battle for money and their lives.



SUPER SMASH TV

Acclaim

Super Smash TV is a hectic one or two player shoot'em-up with three difficulty settings. There are three levels comprised of loads of single-room arenas, plus guardians that will take everything you've got to eventually defeat

The Super Smash TV is Acclaim's conversion of the popular arcade coin-op of the same name, and is a tough one or two player shoot'em-up where total and utter carnage is the aim of the game.

Equipped with a machine gun, you and another fighter enter the Smash TV arenas to win money, video recorders and brand new cars! All manner of creatures, some human, some not, will try to prevent you from winning. Club-wielding thugs attack from all sides, and only the quickest contestants will survive the onslaught of blows.

Aside from killing the hundreds of mindless challengers that charge you, you must pick up pressies to earn points, as well as collect extra weapon you give your the edge needed to reach the guardians. Cash and presents are there to add points to your score, and also determine the winner in the one and two player game. The weapons are vital if you're to survive. Your armament ranges from grenades to scatter guns to rocket launchers, these being the only weapons that will damage the first guardian, Mutoid Man.

Trundling around the arena on caterpillar tracks, Mutoid takes one helluva lot of hits before he finally dies, and will probably fry with his eye lasers if you're not quick enough. Extra life can be found lying on the ground, and shields can be picked up by simply running over the correct bonus icon.

You initially begin with only five lives. Each time your clubbed to death or stumble over a mine, you loose one of them. Extras can be found, but you can also resort to the three continue options which appear once all your lives are lost.



Mutoid Man is the first guardian you'll face, and takes ages to defeat. Watch out his laser firing eyes as they're extremely accurate, and keep firing at his bloated belly

Super Smash TV is very, very violent. You'll probably notch up over a thousand kills on the first level alone, and there's three levels of tough blasting action to keep the player (or players) busy. Graphically it's not really that impressive. All the action takes place on static backdrops, and probably the visual highlight are three guardians. The sounds is okay, with the odd sentence spoken by the dodgy gameshow host. But Smash TV is good becuase it's senseless fun. You don't need a brain to play, just a quick finger. A good laugh, especially with two players.



In the two player game, each competitor's objective is to beat the other contestant but stealing all the valuables and goodies, including brand new VCRs

FINAL ANALYSIS 73%

CHIPS

We all know what the SNES is capable of, and quite spectacular effects these are, but with the ever increasing range of Sega Mega Drive advanced features, Nintendo are keeping the upper edge with three custom chips.

The three custom chips in question are the existing Nintendo DSP chip, Seta's RISC based DSP chip and the all-new Nintendo Super FX chip. All of them are specialised so that they can improve performance of certain areas of the SNES abilities, or even improve them from nothing.

Nintendo DSP Chip

The first of which is Nintendo's very own DSP (Digital Signal Processor) which is found in Super Mario Kart and Pilotwings allowing the SNES's rotate and scale facility to reach an all-new high, allowing the programmers to dabble in the visually impressive and use their full creativity.

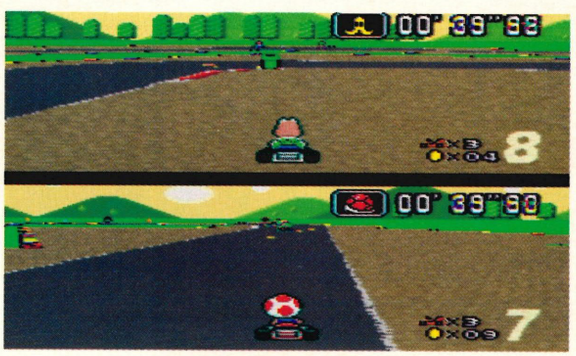
The DSP acts as a co-processor to deal with and simplify the actions of the actual game program code. The amount of mathematics needed to rotate sprites and zoom in and out puts a lot of pressure of the SNES's in-built graphic chip that deals with mode seven. The DSP offers a short cut to this problem and actually allows the game to run faster than the basic SNES chip can cope with.

The speed is increased to over 9 MHz which is considerable considering the SNES as it stands can only run at 3.5 MHz.

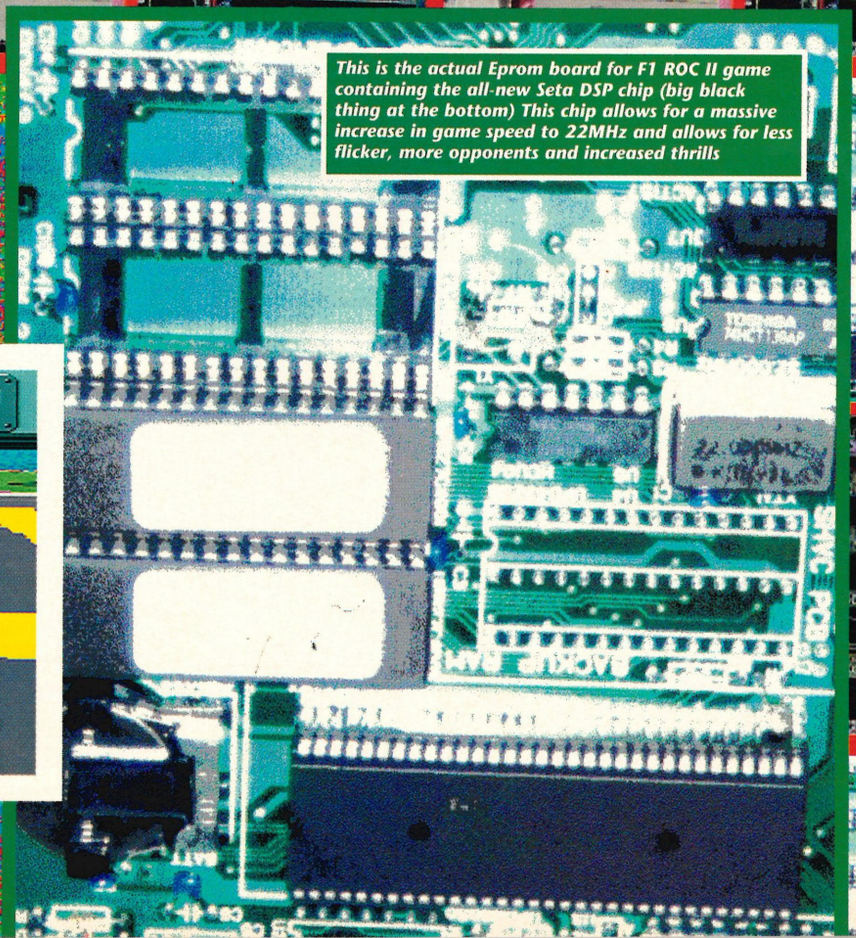
Seta DSP Chip

The first of the new range of custom chips has been made by Seta in America. This new chip makes its debut in Seta's own F1 ROC II, and from what we've seen of it, it really does look impressive. This chip actually takes state of the art RISC technology to boost up the speed of the gameplay and essential in-game calculations.

According to Seta, these chips are customised for each game – no chips are the same in any game to come out in the future. This is because in order to simplify the calculations, and thus speed up the process, the chip is given special preferences and orders in which to deal with the maths of rotation and animation that are special for that individual game. Hence, in a game like F1 ROC II, the processor clock speed is cranked up to a monstrous 22MHz (with the potential for a

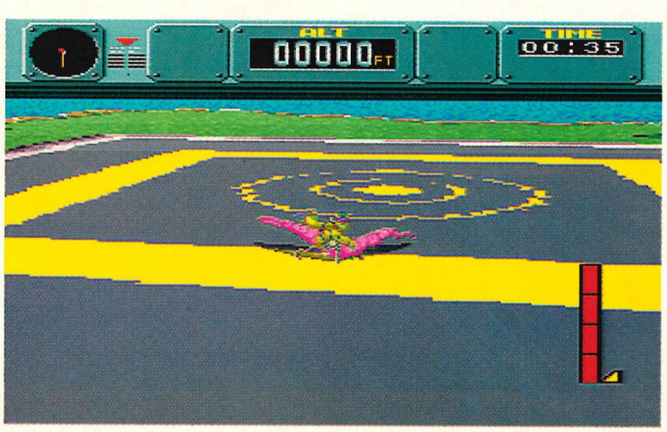


(Above) Super Mario Kart is the most impressive game to utilise the Nintendo DSP chip to date to show just how well it can speed up complex mode 7



This is the actual Eprom board for F1 ROC II game containing the all-new Seta DSP chip (big black thing at the bottom) This chip allows for a massive increase in game speed to 22MHz and allows for less flicker, more opponents and increased thrills

(Below) Pilot Wings was released only a few weeks after the Super Famicom (Japanese version of the SNES) appeared on the scene, and was one of the first games to use the SNES's DSP chip. Obviously, the technology was there – but why wasn't it included in the machine?



GALORE

massive 26 MHz with flicker).

F1 ROC II could be termed, on first impressions, the bastard son of F1 Exhaust Heat and F Zero, although it looks more like F-Zero with its futuristic game play. However, it features some stunning improvements on that original classic. Over 22 cars race at the same time, each with individual characteristics, and the speed of the game simply has to be seen. It's fast with greased shoes, and with absolutely no slow down or on-screen flicker.

The chip has already been used in a Japanese chess game, Marita Shogi. This time the chip hasn't been designed for the graphics, but to speed up the computer decisions which take a pitiful five minutes normally, but with Seta's DSP the time is reduced to only 20 seconds.

Designed by Seta in America, this chip takes their 10 years of experience in the field to the home gamer. Previously, their customised chips have found their way into spectacular arcade games by big names such as Taito, and releases including Downtown and US Classic Golf.

Super FX Chip

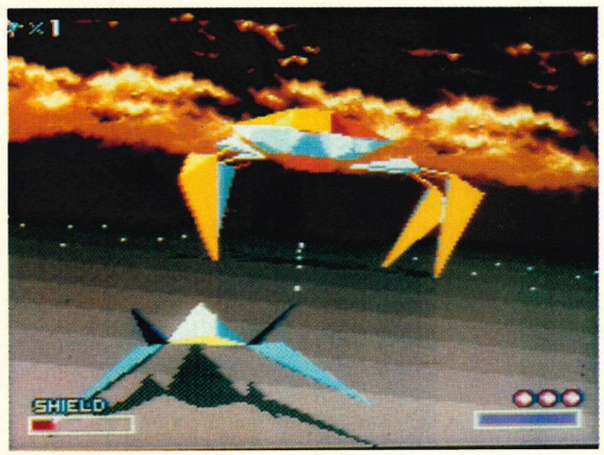
The biggest ballyhoo is currently being caused by the announcement of Nintendo's Super FX chip. This is another custom chip dedicated to enhance the speed and quality of games featuring polygonal graphics. The chip enhances the technological capabilities of the SNES to create a variety of effects, including texture mapping, light source shading and 3-D Polygonal animation and scaling and rotation of sprites. It also dramatically increases the speed at which players can manipulate objects.

The Super FX chip can simulate real flight situations and allow rotation of view to above, behind and in front of objects. And no better place to see this is in the first of four games to feature this new technology, Star Fox.

Star Fox is a flight of fantasy set in an action-packed sci-fi world. Based on the spectacular hit, Star Blade, it features 10 worlds to conquer in a fast and furious flying shoot'em-up which simply has to be seen. There's smooth and furious action with so much happening, you won't believe your SNES.

And for the future, it's looking so bright for the Super Nintendo we're gonna have to wear shades. Don't believe for one minute that the number of co-processor chips found in SNES games won't increase. We believe they will, and it is this technological edge in the cartridge games that keeps Nintendo above their arch rivals, but also delay the release of the Super CD-ROM. Who knows, by then, Nintendo could release the ultimate compact disc system with spectacular chips to improve, speed up and dazzle all and sundry.

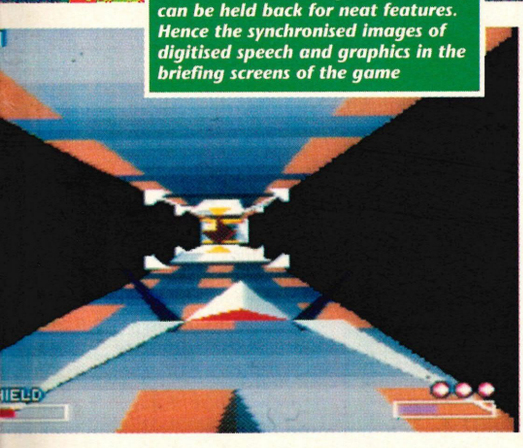
If you want to win exclusive Super FX gear, turn to the competition page now.



Star Fox may not look particularly exciting from still screen shots, but the game shows its class when in full action. The Super FX chip speeds up the game play and deals with complex polygonal shapes to an unprecedented degree for an home games machine



(Above) The Super FX chip allows for reduced mathematical calculations, so what's left of the game's memory can be held back for neat features. Hence the synchronised images of digitised speech and graphics in the briefing screens of the game



(Right) The Super FX chip allows for multiple polygonal images flitting on and off the screen each with complex layer shading and light source shadowing. This looks neat in action, but you don't get time to sit back and admire it



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***

ASTRAL BOUT

A pretty dire wrestling style beat'em-up with very little enjoyment factor. WWF can be dull, but this is constantly dull. **36%**

Pros: ***Decent selection of moves***

Cons: ***The best is the off switch***

AUGUSTA MASTERS GOLF

More T&E Soft Golf rampages, this time well presented at the annual Augusta Masters Championship. Accurate and enjoyable. **73%**

Pros: ***Just like playing the real thing***

Cons: ***You might as well pitch and putt.***

AXELAY

Glorious shoot'em-up with astounding graphics and plenty of action to keep you enthralled. Another stunning release by Konami. **FA: 84%**

Pros: ***Amazing graphics and action***

Cons: ***Some glitching in places***

BART'S NIGHTMARE

An hilarious journey into the warped mind of Bart Simpson. Comprised of many sub-games, you must help young 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***

BATTLE BLAZE

Standard run-o'-th'-mill beat'em-up from Sammy. Basically featuring everything you'd possibly want minus frills. **47%**

Pros: ***Good laugh for about ten minutes***

Cons: ***Sadly it's so mediocre it'll bore you afterwards***

BEST OF THE BEST

A Kick Boxing challenge with over 50 moves available for selection in



the ring – a strategist fighting game. **66%**

Pros: ***Accurate karate/kick boxing game***

Cons: ***It's slow and control method is awkward.***

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***

BLAZEON

A typical style shoot'em-up with no special extras or slick and novel graphics.



Just your standard parallax shooty. **28%**

Pro: ***Not much really***

Cons: ***Most things. It's quite shoddy***

BLAZING SKIES

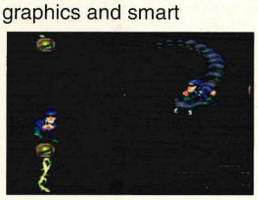
Titled Wings 2 on import, this World War 1 'flight sim' is more like a 3D shoot'em-up. It's got loads of mode 7, and it's only on a four meg cartridge! **63%**

Pros: ***Visually amazing and loads of missions in which to fly***

Cons: ***Shallow gameplay makes it very boring to play***

BLUES BROTHERS

A typical style platform game romp with great graphics and smart



updated musical effects. It looks like a SNES game from the onset and plays very well. **89%**

Pros: ***A tough, challenging and enjoyable romp***

Cons: ***There simply isn't enough levels***

CACOMA KNIGHT

The age old classic Qix comes alive on the SNES. Trying to fill percentages of the screen to restore it to its former glory. **42%**

Pros: ***Classic gameplay***

Cons: ***Sluggish, and generally pretty easy***

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***

CHESSMASTER

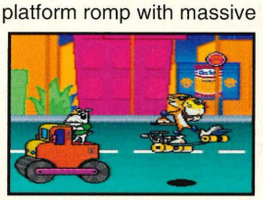
Mindscape's SNES release of the home computer classic. If you can hold of it, you can play a challenging game of chess against the power of the SNES or a friend. **51%**

Pros: ***Quite challenging and a pleasant change***

Cons: ***Why pay @£50?***

CHESTER CHEETAH

A very strange looking platform romp with massive



sprites, bold colours and plenty of humour to keep you amused. **57%**

Pros: ***It's funny if you like that sort of thing***

Cons: ***Irritating aspects in the game and too easy to complete***

CHUCK ROCK

A cult home computer platform game set in the stone age that has been transformed to the SNES with cartoon graphics. There's plenty of belly laughs. **80%**

Pros: ***An excellent game in terms of playability***

Cons: ***Appears pretty samey after a while***

COMBATRIBES

More in the way of beat'em-up action from a TV Cartoon serial featuring three big lads, Berserker, Bulova and Blitz. **54%**

Pros: ***Great graphics and fight action***

Cons: ***Animation is a little staid compared to the great SFII***

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%**

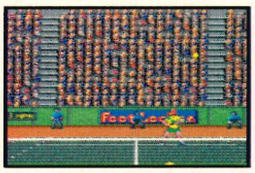


Pros: ***Your helicopter looks a bit like Airwolf***

Cons: ***Tedious gameplay, lack of action and naff presentation***

DAVID CRANE'S AMAZING TENNIS

Apparently the most realistic tennis sim to appear on the SNES, David Crane's Amazing Tennis



sacrifices decent gameplay for (almost) orgasmic graphics. **66%**

Pros: ***Slick graphics with outstanding animation***

Cons: ***No doubles option and the perspective makes it difficult to play***

DARIUS TWIN

Darius Twin is a one or two player blaster that's been around for ages, but is still only available on import. For one or two players, it's okay... **54%**

Pros: ***As always the two player option is good***

Cons: ***Just one more in a dull line of blasters really***

DEATH VALLEY RALLY

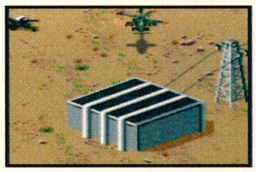
Play the role of the Road Runner against the warped mind of Wil E. Coyote in the graphically accurate, fast platform romp. **60%**

Pros: ***Graphics are big, bright and beautiful***

Cons: ***Gameplay sucks and it's as tricky as hell.***

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 complicated 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 television series. An excellent one or two player game obviously 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 marvellous graphics and indulge in a game that first saw the light in the eighties on a laser



disk machine. Eminently challenging. **74%**

Pros: ***Graphics are good with some neat visual effects***

Cons: ***Very repetitive both visually and to play***

DRAKKHEN

A massive role playing game that is set in a bizarre 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***

EQUINOX

An isometric viewpoint arcade adventure from Sony. With cute graphics and splendid challenging gameplay, this is a traditional computer style game missed out on the SNES. **68 %**

Pros: ***Challenging gameplay with tricky puzzles***

Cons: ***Looks a trifle dated***

EXTRA INNINGS

Another baseball sim. This time, Extra Innings is one of the best. With cute graphics and enjoyable gameplay, it is worthy if Baseball's your thing. **73%**

Pros: ***Cutey cartoon characters and neat animation***

Cons: ***Still another baseball game***

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***

FATAL FURY

A conversion of the Neo Geo beat'em-up. Plenty of moves, characters and backgrounds make this a cut above the rest. **85%**

Pros: ***Challenges Streetfighter II...***

Cons: ***but fails***

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***

FINAL FIGHT

Classic beat'em-up action with Guy and Haggar. Just wander down that street with a crowbar and pan everybody in this accurate conversion. **75%**

Pros: ***Almost like the real thing***

Cons: ***And just as boring***

FINAL FIGHT GUY

Exactly the same game as Final Fight, but without Haggar. More of the same without the better character! **75%**

Pros: ***Still enjoyable***

Cons: ***But only half as much***

FIST OF THE NORTH STAR

Based on the cult Japanese animated cartoon film, this features all your favourite characters in a game of excessive gratuitous violence and special moves. **46%**

Pros: ***Big sprites and the Ooh Addy Addy Addy Ah bit***

Cons: ***Otherwise it's pretty pants***

FLAMING DODGEBALL KID

Dodgeball is quite a popular pastime in Japan. The aim is to throw a ball at people, and hopefully knock them over. This has a new twist. **64%**

Pros: ***Quite a novel twist***

Cons: ***Really is different so it may not appeal***

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 persistent aliens***

Cons: ***Slight slow-down problems at times, and a bit dated***

HOLE-IN-ONE GOLF

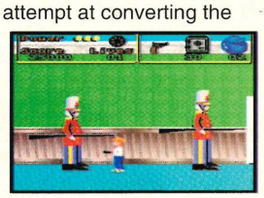
A simple but enjoyable golf simulation for up to four players. It's easy to get to grips with, and uses an bird-eye view which works surprisingly well. **74%**

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(could it have been worse?), 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 a complete load of 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***

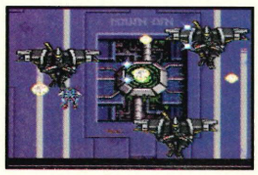
HYPERZONE

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***

IMPERIUM

A standard looking shoot'em-up that suffers



from being nigh on impossible! **51%**

Pros: ***Challenging shooty***
Cons: ***You'll never finish it without cheating.***

JACK NICKLAUS GOLF

Tradewest's dabbling on the SNES front is actually quite an enjoyable affair with the old White Shark for expert supervision. **67%**

Pros: ***Offers a great game challenge***
Cons: ***Suffers from golf game yawns***

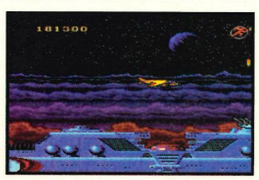
JAKI CRUSH PINBALL

The first decent pinball sim on the SNES is quite like some classics on the Mega Drive. Fast on imported machines it is graphically stunning. **64%**

Pros: ***The first, different and totally enjoyable pinball game on the SNES***
Cons: ***Maybe too different, and slow on British SNES.***

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***

JIMMY CONNORS TENNIS

Challenging Super Tennis for the title of best Tennis sim, it comes close but doesn't quite make it in the long run. **85%**

Pros: ***Accurate and entertaining play***
Cons: ***Too awkward to play at first***

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***

JOE AND MAC II

More cartoon style capers in this graphical and gameplay improved version. Early evolutionary times offer a challenging gameplay. **79%**

Pros: ***Looks great, plays well and is a good laugh***
Cons: ***Where the hell is the two player option?***

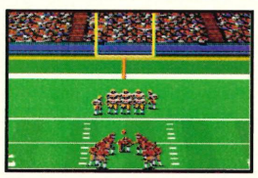
JOHN MADDEN

A really dodgy SNES conversion of the Mega Drive American Footy simulator. **43%**

Pros: ***Quite accurate, I guess***
Cons: ***Slow, dull, and excessively boring.***

JOHN MADDEN '93

Electronic Arts return to the SNES with the '93 version of John Madden football.



With more plays than ever before, 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***

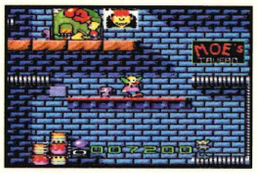
KING OF THE MONSTERS

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 – either on one or two player mode it's equally as fab. **86%**



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***

MARIO PAINT

Coming complete with the SNES mouse, Mario Paint is a very basic and fun to use art package. **52%**

Pros: ***Quite a laugh, and the mouse is handy***
Cons: ***Too simple, entertainment is limited.***

MICKEY'S MAGICAL QUEST

A bright and colourful platform romp featuring the worlds most famous rodent. Change characters and cast magic. **84%**

Pros: ***Looks great and is really enjoyable to play.***
Cons: ***Sadly, it's too easy to complete***

NHLPA HOCKEY

Electronic Arts dabbling on the Ice Hockey front is incredibly animated and realistic. From power-plays to punch ups, statistics to sin bins. **84%**

Pros: ***Incredibly realistic Ice Hockey simulation***
Cons: ***Maybe too realistic***

NOLAN RYAN BASEBALL

A game that's tough to control, looks average. But does offer a challenge once you've sussed what's what. **57%**

Pros: ***Accurate baseball sim***
Cons: ***Pretty average compared to the others***

ON THE BALL

Visually stunning game with full-screen rotation to try and get a little chrome ball through a maze. **79%**

Pros: ***Addictive and fast gameplay with amazing graphics***
Cons: ***Once completed, you won't be dashing back for more***

OTHELLO

SNES conversion of the classic board game of flipping duo coloured markers. Very simple, and quite enjoyable. **46%**

Pros: ***Age-old classic***
Cons: ***You'd be a mug to part with all your cash.***

PAPERBOY II

Abysmal concept, dire presentation and non-



existent gameplay make Paperboy II one of the worst games of all time. **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***

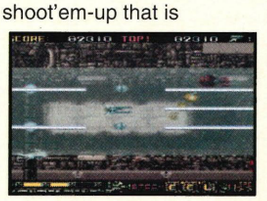
PGA TOUR GOLF

Presentation is first class on this ropy conversion, 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

A tough horizontal shoot'em-up that is



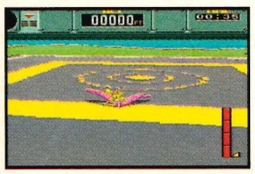
graphically quite good, but suffers from lack of originality. You'll see some neat guardians, though. **73%**

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***

PIPEDREAM

A marvellous and simple rendition of the pipelink-up game. Nothing special, but heart thumping action nevertheless. **61%**

Pros: ***Classic action***

Cons: ***A little basic for the SNES.***

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***

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***

POWER ATHLETE

Yet another beat'em-up. Power Athlete looks good for a wee while until you realise just how shallow the gameplay is. **51%**

Pros: ***Looks good***

Cons: ***but that's about all!***

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***

PUSH OVER

A cerebral domino game much in the vein of Lemmings and Krusty's. Picking up and moving blocks was never so much fun. **76%**

Pros: ***Challenging gameplay, cute graphics and a good laugh***

Cons: ***A little simplistic looking***

Q*BERT 3

Classic games never die, and this game of block hopping has been



revamped specially for the SNES with some spectacular and neat graphically touches. **81%**

Pros: ***Varied and challenging gameplay and graphics***

Cons: ***Seems a little shallow***

RACE DRIVIN'

The 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***

RAMPART

An old game of castle protection, building and catapulting enemies. Doesn't sound or look particularly impressive, but it plays verly well. **68%**

Pros: ***Entertaining in one or two players***

Cons: ***Looks like a NES game***

RANMA 1/2

A one-on-one beat'em-up with all manner of strange and bizarre characters. It may well be worth waiting for the all-new 12 meg version. **80%**

Pros: ***Smart graphics with a giant panda kicking ass***

Cons: ***Looks a little dated now***

RIVAL TURF

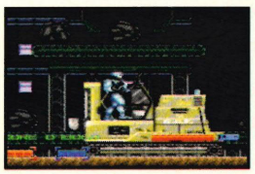
Final Fight action with the added option of two player simultaneous action. Unfortunately it's let down but its pure repetitiveness, although there is a head-to-head option a la Streetfighter II. **55%**

Pros: ***Two player simultaneous action***

Cons: ***Unexciting and graphically flawed***

ROBOCOP III

The American metalhead lawman returns to Detroit City in this six level blaster-cum-



platform extravaganza. However, you probably won't manage to 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 awman 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***

ROGER CLEMENS BASEBALL

A very professional baseball product with some very neat tweaks to make it a star performer. Very well presented. **76%**

Pros: ***Looks such a slick product***

Cons: ***Got to be a baseball fan***

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



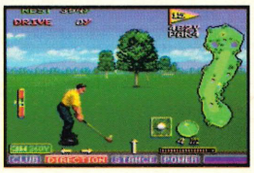
become mayor of cities that have had disasters in the past, then try to make them blossom again. **85%**

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*

SPINDIZZY WORLDS

Exclusive in the United Kingdom to Woolies, you can also get hold of this classic on import. Guide a spinning top through tight gullies and paths to your ultimate goal. **50%**

Pros: *An old classic*
Cons: *Looks like coloured Game Boy graphics*

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 BASEBALL 1.000

Culture Brain's awkward as sin Baseball sim. Lots of ball whacking with little else going for it. **44%**

Pros: *It's a baseball sim*
Cons: *It's another baseball sim*

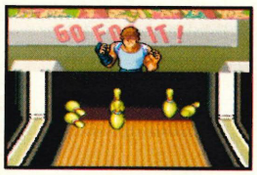
SUPER BATTLETANK

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. Let's be honest, 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 either one or two players. Either punch with your fist, kick or attack with the many weapons that you willfind 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 one 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 F1 CIRCUS

Overhead view of totally inaccurate courses (thanks Johnny Herbert!) and more of a reaction game than a proper driving challenge. It's quite enjoyable however. **79%**

Pros: *Has its moments*
Cons: *but they're few and far between*

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 GOLDEN FIGHTER

A beat'em-up with one-on-one and side scrolling mixed together. The result. A poor mish-mash with no gameplay and poor graphics. **34%**

Pros: *Count 'em on the fingers of no hands*
Cons: *Too many to count*

SUPER KICK OFF

An enhanced version of Pro Soccer, Super Kick Off features bigger graphics,

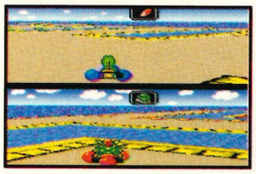


faster action and an improved control system. It's still difficult to get to grips with. **79%**

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 are 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 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*

SUPER PRO BASEBALL

Jaleco's dabbling on the Baseball front is a real intriguing stunner for the genre, however at the moment it is entirely in Japanese, which is a bit of a bummer. **63%**

Pros: *High entertainment factor for a game of this kind*
Cons: *Dodgy sound, sprite collision and perspective animation*

SUPER PROBOTECTOR

Also titled Contra Spirits, Probotector is an awesome shoot'em-up with breath-taking graphics, six levels

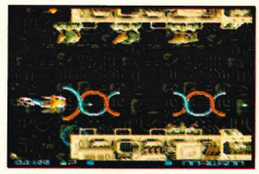


of adrenaline-pumping blasting and technically brilliant guardians. **87%**

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, R-Type I and II.



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 STAR WARS

Lucasarts first dabbling on the SNES is bound to set a few hearts beating. A class mixture of beat'em/ shoot'em and even driving action. **88%**

Pros: *Stunning in most departments*
Cons: *A pain in the butt at times*

SUPER SWIV

Transformed computer shoot'em-up has made the transformation to the SNES remarkably well. Stunning action packed blaster in the guise of either a chopper or a tank. **85%**

Pros: *Constant action with great, smooth graphics*
Cons: *It's a bit easy*

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*

SYVALION

Soon to be launched as an official British release, Syvalion is a maze based snaky shoot'em-up where your miossion is against the clock. **68%**

Pros: *Need to be quick with accurate reflexes to survive*
Cons: *The levels are a bit on the samey side.*

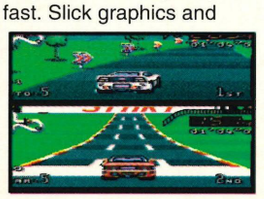
THUNDER SPIRITS

SNES version of the Mega Drive's Thunderforce III. As much as I hate to say it, the Mega Drive version is superior because the SNES version suffers from absolutely 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 rubber-burning 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*

TKO BOXING

Only a four meg cart and it shows. A very dodgy legalised punch-up that makes KO Boxing look rather good. **28%**

Pros: *You get to wear satin shorts*
Cons: *The list is far too long*

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.

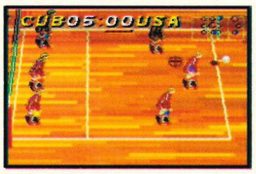


Loads of levels, heart-pounding action and brilliant graphics make this a worthy shoot'em-up purchase. **82%**

Pros: *Fast 'n' furious action with loads of levels and gorgeous graphics*
Cons: *Slight slow-down*

VOLLEYBALL TWIN

A volleyball game by the makers of Super Tennis. If Volleyball is your thing, you



may find some interest, otherwise, it's simply unplayable **50%**

Pros: *Looks like Super Tennis*
Cons: *Doesn't play like it.*

WAIAILEE COUNTRY CLUB

Another 18 holes of Golf action from T&E Soft. Basically, it's the same game as the others with different trees. **80%**

Pros: *Quite a challenging course*
Cons: *Not enough variation. 18 holes is your lot.*

WANDERERS FROM Ys III

Ys III is an arcade RPG that is actually pretty good. Viewed from the side, there

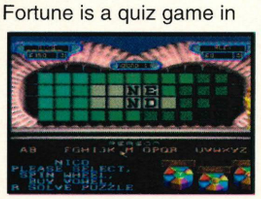


is quite a few places explores and loads of people to meet. **67%**

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*

XARDION

More side scrolling shoot'em-up action, with little emphasis on 'action'. A very dour shooty that will have you reaching for the eject slot. **29%**

Pros: *It scrolls!*
Cons: *Very badly with dodgy graphics...*

WING COMMANDER

Accurate conversion of the now classic PC space



blaster, and its move to the SNES is pretty inspired. Massive with plenty of gameplay. **80%**

Pros: *Huge game to keep you going for ages*
Cons: *Looks a bit basic in places*

WORDTRIS

Based on the ever popular game, Tetris, you have to formwords consisting of three letters and above to remove the blocks from the screen. **41%**

Pros: *Quite intriguing at first*
Cons: *Soon gets on your tits*

ZELDA III

The definitive role-player on the SNES. Viewed from above, this game is jam-

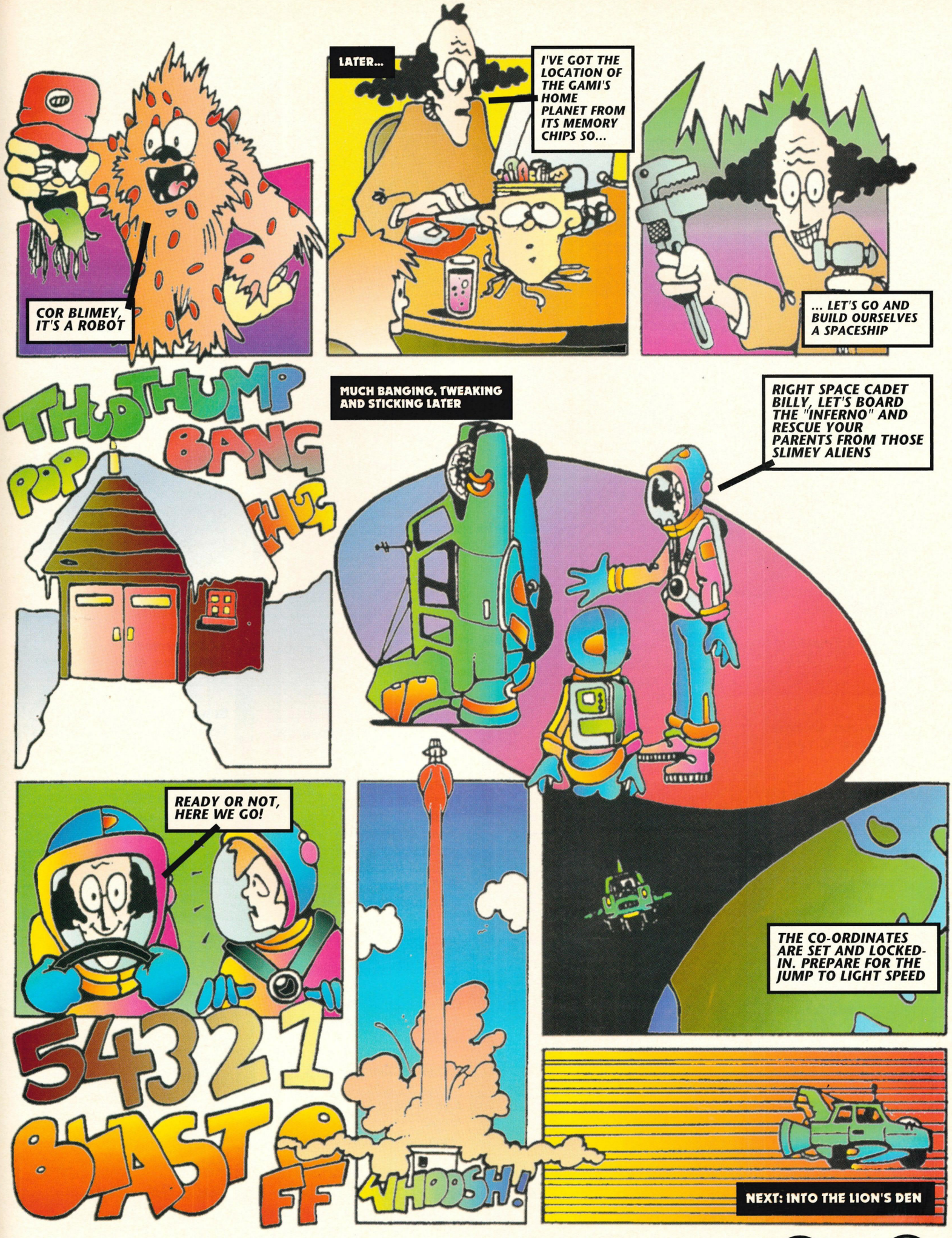


packed with places to see, people to visit and things to do. A truly massive game in every respect. **89%**

Pros: *Graphically superb, immensely absorbing and the best RPG on the SNES.*
Cons: *Diddly squat*

Bye! That's the end of this month's new extended listings section. As you have probably gathered, there are plenty of new Super NES releases that are hitting the shops all the time. So do yourself a major favour and tune into the next issue of Control for some more (hardly feasibly) accurate reviews and scores.


BILLY
WHAT HAS GONE BEFORE
...BILLY'S PARENTS HAVE BEEN KIDNAPPED BY A MAD RACE OF ALIENS WHO INTENDED TO INVADE THE PLANET EARTH.
BILLY AND HIS GRANDAD DISCOVER A DERELICT SPACESHIP, INSIDE IS THE CONTROLLER (THE GALAXY'S GREATEST GAMES PLAYER).
THEY SALVAGE THE DRIVE UNIT FROM THE SHIP AND RETURN HOME TO BUILD A NEW SHIP IN ORDER TO RESCUE BILLY'S PARENTS...
CRIKEY GRANDAD, THE FRONT DOOR'S OPEN!
UH HELLO, IS ANYBODY THERE?
SUPER NINTENDO JUNKIE
IT'S OKAY GRANDAD, THE COAST IS CLEAR
OKAY EARTHLING, HAND OVER THE DATA CART OR SUFFER THE CONSEQUENCES!!!
ARGHHH!
ULP
ACK!
GURK
ROAR
UH OH
CRASHH!
BANG!
WALLOP!
ARGHHH!
TWITCH
TWITCH


COR BLIMEY, IT'S A ROBOT
LATER...
I'VE GOT THE LOCATION OF THE GAMI'S HOME PLANET FROM ITS MEMORY CHIPS SO...
... LET'S GO AND BUILD OURSELVES A SPACESHIP
THUD THUMP
POP
BANG
HUG
MUCH BANGING, TWEAKING AND STICKING LATER
RIGHT SPACE CADET BILLY, LET'S BOARD THE "INFERNO" AND RESCUE YOUR PARENTS FROM THOSE SLIMEY ALIENS
READY OR NOT, HERE WE GO!
54321
BLAST OFF
WHOOSH!
THE CO-ORDINATES ARE SET AND LOCKED-IN. PREPARE FOR THE JUMP TO LIGHT SPEED
NEXT: INTO THE LION'S DEN

CONTROLLED MARKET

FOR SALE

SNES games. Brill condition. Jap Axelay, Top Racer, Parodius, Area 88, Thunder Spirits £35 each. USA F-Zero, Populous, Combat Basketball £35 each. Tel 051 4260138
NAME
Neil Burrows
ADDRESS
23 Porter Close, Rainhill, Merseyside L35 6PY

SNES! To sell – POP (Jap) Lemmings (Jap) Mario (UK) Zelda (UK) Top Gear (US). All cost £25-30 each.
WANTED
Mario Kart & Fatal Fury (buy or swap).
NAME
N.J. Mear
ADDRESS
3 Tabbs Court, Scholes Cleckheaton, W. Yorks BD19 6HA

Gameboy 32 in 1 £80.00. 14 in 1 £40.00.
WANTED
SNES games US and UK versions only; Parodius, King of Monsters, Mario Kart, will pay £25. Tel 041 6393783
NAME
Kenny Ho
ADDRESS
41 Broomfield Avenue, Newton Mearns, Glasgow G77 5JW

Super Adventure Island £28 o.n.o. Tel 0924 470853
NAME
Simon Moore
ADDRESS
20 Grange Rd, Staincliffe, Batley, W. Yorks

Gyromite robot for 8Bit NES £30 and various magazines. Mean Machines, Total, N-Force. Make me an offer. Tel 0904 798925
NAME
Mark Lee
ADDRESS
185 Danebury Drive, Acomb, York, Yorkshire YO2 5EA

ASCII A/F & slomo joypad for USA SNES £20 – Datel switch universal adaptor £15. Both new, including postage. Tel 051 4260138
NAME
N. Burrows
ADDRESS
23 Porter Close, Rainhill, Merseyside L35 6PY

WANTED

Instruction book for Super Tennis. Tel 0252 623962 evenings/weekends
NAME
Nigel W. Poore
ADDRESS
24 Cranbrook Court, Fleet, Hants GU13 8PY

SNES games. Will also buy console if with good games. Tel 0527 32230
NAME
S Bridgewater
ADDRESS
7 Church Lane, Bromsgrove, Worcs B61 8RA

A SNES pen pal. A female 18-20. Write.
NAME
David James
ADDRESS
68 Bryn-Heulog, Griffithistown, Pontypool, Gwent, Wales NP4 5QU

A case for a UK SNES
NAME
Matthew Harris
ADDRESS
6, Queensway, Nantgarn, Nr Cardiff, Mid Glamorgan CF4 7TH

Attractive female SNES player for serious gameplay. Age 18-26 or so.
NAME
Dean Harrington
ADDRESS
3 Backwell Walk, Bedminster Down, Bristol BS13 7ED

SWAP

Yo! Would anyone out there swap the wicked Zelda III for Fatal Fury or Joe & Mac (preferably Fatal Fury)? Will also swap Mario 4 for Top Gear.
NAME
Paul Carter
ADDRESS
331 Ashcroft Road, Stopsley, Luton, Beds LU2 9AE Tel 0582 35423

SNES games. Send SAE to;
NAME
Robert Sherwood
ADDRESS
17 Danesmoor Road, Withington, Manchester M20 9JT Tel 061 4343545

Super Tennis for Populous. Tel Wishaw 385282 after 3:30.
NAME
Robert Duncan
ADDRESS
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ZELDA 3	£45	-	DOUBLE DRAGON	£43	-
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SUPER NINTENDO CONTRA III FOR DESERT STRIKE.....£7.99
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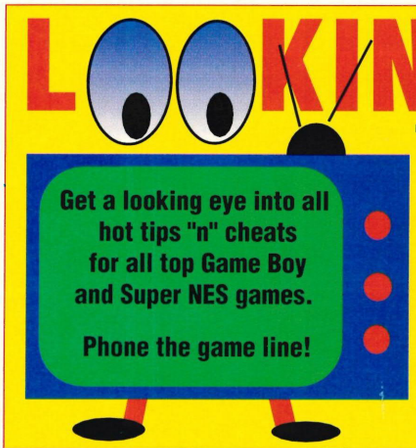
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SOMEWHERE UP NORTH WHERE IT'S REALLY GRIM...

CONTROL POST

I'm gonna sit right down and write myself a letter... So what do you think of the new colour? Not bad, is it? We've got a whole wealth of exciting letters for you all to wow at this month. How fab are we? As fab as we don't know what.

Cartridge Con

Dear Control,

About a month ago I bought an official game for my SNES, when I got home I put it into my console. I was horrified to find out that the game I bought was not Lemmings but Super Mario World, how could this be? I looked at it more carefully and saw the label had been peeled off. When I took it back to the shop they accused me of pulling the label off myself and that I was trying to con them. My friend also bought a game from the same shop and hers was in the same condition.

Danielle Thorn, Hackney, London

***Control:** We are disgusted to hear that this shop in particular is practising in this way, I don't really know what kind of advice we can offer. However, thanks for telling us about this. Other shops around the country could be doing the same thing so our advice is check your cartridge before you leave the shop especially if the shop is not a major chain. Have you tried returning to the shop and hassling them again, and refusing to take 'NO' for an answer?*

NTSC Headaches

Dear Control,

I read your reviews on Mario Kart and I want to buy it, but then I found out that I would need a new converter (I own a Datel Universal adaptor). I am going to get a new converter, but then I got thinking about what you said about the Japanese and US machines being 17% faster. Anyway, I own a US SFII and I was wondering if I owned an American machine would it be 17% faster as well because it does seem a bit slow. Also, if I owned an English SFII would that be faster on my British machine?

PS: If it is 17% faster I'm well cheesed off!

Andrew Burkett, Stourport-On-Severn, Worcs

***Control:** The US machine IS 17% faster, and your copy of SFII would run faster if you had an US machine as well. But the good news is that your British SFII should also run faster on a US machine even with a convertor.*

Job Prospects

Dear Control,

I own a Sega Game Gear and am about to purchase a SNES, Streetfighter II and Super Tennis. However, the reason for this letter is of a different note. I am currently in the 5th year at school and am studying for my GCSEs at this moment. I have been told by my teachers that I am capable of doing certain 'A' levels including English Literature. I am very interested in computer games and would love to become an editor/writer on a magazine similar to Control. Is there any advice you could give me, for example, informing me on which subjects would be most important and where to go after the sixth form. I will be very grateful for any advice.

Paul Horrell, Plymouth, Devon

***Control:** 'A' levels aren't imperative but they are a bonus, showing that you have a reasonable intellect! The main qualification is a good standard of written English at GCSE level, especially as you are going to be writing every day. Experience isn't important but it helps, interest in the subject matter and a reasonable level of understanding is very important. Keeping up-to-date with the computer/ video games industry is a must, by reading magazines, owning a computer or console and being able to explain yourself if quizzed on different aspects. If you do get on a magazine you'll start at the bottom and it will be hard work getting to the top but if you have sufficient commitment it pays off in the end...*

Convertor Confusion

Dear Control,

When I was in John Menzies the other day I picked up a mag and had a look through it. In the news section it said that there was a convertor coming out for the Mega Drive that lets you play SNES games. If it is true – will there be one coming out for the SNES that lets you play Mega Drive games? If not, will it be possible to do it?

G. Faulkner, Glasgow, Scotland

***Control:** It seems unlikely that there'll be a convertor allowing you to play SNES games on the Mega Drive due to the custom chips that exist inside a SNES cartridge. If it is possible then it would probably be that a convertor will come out for the SNES enabling you to play MD games, but the games would run slowly. We have heard of no such convertors however.*

Tech Spec

Dear Control,

I have to admit I am an avid arcade and SNES gamer but I'm not too geared up on the technical side of the SNES. Could you explain to me the following:

1 - What do SCART and PAL mean?
2 - What's the difference?
3 - What IS the SNES's Mode 7?
4 - What are the other modes for?

Jamie McEwan, Glasgow, Scotland

***Control:** Don't worry Jamie, you're not the only one who is a little bit confused about the SNES's technical side...*
1 - SCART is a special connection socket on the back of newer TVs. It is rectangular in shape and a SCART socket is needed to use an American SNES. PAL is the name given to the British television scanning system, a frequency of 50 Hz, as opposed to the American television scanning system of NTSC, or 60 Hz.
2 - The difference is that SCART is a socket and PAL is a television frequency!
3 - The SNES's mode 7 is a special chip that allows the machine to scale and rotate graphical images on screen thus presenting a higher visual quality. Very few games utilise the mode to its full potential but examples of the chip are found in Mario Kart for the rotation and Pilotwings for both rotation and scaling.
4 - Mode 7 is simply a name given to the chip but there are rumours that there will be a new super-duper mode 8! We'll keep you posted. The other modes don't really exist.

Complaints!

Dear Control,

In issue four you printed a complete guide to the special world on Super Mario World. How come you nicely printed the wrong pictures with each of the different levels?

Regarding a letter in issue five from Chris Ince who pointed out that you missed a route to Larry's Castle from the Ghost house, I'd just like to say that there are a few of us who have the brains to find hidden levels on Mario world without the aid of magazines or Gamesmaster.

Lastly, I was able to purchase January's issue of Control on December 6th. If you are printing them a month early why bother to include an article on Christmas stocking fillers in a January edition? Oh sorry I forgot, there's only 12 shopping months left until Christmas 1993! However, in all fairness it is a pretty fine mag you're running.

Mark Lepine, Rochester, Kent

***Control:** We do apologise for the printing error*

on the Mario Guide, it was careless of us and we hope we didn't upset too many troubled gamers. Also, just because you may be a whizz at playing games there are some people who are obviously not of your high standards and are therefore grateful of the guides that we print. As for the issue dates on the front of the cover they are always a month in advance for a very simple reason – it refers to return and distribution dates, so it is actually more of a financial thing. If you look at nearly every monthly mag on the stands at the moment you will notice that the cover dates are also one month in advance, it's just the way things work!

Battle Mode

Dear Control,

I am one of those people who have been reading your mag since issue one and no matter how much time I spend on writing to some other unfortunate mags I never ever get into their pages. The main reason for writing to you is to get some serious questions answered, but before I shoot I would like you to know what happened earlier today. It was dinner time when I was talking to my friend about some games on the SNES when along comes this pillock and starts to say that the Amiga 1200 is better than a SNES and starts bad mouthing me and my friend. I was lost for words.

1 - Has the Amiga 1200 got scaling, rotation and a colour layering chip, or in other words Mode 7, built in like the SNES?

2 - Is it true that it has got several million colours and tons can be displayed on screen?

3 - Has it got better graphics, sound and memory?

Mojo, Birmingham

Control: Seeing as though you are upset by this whole ordeal we'll give you some help.

1 - The Amiga 1200 is an advanced piece of equipment and can simulate the SNES's mode 7 facility however, we are not sure whether it can compete with the quality of the SNES's mode 7. We are a SNES mag and not an Amiga specialist!

2 - The 1200 does have 16 million colours and has the facility to display rather a lot on screen at any one time.

3 - Basically the Amiga 1200 cooks the SNES with better sound and graphics but the memory isn't really relevant in this argument. Besides all this however, it depends whether you want a games machine or a flash computer.

Touchy Subjects

Dear Control,

Nintendo's prices are indeed ridiculous. They can argue what they like about development costs, but Lemmings shoots that one down in flames. that game was already developed for computers and only costs £20 on the Amiga. why then must it cost £50 on cartridge? Of course, a cartridge costs more than a disk, but Nintendo have far less piracy to contend with.

I too have wasted my time visiting Comet store, this time it was the one off the A127 near Basildon. The SNES was set up but had no pads connected, SF II was plugged in but no other games were present. When I enquired they said that the other games were out the back – Woolworth's already had all the new releases.

Your rating scheme is indeed OK but I don't complain when a game is rated in the 90s either. Other mags rate a game according to what is available at the moment, leaving 15% for what is to come in the future is silly. Games may be five times as good in a few years time – you won't be giving them 400% but you will have revised your ratings. If SF II or SMW were an ice dance routine it would get 9.9!

Tim Simpson, Lowestoft, Suffolk

Control: *Thanks for your points on our scoring system. As you can see the system has been improved slightly although we are still stringent on our marking. As for Comet, it's a shame that they are not living up to people's expectations especially during the Christmas buying season when people are itching to get their hands on new software. Anyone else having problems?*

Questions, questions

Dear Control,

We all agree the mag is great and by far the best mag for the SNES. The following questions are ones we have collected from the whole year at school and we have narrowed them down to what we feel are the most important ones for you. Please print this letter as lots of people in the year want to know the answers and it took ages and a lot of effort to compose.

1 - Will Terminator 2 be like the arcade Terminator with the use of a Super scope?

2 - As most of us have adaptors and as we hear that Super Probotector has been changed slightly from Contra III, which is better and which should we get? Also, is Probotector the best shoot'em up on the SNES?

3 - Will Streetfighter II championship edition be out on the Super CD Rom or on a cartridge and if so, when?

4 - Will the Mega Drive version of Streetfighter II be better than the SNES (honestly)?

5 - Will games such as Streets Of Rage and EA's Ice Hockey be out on the SNES and when?

6 - Is David Crane's Amazing Tennis any good and when will it be out over here?

7 - Will there be any speed games like Sonic on the SNES?

8 - Will there be another Final fight game on the CD or a 16 bit cartridge with the three characters and a two player mode?

9 - When will Sensible Soccer be out on the SNES in England and will it be better than Kick Off and Super Soccer? Is Kick Off better than Super Soccer?

10 - What is the best game on the SNES, Super Mario World, Streetfighter II or Mario Kart?

11 - Will the Mega Drive Menacer gun be better than the Super Scope?

12 - Which is the best game of from the following – Super Probotector, Super Ghouls 'n' Ghosts, Turtles IV and Final Fight?

13 - In Streetfighter II the names of the grandmasters have been mixed up, which ones are right and how did this happen?

Cheltenham, Gloucester

Control: *Yes, but which school do you go to?*

1 - The first Terminator isn't even out yet!

2 - The games are exactly the same apart from the different sprites. Contra III has human muscle-bound characters whereas Probotector has robots. The gameplay is identical. According to the Control team, Super Probotector is one of the best shoot'em-ups along with Axelay, Desert Strike and Parodius.

3 - Will the CD Rom ever come out let alone any games for it?

4 - It will probably be quite impressive but we're not too sure how fast it will be.

5 - See inside for the Hockey review – we haven't heard anything about Streets Of Rage as yet.

6 - Read issue five of Control for the Tennis review and it should be out over here early to mid '93.

7 - Hopefully, but it depends how fast you want to go!

8 - Haven't got a clue.

9 - Nick – S. Soccer is as good as K. O, and Sen. Soccer should be out in England around March. As for whether Sen. Soccer will be better all I can say is beauty is in the eye of the beholder.

10 - Super Mario Kart without a doubt.

11 - The Menacer is far more compact than the Super Scope but not quite so easy to hold. Its best feature however is the ability to strip it bare and hold it as if it were a small hand pistol.

12 - Super ghouls 'n' Ghosts simply because it's the hardest of the lot, so it lasts longer.

13 - The different versions of Streetfighter II (i.e.: the Japanese, US and British versions) do have the names mixed up. The US and British versions are the same but the Japanese version varies slightly.

Humble Advice

Dear Control,

I feel sure that you are adult enough to appreciate and listen to someone's complaint, someone just a tad displeased. Basically it is to do with the amount of information written on each game, generally I feel that Control gives the best, most accurate information but in my eyes there is not enough details on options. I feel that £40 is a lot to pay for one game and if I am going to buy a game I want to know everything about it. For example, if I wanted to buy a game like Turtles In Time I want to know whether it is a one or two player game (and/or simultaneously), about head-to-head fights, time trials and most of all, difficulty settings. I intend to buy Super Probotector. I asked a friend about it and he says 'Yeah, I've got that, it's got difficulty settings', that makes me wonder why I haven't been told such excellent news regarding longevity in reviews. I also believe that features should be shown concisely, for instance whether a cartridge has sampled sound, digitised graphics or speech. I think options should be given a separate mark but not contribute to the final score, so we know what extras the games have.

Simon Duckett, Chelmsford, Essex

Control: We do include as many features as possible within the review text – if we do omit any then we apologise but there is usually good reason. As for a separate panel with scores for such options we're afraid that we are already strapped for space as it is.

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the NEW control room

All of us here at Control would like to thank you for buying Europe's premier Super Nintendo magazine, and hope you like what you see. Why not drop us a line at the usual address and tell us what you think of the magazine. Alternatively buy the next gargantuan issue which is on sale on the 25th February!

CHANGING TRENDS

Forget all those so-called fashion mags who think they know the latest trends, consult Control for the all the up-to-date Hip City fads.

HOT

Squash
Scott Sports
The Word
Plain Headbands
Cats and Dogs
The Bahamas
Tennents Extra
Totes Toasties
Sherilyn Fenn
Vic and Bob

COLD

Reebok Step
Olympus
Blue Peter
Streetfighter II Bandannas
Budgies and Goldfish
Macclesfield
Marstons Pedigree
Towelling white socks
Madonna
Anne and Nick

CONTROL TOP FIVE

1	Super Mario Kart
2	Super Star Wars
3	Tiny Toons
4	Mickey's Magical Quest
5	Top Gear

GAME TOP FIVE

1	Super Mario Kart
2	Bart's Nightmare
3	Pilot Wings
4	Spiderman & The X-Men
5	Super Soccer

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