ISSUE 8

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WELCOME TO CONTROL: The first and longest established independent magazine geared specially to the Super Nintendo. Control is the magazine for everyone even remotely interested in the SNES, and so within these pages you'll find exclusive news and previews, in-depth reviews and concise players' guides. You'd be a mug to look elsewhere. **FASTER REVIEWS:** We have a stricter editorial policy than other games magazines; we're ridiculously honest in our in-depth reviews where we always complete a game before putting pen to paper, and you can see the breakdown of the final score in front of your very eyes. **CONCISE GUIDES:** No one can claim to produce more accurate players' guides, nor would anyone say their layouts are more visually pleasing with more in-depth precision for solving all those tricky games. **GLOBAL NEWS COVERAGE:** Our news and previews coverage is second to none, with hot-off-the-press info from native software houses, as well as bulletins direct from the States and Japan. **OPEN HOUSE:** We welcome full feedback from all our readers. You too can be part of the magazine by sending in maps, tips, problems and letters. **OUT AND ABOUT:** We travel all over the United Kingdom to meet you in your favourite console games store for our Remote Control feature where you tell us all your hopes and fears for the SNES. We'll even lend a sympathetic and understanding ear. We might not agree with your opinions (in fact it's an absolute certainty!), but that's all part of the fun, isn't it? **INTERNATIONAL OUTLOOK:** Don't expect to simply see official British releases, because you won't. We cover the whole world of the Super Nintendo, and if that means new American and Japanese games, then so be it.

There's a wealth of converters out there, so you'll be able to play games up to a year before they officially even reach our shores. **SNES ONLY:** Remember, Control is solely Super Nintendo and isn't diluted by lesser machines so relax, put your feet up and enjoy this, the latest issue. It's the only real mag for you and your SNES, and it can only get better and even better with your support.

SO WHO'S WHO?

Nick Walkland: Nick is our esteemed barrel-chested editor. He has more success drinking huge quantities of alcohol rather than playing games, and he has a strange obsession for rude women and Sheffield Wednesday. Hmm... **Alex Simmons:** The longest-serving staff writer in memory, Alex's grumpy moods show the strain of years of playing games for a living. He is an antisocial being, sitting quietly in his corner listening to his Walkman and playing any game he gets lumbered with, but prefers to oggle longingly at the pictures of Sherilyn Fenn and Madchen Amick which he has on the wall. **Allie West:** Sweet little Allie has a girl-guide complex – she always aims to please and writes cute little notes to everyone! She also love fads, and if there's something new or particularly bright and lairy, she'll want it! For instance, she has this peculiar lusting for Tigger, but the less said about that the better... **Ben Lewis:** Ben has a laissez faire attitude to life, death and other substances. Some say he's too laid back, but he handles a joypad with skill and precision. Said to be the finest games players ever, he claims he's seen everything and been everywhere, at only a tender 18 years old. **Jason Simmons:** Jase is the assistant art editor who loves creating freaky headlines. He also has a liking for Wile E. Coyote, Lego men and Koosh balls, as well as a female member of Control... But don't tell him I said that, he's scary if you get on the wrong side of him! **Jane Gollner:** Jane joined Control after she was dismissed from a mental institution. She constantly wibbles and has spaz attacks (along with Walkland) but is nevertheless a supreme artist (of sorts!). **Hugh Gollner:** Our esteemed publisher's name is whispered in hushed tones around the Control side of the office. There's more to him than first meets the eye, and everyone lives in fear of being 'borrowed' for a minute! A dab hand at publishing magazines, he achieved a Doctorate in Excel Spreadsheets at Poynton University. **Cally Wood:** Carolyn, our hard-working News Trade Manager, has a heart of gold, but has a nasty habit of letting men treat her like a doormat. Her latest male companion is different though, but he hasn't been seen since she tied him up and dragged him down into the cellar with him screaming, "No more...Please!"

REVIEWS

WARP SPEED 20
A space action game that will probably have its work cut out when Star Fox arrives. Until then, will Warp Speed have an easy ride?

TEST DRIVE II 24
A simple looking race game where you get the opportunity to pile into a high performance vehicle and razz like hell. But does this have a real sense of speed?



PRO QUARTERBACK 26
Using the SNES's inherent Mode 7 to full effect, just how well does this work against the flood of other American footy games?

ASSAULT SUITS VALKEN 28
Known as Cybernator in the USA and UK, we check out the Japanese version to see if the language barrier does cause a problem.



WORDTRIS 30
The classic Russian game of falling blocks that also tests your vocabulary. Does it stretch the classic simplicity the wrong way?

LETHAL WEAPON 32
Fancy taking on the role of Riggs and Murtaugh in this Ocean platform romp? Or will you find that it is nothing special?



CHESS 34
Mindscape Chess is – surprise, surprise – a game about chess! Is this only for the real connoiseurs though?

Welcome to the latest issue of Control. Have we got the lot or what? We're still striving to get bigger and better, and you'll discover some pretty sweeping changes in a couple of months. So let's hear what you really want from Control.

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NEWS 6
There are six pages crammed with the latest news for the SNES. This month we take a look at Hornby's Super Deck, Lord of the Rings, Rock and Roll Racing, Bram Stoker's Dracula and Generation 2. We also take the lid off Super Ninja Boy, Super Widget, Pirates of Darkwater, and more. The Nintendo/ Bandai situation is revealed as well!

GAME REVIEWS 19
We don't just pick and choose, we examine all of the latest games. Take a look at the sides of these pages to see what's in this issue.

REMOTE CONTROL 94
Control's own brand of sarcasm makes a welcome return to haunt the general public. This month Ben visits Leeds.

SENSIBLE SOFTWARE 88
We take a behind the scenes look at one of Britain's most acclaimed development teams and see what they've got planned for the SNES.

BILLY WILD 90
Control's own cartoon hero Billy returns and goes even wilder than he did last month!

OFFICIAL STORY 72
Under the official release spotlight this month are Mickey's Magical Quest, Super Pang, NHLPA Hockey, Super Double Dragon and Best of the Best.

GLOBAL STORY 82
Six pages of the complete, unadulterated listings of every SNES game available both officially, and from Japan and USA via the network of game importers.



CLASSIFIEDS 80
Control's free contacts page where you can sell or swap your gear, advertise clubs and fanzines, and find pen pals.

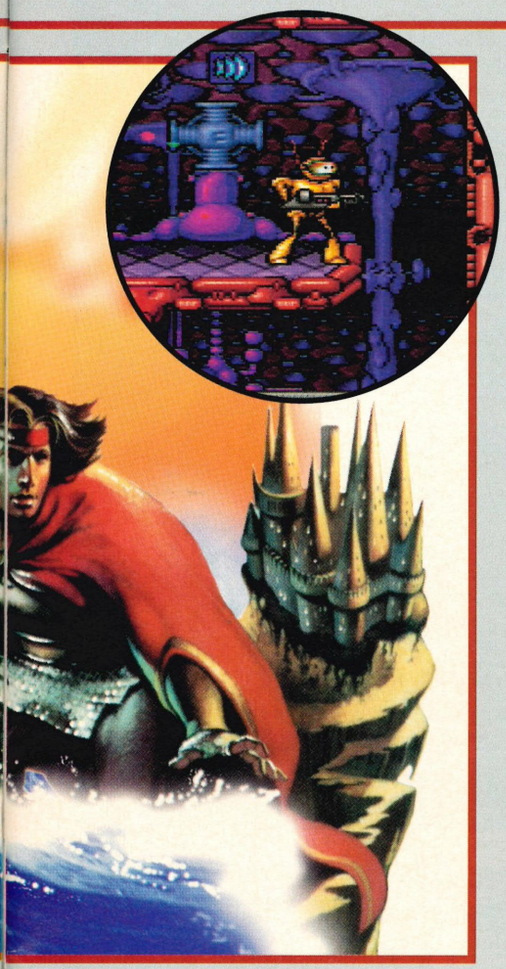
CONTROL POST 96
The SNES world quivers at the very mention of the Control letters pages, where your can raise comments on anything Nintendo.

ZOOL 78
Head down to Nottingham to check the computer to arcade game conversion of Zool, a Gremlin SNES game in the pipeline.

ISSUE 8 APRIL 1993
The ONLY Mag SNES Owners Need!

CONTROL

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PREVIEW OVERLOAD!

This issue we pull out the stops with our second to none sneaky peeks at games soon to reach our shores.

B.O.B page 12

B.O.B is a strange alien cum robotic creature with all manner of weird effects and actions. He's crashed his car and his date is waiting. A humourous and highly entertaining platform romp from Electronic Arts.

EQUINOX page 14

Equinox is the latest game from Sony Imagesoft, and it is one of meatiest we've seen. Featuring an isometric viewpoint and devillishly challenging gameplay, it looks like a game that will have massive appeal.

STAR FOX page 18

Star Fox is the latest release from Nintendo and the world's first game to use the revolutionary Super FX chip. Control plays the game and tells you just how good it appears, sounds and feels.

PLAY GUIDES & TIPS

50 TOP GEAR
An office favourite. Why not lie back and take in our ridiculously helpful hints and tips?

52 MICKEY MOUSE
Complete the wacky antics of everyone's favourite rodent in our stonking seven page guide.

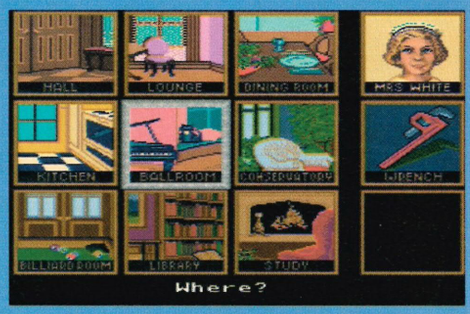
60 SUPER STAR WARS
Control offers the most useful hints and tips on how to gain a win for the rebels against the emperor.

66 AXELAY
Konami's stunning shoot'em-up is totally unwrapped by Control's eager bunch of blastamaniacs. What to know, what to do, look no further – it's all here.

70 AUNTY BERYL
Control's agony aunt offers you the greatest hints and tips in order to suceed at some of the newest games – we guarantee success or at least a laugh! They are all hot new tips, so why look elsewhere?

REVIEWS

CLUE 35
The classic game of mental deduction has finally made its way on to the SNES. Does this game really work if you don't actually have a couple of dice in your hand?



GOAL 36
Remarkably, the SNES is still looking for the definitive soccer game. Is Jalaco's effort worthy, or is it destined for the rubbish heap?

GUNFORCE 38
Shoot'em-ups are extremely popular on the SNES and everyone seems to release them, good or not. How will this rate?

MONOPOLY 40
More and more real estate dabblings, and this time in glorious SNESoVISION. Can it really improve on the classic board-game? In some ways yes, but in others, not a chance.



GODS 42
Mindscape are releasing this Bitmap Brothers home computer classic. How does this Amiga classic translate to the SNES is the burning question. Read on to find out.

KIKIKAIKAI 46
A strange name for an even stranger game. Basically a shoot'em-up with a cute kid and a raccoon, it's very weird and very Japanese.

RANMA 1/2 2 48
This is another strange name for a sequel to one of the classic SNES beat'em-ups. How did we manage to cope with the bizarre and totally weird touches?

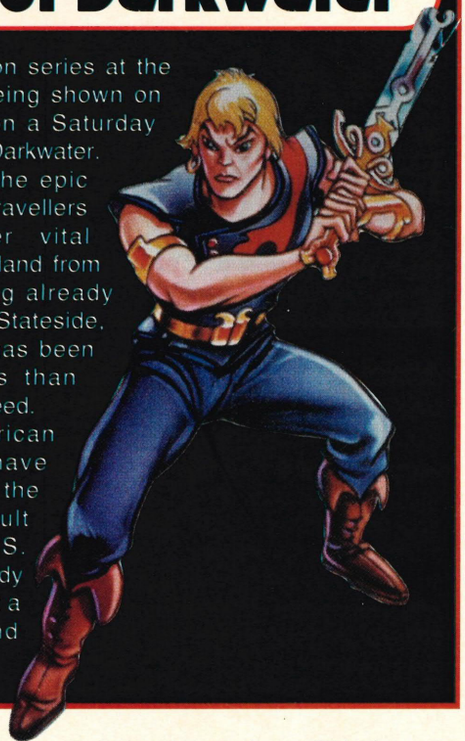


CONTROL NEWS

Pirates of Darkwater

One of the best cartoon series at the moment – currently being shown on BBC 1's Going Live on a Saturday morning – is Pirates of Darkwater. The cartoon depicts the epic exploits of a band of travellers trying to rediscover vital elements to save their land from an evil empire. Having already received rave reviews Stateside, Pirates of Darkwater has been compared to no less than Tolkien. Rare praise indeed.

Now prolific American publishers Sunsoft have acquired the rights to the Hanna Barbera cult cartoon for the SNES. Development has already started on this so expect a US release around Christmas or New Year.



Nintendo/Bandai To Split?

One of the hottest rumours doing the rounds at the moment is the suggestion that Nintendo will abandon Bandai as their distributors in the UK – and Benelux countries – and take the helm themselves. This is pure speculation at the moment, but it is being mooted around the highest levels of game publishers and developers.

The implications could be enormous if the plan is realised, and the move will probably bring about a general change in policy.



Rock & Roll Racing

Interplay are really pushing themselves forward as one of the leading SNES producers – especially with their next planned release on the format after Claymates and Lost Vikings.

Rock and Roll Racing is a fun action game that puts you in charge of a suped-up motor driven by a choice of psychotics. The aim is to race against fellow maniacs on a twisty-turny, course. Two players can challenge each other, or you can take on the devilish computer-controlled characters.

Interplay won't be releasing Rock and Roll Racing – eight megs of pulsating driving action – until later in the year.

The game should appeal to race fans everywhere, especially road hogs who love to bump all and sundry off the tracks.



Bram Stoker's Dracula

Sony Imagesoft are beavering away, giving us games with fresh blood, and what better licence than putting together an SNES version of the hit film Dracula?

Control has seen the game which is presently at the mid-stage of development and we can confirm that it contains some glorious and smooth animation.

Initially set for release on the Sega Mega-CD, a cart based SNES version will follow soon afterwards.

A fairly linear platform romp, Dracula should be released Stateside during the summer. Look out for loads more information on this game with bite in a forthcoming issue of Control.

Star Trek:

Spectrum Holobyte are set to boldly go where no one has gone before on the SNES. The company have have got one of the hottest



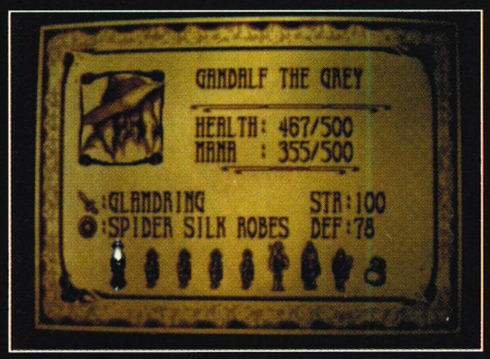
TOLKIEN'S LORD OF THE RINGS

Interplay have managed to secure the rights to produce a SNES game based upon the exploits of Tolkien's party of little heroes. This was being heavily pushed by Nintendo at the recent Winter CES in Las Vegas as an excellent example of a mouse compatible game. Of course, it's also completely compatible with the standard controller.

The aim of the game is to control the band of hobbits, humans and Gandalf the wizard through Middle Earth in order to ultimately destroy the big bad nasty ring that is causing all kinds of troubles in Frodo's life, this is all against the wishes of Sauron, the Dark Riders, hordes of orcs and the dubious Gollum.

Characters can be swapped and changed at will, and they can act separately or as a team. This is a truly massive game which Interplay plan to release simultaneously in Japan, America and in the UK during the summer

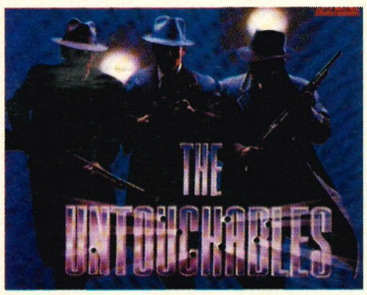






The Untouchables - Ocean

Al Capone and his cronies are up to no good and it's up to the Untouchables to put a stop to the



mob. As an Untouchable it's up to you to eliminate all the enemies and acquire the vital evidence to indict Capone.

Set in the dangerous days of 1920s Chicago, the game challenges you to venture through shady allies and treacherous warehouses avoiding ambushes and blasting everyone to kingdom come.

Ocean will release this eight meg cart after Easter, initially in America.

Battle Blaze

Battle Blaze is a beat'em-up with a fair degree of RPG strategy. Your aim? To decapitate all and sundry in order to claim the title of Hero of the Realm. Your choice is to play to the death against computer opposition, or in a one-on-one contest.

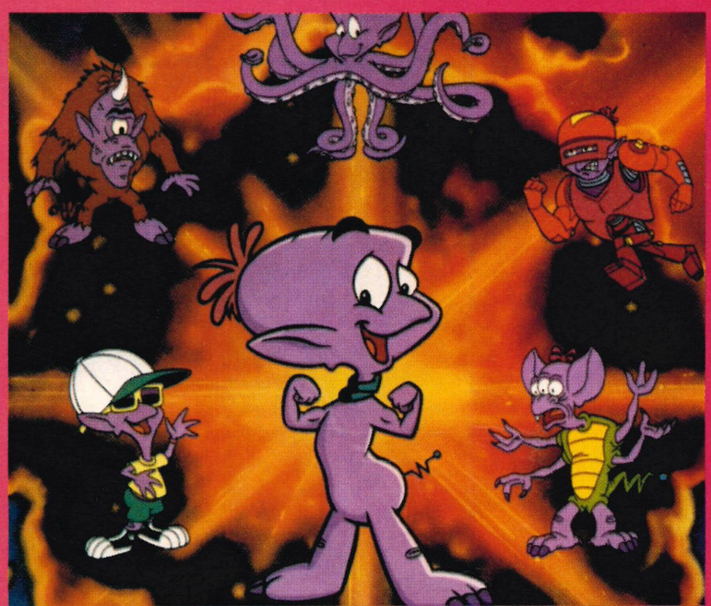
SUPER WIDGET

Widget is a pint sized alien hero and a favourite American cartoon hero. He's also pretty right-on, coming down to save Earth from its pressing ecological and environmental problems.

Set over five interstellar stages, the game offers Widget the chance to transform into a wide variety of creatures as diverse as a dolphin, an octopus, a stone or a bazooka. As he clears each stage, Widget's transformational skills increase – an invaluable power as each transformation needs to be chosen very wisely.

He can also glean important hints and tips to help him on his quest. Special items and power-ups are liberally scattered around as you travel through the levels on a mission sent from home.

Atlus are set to release this cult American cartoon alien over in the States during autumn. Whether or not we can expect it to catch on over here is up to the TV companies.



The Next Generation

licences for a long while and it's nothing to do with blocks falling to create words – That's Wordtris, to those on the boil!

In Star Trek: The Next Generation you take command of all the familiar characters such as Picard, Riker, Troi, Data, Worf, and Crusher as they explore the far reaches of the galaxy.

In command of the Federation's flagship, you have to visit new worlds and encounter strange life-forms, travel to distant star systems and select your complement of away team members for your mission.



This game will be released officially in the next few months courtesy of Spectrum Holobyte.

It sounds neat, and looks quite smart, but keep your eyes peeled for the definitive Control review.

CONTROL NEWS

THE GREAT WALDO SEARCH

Those guys at T*HQ are at it again with what looks like a pretty bobbins game. No, we can't slam it down yet, we'll have to review it first.

Apparently, the great Waldo is quite a big thing with the kids in America as the globe-trotting star of successful books and even a TV series to his name.

The absent-minded wizard, Whitebeard, has lost 10 magic scrolls among several fantasy worlds and it's up to Waldo to find them. Explore the dragon's caves, skim skies in a magic carpet and wrestle with giants on your quest to recover them. That's all fine and dandy, but if you're still confused about what it's trying to say, then you're not alone! Aimed at the younger SNES player, the Great Waldo Search should be released over the Pond around Easter.



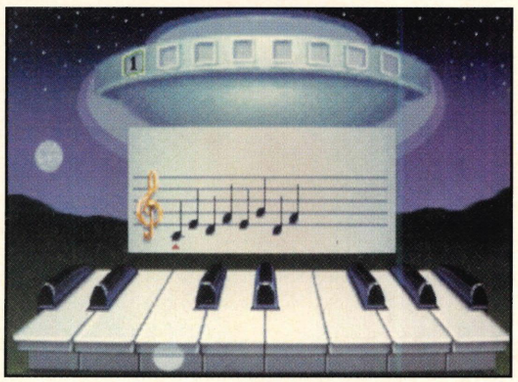
MIRACLE PIANO TUTOR

For all those people who dream of tinkling the ivories in a smoky pub with a load of ales lined up on top, Mindscape – currently preparing the Miracle Keyboard for the SNES – may have the answer.

This system comes complete with a full-size keyboard which plugs into your SNES and a program which takes you through a series of lessons.

Some Control people have tried out the NES version, and the experiment does work. It takes patience – a few weeks – and in no time you'll have progressed from Twinkle Twinkle, Little Star to something far more grandiose.

Piano lessons may not appeal, but the software makes it fun. Yep, no more psychotic biddies slamming the lid down on your fingers – this system explains your mistakes and tells you how to get around the problem, and makes sure you suss it out.



ROCKY RODENT

Rocky Rodent is IREM's latest dabbling on the SNES and one continuing the current trend of big game lead characters. Rocky Rodent is part rodent and part rocket – a whirling dervish with attitude. This punk rat with sneakers is set to be one of the fastest characters on the SNES screen, leaping over trucks and vanquishing evil armadillos with one swipe of his concrete quiff. Yes, his weapon is his hair, and with the aid of a trusty can of hairspray (or is it red spray-paint?) he can keep his crusty locks primed for all-comers.

Attitude appears to be the big thing with game characters at the moment, and any game with innovation is bound to appeal. IREM have noticed this potential, and will release this game in America around May.

SUPER NINJA BOY



Super Ninja Boy is Culture Brain's latest game on the horizon after the abortive Super Golden (Ultimate) Fighter, one of the pantest games of 1992. Likewise, this looks good from the screen pictures, but we will have to wait with bated breath.

This massive RPG with action adventure elements is set in a side-scrolling world of four continents. Apparently, there are loads of moves to choose with a

G2

G2 is Kemco's latest dabbling on the SNES front. G2 is actually Generation 2 where you play a 'three-story android' with a plasma sabre to beat up all-comers. Here you're given a number of tasks involving romping and stomping through a bionic battleground, slaughtering lesser robots and mechanical assassins.

The sprites, from what we've seen, are massive – almost full screen sized – with fluid movement. The game is set over 15 stages and features loads of Mode 7 special effects.

It's in mid-stage of development at the moment but Kemco will release this eight megabits of arcade action in the summer.



MECAROBOT GOLF

Golf games seem to come in waves. One minute you can be sitting casually playing another beat'em-up and the next, a whole range of golf games surges on to the market.

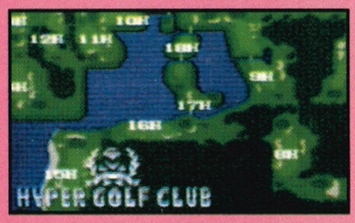
Mecarobot Golf is a classic of this type with some novel twists to the expected norm. It's a 3D golf simulation featuring a robot whose golf is perfect because he hits the ball with matchless power and at



the ideal angles. Fortunately for the game, he isn't allowed to play in the pro tournaments, and so has to play on his own at his own golf club. The question is – can you beat him?

Taking on this tin-thing, or three other human opponents, you can enter the competition, take lessons, or improve your skills on the practice course.

This is a realistic golf sim which should be out soon courtesy of Toho. If it lives up to our high expectations it should be worthwhile, but we shall have to wait and see.



wide range of self-styled ninja weapons, as well as less known Japanese inventions such as hovercraft and submarines.

Leaning heavily to the two-player mode and with cute cartoony graphics, this shows lots of potential as the first SNES conversion of the classic NES Ninja Boy games. As for whether it fulfils this, well, we'll just have to wait and see when it is finally released later this year in America. The Japanese version will appear first, but unless you're Japanese, it won't be worth bothering with.

SUPERMAN

Is it a bird? Is it a plane? No, it's Superman. Yes, despite the fact that he died several months ago the Man of Steel comes back from the dead to make an appearance on your fave console.

"Superman must battle it out with the most vicious of villains across supercharged levels of ground and aerial combat. Time will be of the essence as you race against the clock to complete each level. The fate of the universe depends on the power of just one man. This is a job for Superman." Well, that's what the press release from Sunsoft says anyway. To find out more use your X-ray vision to look into the next issue of Control.

TAZ-MANIA

To stand alongside Daffy Duck and Marvin the Martian (see the news in issue seven) Sunsoft have snapped up another Loony Tunes licence, this time featuring the Tasmanian Devil.

Taz-Mania will combine animated sequences with 3D perspective and cartoon-style graphics. The fancy looks will be complimented by stunningly digitized voices and authentic sound effects. Definitely a product that has presentation at the top of its list of priorities, the aim being to recreate the original programs as accurately as possible.

Taz-Mania should be available at your importers some time in the summer.

GAMES WORKSHOP

SNES owners who are fans of the Games Workshop figures, RPGs and shops will be pleased to learn that the model manufacturers are once again adding computer games to their repertoire – and the SNES isn't to be let down.

Games Workshop are planning to develop a racing game full of speed and violence to keep everyone except the Mary Whitehouse lobby happy.

Control was told at the recent Toy Fair that they are hopeful to create a driving game in the vein of Super Mario Kart but with a wide choice of vehicles such as battle tanks or war bikes, blowing everyone else away. Choose from a wider selection of weapons and vehicle enhancements to improve your chances against hordes of selfless orks driving in your way.

This is only a bright idea at the moment but rest assured Control will keep you fully up to date with developments. Hopefully, we should hear more about this game soon.

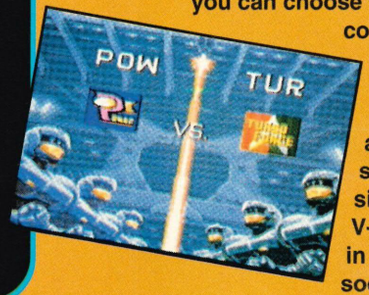
HYPER V-BALL



Hyper V-Ball, if we are to believe what we've been told, is a far more hip and trendy name for volley ball. Well, that seems a good enough word for me, but obviously not for those new guys on the block at McO'River. Hyper V-Ball is a side view scrolling game of volleyball set in the distant future where players have to clad themselves in armour before approaching the court. A far cry from swimming trunks only!

In this game of dig and spike, you have a variety of options open to you. For example, when serving you can try out the quaintly named tornado serve or vanishing serve amongst many others, or you can choose from eight attacking moves.

You can also create up to four of your own bionic teams or play in a world tournament where you can choose from 10 different countries.



An eight megabit cart with battery save-game back-up, adjustable difficulty and speed, and two-player simultaneous play, Hyper V-Ball should be available in Japan now, or very soon from the States.



Super NES Game Genie

Following their highly successful Game Genies for the NES and Mega Drive, Hornby Hobbies – in conjunction with Codemasters – have finally announced the arrival of the Super Nintendo version, due for British release this month.

The Game Genie is a 'Video Game Enhancer' and not a cheat cart. Hornby are very strict on this matter, as Hornby's Home Entertainment manager Andy Hiseman insists. "The Game Genie is supposed to enhance your enjoyment of a game," he enthuses – rather than allowing you to cheat blatantly from start to finish.

Unlike the Datel Action Replay Pro cartridge, the Game Genie offers a wider range of features than the standard infinite lives, infinite time, infinite money, infinite energy etc. Instead, users of the Game Genie will be able to jump higher, punch harder, fly, alter graphics, clear enemies from all levels, grow bigger or smaller, and so on.

The codes are entered on a special selection screen which appears as soon as you switch your SNES on. Using a sword icon you can select each letter in turn until the code is complete. Once a code is entered it is advised that the gamer changes a few numbers or letters and tries to come up with a new working code. It is not very easy to find your own codes as it is very much a case of trial and error, but it is supposedly possible. Apparently, using an NES version one person randomly entered the word 'TOILET' on the code screen and consequently evaporated all the enemies in Super Mario Bros 3. Hmmm!

Packaged with a considerably impressive code book, the Game Genie is planned for release with a retail price of approximately £44.99. Sporting codes from all the major games as well as some very old ones, the Game Genie also boasts an informative and constantly updated Helpline. (Which, we might add, is not a premium rate phone number).





BRAWL BROTHERS

One of the smartest Streetfighter clones to appear for a long while is Jaleco's Brawl Brothers, a one or two-player simultaneous scrolling puncher set over 10 levels.

Five different characters to choose from and three difficulty levels should keep you enthralled, with enough body slams and leg sweeps to keep even the most hardened fighting game freak happy.

With cartoon effects, smooth animation and colourful graphics, Jaleco's Brawl Brothers is certainly a game to keep your eyes on later in the year.

NEW AND FANCY JOYSTICKS

American joystick manufacturers Allston have come up with three excellent accessories for your SNES.

The **Astral trackball** is spectacular and different, allowing true 360 movement, autofire and extendable positions for little and large hands. Control hopes to get its eager mitts on this very soon – Zangief's spinning pile driver may be no longer an elusive dream.

There is also a **remote control infrared adaptor** available, so you can use the Astral trackball up to 10 feet away from your favourite console.

Allston Super Jo-Jo (seen below) is another whopping joystick. This feels remarkably light and flimsy but, to date, it has the most comfortable feel of any we've played so far.

REN & STIMPY SHOW

A cult cable cartoon hit in the States, Ren and Stimpy are about to hit the SNES screens soon courtesy of T*HQ. Ugly as sin, Ren is a scraggly and ornery Chihuahua and Stimpy is a dim-witted yet loveable cat. Known collectively as Nicktoons, they are rapidly becoming one of America's most popular cartoons on Sunday mornings and recently, Saturday nights. The game will be a standard platform romp with loads of bizarre and weird twinges as you play – with all their cartoon characteristics intact.

ULTIMA – THE FALSE PROPHET

The Ultima series are classic, record selling role-playing games for home computer systems which have their roots way back in the early eighties. Designed by the ubiquitous Lord British of Origin Systems, this all-new Ultima game is in the final stages of development for an American and European launch by FCI. Lord British destroyed the underworld in a previous episode of the game, Warriors of Destiny, and now these fierce gargoyles and other denizens of the night have come to the surface. It's up to you to save Britannia and become its saviour. Fans of the original will be pleased to learn that all the old favourite characters – such as Iolo, Shamino and Dupre – are still there.

FCI will release Ultima – The False Prophet in early summer. An eight megabit game with battery back-up, you should expect a real meaty adventure with at least 100 hours of game play. Keep your eyes peeled in Control!

STREET COMBAT

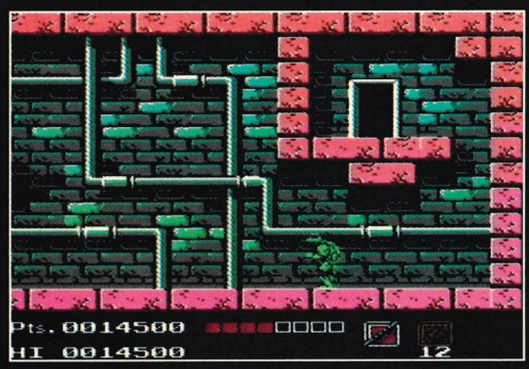
Yes, it's time to scream. Yet another beat'em-up is winging its way to the Super Nintendo. A simultaneous two-player side-scrolling, all-punching, all-kicking aggro game, Street Combat features eight different characters.

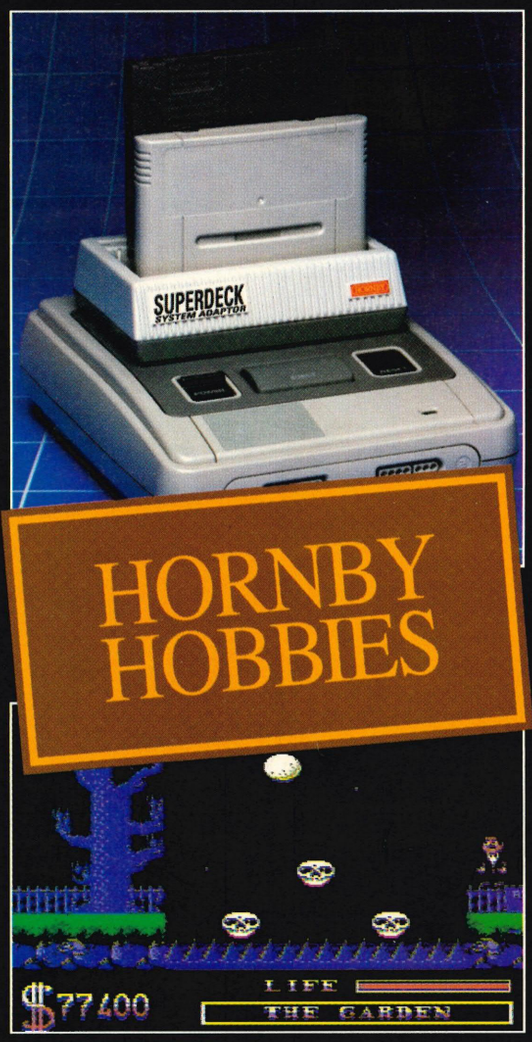
There are loads of levels as diverse as the jungle, skyscraper beams, back alleys, wrestling rings – and even on top of a truck.

REM will release this special feature-packed game of gratuitous violence after Easter in the States.

Superdeck System Adaptor

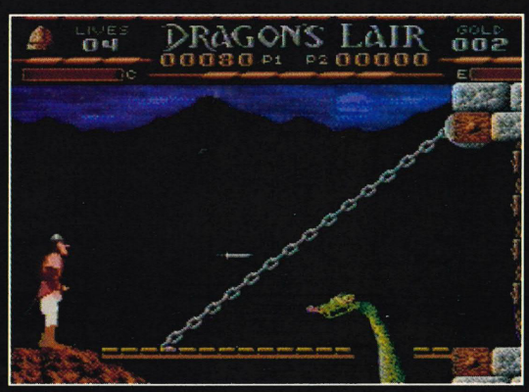
Good news for joint NES and Super NES owners comes in the form of a fantastic new convertor launched this month at the British International Toy & Hobby Fair by the makers of the Game Genie and Scalextric, Hornby Hobbies.





Keeping things quiet in this industry isn't easy – but that's exactly what Hornby managed to do with their new British-made convertor for the Super Nintendo. Cunningly entitled the Superdeck, the new System Adaptor enables standard NES cartridges to be played on the 16 bit Super Nintendo machine. Superdeck was officially unveiled to the world at the recent Earl's Court event.

Scheduled for sale in May with a retail price of £29.99, Superdeck will open up whole new avenues of gameplaying, introducing the vast range of classic NES titles to 16 bit owners. At long last the highly acclaimed Mario Brothers and Castlevania trilogies – to name but a few – will see new light and captivate a brand new audience, games which will probably never surface as 16 bit cartridges.



With slight modifications still to be made, the new convertor will eventually convert British NES games as well as imported cartridges. It is also hoped that slight improvements will be seen in the gameplay and appearance of the NES games, including tweaked visuals, sonics and speed – but Hornby were unable to confirm these details when Control went to press.

Mirroring a convertor move previously made for the Mega Drive, the Superdeck System Adaptor will no doubt meet with mixed feelings, many users arguing the need for such a device. However, there are promising points and factors that can justify the convertor's existence – primarily the ability to play games previously unavailable to 16 bit owners.

Also, with Super Nintendo game prices remaining at a considerable premium, the drastically lower prices of NES games will no doubt appeal to a wide margin of gamers, especially with a booming second-hand market. It is also hoped that the convertor will in effect create a budget label for the SNES.

CONTROL

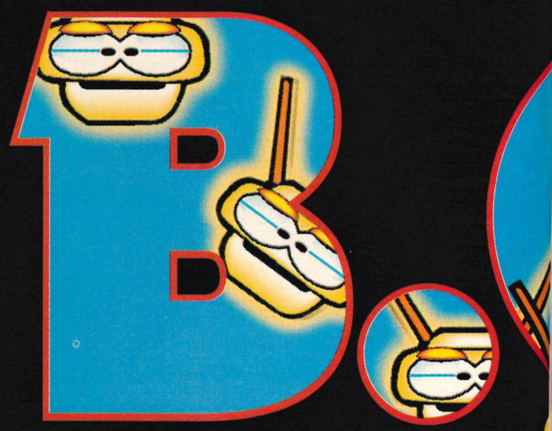
PREVIEW





Electronic Arts' latest dabbling on the SNES front is a complete change from their recent sport simulations for which they are rightly acclaimed. This is a platform shoot'em-up with the strangest humour.

This humour obviously links up with the author, Chris Gray, who created the famous freaky Mega Drive game, ToeJam and Earl. This takes elements from that classic into an all-new style of game.



BOB's your uncle

The game itself is a typical jump around game where you have to blast away all manner of bozz-eyed nasties or killer tomatoes, with a selection of five different weapons varying from the obligatory laser, flame thrower and zappers to heat-seeking missiles.

There are also five special items you can use, such as smart bombs which destroy everything on your screen, umbrellas to survive



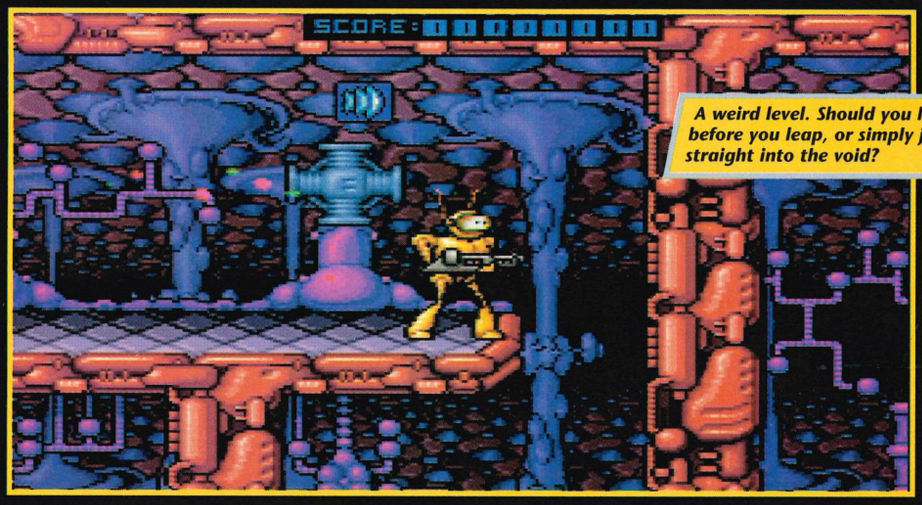
Thoughtful, these aliens —leaving recharging chambers to restore all your vibes to beat up the locals



Succeed in your missions and you can pop in your car to meet your date. Until the next mishap!



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



A weird level. Should you look before you leap, or simply jump straight into the void?



On his way to pick up his blind date an alien, known simply as B.O.B, crashes into an asteroid, totalling his motor and leaving him completely stranded. It's up to you to ensure B.O.B doesn't let the girl down on his mission to escape the weird worlds, repair his motor and meet his hot date on time.



Electronic Arts

B.O.B



It's a freaky time as you are transported from place to place at the end of the levels

falls, and trampolines which enable you to leap up higher than normal. All these weapons and options are of a limited quantity and can be selected through an option screen where you can chop and change what is most suitable for that level. You can also punch if you run out of ammo with what is a massive boxing glove from somewhere in your body.

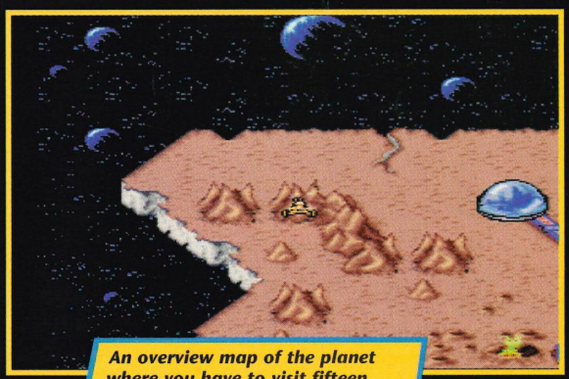
Throughout the game you can collect extra ammunition and power-ups for your variety of weapons. You can also gain extra life force through pills or special recharging rooms, of which there is one on every level.

It's not BOBbins

The aim is to get through 15 levels in one piece so you can pop back in your vehicle and head off to the singles bar. Unfortunately, fate dictates that the same driving disaster happens to our hapless hero no less than three times. So you have to successfully complete three worlds of 15 levels before you get to meet the woman of your dreams. Or is she?

BOB the versatile

B.O.B itself is a strange creature – a bizarre mish-mash of alien cum robot, cum insect thing with the most human of body and facial actions. Different animations are wonderfully produced so if he walks into a wall, he screws his face and bounces off, he shatters when he falls too far, and either dozes off or waves at you if you leave the joypad unattended.

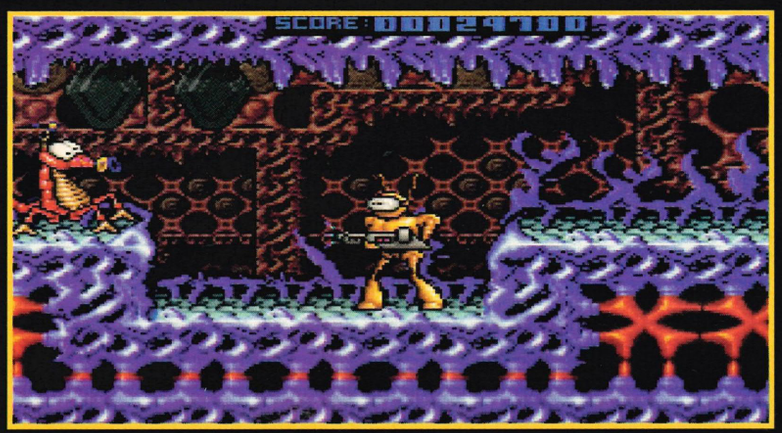


An overview map of the planet where you have to visit fifteen different areas before you razz off

Even death isn't without quirky effects. Depending on the way you die, you either end up as a puddle of slime, simply collapse, or even drown with your fingers waving in the air. There are even more which will be worth seeing when the game is finally released.



(Left) The big firey end of level guardian appears at random and needs to take loads of hammer!



BOB 'Nill you drop

Expect a cut above the normal platform romp with more than a fair seasoning of humour sprinkled on for good measure. B.O.B is to be released officially in the UK in the summer – hopefully around May or June time. Control will keep you informed, so keep your eyes open for our fully comprehensive review of this potential mega–hit in a future issue of everyone's favourite SNES magazine.

PREVIEW



If you look carefully, you'll notice that his shadow isn't on the block - you simply have to defy gravity

Are you ready to face a game that will cause a variety of emotions – twisting your mind, filling you with tv-smashing frustration, and providing relieved satisfaction in equal measure? Equinox may be the challenge you've been looking for.



The werebat may take a few hits before it kicks it, but when it does pop it, you'll get a nice goodie

Equinox is Sony Imagesoft's latest title for the SNES. It is actually part two of Solstice, which NES owners will know all about. For the uninitiated, Solstice was a pretty average game that introduced Shadax the Wizard, a jolly happy chap with a penchant for rectifying awkward situations.

Block Action

In Equinox, Shadax has been imprisoned for his goodie-goodie deeds by the evil Sorceress Sonia. His son, Glendaal, takes up the mantle to rescue his papa. Being an apprentice wizard himself, and Shadax's only son, he sets out on his quest to Sonia's icy fortress to free his father.

This journey is more than a rescue, it's almost an initiation ceremony. On his quest, Glendaal discovers and learns to use a wide variety of magic spells and special weapons to improve his chances of success.



The entrance to part of the underground lair is easy to spot with its puffs of smoke



These new improved weapons and spells are vital, because each level gets progressively devilish and more tough. To start with, young Glendaal discovers a basic knife and a heal spell. That's his lot for the first level, before he moves on to bigger and better things – like throwing stars and spells which slow things down or cause damage to the horrors.





An overview map is quite handy if you're not sure of your bearings to get into the underground lairs

Thomas Cook

Equinox is set in a world of eight levels of ever-increasing size and complexity, with nastier enemies to face on your travels. The toughness quotient goes up so much on the later levels – with over one hundred rooms to challenge you – that you won't know what's hit







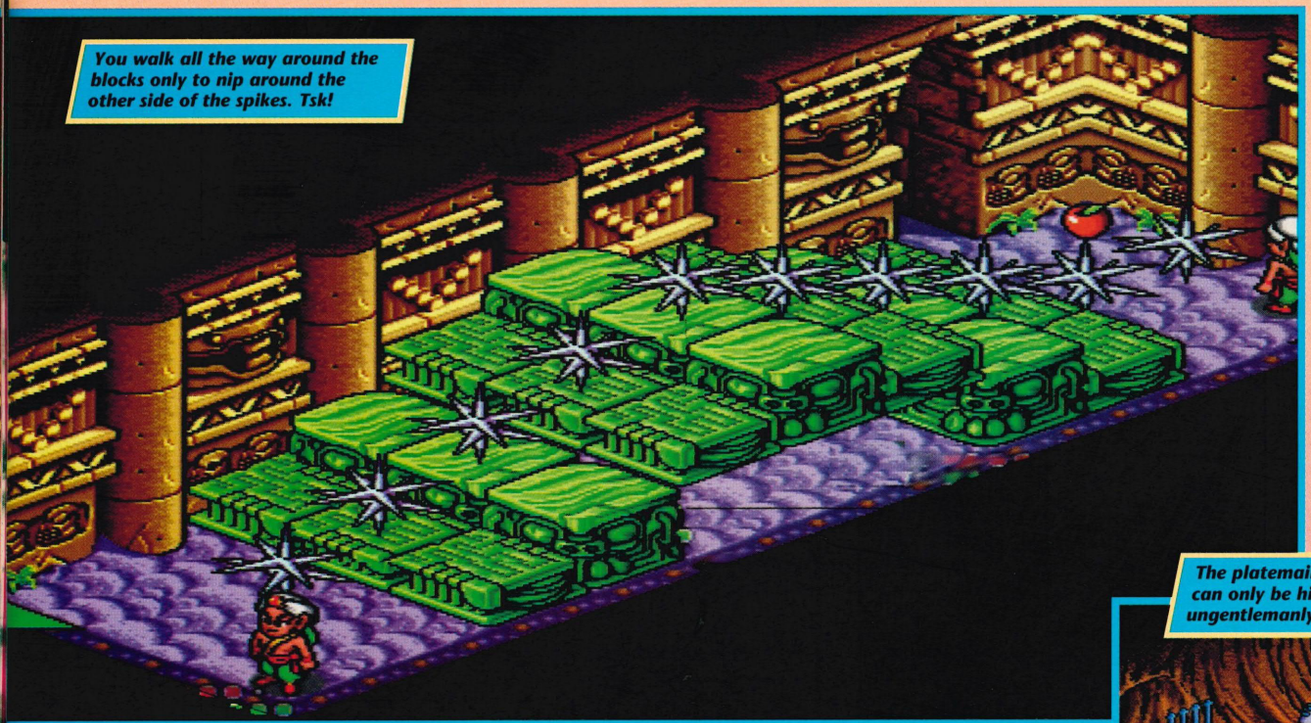
Bonehead is shown the wrath of Glendaal's pocket knife, and promptly turns Ribena purple



Old Dollop is another Ribena addict, turning rapidly more purple the more you stab him

Sony Electronic Publishing

UNOX



You walk all the way around the blocks only to nip around the other side of the spikes. Tsk!

you after the relatively cushy and small first and second islands, Galadonia and Tori.

Later on, you visit varied islands such as the quagmire and Afralonia before you board the seventh stage, the ship. This should take you to the final nightmarish challenge, Death Island, where you face 107 ridiculously difficult rooms.

The islands can only be tackled one at a time, although you can wander through the completed levels at your leisure. This is because each island is linked by a bridge guarded by some evil spirit. These must be destroyed before you can advance.

To do this, you pop into the



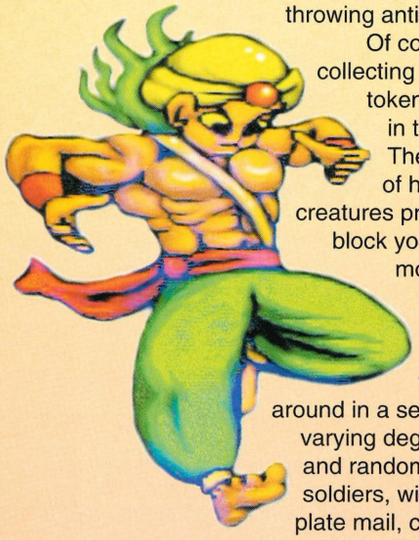
The platemail-covered soldiers can only be hit in the back. A bit ungentlemanly, but never mind

CONT.

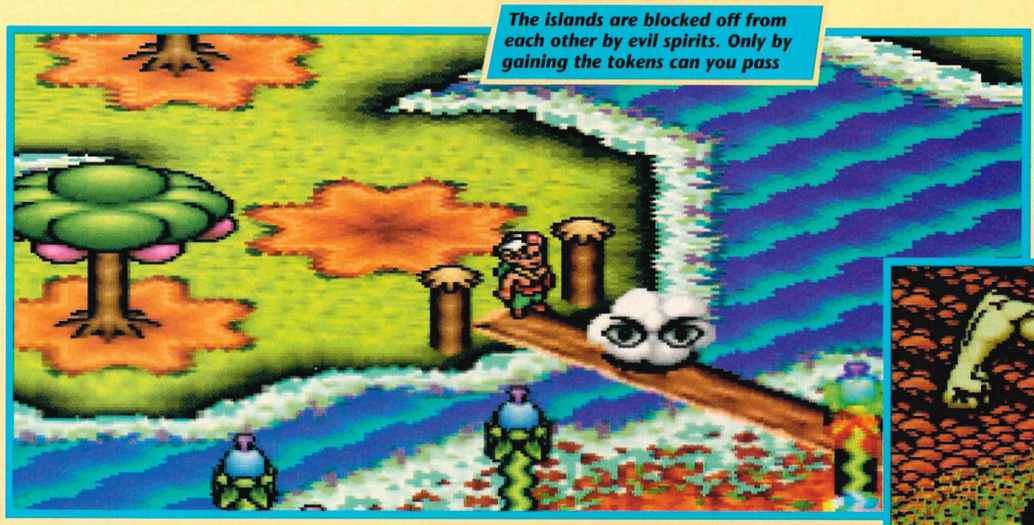
PREVIEW EQUINOX

CONT.

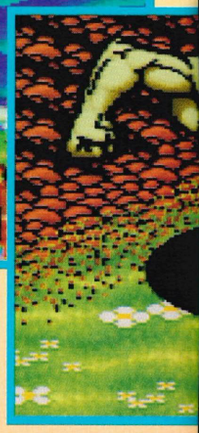
underworld and collect tokens. Twelve tokens have to be collected to summon the spirits and give them a good bashing. The first, Bonehead – a gigantic skull – is pretty easy to destroy, but like everything in this game the worm turns nasty for later guardians such as the quaintly named Dollop, who won't take easily to your pretty boy knife throwing antics.



Of course, collecting a dozen tokens isn't a walk in the park. There are loads of horrid creatures prepared to block your path. The most basic of these are the ghost characters, who wander around in a set pattern with varying degrees of speed and randomness. The soldiers, with their solid plate mail, can only be hit from behind, and the whirling Dervishes whiz towards you at a frightening pace.



The islands are blocked off from each other by evil spirits. Only by gaining the tokens can you pass



If you avoid these creatures, you frequently have to solve a puzzle of some sort. This generally involves pushing the blocks to the idea position, dropping them somewhere from your head (!) or showing your toughness by shoving about three at the same time.

The isometric viewpoint takes some getting used to as it often requires some guesswork, especially when you have to defy gravity to succeed. To leap off and onto other blocks often requires edging your feet out as far as possible so it looks like you're not on the block at all.

Spike Lee

Later on, the viewpoint gets more and more confused, the spikes get more frequent, the enemies appear more virulent and faster, and the puzzles appear impossible. Impossible, of course, until it dawns on you a few days later.

Naturally, simple puzzles would be too simple, so there's a liberal scattering of locked doors which require the correct coloured key, or the slaughter of every nasty in the room.

A great and essential touch of Equinox is the four battery-save slots so you can return to your game anywhere at any time. Your position and statistics are saved every time you leave the underworld to go to the surface, so you needn't worry about forgetting to save the game without all your tokens intact.

The overworld isn't free from the horrors. Wander around and, before long, you'll bump into a troll or a werebat. These are pretty easy to destroy, and will casually dump some health or magic restoring goodies for our hero.

Open Your Mind

With loads of puzzles to twist your mind, requiring a fair degree of mental dexterity, Equinox is a massive improvement over the NES original, with its smart graphics and really atmospheric and moody sound and musical effects. As we speak, it's going through the Nintendo Seal of Approval stages, but expect this gem of a game to be in the stores in early Summer. Buy it then, but don't expect to complete it until, erm, Christmas.

Push, Darling



The nice big key is just laid on top of the block, laughing at me. How on earth will I get it?



Show super strength and push the three blocks underneath so you can go round the other side



When the fighting gets too strenuous for Bonehead, he goes to sleep and sets off his cronies

Funtime in Legoland

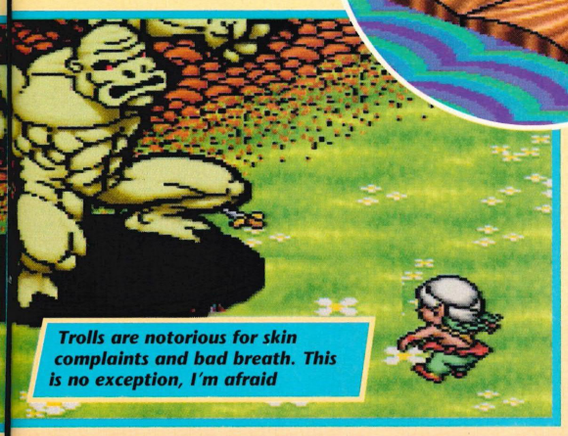


I need the green key, but the spikes around it make it impossible to reach. Or is it?



Nah! Simply jump on to the higher platform and push one of the rocks

Of course, you can try crossing the bridges but you'll only be accosted by a blackberry jelly

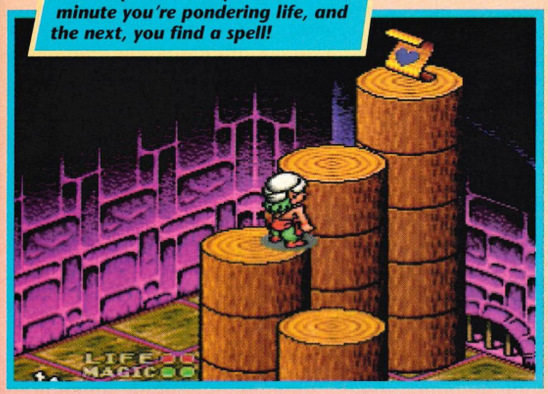


Trolls are notorious for skin complaints and bad breath. This is no exception, I'm afraid

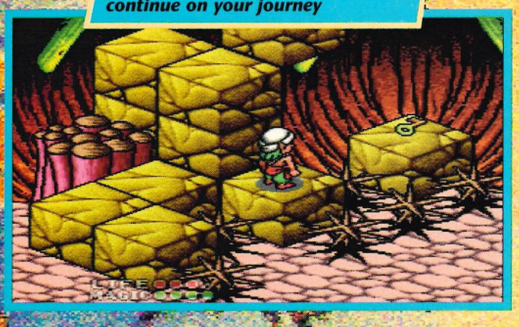
A courteous game, informing you that you are now primed and ready to summon a Guardian



Would you believe your luck? One minute you're pondering life, and the next, you find a spell!



Push this too far and it'll land in a smart place to reach the key and continue on your journey



Sea of Spikes



Only one exit, one key and a cabbage patch full of spikes that will poke you in the nethers



So to get across, push the end block as far as possible over the spikes



Edge the middle block to the end and then push both blocks out into all of the spikes



Scramble across them all and you'll be able to reach the other side for the all-essential key

CONTROL

PREVIEW

Eagerly awaited and critically appraised, the Super FX chip is available in all its 16 bit glory as we speak – well, in Japan anyway. British punters will have to wait and drool until later this month – but we've already played it!



Through the canyon. Anyone would think you're playing a starring role in the next Star Wars

Nintendo

STAR FOX

It is now widely known that Nintendo's new custom chip will appear first in a game entitled Star Fox, a 3D polygon fantasy flight sim incorporating texture mapping, light source shading, and object scaling and rotation. All pretty impressive stuff, but if you haven't got a clue what all this fancy jargon means, don't panic.

With first hand experience the Control team can honestly say that despite the daunting technical analysis, Star Fox looks fantastic and plays even better. The graphics reach out of the screen, grab you by the scruff of the neck and then hit you harder than a cricket bat, leaving you simply begging for more.

REVOLUTIONARY SPEED

Developed by famed programmer Jez San, known for his outstanding Star Glider program years ago, the Super FX chip will almost allow the SNES to compete against arcade games. This is true of Namco's mind-blowing Star Blade arcade game which Star Fox blatantly mimmicks.

The game is relatively easy to control although it does take some time to get used to, unless you're used to flight sims. The graphical style does strain the eyes after a while and we can't work out why a cute and furry fox is incorporated in to a screaming sci-fi shoot 'em-up – answers on a postcard.... Boasting three gaming routes through a ten planet universe, Fox McCloud participates in space battles fought on each planet while skirmishes are fought in asteroid belts and deep space. Playing McCloud, you must shoot down your polygon enemies whilst dodging the oncoming polygon obstacles.



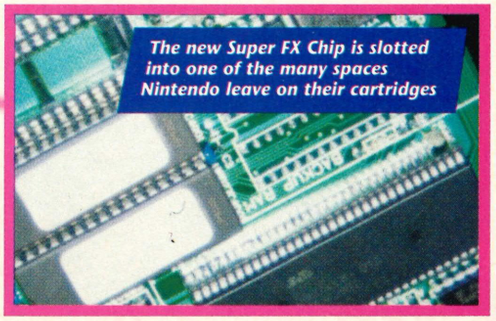
In this apocalyptic landscape, the big horrible crab-like thing will take a lot of well aimed shots



FOX HUNTING

The Super FX chip, which allows for these spectacular effects, is inserted inside every Star Fox game cartridge and hopefully should be manufactured cheaply enough to prevent cart price rises. This revolutionary new chip will no doubt create a greater development buzz with more and more programmers searching to find the limits of the SNES. But, considering how much mathematical computation your poor little SNES has to deal with here, it copes extremely well allowing the polygons to scroll by smoothly and with fluidity – something the SNES couldn't manage on its own, we're ashamed to admit.




The new Super FX Chip is slotted into one of the many spaces Nintendo leave on their cartridges

REVIEWS

CONTROL

SCORING SYSTEM

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

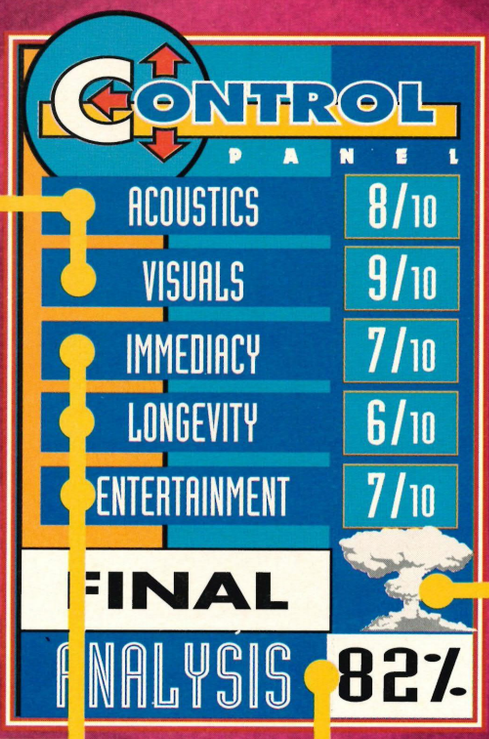
Control has an accurate, yet understandable, scoring system to make it readily accessible to the average punter. Each game we review is thoroughly play-tested by at least two of the review team. We are strict on the dross, but generous to the few releases which are deserving of high scores.

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, 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. A Control Final Analysis in the eighties is special in its own right.

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 SNES classics of all time.

Only the cream, the excellent and really hot games deserve a blast of nuclear proportions. Games that almost reach this standard, but not quite, 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 bother. You'll be lucky to get a spark of fun.

GAMEPLAY

Gameplay is the most vital aspect of any game. The game may look dodgy but it might drag you in like there is no tomorrow. This is where you can discover the game's addictive qualities.

The immediacy mark takes into account just how easy it is to get involved in the game. Will you get into the swing of things 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 in Control 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%.

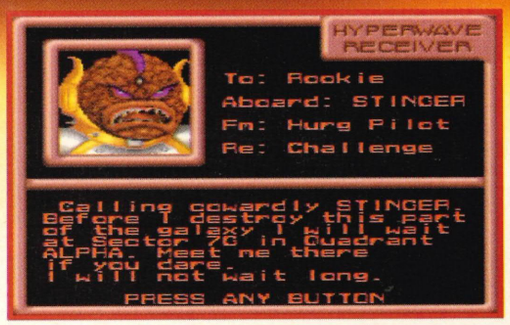
We are sure you'll find our scores more accurate and representative than numerical assessments you'll find elsewhere.

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.

The scoring of the presentation and gameplay departments is simple, a total score out of ten. Five is the average, so this can be easily compared to other equally vital aspects of the game.

This doesn't add up to the Final Analysis mark as this is the consensus, and we believe, accurate mark of the Control team who sit down and discuss what they believe to be an accurate mark based on past experience, other similar SNES games, and what the game has to offer to the SNES junkie.

Not just any old shoot 'em-up, this Mode 7 extravaganza and Wing Commander clone speeds smoothly through the outer reaches of the universe with precision and pinpoint accuracy. Blasting through mind-blowing missions, Warpspeed prepares us for what special FX are yet to come...



You are obviously causing a stir as one of the enemy pilots is challenging you to a duel. Will you take the challenge or will you run in fear?



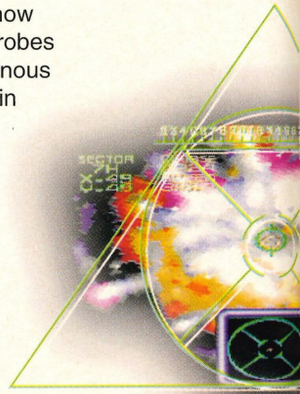
The Mode 7 looks very impressive as the enemy fighters scale in to their attack formation, it's just a shame that there isn't more Mode 7 usage

WARPSP

Warpspeed is being released at just the right time as Star Fox – which uses the revolutionary new Super FX chip – waits patiently on the sidelines. If Warpspeed were to be released any later, then it would sadly disappear into the shadows without anyone noticing it had gone astray.

Luckily, this is not the case. Warpspeed is here and it's making a right song and dance of it! With pure and unashamed use of Mode 7, enemy space ships scale into view and then rotate right out of it again in a blaze of brilliant colour.

However, let us first set the scene. Earth is at peace and mass colonisation of the outer depths of the galaxy is now commonplace. Space probes have been sent into ominous black holes which loom in certain areas never to return, but now after scientific examination it is found that these black holes act as portals to other quadrants of the galaxy.



Soon after this discovery Earth space ports started to mysteriously disappear proving the scientists' worst fears – something else was out there with them. Soon hordes of alien beings began to attack the Earth colonies and SOS messages were sent into the far reaches of the galaxy....

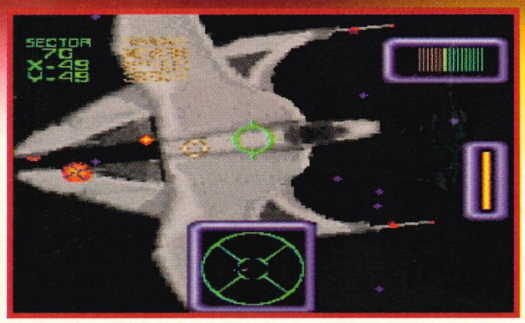
Alien Onslaught

You have been chosen to participate in the one-man onslaught against the aliens in a specialised class of space fighter. The Galactic Armed Services (or G.A.S.) will supply you with intricate quadrant maps and an impressive warp drive allowing you to confront the enemy as an equal.

There are seven independent missions in this one player game, each with varying difficulty and length, to select. Introducing you to the multitude of hazards and enemy tactics, the missions really

The Enemy Ships





As you pull hard right you almost run into the Raptor that sweeps within metres of your nose cone. Being quick, you avoid a collision but fail to get off any shots

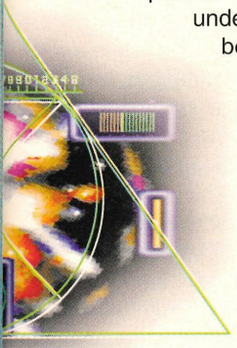
PEED

Accolade

only prepare you for what you must face in the campaign scenario.

Asteroid Fields

The campaign is made up of 10 individual and rather large missions. But only four of them present themselves when you undertake the campaign, each one being randomly selected from the pool of 10. Therefore, each time you undertake a campaign you should get a different selection of missions, thus creating far more longevity in the gameplay.



Once you have selected a scenario, your mission objective is flashed on the screen and then it's off to battle. Control of the ship is made by simple joypad movements in eight directions – up, down, left, right and the four corresponding diagonals. The next thing to do is work out where the hell you are – this is done by utilising your long range scanner. Here, in a clear and simple graphical representation, you can observe your ship's position, the Space Port, enemy craft and any other hazards which may be in the quadrant such as asteroid fields, mine belts and black holes.

This screen is also the one you refer back to when you wish to know about your ship's statistics – namely a damage report, energy levels and shield status.

CONT.

Friend or Foe?



NICK STICKS HIS OAR IN

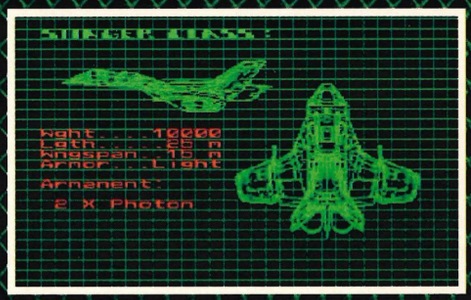
Warpspeed is one of those games that looks pretty average, but really sucks you into the gameplay like few others. Graphically, it has potential but it's not fully exploited - so much so that it can look pretty basic at times. However, Warpspeed has masses of gameplay potential because it's such a massive and meaty game. Monotony is a problem, but not to a totally irritating degree. One mission does looks like the others, but you'll be engrossed.



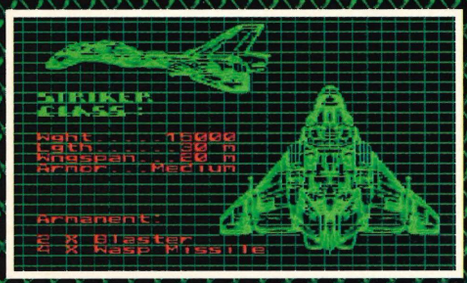
In the hangar you can find out how many medals you have been awarded and whether or not you have been promoted

Ships 'n' Gravy

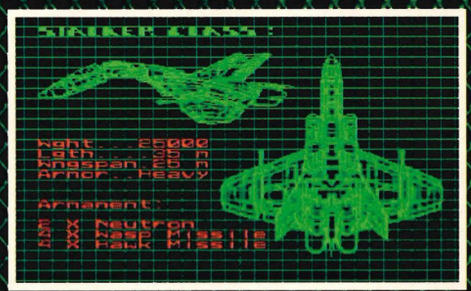
There are four ships in the G.A.S. fleet to strive towards. Depending on your rank and bonus points, you will progress through the fleet. However, the harder the mission you start on the more impressive the ship



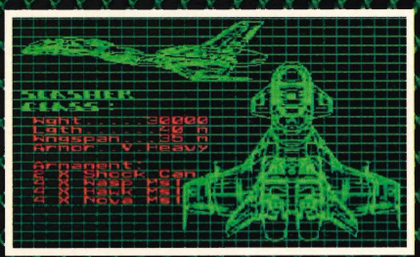
Class 1: Stinger Class. (This ship has light armour, 2 Photon weapons and is the standard G.A.S. ship.)



Class 2: Striker Class. (This ship has medium armour, 2 Blaster weapons and four Wasp missiles. At least 5,000 points are needed.)



Class 3: Stalker Class. (This ship has heavy armour, 2 Neutron weapons, 4 Wasp missiles and 4 Hawk missiles. At least 10,000 points are needed.)



Class 4: Slasher Class. (Very heavy armour, 2 Shock Cannon weapons, 4 Wasp missiles, 4 Hawk missiles and 4 Nova missiles. (25,000 points are needed.)

CONT.

A quadrant is made up of an 8 by 8 grid and 64 quadrant sectors. To fly lethargically through all the sectors one by one would be immensely boring, but luckily, all you need to do is select a destination and warp there, watching your energy levels as you do so. You can warp to any destination as many times as you like so long as your ship's energy level can withstand it, otherwise a quick visit to a Space Port is required for a refill.

Up until now the graphics are a little bit disappointing. Not much is made of your stay in the Space Port, and the long range scanner screen, although clear and easy to read, is far from awe-inspiring. The representation of your ship's targeting displays also appears very basic.

However, you soon find out why. The enemy first appears as a small shape in the distance with one of the cross-hairs locking on to its position, then in a flurry of strong colour and shading the image quickly, yet smoothly, scales into view utilising all the spare space on the screen. Then as quickly as it appeared, it glides out of view ready to attack once more.

Mode 7 is also used to represent an explosion, entering Warpspeed and docking with a Space Port – very impressive, but it would be more so if there were greater evidence of this facility. Sure, everything looks fine and dandy for a while but there are only so many times that you can be impressed by a scaling space craft.

Points are accumulated for each enemy hit, and by referring to the manual you will see how many points are needed to get promoted and win medals. You receive your rewards at the Space Port and, depending on the promotion, a higher class of Space Fighter is yours for the taking.

During missions you can receive further objectives from G.A.S. colleagues and challenges from enemy pilots.

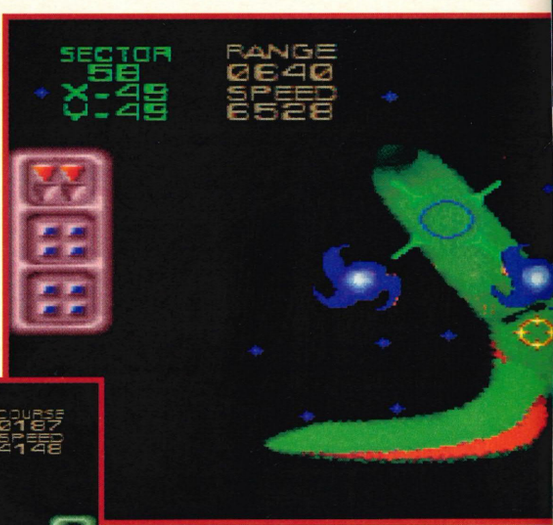
Gamewise, Warpspeed is very simple –

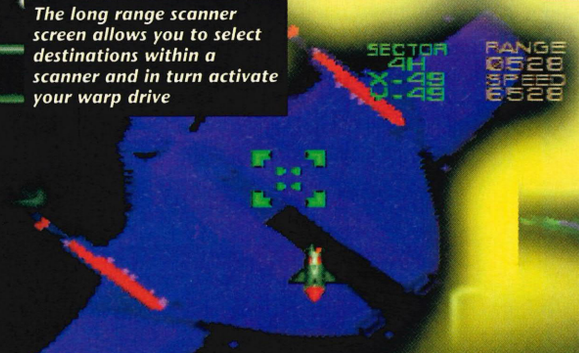
SUMMARY

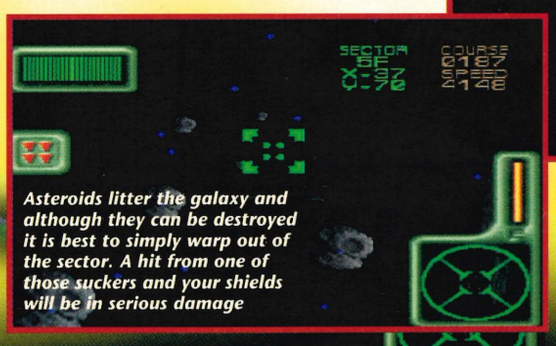
One cannot help but think what this game would really achieve if it were using the Super FX chip which now looms imminently on the horizon. The design of this product simply screams out for the chip but its release comes slightly too late to help this morsel. Graphically, the mode 7 is excellent but there simply isn't enough of it. Gamewise, the missions are extensive and plentiful but the lack of variation can get a little monotonous and the novelty of the constant warping from here to eternity tends to wear a little thin. However, this is enjoyable nonetheless.



The long range scanner screen allows you to select destinations within a scanner and in turn activate your warp drive







Asteroids litter the galaxy and although they can be destroyed it is best to simply warp out of the sector. A hit from one of those suckers and your shields will be in serious damage

The Slasher space craft is the most advanced of the G.A.S. fleet. As you can see from the targeting instrumentation you have far more weapons at your disposal, as well as advanced armour

CONTROL PANEL

ACOUSTICS	7/10
VISUALS	8/10
IMMEDIACY	6/10
LONGEVITY	7/10
ENTERTAINMENT	8/10
FINAL ANALYSIS	**80%**

choosing your destination, warping, shooting the crap out of the aliens and then returning to collect your rewards – but this is not to say that the game is not enjoyable. Admittedly, more of the impressive Mode 7 graphics would have been appreciated as well as more chase sequences. But the missions deserve a high longevity rating.

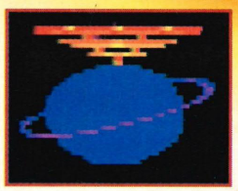
Astral Adventure

Where the look of the game has had attention, the sound has lost out somewhat. Digitised speech announces the arrival of the game on the boot-up screen and then an atmospheric little ditty takes over which accompanies you through your adventure.

It would be fair to say that Warpspeed is quite easy. In one day's sitting I finished three missions and one campaign without too much real difficulty, but I also found it incredibly enjoyable. The level of game challenge would depend solely on the gamer's own temperament – yes, the game does look the same, yes, it is quite easy and yes, there is little variation.

Allie

Medals are awarded for outstanding performance beyond the call of duty – well, something like that anyway! Depending on how many bonus points you have accumulated before entering Space Dock, you will receive one of the following...



Blue Cygnus Medal - 3,000 points needed



Gold Nova Medal - 5,000 points needed



Rigel Cross Medal - 8,000 points needed

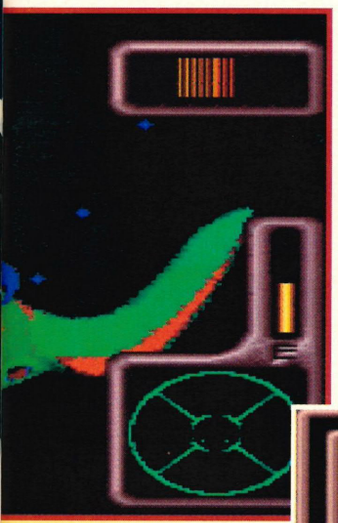


Your smart missiles are not to be used lightly – you only have a few to spare so save them for the really tricky ships

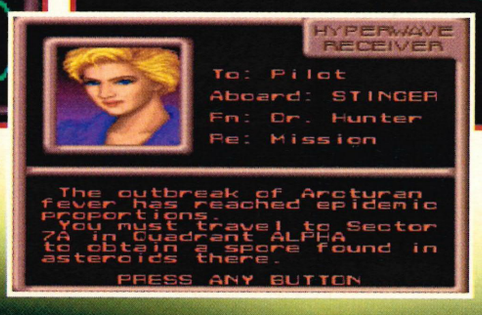
(Above) The enemy is scared now, running away from you like a frightened child. In one of the very few chase sequences you can blast away till your heart's content, knowing that they can't fire back

(Above Inset) Success! In yet another example of the Mode 7 scaling, an enemy fighter explodes before your eyes and envelopes your ship in a blaze of magnificent colour

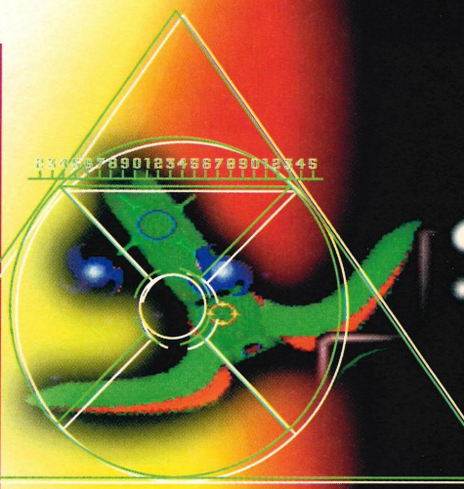








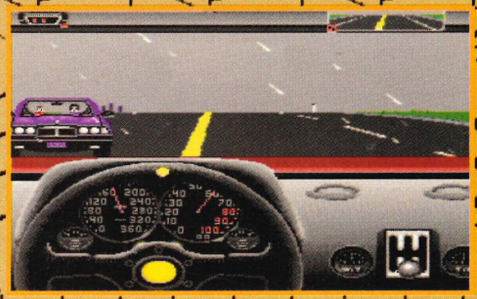
(Right) Enemy invaders aren't the only people using your radio – G.A.S. officials use the radio to give you mission updates

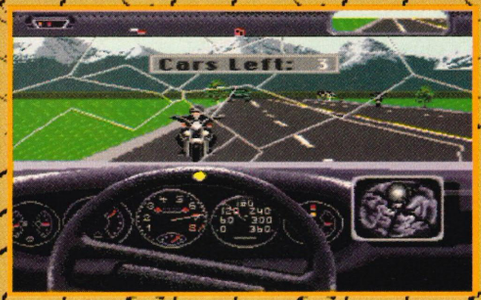


(Above) Playing chicken now are we? You are about to have a head-on collision with a Trident craft if you do not activate emergency procedures. Pulling to the left should do it, but you'll have to be quick

Stranger & Stranger

Ever wondered what your dog does during the day? Don't worry, it gathers some buddies, like these spaniels, and goes joy riding in a BMW.





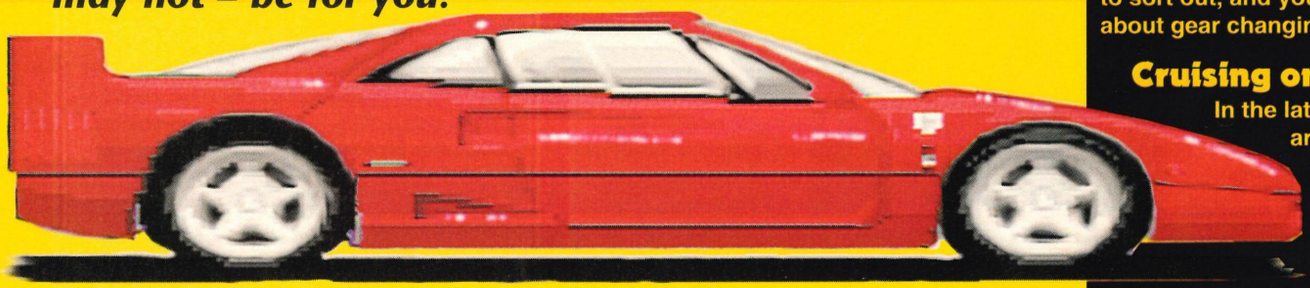
If you have the chance of bumping into a dwarf biker, you'll receive a pleasant alternative to the nodding dog ornament for your dash.

TEST

Fancy burning rubber? Yet again, your trusty SNES offers you the opportunity to leap into the driver's seat of either a Lamborghini, Porsche 959, or a Ferrari F40, challenging an opponent as you race through America. Can't afford the real experience? In that case Test Drive II may – or may not – be for you.

'Even Rome fell...' says the manual. Well, I'm not sure about that, but it is quite a relief when it's all over.





Test Drive II allows you to choose from one of three of the fastest production cars in the world. You can select the Porsche 959 which can nip up to 197 mph on a straight stretch of road. The Ferrari F40, like a ballistic missile, can put a quarter of a mile behind you in 12 seconds. Or what about the devastating and oh-so Italian Lamborgini Diablo in its oh-so tacky yellow? You can also fine tune your car's braking, acceleration and handling to make the game more personal.

Keep the Motor Running

As you cruise the streets in the obscenely fast smog makers, you can race any other car, or your evil production-line twin, in a tense nail-biting romp through hills, twist and turns, and other hazards such as sluggish BMWs and pick-up trucks. You can also pit your wits against the clock.

Four increasingly tough skill levels will challenge you. You start off with the rookie automatic transmission, where the police and opponents are pretty easy to sort out, and you don't have to worry about gear changing.

Cruising on the Highway

In the later two options, you are introduced to the manual shift and the professional manual-shift, where you can blow your engine with too many revs and the police won't give in until they've given you a ticket!.

If you fancy a change of scene and variety, there are four scenarios where you can take on ocean side curves, risky city streets or burn rubber on desert 'straightways'. Weather also affects your chances, so you can risk thousands of hard-earned dollars testing the handling in the rain and snow, and also take on night driving with all its resident hazards.

All the car dashboards are apparently

ALEXPLAINS

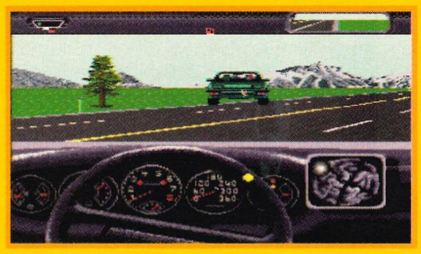
Test Drive II is appallingly bad. Graphically it's substandard - the other vehicles are blocky, the road undulates jerkily and the only visual highlight are the pictures of the sleek racing cars. The sound is poor too, comprising of little more than the hum of your engine and the car horn. To top it all, it's very dull to play. Admittedly I liked the idea of a cops'n'robbers racing game, but the action is painfully slow and tedious. A disappointing release that's best avoided.

Complete a section of a particular level and you get the opportunity to listen to a smug gas attendant giving you the full SP on your progress.

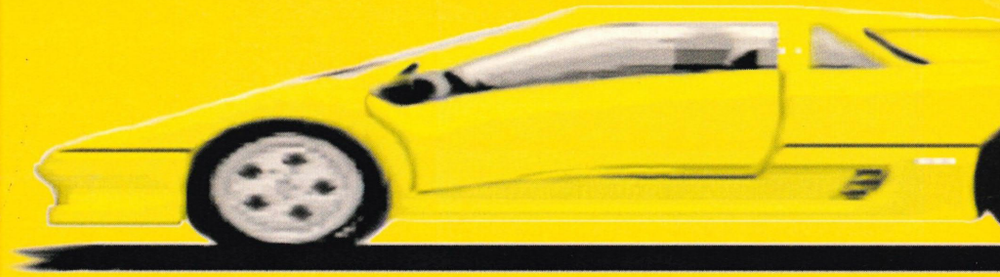




Use your AA card to its full potential – blow the engine by over- revving whilst flying over hills



It's harder to spin off the road than it looks, but it's worth it just for the whiplash compensation



the duel DRIVE II

Ballistic/Accolade

based on the real vehicle, (although the Porsche instruments differed slightly in detail to my 959 at home) with all the necessary rev counters, speedometers and idiosyncratic gear shifts. There is also a radar sound which gives advance warning of the police chase. These are pretty easy to outpace, but get a bit tenacious on difficult levels.

Looking for Attention

You score points for beating your rival, and for the sheer speed of your journey. You also lose points for crashing, blowing the engine, running out of fuel before reaching the gas station check point, causing damage by hitting hazards, and being holed up by the police.

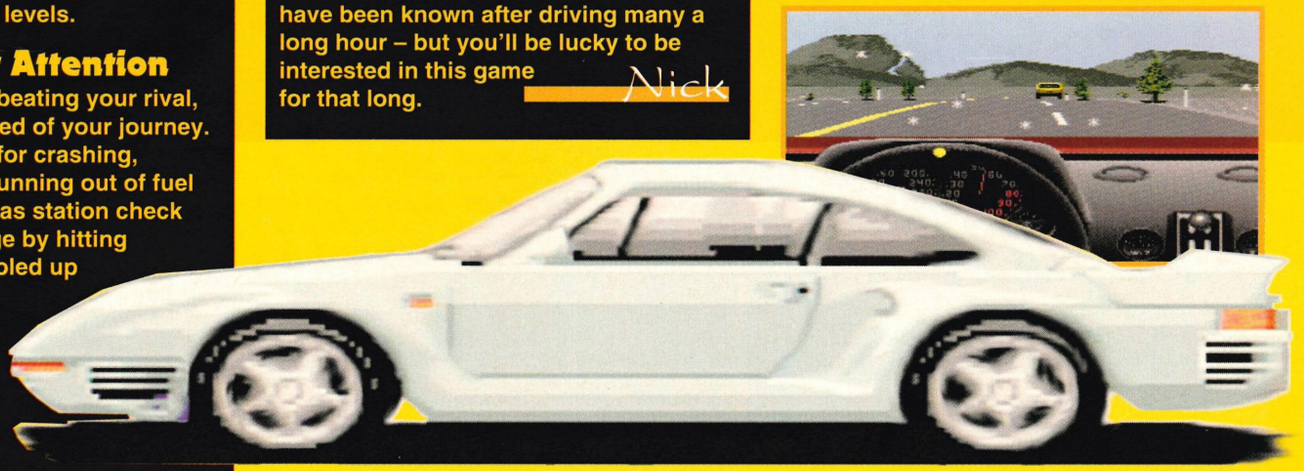
There are other hazards to encounter, including the expected Sunday drivers, trees and cows that understandably MOO when you splat them. Most bizarrely though on your high octane trip, there are also things straight out of the Twilight Zone. Cars driven by sheep and spaniels, and midget bikers from Hell who, when squished, look the size of a dashboard ornament. Then again, hallucinations have been known after driving many a long hour – but you'll be lucky to be interested in this game for that long.

Nick

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	4/10
IMMEDIACY	6/10
LONGEVITY	6/10
ENTERTAINMENT	6/10
FINAL ANALYSIS	**58%**

Apparently snow in America is just like this, loads of blue sky and random asterisks dotting the screen





Well, you can choose a road, another road, and by jimminy, another road of alternative width and variety.

SUMMARY

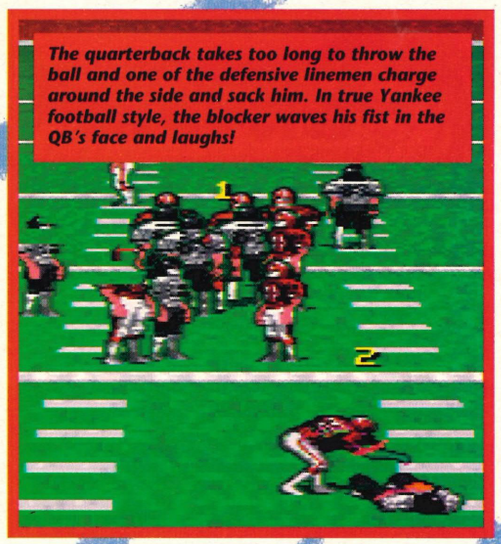
Test Drive II wouldn't be such a bad game if it exploited some of the SNES's capabilities, which it patently seems to ignore. Mode Seven effects are minimal, the scrolling is pretty bad and, in general, the graphics are more suitable to the 8-bit NES. It looks and plays like an old game, not something we expect of the SNES, more of an Eighties game. Test Drive II lacks a polished finesse, with car driving sheep and midget bikers, but it has a raw, gutsy edge. It may lack the slickness and speed of Top Gear, and the sheer enjoyment quality of Mario Kart, but it has proved to have its thrilling moments.

REVIEW

CONTROL

IMPORT

SUPPLIED BY MEGACOM



The quarterback takes too long to throw the ball and one of the defensive linemen charge around the side and sack him. In true Yankee football style, the blocker waves his fist in the QB's face and laughs!

PRO QUARTERBACK

Tradewest

The American football season is over for another year, the Superbowl having been contested between the Buffalo Bills and the Dallas Cowboys. Tradewest's Pro Quarterback is now available on grey import, just in time to celebrate the winner's victory.

Pro Quarterback is viewed from behind the attacking side, in a similar fashion to Electronic Arts' John Madden. It includes all the teams from the NFL, featuring both of the New York teams (the Giants and the Jets) and the two LA teams (the over-rated Raiders and the Rams).

Unfortunately both teams can only compete in an exhibition match – no Superbowl league has been included.

Razzmatazz

One or two players can play Pro Quarterback, the latter option either pairing the two fanatics as team-mates or in a head-to-head match. There are six field types including artificial and grass, not to mention weathered pitches such as snow, mud, rain and dirt. Each game can last from eight minutes to an hour, the quarter lengths lasting 2, 5, 10 and 15 minutes. From the options screen, the action turns to the field and the kick off.

Team two always kicks off with team one receiving, even if the second team is controlled by a human opponent. Distance of the kick is judged by the power meter which appears in the bottom corner of the screen. Spin can also be altered by moving the gauge either left or right.

Field goals are taken in the same manner, although you must take into account for the wind when kicking for goal.

Steroids

The offensive side always plays up screen, the defense playing down. The offensive side has 26 plays to choose from, the defense has only 18.

The plays incorporate every aspects of an american football game you could imagine, including punting the ball, attempting a field goal, a wide variety of running and passing plays and finally, fake field goals and punts.

Select a rushing play and you can either run the ball with the quarterback or hand-off to a cornerback or tight end and allow them to rush past the defensive line. Passing plays gaining bigger yardage, but are more risky.

The quarterback must throw the ball to one of the wide receivers, as always pass interception is a danger.

Bright Helmets

With the ball in your possession you must rush at full pelt down field, dodging the defensive blockers.

If you are grabbed, you can leap to gain a couple of yards or try to break the tackle by pressing the joypad vigorously.

The winner is whoever has scored the most when the four quarters are up.

If the game is drawn, the two team must partake in a re-match, as an overtime feature has sadly been left out.

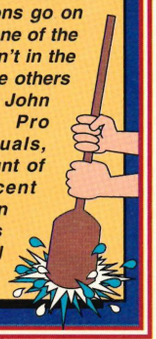
Alex

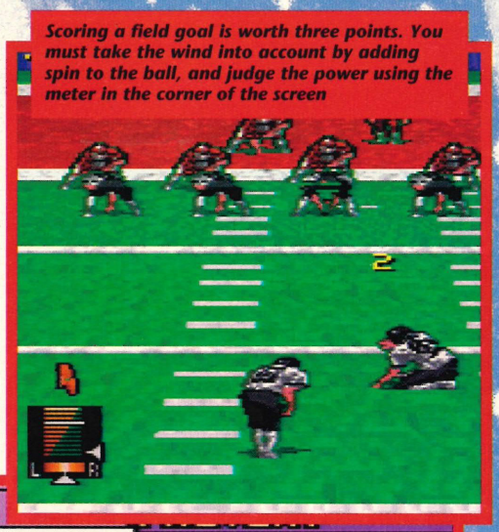


The offensive side always plays up-screen. Using the d-pad, you can scroll the pitch to either side to view your wide receivers and the first down markers

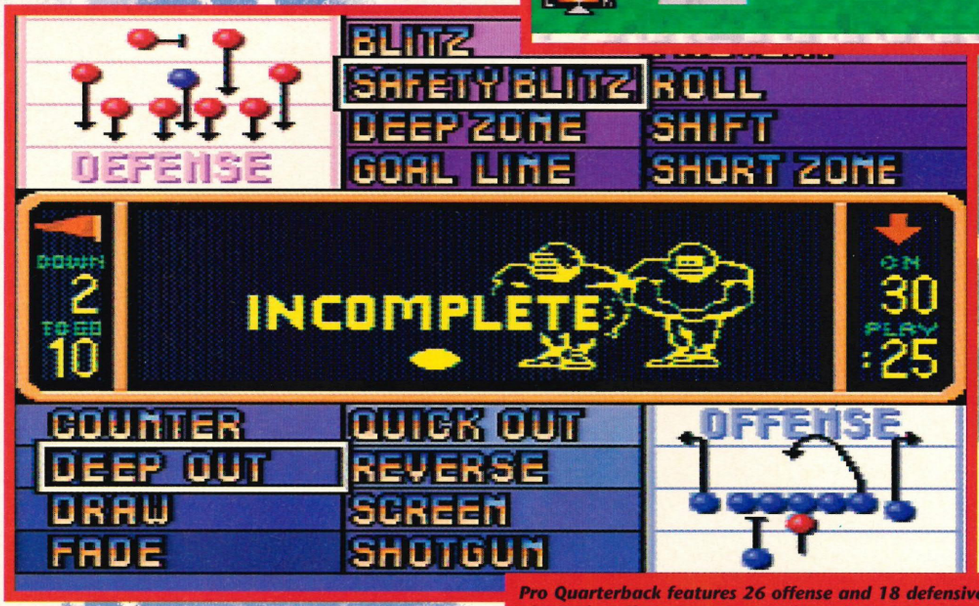
NICK STICKS HIS OAR IN

As American football simulations go on the SNES, Pro Quarterback is one of the better ones. Unfortunately, it isn't in the best of company as most of the others available are pretty dire. Only John Madden '93 is better. Pro Quarterback has classy visuals, albeit with an excessive amount of glitching, and quite decent gameplay. However, confusion is the main problem and, unless you're a real fan, boredom will set in within a few hours.





Scoring a field goal is worth three points. You must take the wind into account by adding spin to the ball, and judge the power using the meter in the corner of the screen



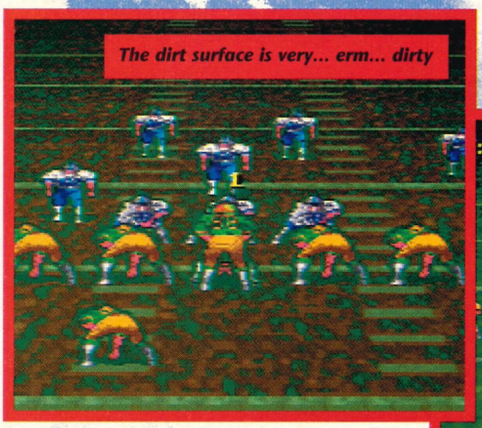
Pro Quarterback features 26 offense and 18 defensive plays. The offense can use a variety of passing and rushing plays, as well as more specialised moves like run and shoot or play action. The defense side has a selection of pass defenses or blitzes

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	7/10
IMMEDIACY	4/10
LONGEVITY	6/10
ENTERTAINMENT	6/10
FINAL ANALYSIS	**68%**

SUMMARY

Pro Quarterback concentrates on classy visuals so sadly glosses over the guts of the gameplay. It allows one or two players to enjoy a basic game of American footy without all the extras. Okay, you can choose your team, match length and field surfaces, but that's it! What about including overtime? Tossing for kick off? I found the play selections a little limited, too. On the whole, however, it's still fairly enjoyable because the stoppage time is kept to a minimum. Not the best American football game but fun all the same. Beware of the glitching when running the import cart on a UK machine.



The dirt surface is very... erm... dirty



Playing in a meadow of lush green grass takes me back to my childhood days (yeah right)



Icy snow covers the yard markers and makes the ground difficult to run on



The mud makes rushing plays difficult to complete



Torrential rain makes the field slippery

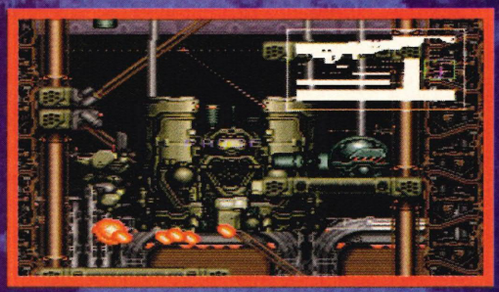


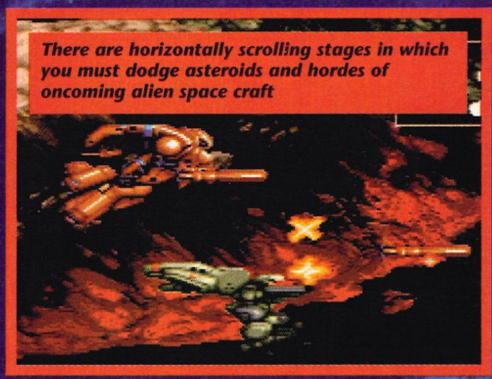
Masiya

ASSAULT SUITS



There's sampled heart-thumping shoot'em-up action in gargantuan combat robots with Masiya's Assault Suits Valken. Earth is under attack and the future of mankind lies in your mechanised power fists.





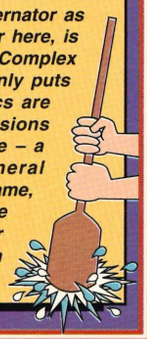
There are horizontally scrolling stages in which you must dodge asteroids and hordes of oncoming alien space craft



Guarding the enemy mothership's thrusters is a giant robot which launches a razor-sharp claw to grab you

NICK STICKS HIS OAR IN

Assaults Suits Valken, or Cybernator as it is likely to be known as over here, is one fine quality shoot'em-up. Complex for this sort of game, it certainly puts up a great challenge. Graphics are generally good, but the explosions are a little on the mongy side – a slight cock-up to the general professionalism. It's a good game, but it loses out without the comments in English. Wait for the American or official version before you part with your cash.



Assault Suits Valken looks and, not surprisingly, is very Japanese. Visually it is similar to so many import shoot'em-ups which, to be honest, are diabolical. I could name loads of blasters in which the player controls a gigantic combat droid and must save the Earth, but Assault Suits Valken is a little different – it's pretty good.

Saddam Who?

Equipped with three lives and the same number of continues, your objective is to defeat the marauding intruders and save the planet Earth. This is no easy task considering there are battalions of enemy craft and the occasional battle station displaying more missiles than the entire Iraqi army. Controlling your ASS-117A Valken is initially tricky, as you have up to four weapons systems to use at once.

Vulcan Death Cannon

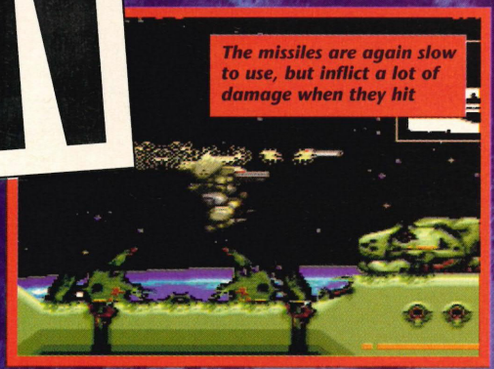
The thrusters that allow you to jump can also provide a little flight, although they tend to overheat if you fly for too long. The Valken's main armament is a Vulcan cannon, which can be aimed in any direction and fires a rapid burst of ammo. You also have a power fist as a back-up weapon. The fist is quite powerful, but is slow and is essentially only a close combat weapon. A shield also protects you, but you cannot fire while the shield is in use. The Vulcan can be substituted by one or two other guns, either a missile launcher or a laser. These are bolted on by



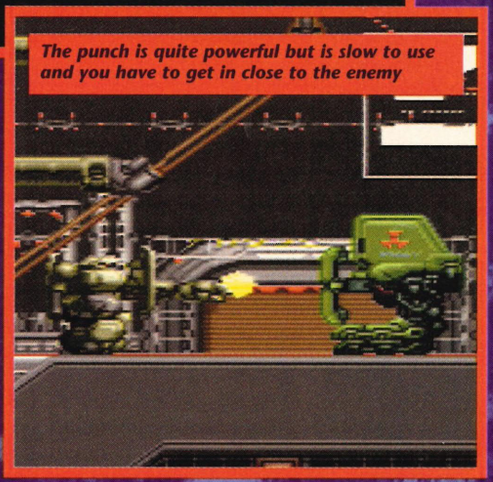
VALKEN



Probably the best weapon is the laser. Hold the button down to unleash a constant stream of deadly energy



The missiles are again slow to use, but inflict a lot of damage when they hit



The punch is quite powerful but is slow to use and you have to get in close to the enemy



The Vulcan lets loose a hail of low-powered slugs

grabbing the power-ups that are hidden inside small armoured boxes.

There are three types of bonus. The most common increases the power of your weapon, making each shot inflict more damage on the enemy. Energy replacements can be found in the form of the 'H' icon, while the 'W' bonus provides you with a new weapon.

The Valken can also dash with the assistance of the thrusters. You'll need to use the extra speed on some of the later levels to avoid massive explosions and sheets of fire.

The Dreaded Claw

Your missions are to do more than just blast anything in sight. You may well have to target specific enemies while other foes attack. For instance, you must destroy the enemy mothership's rockets while being attacked by a huge claw-firing robot.

If you ignore the thrusters, you'll have failed your mission. Unfortunately, all of the mission objectives are detailed in Japanese both on screen and in the manual, so you might find yourself groping around in the dark before you save the human race.

Alex

SUMMARY

Assault Suits Valken looks pretty cool. It has some nifty animation and is literally packed with enemies of all shapes and sizes. Unfortunately the game does suffer from a little slow down and the occasional glitch, this does affect the run of play albeit only slightly. The sounds is very average – spot sound effects accompany the action, as does a rather monotonous tune. But it's quite enjoyable and offers a challenge. There is variation between levels and big guardians to challenge your skills. Overall, not a particularly outstanding shoot'em-up but great fun nonetheless.

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	6/10
IMMEDIACY	6/10
LONGEVITY	7/10
ENTERTAINMENT	6/10
FINAL ANALYSIS	73%

REVIEW

CONTROL

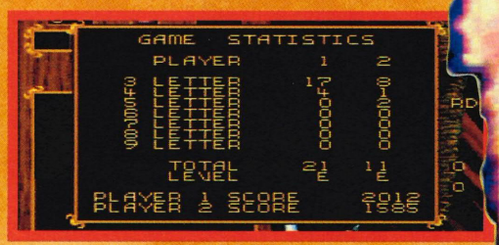
IMPORT

SUPPLIED BY MEGACOM

Spectrum Holobyte

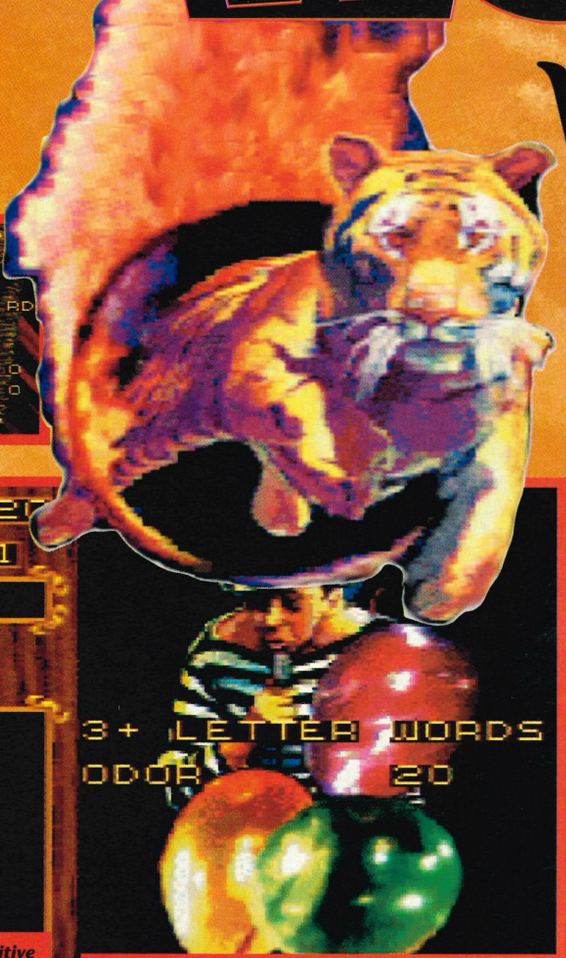
WORDT

Loosely based on the classic Soviet block puzzler, Tetris, Wordtris is an all-new version that will take on your vocabulary guile in a completely novel and different word game.





In two player competitive mode, it's you and a friend trying to beat each other by accruing words against the clock



Wordtris is very roughly based on the classic puzzler in all but one respect. The blocks are simple, single squares each containing a single letter or special icon. Prepare a line, horizontally or vertically which contains a word over three letters.

You can play Wordtris as a single player or with or against, another player or three. In competitive mode, two players play on the same screen competing to get top score. In co-operative, two players compete at the same time, working together to achieve a high score. Then there is tournament play where four players take on an identical game in order to get the best score.

William Shakespeare

Apart from these game options, there are four difficulty levels ranging from childrens', beginner and advanced, through to expert where the challenge is difficult and ridiculously fast.

In total, there are 10 levels to take on, A through to J, which continue the game but requiring faster reactions and more words to be created before you are allowed to move on. There is also a time limit.

One of the in-game important options is the next tile view option where you can keep



After the successful completion of each level, you are given a bonus stats screen showing all words over five letters

ALLIEVALUATES

The main downfall I found in this game was the ability to cheat with extreme ease. When the action gets too hot or if your brain is unable to cope with the quick thinking letter build-up you can simply pause the game and peruse the screen and problems with ease. The graphics are uninteresting and the presentation is staid and bland. The gameplay is okay although there is little to hold the imagination – only for dedicated puzzle freaks.

RIS

tabs on what letter will appear next. Pretty important, although if you're a masochist, you can take it off.

Control is via the use of the direction pad to move in direction and drop block, otherwise use left and right to move blocks. Press both simultaneously for double the block movement speed.

Wordtris contains special blocks with a variety of effects. The Cherry Bomb destroys a single block off the top.

Dynamite destroys four blocks, one it lands on, one beneath and one on either side. The acid beaker is far more effective, as it melts the entire column.

Question marks also appear, apparently random words initially, but they can be changed to a desired letter by depressing the A and B buttons.

Carol Vorderman

On the side of the screen is the word list which shows you what words you've collected, and the accrued scores for each. Letters have a certain value, and word score is the total of these, times the number of letters times by the level number.

On advanced, these are multiplied by two or three again.

Another feature is the Magic Word. This is displayed on top of the screen and if you make this up, you will be given full points for this, any other words created, and the total for all the letters on display, and the well is completely erased of tiles.

Depending on difficulty level, the magic word varies from five to seven letters long and vary in the ease to get them.

Giles Brandreth

Advancing through the levels requires a minimum amount of words. At the end of each level you get the level bonus screen where you get more points for any words with over five letters.

As with most present day American Games, there is also a stats screen. Here you can check on the progress of your day's Wordtrising. Unfortunately, stats and the high score screen isn't saved after resetting due to the lack of a battery back-up.

Nick







SUMMARY

Wordtris is a mildly amusing game, but one that doesn't quite fulfil its potential. It doesn't look, play, or even feel like a SNES game, but that's not always such a bad thing. Graphically, it looks dour, and the sounds are simply pleasant – no more, no less. It doesn't work in one-player mode I'm afraid, the game plays too fast at times, and the word choice, although large has some glaring omissions. Admittedly, it's quite a laugh in the two-player competitive mode, and is bound to create much friction between buddies. Enjoyable for a while, and definitely one for the older SNESsie.

CONTROL PANEL

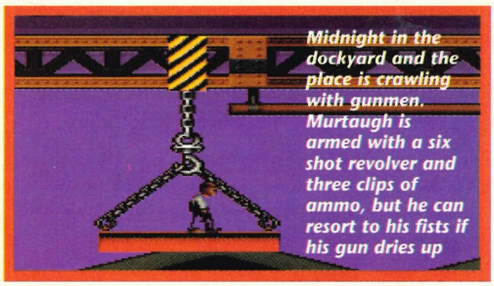
ACOUSTICS	7/10
VISUALS	5/10
IMMEDIACY	6/10
LONGEVITY	7/10
ENTERTAINMENT	6/10
FINAL ANALYSIS	60%

REVIEW

CONTROL

IMPORT

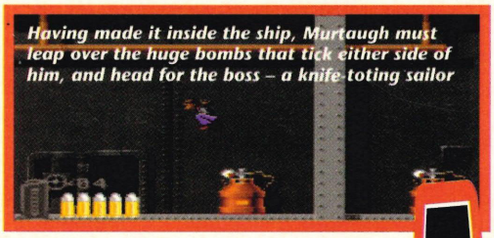
SUPPLIED BY BITS & PICES



Midnight in the dockyard and the place is crawling with gunmen. Murtaugh is armed with a six shot revolver and three clips of ammo, but he can resort to his fists if his gun dries up



Using the lifeboats as platforms, Riggs scrambles up the side of the crime bosses' boat. Snipers pop out from port holes, while Riggs is attacked from above by junk-throwing chefs!

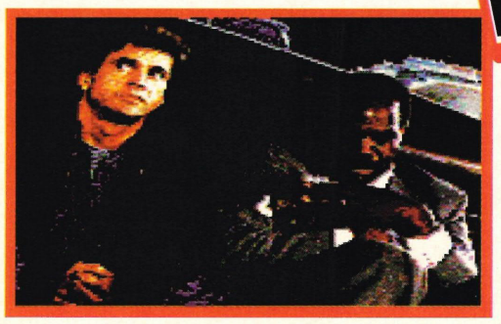


Having made it inside the ship, Murtaugh must leap over the huge bombs that tick either side of him, and head for the boss – a knife-toting sailor

LETHAL WEAPON

Ocean

Based loosely on the all-action film trilogy, Lethal Weapon is a platform romp from Ocean. In the guise of either Riggs or Murtaugh, can you fight against LA's sleaziest crime bosses and slam them behind bars?



Lethal Weapon is typical Ocean game. It's a licensed platform rompette, which will sell by the shipload because it has a smash-hit movie title. There are tons of gun-toting enemies, a few digitised pictures (sorry guys, gays and gals, no Mel butt shots!) and literally hundreds of platforms. Loads of them – some short, some long.

Leo Getz It

You are cast as the team of Martin Riggs and Roger Murtaugh. The two crazed coppers are assigned to four missions set across Los Angeles, ranging from a rescue mission where Leo Getz is being held hostage to disarming explosives in the shopping mall.

Before you even set foot on the streets, a difficult level must selected, of which there are three. You start in the LA police department. There are five doors, and behind each one of these is a mission. The last task, a top secret internal affairs assignment, can only be attempted when the other four have been completed and the paperwork written up. Initially you control Riggs, but can change over to the older (and slower) Murtaugh by walking into the locker room.

Solo Missions

Both officers carry six shot pistols and enough ammo for three refills. Additional bullets are found through Los Angeles, but if your gun runs dry you can always resort to using your fists. This is not advisable against a machine gun-wielding maniac!

Riggs or Murtaugh tackle missions on their own – they never pursue justice together. Should one of them kick the



Creeping around vast underground caverns, Riggs must uses the junk piles to leap over the deadly iron spikes. The place is alive with crocodiles the size of large elephants, swimming through the murky depths

bucket, the other takes over where the dead officer left off. If both die, the game will end and one of the nine continues must be used to keep fighting.

Body armour protects our team of law enforcers, allowing them to sustain eight bullet hits before they die. Four police shields represent their energy – when a hit is taken, the shield changes into body armour, another strike and it disappears completely. As with ammo, extra energy can be found in the form of small armour icons. The clock bonus adds an extra minute onto the strict time limit that haunts every level.

Mad Arab

Throughout most of the game you'll find yourself leaping across a path of platforms to make it to the dull level bosses. A knife-throwing sailor guards the exit from the crime bosses' yacht while a psycho Arab terrorist goes ape on the underground. You will always have to explore the sewers of LA for clues and swim through sewage in pursuit of justice and the American way. It's dirty work, but someone's got to do it.

Alex

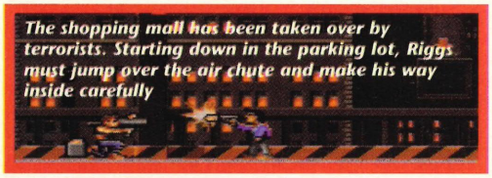
NICK STICKS HIS OAR IN

Lethal Weapon is another all-shooting, all-jumping platform game that is just another all-shooting, all-jumping platform romp. Sorry, Lethal Weapon holds nothing spectacular in either visuals, sounds or gameplay. Mediocre to the point of tedium, it looks pantyhose when you first play it and it doesn't get any better. You'll insist on beating the game, and when you do you'll wonder why you bothered in the first place. It's no bargain.

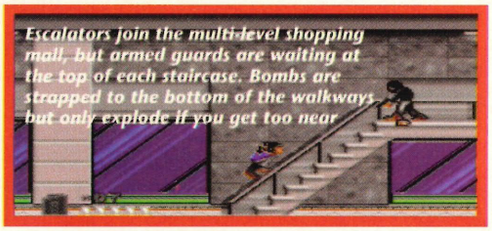


CONTROL PANEL

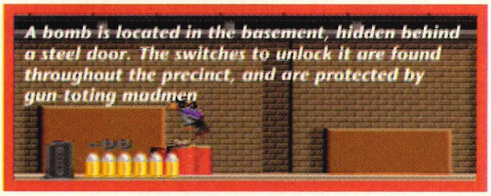
ACOUSTICS	7/10
VISUALS	5/10
IMMEDIACY	5/10
LONGEVITY	6/10
ENTERTAINMENT	6/10
FINAL ANALYSIS	61%



The shopping mall has been taken over by terrorists. Starting down in the parking lot, Riggs must jump over the air chute and make his way inside carefully



Escalators join the multi-level shopping mall, but armed guards are waiting at the top of each staircase. Bombs are strapped to the bottom of the walkways but only explode if you get too near



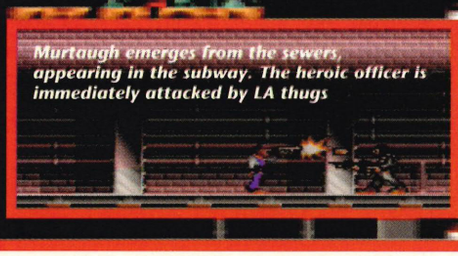
A bomb is located in the basement, hidden behind a steel door. The switches to unlock it are found throughout the precinct, and are protected by gun-toting madmen

SUMMARY

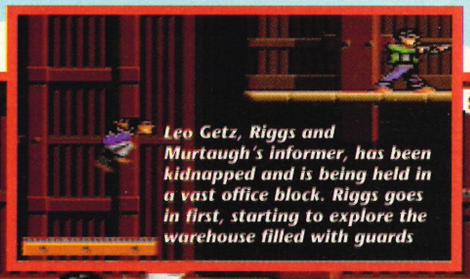
Lethal Weapon looks the pits. It's hardly something you'd expect to see on the Super Nintendo. For the NES maybe, but come on Ocean, is this a joke? That aside, Lethal Weapon is a mediocre platform game. You'll probably hate it to begin with, but once you've completed one or two missions you'll want to see more. Sadly it won't take you that long to complete – a few hours on easy level, a little longer on the hardest setting. It does get a little boring and frustrating at times too, because when you've seen one level, you've seen them all. A poor attempt at converting an excellent film trilogy.



(Above) To add to your troubles, masked gunmen open fire as you try to crawl through the sewage. Murtaugh is not as young as he used to be, so maybe it would have been better to use Riggs



Murtaugh emerges from the sewers, appearing in the subway. The heroic officer is immediately attacked by LA thugs



Leo Getz, Riggs and Murtaugh's informer, has been kidnapped and is being held in a vast office block. Riggs goes in first, starting to explore the warehouse filled with guards

Climbing up through the vast warehouse, Murtaugh must uses the cable to climb from platform to platform. Watch out for the machines that run along the wire, they must be avoided

(Below) Inside the office, snipers line the corridors. Each section is sealed off with a security door which can only be opened by finding the correct switches. The red button reveal platforms, the green knobs unlock the doors

REVIEW

CONTROL

IMPORT

SUPPLIED BY BITS & PIECES

With a record as good as Mindscape's Chessmaster should really be something, but how many different ways can you play Chess? On your head? In the bath? In Space...?

CHESSMASTER

Mindscape

Everybody must surely know the rules of Chess, a classic game by anyone's standards, so we will not insult you by detailing the rules.

This version makes Chess a little more accessible to youngsters and could be used as a wonderful educational tool.

The Chessmaster is apparently a real wonder at playing the game so it might be wise to play with a friend at first in the two player mode. However, if you are feeling brave the Chessmaster is ready and willing to tan your little backside. There are various settings available for selection including different board views. You can either view the board in 2D or 3D, selecting one of two views in the 2D mode – War Room or standard.

The War Room gives you all the move information and captured pieces, while the standard mode simply displays the pieces.



The 3D view, although quite pretty to look at, promotes problems when trying to play. The foreground pieces obscure those behind thus making it a little difficult to differentiate between each one

The 3D mode gives a perspective to the board and you can also choose different designs for the figures – Fantasy or Staunton (traditional).

There are various difficulty settings which range from novice to Grandmaster, deep thinking modes, help modes, teaching facilities and a replay option. Although the graphics aren't particularly inspiring (after all how interesting can a Chess board possibly look?) the gameplay is spot on. The 3D mode does look quite impressive but it is not all that easy to play as pieces tend to become obscured behind the others.

Allie



The War Room view gives you a complete lowdown on all previous moves undertaken – you can also see each piece clearly

CONTROL PANEL

ACOUSTICS	3/10
VISUALS	3/20
IMMEDIACY	5/10
LONGEVITY	5/10
ENTERTAINMENT	5/10
FINAL ANALYSIS	**50%**

SUMMARY

This is a really good game despite its Public Domain style graphics and appearance, the multitude of different options increasing gameplay addictiveness. the design is spot on and it is very easy to have a really good game no matter what your skill level. However, the question remains, isn't it cheaper to buy the board game? This may sound stupidly obvious, but the entertainment value of this game highly depends on whether you like Chess or not – if you do then this game is great however if you can't stand the game then Chess Master has nothing for you.

REVIEW

CONTROL

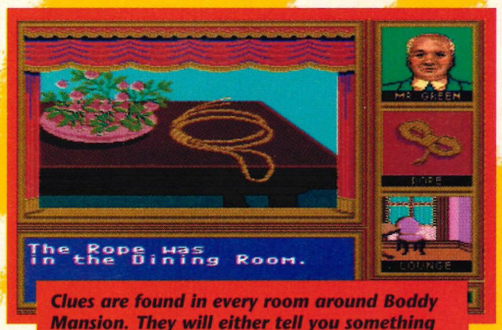
IMPORT

SUPPLIED BY CONSOLE PLUS

CLUE

Parker Brothers

Based on the board game Cluedo, Parker Brothers' Clue is a one to six player adaptation of the murder-mystery thriller. But will you have more fun watching Sherlock Holmes on TV?



Clues are found in every room around Boddy Mansion. They will either tell you something about the location of one of the six characters, if they carried a weapon or where a weapon was hidden

Clue is a game for up to six players, and includes a variety of difficulty levels to suit all ages. Amateur is the easiest setting, followed by gumshoe, private eye and finally detective



Clue is basically a computerised-version of Cluedo, perfect for all gamers who have no friends to play the real thing with.

Choosing from one of the six famous Cluedo characters, your task is to track down the murderer of Mr Boddy, the owner of Boddy Mansion. But you must find also out where the foul deed occurred – and which blood-stained murder weapon was used.

Dirty Deeds

A minimum of three and a maximum of six players can compete at any one time, any number of these either human or computer controlled. You each set out on your quest in your own corner of Boddy Mansion, and start the game by rolling the pixelised dice. You can then move freely around the mansion, picking up clues about the perpetrator of this dirty deed. Each time you step inside a room, you can gain clues by suggesting the identity of the would-be killer, the weapon and the location. The computer will then give you one piece of information about any of those three things. This allows you to mark off the item on your detective notepad.

In addition you can interrogate the other players, weaning valuable information as to the criminal, the weapon or the room. You are given five Clue cards at the beginning of the game. Anything that appears on these cards is not related to the murder, so you can happily cross off the innocent people from your note pad.

Done Cheap

When you think you know the identity of the killer, what weapon they used and where they committed the deed, you must accuse the suspect. You then point the finger, followed by a series of animated scenes, then you are told if your assumptions are correct. Hopefully you are right, because you only have one accusation – and if it's wrong, your days as a would-be gumshoe are over.

Alex



SUMMARY

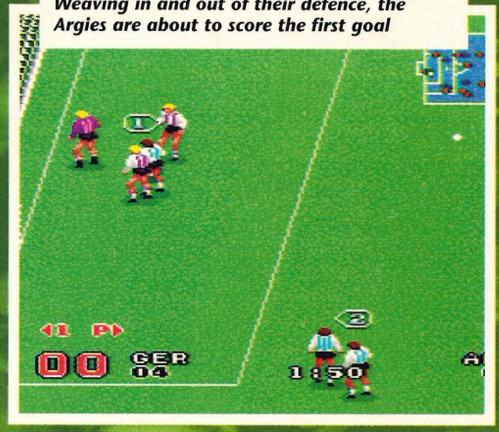
I cannot see the point in buying Clue for £50 when you can by the original Cluedo for a third of the price. Okay, you can play on your own, but surely that makes Clue only worth buying if you have no friends. Graphically it is quite poor. The digitised hand that shakes the dice is pretty darn pathetic, and while the other graphics are bright and bold, they hardly impress. Sound is OK, with an atmospheric tune that accompanies the investigation. Overall Clue offers a fairly enjoyable game of Cluedo once you've mastered the control system – it's just far too expensive.

CONTROL PANEL

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

Jaleco's Goal! appears on the import scene months after Super Soccer and Super Kick Off are released in the UK. Will the side-on action of Goal! score a hat-trick or shoot wide and miss the goal?

Jaleco GOAL!



It's Germany verses Argentina in the final of the Super Cup, and the Argentinians have been all over the Germans in the first half. Weaving in and out of their defence, the Argies are about to score the first goal

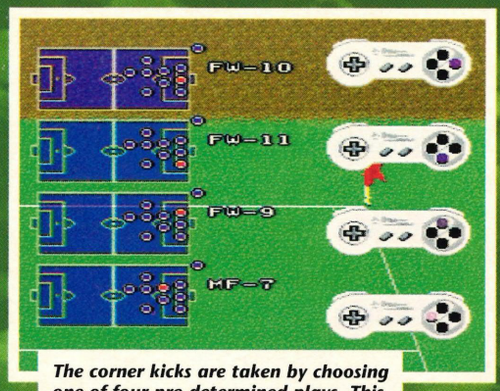


Soccer is arguably the biggest sport in the world. The Super Bowl, World series and the Ashes don't even compare to the scale of the World Cup – teams from all over the globe compete in this four-yearly event which crowns the winning team the best in the world. Goal! is a footie sim for one or two players, competing head-to-head in an exhibition match or in the world cup Super League.

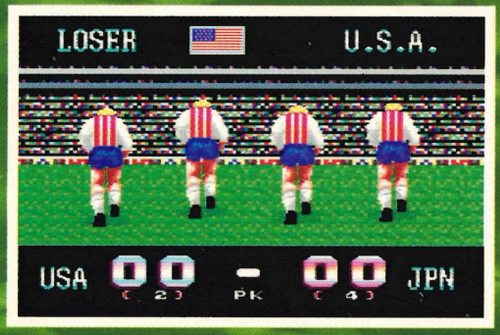
It's A Funny Old Game

Before you leave the locker room and warm up out on the field, you must first define the sort of game you desire from the myriad of options. You can either toggle on or off the automatic goalkeeper, the offside rule, fouls and the pitch radar, (which details the location of the players) as well as changing the match length from 1 minute to 45 minutes each way. Goal! features 24 international teams, each rated differently in three categories: attack, defence and speed. Speed is an essential team quality, as the fastest teams can outrun the opposition rather than relying on tackling.

With the options and



The corner kicks are taken by choosing one of four pre-determined plays. This decides how you'll cross the ball and which player will be in the box, ready to take a shot at goal





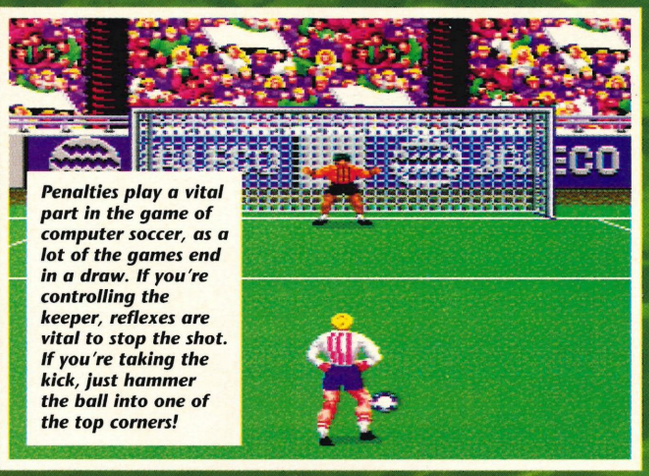
Goal! features 24 international teams, the Germans being the best all-round side. The English, Argentinian and Brazil teams follow closely behind, with the US being surprisingly good too!

NICK STICKS HIS OAR IN

Jaleco's Goal is an absolutely diabolical attempt at bringing the world's greatest sport to life on the SNES. With pitiful graphics, sad sound, and gawd-awful gameplay, Goal has very little going for it. The one player game is utter pants, and will drive you wild in no time whatsoever. However, it does redeem itself a teensy bit in two player mode, but it still leaves the sour taste of poor design in your mouth. The number of bad footy sims keeps on increasing!



Before you take your team out onto the Astroturf, you must first select your formation. There are four in all, including the sweeper system in addition to attacking and defensive set-ups



Penalties play a vital part in the game of computer soccer, as a lot of the games end in a draw. If you're controlling the keeper, reflexes are vital to stop the shot. If you're taking the kick, just hammer the ball into one of the top corners!

sides selected, the team's formation must be chosen next. There are four to choose from, ranging from attacking and defensive set-ups to the England favourite, the sweeper system.

Come On Ref!

The coin toss follows to decide which team plays on which side and who kicks off. Passing the ball to begin the match, the power of your shot depends on how long you hold down the button. In addition to passing to a team mate, you can boot the ball up the field, curve the kick, take a shot at goal or perform one of the so-called special moves. These include headers, sliding tackles, shoulder barges, overhead scissor kicks and volleys.

You will automatically control your team member if he's dribbling the ball, but you must toggle through your team to control the player nearest to the ball if the opponent is in possession. The game also features throw-ins, fouls and corners. Simply aim the ball and kick for the first two options, but for corners you must select one of four pre-determined plays.

We Love You Pompey!

Should the game end with the scores drawn, both teams enter a penalty shoot-out. The goalie stands on the line waiting for the kick, with your view of the action changing to behind the penalty taker. Nine kicking directions are available, corresponding to the eight control pad positions plus the central position. For example, to kick the ball in the top-left corner of the goal, just hold up and left then shoot. Obviously the keeper must dive in the same direction as the kick to save the ball.

Aside from the Exhibition match, the Super Cup is played over five rounds. You must win every match to progress through to the next round, although you are given a password each time you are victorious, allowing you to continue from where you left off.

Alex



GOAL! Underdogs Uruguay score against Ireland, giving them a 1-0 lead. Can Jack Charlton spur on his players to win back the game or have the outsiders won?



CONTROL PANEL

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

SUMMARY

I initially found Goal! a pathetic football sim. This remains the case in the single player mode but it's good fun with two players. There are plenty of teams to choose from, each with their own statistics, which makes it possible to handicap the better player. You can perform a wide variety of kicks, with fouls, penalties and offsides included. Ultimately, it's pretty drab. It's frustrating, especially when the computer team speeds past your defence, runs rings around your keeper and scores every time! A naff game – I suggest you seek your football thrills from Kick Off or Super Soccer.

All Tanked up



Grab the gun and speed off in the jeep by walking to the front of the vehicle. While driving, you're protected by the jeep's armour, which can sustain a few hits before exploding



Irem

GUNFORCE



Troops appear in the windows of the building and throw grenades down at you. While avoiding the constant hail of explosives, you must attack the red eye in the centre of the screen

Irem's GunForce is a platform shoot 'em-up for one or two players. Featuring mediocre visuals and no hint of mode 7, does the gameplay make up for the apparent lack of stunning presentation?



Although you can take out the side lasers, you need only concentrate your fire on the central gun position. Fire like hell to destroy the fortification

Probably best known for their conversion of the classic shoot 'em-up Super R-Type, Irem return to SNES scene with GunForce, a hectic blaster set over a mere four levels. More of a Probotector clone than a standard spaceship shooter, GunForce casts you as a heavily armed and armoured futuristic soldier with a simple but challenging mission - to save the world from alien invaders. An over-used plot you may think, but it provides the perfect scenario for an action-packed blaster.

Dropped off into the thick of the action, you and your fellow warrior must forget training school because this is the real thing. Hordes of robot enemies attack ferociously – and accurately – with fire hails of bullets.

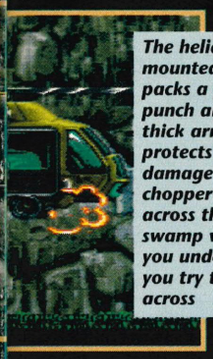
The bulky suit of armour makes movement difficult, but the powerful range of weaponry available more than makes up for the lack of agility.

Initially armed with a machine gun, you can soon

NICK STICKS HIS OAR IN

This game is an absolute bag of spanners with no redeeming features whatsoever. The only pleasure you're likely to get from it is swearing at the shop assistant when you try and get your money back. Dodgy graphics, poor sound and bleak gameplay make this a classic bobbins' game. Unless you're a train spotter, crap games collector or a right colon you shouldn't go near this – even with a very, very long barge pole.





The helicopter-mounted cannon packs a powerful punch and the thick armour protects you from damage. Use the chopper to fly across the squidgy swamp which sucks you under should you try to walk across



The walker is suprisingly agile and well armed. You'll need to use its tremendous power to defeat the other walkers, then leap out to climb through the airlock



Use the boat to zip across the water. Mind you, don't fall off the edge as you'll automatically lose a life

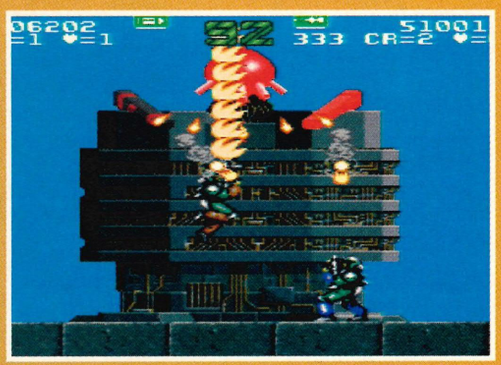
power-up to bigger weapons by collecting the icons left behind by the enemy. The rapid-firing autogun proves effective against waves of foot soldiers, but the heftier flame thrower and bazooka are better against armoured targets like tanks and gun emplacements. You can also pick up a laser weapon, and while it's quite powerful, it is also slow to fire.

Gun Farce?

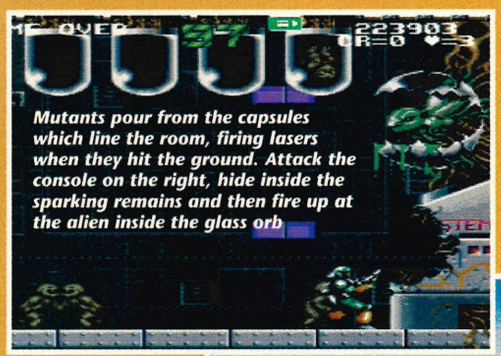
You are equipped with four lives with which to complete your objective. Each time you sustain a hit, a life is lost. Lose all four and your game will end, although you have an additional three continues to start off where you died. You will also lose a life if the clock reaches zero, as you only have 99 seconds to complete each stage. There are three difficulty levels, the easiest of which presents little challenge. Stick with normal or hard difficulty and the game will provide many more hours of frustrating shoot 'em-up action.

Throughout the game, you can interact with objects of the scenery and use them against the enemy. This includes driving jeeps or flying helicopters into the attacking robots, or climbing inside one of the gun emplacements and turning the enemy's weapons on themselves. You will also have to use lifts and boats to cross hazardous terrain. The enemy often fight back with bigger and tougher adversaries, as the end of each level is protected by a guardian of sorts. Bombarding you with laser fire, the bosses have weak spots which must be destroyed before you can exit the stage.

Alex



Clambering out onto the rooftops, you are attacked once again by a stream of laser fire. Take out the smaller cannons on either side of the gun emplacement, then concentrate your fire on the central gun pod



Mutants pour from the capsules which line the room, firing lasers when they hit the ground. Attack the console on the right, hide inside the sparking remains and then fire up at the alien inside the glass orb



If your weapon is not big enough to satisfy your needs, sit inside the derelict turbo lasers and blast the crap out of the enemy with their own guns!



Some of the bikes are equipped with cannons - and these are more powerful than your own gun. Unfortunately you are prone to attack as the bike isn't armoured

CONTROL PANEL

ACOUSTICS	3/10
VISUALS	5/10
IMMEDIACY	5/10
LONGEVITY	4/10
ENTERTAINMENT	4/10
FINAL ANALYSIS	**39%**

SUMMARY

Hmm, GunForce is a very disappointing Irem release. They can produce decent shoot 'em-ups - just look at Super R-Type - but GunForce sadly falls short of the mark. It's graphically very poor. Abysmal glitching makes the two player game almost unbearable, and the dire presentation is finished off with naff sound FX and the odd crappy tune. The few levels don't really provide a challenge, even on the hardest level. Unfortunately the lacking gameplay doesn't save this game from being complete rubbish. If you want a platform shoot 'em-up, try Super Probotector.

REVIEW

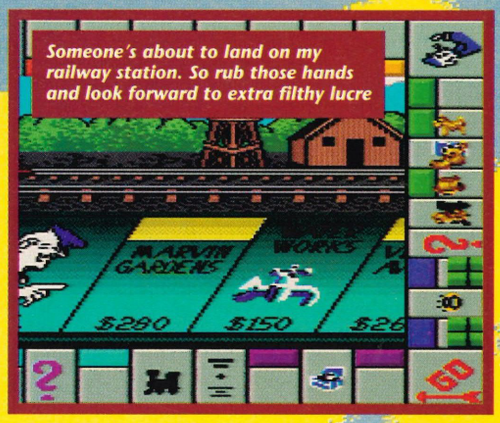
CONTROL

IMPORT

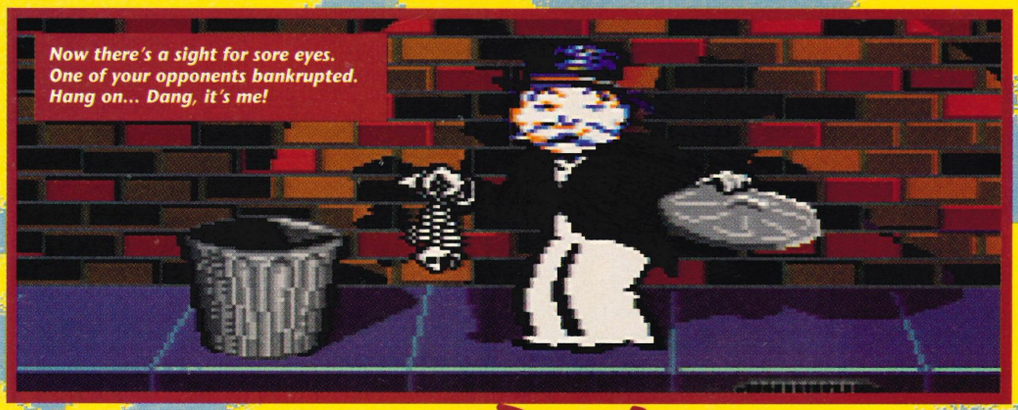
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MO

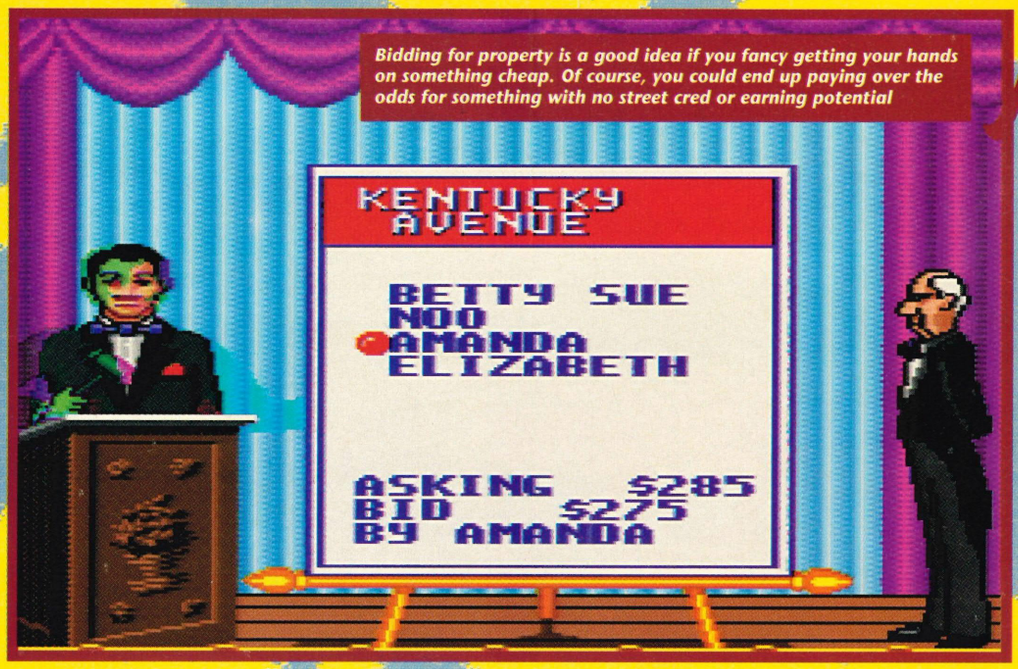
Monopoly, the classic board game of real-estate trading, has finally emerged on the Super Nintendo. The question remains, will we believe the blurb telling us this is the animated 'super' version, or will it be another sad attempt at bringing a classic board game to life as a computer game?



Someone's about to land on my railway station. So rub those hands and look forward to extra filthy lucre



Now there's a sight for sore eyes. One of your opponents bankrupted. Hang on... Dang, it's me!



Bidding for property is a good idea if you fancy getting your hands on something cheap. Of course, you could end up paying over the odds for something with no street cred or earning potential

Monopoly is probably the classic modern board game. The aim is, in true Eighties style, to make all your rivals bankrupt leaving you as top dog. In order to succeed you have to deal in property, build houses and hotels, dabble in the occasional rent collecting, visit auctions and mess about with mortgages and other such interesting facets of the game. OK, it sounds dull, but gameplay-wise it takes some beating.

You start the game as one of the little counters. I've never pretended to understand why you can use an iron, a hat or an old boot, but these are all animated in their own special way with a rabbit jumping under the hat and the boot lolloping around the board. Even the dice throw is animated, although it must be said, it looks rushed and pretty poor.

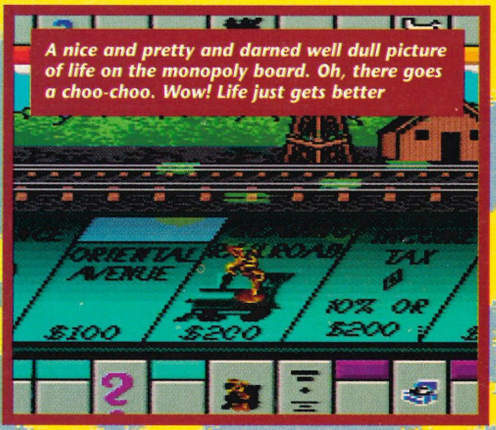
Animation is supposedly one of the SNES version's top points. Admittedly, there is animation for everything from board movement to the Chance and Community Chest cards, but it does irritate after a while. It would be nice to simply get on with it.

ON THE BOARDWALK

This version of Monopoly is based on the original board, with American place names such as Park Place, Marvin Gardens and Baltic Avenue. To the British player it may take some getting used to, but the colours are the same, as are the values for everything. The ultimate Mayfair property is simply Boardwalk in this version, same except for name and the dollar signs. As there are versions for 32 different countries, you surely can't expect more than few different cities, but one or two extra would be nice.

ALLIEVALUATES

This latest attempt at converting a board game onto computer sadly fails as badly as all the rest. With basic graphics, poor sound and confusing gameplay this just can't prevent the old "why not buy the original game" comment. The roots of a really entertaining game are there but they get lost in a lack of effort and originality on behalf of the designers. It's all very well having funny cartoon sequences but soon they get boring and dull. Don't buy this, it's just not plush enough to merit the price.



A nice and pretty and darned well dull picture of life on the monopoly board. Oh, there goes a choo-choo. Wow! Life just gets better

NOPOLY

Parker Brothers

London train stations are transformed to local rail lines, and the obligatory Water Works and Electric Company are all there and standard. Chance and Community Chest cards are pretty familiar albeit for the dollar signs, and that's it.

A minimum of two monopolists can play at a time but as Monopoly allows for eight players, these can be either computer or human controlled. The SNES-controlled players each have their own characteristics and skill levels. Some are mean property grabbers, others are shrewd investors, while others are plain crap.

BACK-STABBING

You can start a fresh game from scratch, although you are offered a random game with varied properties already owned, or from a selection of pre-set scenarios. These allow for a variety of game styles, be they quick, complex, plain old fashioned or impossible. This is a nice touch really, and does succeed in bringing the game slightly above the dour.

One of the better options of the game is the amount of dealing with other players which, when I play it anyway, is often put on the back boiler. You can exchange and sell properties with ease, auction a place, and generally back-stab any player whom you decide to dislike.

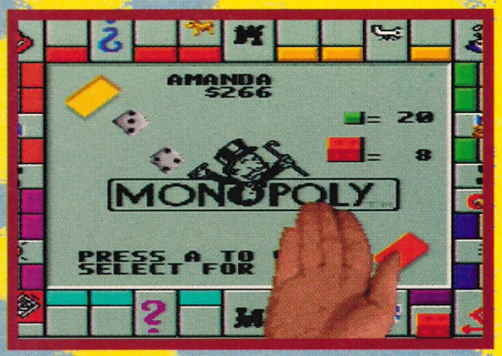
A CHEAT'S CHALLENGE

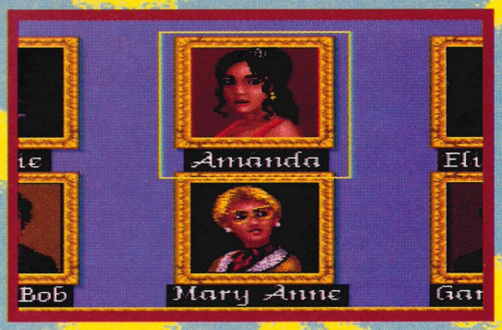
Monopoly has, as most American games tend to nowadays, plenty of statistics to keep avid Monopolists happy. All the deed cards are there with all the vital details on, and you can keep check of your rivals' cash and property ownership.

There are plenty of options to improve the game. Whether they actually do or not is up in the air, but you can speed up the game slightly, vary the amount of cash and properties owned and generally cheat, if you have to.

As the game goes, it falls into the trap of being too slow and too dull. The potential is there, the options are there, but neither are fully exploited to offer a real meaty challenge. Maybe next time, but 'Super' Monopoly it ain't.

Nick







Check the stats on a rather smart piece of real estate. Jolly cheap too, mmn, lets have a look at my resources

CONTROL PANEL

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

SUMMARY

Oh, hello. Let's face it, Monopoly is for fans of the game who have no friends. It's as simple as that. All right, it has all the characteristics of the classic board game, but it doesn't gain much in the translation. Graphics are dull, animation is dull and the sounds are yes, dull – but enough about the presentation. Monopoly offers a challenge for avid Monopoly fiends, and makes a pleasant change from the normal SNES game but, in summary, you'd be better off buying the original, or even the deluxe edition. You'll save pennies and won't have to endure the computer's irritating facets.

Critically acclaimed and sold in bucketloads, the ST and Amiga versions of Gods led the way for a re-vamp of the platform game. Gods took the staid and old-fashioned platform design to new heights.

The Bitmap Brothers games have a unique style all their own – cultivated, groomed and polished until there is no comparison. Their graphical style has revolutionised the appearance of modern games and their original angle and approach has widened design boundaries.

Of Man and Hydra

Gods changed the face of home computer platform efforts forever, introducing object utilisation and character interaction. Also, the inclusion of puzzles into the gameplay created longevity but lifted a mere platform game into an action adventure.

But with the release of Gods on the SNES, things aren't quite so new any more and the one-time classic could be deemed as old hat. Despite this, Gods is still worth viewing and here's why...

The game is set in Ancient Greece, when men were men and hydras were hydras, when myths and legends were born out of true life experiences and acts of heroism. One man challenged the Gods himself and



The snakes found in Urns are tricky and very deceiving. When destroyed, four small snakes appear and slither across the floor

in return for his courage and fearlessness, demanded that he be made a God.

Olympian Challenge

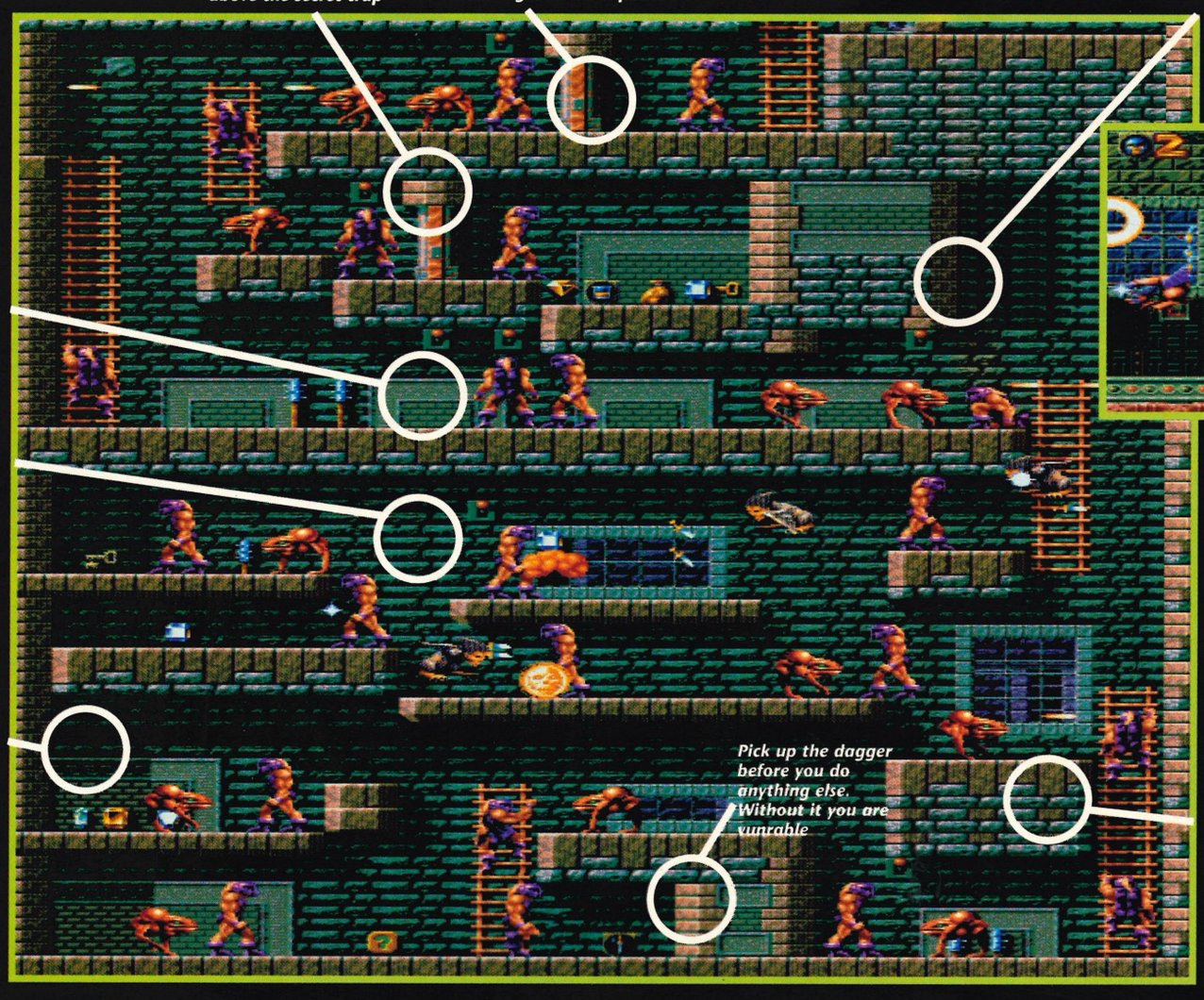
To earn such a reward, the impertinent mortal first had to venture through the horrors of the City of Legends, a Citadel created by the Gods and now inhabited by forces of darkness. If he succeeded in his

Underworld

You'll need the room key to enter here. It can be found above the secret trap

The World Key allows exit to every sub-level. It can always be found by solving a series of puzzles

Do not flick this switch. If you do a number of creatures will suddenly materialise



Flick the right hand switch here and the spikes will disappear in a puff of smoke

Flick the switch once to destroy the spike on the left and flick it again to open a secret trap door

The secret trap door allows entrance to this bonus room containing a transporter gem

Pick up the dagger before you do anything else. Without it you are vunrable



A full onslaught materialises to your left and right. Some creatures take less hits than others so it is best to destroy the weaker ones first

It is best to shoot the creatures whilst holding on to a ladder as it keeps you out of their firing range







One of the puzzles involves finding three valuable gems and activating a special gem lock. The key becomes accessible only when the locks are opened correctly

GODS

The Bitmap Brothers
Mindscape

quest and ultimately destroyed four huge guardians, the mortal would indeed receive his immortality.

Gods consists of four vast worlds – the City, the Temple, the Labyrinth and the Underworld – each housing three sub-worlds and a ferocious guardian.

Switch to Gods

Collecting weapons and bonuses as you go, you must solve the puzzles laid down by the Gods themselves so you can progress with swiftness and safety. The puzzles are, in themselves, relatively straightforward; it is the following through which causes the problems.



A series of switches lines the walls of all the Citadel levels and it is by throwing these switches and paying careful attention to the consequences that puzzles can be solved.

Some switches will deactivate spikes and traps, others will open doors and activate trapdoors; some will simply appear to do nothing. But it is this 'nothing' that could be the crunch in your adventure. It is often necessary to flick switches in a certain order to open a secret passage or allow access or exit to a vital room, while you need to give some switches a wide berth.

Other puzzles exist in Gods, ones which are slightly more interesting than merely flicking switches. Sometimes objects will have to be found and returned to certain rooms within the sub-level. For example, in one section you must find three metal chalices and take them to a secret room. When you have returned all three you will receive a World Key, which allows exit to the next level.



Some switches deactivate spikes but some will only do so if flicked twice! Deceiving or what?

Gods Almighty!

Naturally the puzzles become more complex as you go along and it is this constant searching and evaluating problems that creates the enjoyment in Gods. Sometimes it can be very frustrating not knowing how to solve a particular puzzle but mercifully the solution hits you like a brick wall in time.

There are objects around the levels other than the puzzle-solving ones. Bonuses and special weapons can be found to make your life a little easier. These bonuses appear as small icons and can be picked up simply by moving over them.

The creatures encountered are semi-intelligent, sensing your presence behind them and then turning to chase you. Most simply strut backwards and forwards firing aimlessly When destroyed these creatures drop jewels and

CONT.

ALEXPLAINS

To be honest, I didn't really like Gods. I'm not sure why – graphically it's pretty cool, the levels are challenging and it has the making of an excellent platform romp, but I just didn't enjoy it. Perhaps it's because of the slightly flawed controls. I often found myself falling from a great height when I wanted to climb a ladder! The four levels may seem too few, but they are huge and all are challenging – the puzzles throughout are tricky and add extra spice to the gameplay.

CONT.

bonus items, sometimes keys if you're lucky, all of which are imperative to your gameplay.

The collection of such bounty enables you to either buy more advanced weapons, food or even a Familiar in the previously mentioned Citadel shop. If you collect enough you can even add to your quota of three lives, a facility eagerly welcomed due to the lack of a continue option.

The game is one player only and houses a password system allowing access to the four individual worlds. Athough highly enjoyable in the platform sense, Gods could be extremely frustrating and monotonous for the less patient gamers, with the puzzles getting in the way of a really good shoot 'em-up-cum-platform romp.

Athenian Graphics

Gods is also quite difficult, more so than the original ST and Amiga version. But the major disappointment in the gameplay is that nothing has changed. Apparently Gods was tweaked and improved for the console market but the level design is exactly the same as the original versions, making the game very dull if you have seen and solved it all before.

Graphically, Gods is gorgeous – with clear and detailed backgrounds and sprites, with wonderfully huge guardians. The special effects are impressive, with explosions being represented as golden skulls flashing across the screen, while impressive sound effects accompany all the action.

Herculean Challenge

All the sprites move quickly and with fluidity, but the main Herculean character moves far too quickly to be taken seriously, bobbing along to the bouncy music as if his arse is on fire. Also, the control of this character leaves a lot to be desired. One of the most annoying things is the inability to fire when ducking. It is also very difficult to jump off ladders and it sometimes takes a couple of attempts before your sprite decides to actually do something.

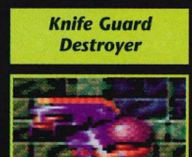
All in all, it would be good to see a 'Gods 2' if the Bitmaps ever get round to it, but I wonder if the changes would be as minimal as they have been here – just a little disappointing.

Allie

God Knows What!

All manner of evil abominations litter the Citadel trying to thwart you and your mission, here are but a few. The flying creatures are quite intelligent and will try and avoid your weapons, the Thieves steal valuable objects such as gems and treasure but this mischievous act can be put to good use while the Destroyers pursue you through the level until they are killed or you are!


Mad axeman Destroyer


Knife Guard Destroyer


Devil Walker Destroyer


Robotic Destroyer


Sumo Flier


Magic Mushroom Flier


Robotic Flier



Wall cannons can prove very annoying. In order to destroy them you must time your attack between ducking and firing

(Inset) The magic mushrooms swoop in at you at a colossal rate giving you no time to dilly dally around - they're also quite tough

(Below) It is necessary to jump over some spikes if they cannot be deactivated



God Shops at Tesco



The Dragon Gem proves to be extremely useful against the Guardian at the end of World Two but I'm not going to tell you how to obtain it!





Mutant Dog Destroyer



Devil Walker Destroyer



Hooded Thief



Piranha Flier

Some blocks can be destroyed with the axes, pouring down bounty from the skies if hit enough times





When you have enough bonus gems you could purchase a Familiar who flies around your head swooping into any creature that appears on screen

CONTROL PANEL

ACOUSTICS	8/10
VISUALS	9/10
IMMEDIACY	8/10
LONGEVITY	6/10
ENTERTAINMENT	7/10
FINAL ANALYSIS	83%

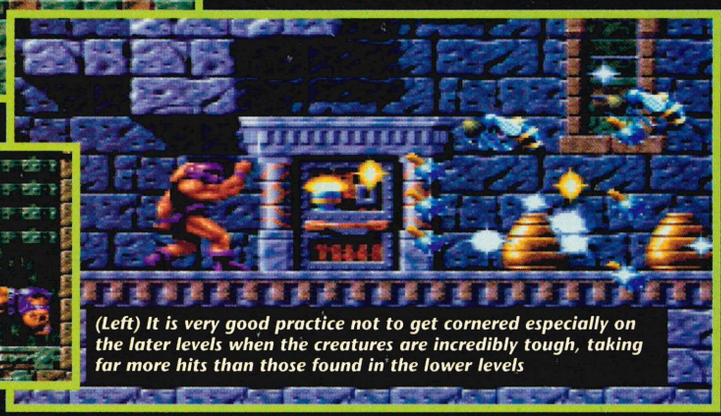
Bonus rooms contain all manner of goodies, including gems, energy potions, weapons, keys and extra lives

A good tactic is to shoot creatures whilst clinging to steps, giving you good aim while avoiding their fire

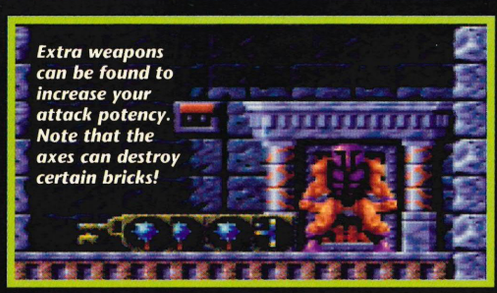




The Shopkeeper can be summoned by picking up a small pulsating icon



(Left) It is very good practice not to get cornered especially on the later levels when the creatures are incredibly tough, taking far more hits than those found in the lower levels



Extra weapons can be found to increase your attack potency. Note that the axes can destroy certain bricks!

SUMMARY

Highly enjoyable the first time round – as were all the puzzles! If you have already encountered Gods on another format then it is highly illogical to play this version considering the layout and design are identical – the graphical changes fail to warrant spending yet more money on this game. If you have not encountered the wonders of Gods then this would probably be extremely enjoyable – challenging, frustrating and graphically impressive. Once the game has been beaten though, it is doubtful whether one would return to it immediately.

Holy Similarity



Found at the end of World One, this giant warrior has a vicious sword, shooting bouncing flames towards the floor



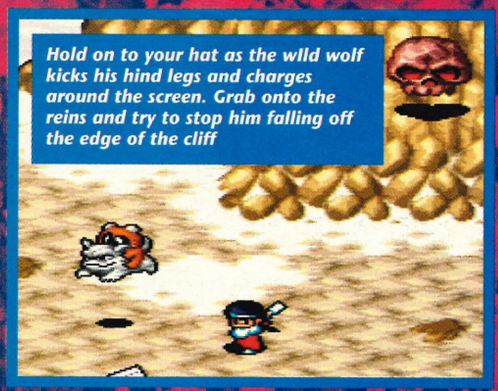
The Dragon guarding the exit to World Two can be immobilised slightly if you can find the Dragon Gem. Placing the gem between you and the Dragon, the gem will act as a magnet repelling the Dragon's fury



This huge bouncing Minotaur found in World Three is very tricky and requires impeccable timing to defeat him – that's all the help you're getting. Also, we're not showing you the final guardian as we don't want to spoil your fun!



Natsume's curiously titled grey import game is actually a cutesy oriental shoot 'em-up, not an Indonesian herbal cold cure as suggested by its name. Typically Japanese, does it break the usual dross import crap mould and offer a decent blast?



Hold on to your hat as the wild wolf kicks his hind legs and charges around the screen. Grab onto the reins and try to stop him falling off the edge of the cliff





Strolling along the flying galleon, the evil one-eyed pirate hovers down in his pod and attack with his hook

There's no point in trying to understand Kikikaikai – it's a shoot 'em-up so who cares about the all-too-drab storyline that sets the scene. All you need to know is which joypad button fires your weapon and where the enemy are. Kikikaikai is a one or two player game.

You control a young girl named Sayo, and for some reason or other you must fight your way through the mystic shrine, clearing the enemies out of every nook and cranny. The second player can join you in your adventure as Manuke, a wide-eyed racoon armed with a bushy tail.

Kookie KaiKai

Both characters can fire or fight in close combat. Sayo lobs playing cards with surprising results and uses a staff to fend off nearby enemies, while the racoon swipes at the creatures with his tail and throws leaves at the remaining baddies.

Initially you start with three lives, an energy bar full of power and your bottomless pack of cards or infinite supply of leaves. Sayo and Manuke have four pips of energy each. Every time they're hit, half a pip disappears, effectively allowing them to sustain eight hits before they float up to the skies, strumming a harp.

Extra lives can be found by cracking open the treasure chests, or you may find one of the many other goodies. Energy comes in the form of



Grab the small green orbs to equip yourself with a smart bomb. When activated, Sayo throws out streams of flame in four directions, while the racoon lobs out a circle of deadly leaves



ALLIEVALUATES

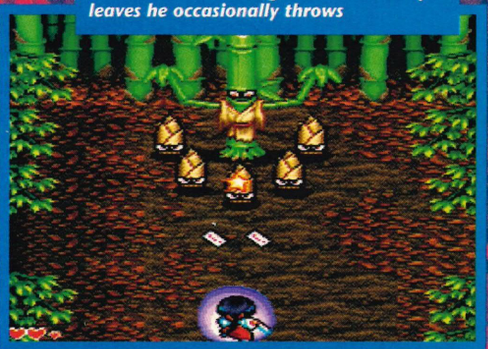
If you're after a classy looking, original and hugely addictive romp then look no further. This cute adventure might not look much but once you start playing the addictive bug will bite. The multitude of different foes and pleasing 'walkthrough' scenery gives this shoot 'em up a really zany look and helps it raise itself above all the other bland games of this type. OK, it might be very cute in parts but it is so stylishly done that you find yourself actually liking it. The two player action is even more fun. Ace.

Kik

ONE GIRL AND HER RACOON



(Below) The bamboo monster which appears halfway through the second stage is surprisingly easy to defeat. Stand in the bottom centre of the screen and keep shooting through the wall of bamboo shoots. Dodge the razor-sharp leaves he occasionally throws



small candle-thingys or three small balls. Weapon power-ups which increase the arc of your shot or change your cards for fireballs appear as coloured orbs while invincibility is awarded by collecting the little orange box with Japanese writing on it! Collect a green orb and you'll be given a smart bomb, but the rarest of goodies is the fanged-wolf-jobbie. Grab the bonus and your character will leap on its back and charge off on a killing rampage.

Two-Legged Fish

The levels scroll horizontally and vertically, taking you through the numerous levels and past the mob of weird and wonderful creatures which dwell in the shrine. Fish with legs hop out of the water and charge towards you, while odd geisha girls slither out of a hut, their heads on the end of a snake's body!

The end and mid-level bosses are even stranger. The first, a round-headed giant who curls into a ball and tries to squash you, spits acorns from his mouth in a continuous stream of deadly fire. Level two's Bamboo Man throws armour-piercing bamboo leaves which must be skilfully avoided, while he protects his fragile roots with a wall of bamboo shoots!

Smart, Bombs!

Get past him and you'll have to leap onto a raft to reach the next guardian, a pink octopus which spits water and attacks with four snake-headed tentacles. Save your smart bombs and use against the guardians, because you'll need all the help you can get to defeat these beasties. Then again, you are equipped with infinite continues.

Alex



Natsume

KIKAIKAI

SUMMARY

Kikikaikai is very Japanese, right down to the cute graphical style and the weird sense of humour, but it's great. The game doesn't rely on Mode 7 to produce extravagant visual effects, it just uses colourful backdrops and whacky sprites to make the action graphically, well, very cute. Sound is pretty neat too. Thankfully it plays like a shoot 'em-up should – there are three difficulty levels in all, but even on the easiest you'll find it challenging to reach the end of the game. In conclusion, a classy Japanese shoot 'em-up that is great fun in both one and two player mode.

CONTROL PANEL

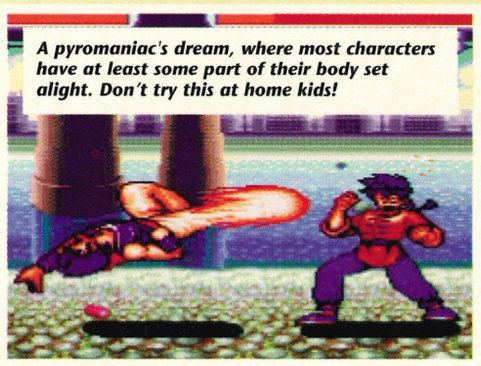
ACOUSTICS	6/10
VISUALS	7/10
IMMEDIACY	7/10
LONGEVITY	8/10
ENTERTAINMENT	7/10
FINAL ANALYSIS	82%

REVIEW CONTROL

IMPORT

SUPPLIED BY CONSOLE PLUS

Yet another beat'em–up bursts on to the SNES scene – in the guise of a revamped golden oldie. A bizarre game with a bizarre name, for those with a freaky attitude to games



A pyromaniac's dream, where most characters have at least some part of their body set alight. Don't try this at home kids!

ALEXPLAINS

With characters ranging from playing card Kings to giant Pandas you might expect this to be all wackiness and no gameplay. But in fact, this is a pretty good beat em-up with original ideas and a multitude of moves. Ok, I admit it`s fairly basic and not up to SF II standard but the amount and diversity of characters gives this the edge over many other similar imports. But some characters are no competition for others which is a problem. For a refreshing change try this but don`t expect anything amazing. It`s different.







If a red skinned minotaur suddenly decided to take it out on me, I think I too would dash away to the nearest public convenience

Ranma 1/2 2 is the long awaited follow up to Ranma 1/2. Confused? Well, the original Ranma 1/2 was one of the original classic beat 'em-ups on the Super Famicom which showed just what this all-new Japanese wonder machine could do. Then, of course, Streetfighter II came on the scene and the rest, as they say in 'dobbelina speek,' is history.

So to update it to fit into the modern game player's catalogue, Ranma 1/2 2 has had a refit to give it more variety in gameplay terms, graphic quality and entertainment without losing any of the quirks that made it so popular.

Let's face it, any game in which you can control giant pandas and fat psychotic gamblers has to be a touch freaky. And you'd be right, but the sheer bizarreness doesn't end there – the game is full of weird extras in the fighting sequences, and plenty of strange Japanese 'style'.

Baby's Got Blue Eyes

In Ranma 1/2 you can play as one of twelve characters as diverse as Pandas and Minotaurs, Illusionists and Diggers, or boys and girls with brightly coloured hair. Being of a Japanese anime style, their sex is often indeterminable – big cow eyes are all that seem to matter.

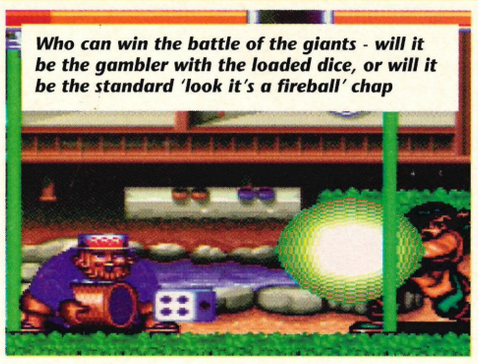
Each character, as is typical of the street fighting genre, has his or her own different speed, damage effects and special moves. They also appear to have preferences towards certain kicks or punch manoeuvres.

Masaya/NSC

RANMA 1/2 2



The expression on the lad with the green pyjamas says it all. He should wear shoes, especially if he's got a spiked ball landing near



Who can win the battle of the giants - will it be the gambler with the loaded dice, or will it be the standard 'look it's a fireball' chap



The panda, for example, is really slow with its short limbs, but the damage it causes is phenomenal if it manages to get an attack in – especially if it is fortunate enough to sit on somebody!

Admittedly, the game starts off pretty easy. Too darned easy really, but thankfully, there are four difficulty levels when you find them behind the morass of Japanese text. These are Easy, Normal, Hard and the ominous sounding 'Red Level' which makes the computer controlled-players obscenely tough.

Lay the *** Out!

Individual buttons have a variety of effects that are pretty easy and obvious to obtain once sussed, and you can even adapt these to your own preferences on the options screen. Blocking moves tend to protect your character from all but the best of moves. Kicks and punches can be high or low, depending on where you press the d-pad, and may invoke throwing things if you don't fancy damaging your manicure.

Different characters attack better with a set series of kicks or punches, while some are better at throwing items. Again, some characters like to remain at a distance, others like to attack from the air, while other characters tend to prefer close quarters action.

Each character has several special moves – the problem lies in how to discover how to use them all. The basic and most obvious ones are those you can attain by pressing Y&B, although it's usually a combination of buttons, be it a fireball, flaming kick, hundred hand slap, massive jump, body hugs or a jack-in-the-box attacks. An office favourite is the body throw where you can peg any opponent across the screen.

Punch Drunk

In one player mode, you can control any character in one of the four skill levels to beat up all 11 enemies. In two player mode you can dabble against any other player or dabble on the handicap screen where you can select your players to beat each other up in a kind of league system. Also, there's an option screen where you can adjust the skill levels, check sound and musical effects if you so desire. And finally, as for what Ranma 1/2 means – sorry, I haven't the foggiest.

Nick

SUMMARY

Ranma 1/2 2 is one extremely enjoyable beat 'em-up. The gameplay is hardly stunning, a little simplistic in places, but this is more than made up for in the variety of characters, great graphics and sound, and the distinctly Japanese flavour. One player mode is pretty easy to complete except on the ridiculous 'red' level which really separates the cream. In two player mode, it's quite a good laugh but it's let down by the massive differences in characters, some are just too good for the others. A great laugh, better than most, but in comparison to Street Fighter II, still lagging some way behind.

CONTROL PANEL

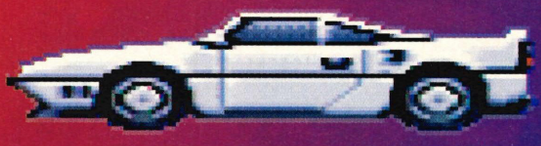
ACOUSTICS	7/10
VISUALS	6/10
IMMEDIACY	5/10
LONGEVITY	6/10
ENTERTAINMENT	7/10
FINAL ANALYSIS	78%



TOP GEAR

Attention to anyone who lives life on the edge. Forget sex, drugs and rock and roll. Drive the sidewinder and get a real thrill (you could do the other three some other time). Here's a few pointers on how to do it (driving, nothing else)...

Gentlemen, Start Your Engines



Sidewinder

This is the 'Sidewinder'. It's a real throbbing monster of a vehicle with the fastest acceleration of them all. A perfect mix of excellent handling and lowest fuel consumption make it the best and only it's top speed can be found wanting. Definitely the one to choose



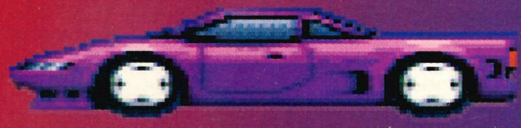
Cannibal

This one's called the 'Cannibal', perhaps because it guzzles fuel so badly. It may be the fastest but slow acceleration and poor handling make it a second best



Weasel

This is a nice model known as 'The Weasel'. It's fast and competent in every department, a real all rounder and a proficient alternative to the 'Sidewinder'



Razor

The 'Razor'. Don't choose this unless you're after a real challenge. It's fairly fast but poor in every other division. More of a car for cruising round town and impressing chicks (or fellas, depending on which way you're inclined)

Level Codes

In case you missed them or forgot, here are the codes for the American version of Top Gear. They probably won't work on the official British version.

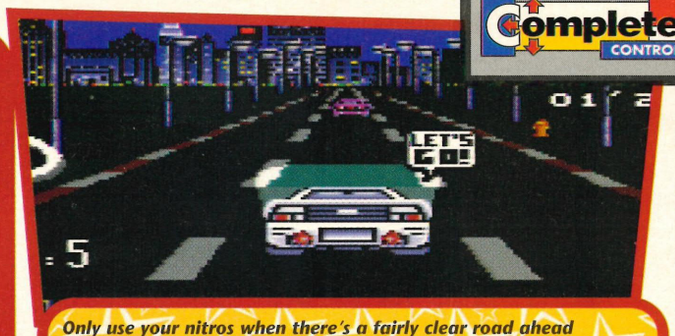
S.America	MoonBath	Fourmeg	Educated
Japan	Gearbox	Legend	Oilcloth
Germany	Carpark	The World	Wreckage
Scandanavia	Roadhog	Let's Race	Caracole
France	Emulator	Alchemy	Epyllion
Italy	Analyser	Alooper	Glulagon
Great Britain	Horizons	Seasonal	Keelson

Fast Start



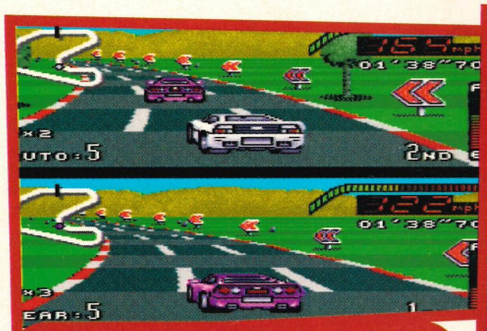
To get the quickest start only accelerate just before the countdown reaches 0. Take it carefully through the heavy traffic to reach the top group a.s.a.p. If you hit the back of one of the non-runners you'll take a real drop in speed

Nitro

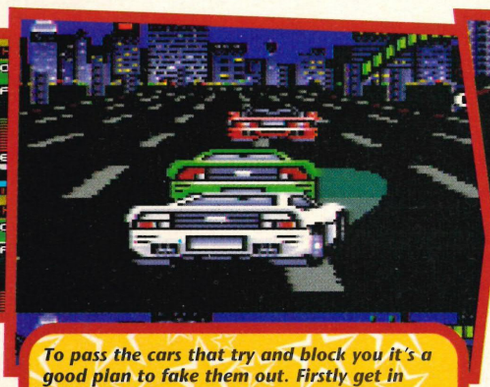


Only use your nitros when there's a fairly clear road ahead without much traffic or as an emergency measure when you're lagging behind. This is the ideal situation in which to use one (above). It's best to save them until the end of the race in case of any mistakes or disasters. If you feel confident, use them all at the start and don't hit anything in the meantime to gain a commanding lead

Overtaking



When passing a car on the bend you have two choices. You can either skid at top speed and go round the inside or you can swiftly tap the accelerator for a minimal drop in speed and pass on the outside

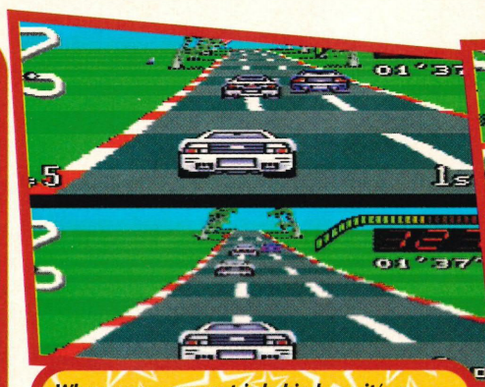


To pass the cars that try and block you it's a good plan to fake them out. Firstly get in their slipstream then when you reach them steer in one direction then quickly steer in the other and pull past them



This one worked well. See you at the finish line Mr Greeny slowpants

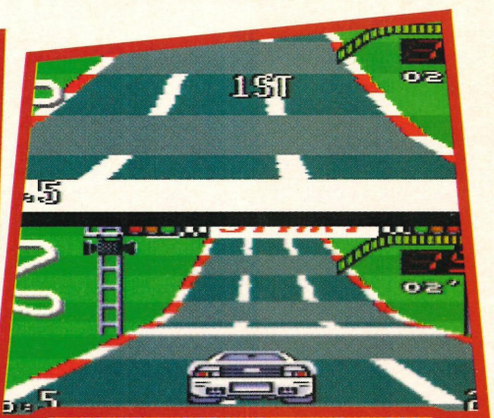
Tricky Tactics



When your opponent is behind you it's a good idea to block him when he tries to pass. Start looking on his screen when he gets you in view then try and stay right in front of him

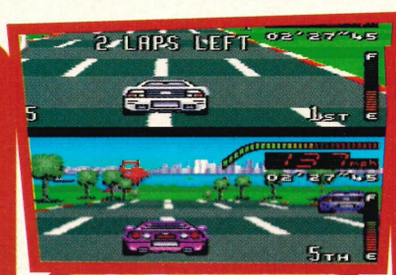


Ha Haaaaaaaa! Laugh like a maniac when your foolish adversary smacks into the back of you and you shoot into the distance

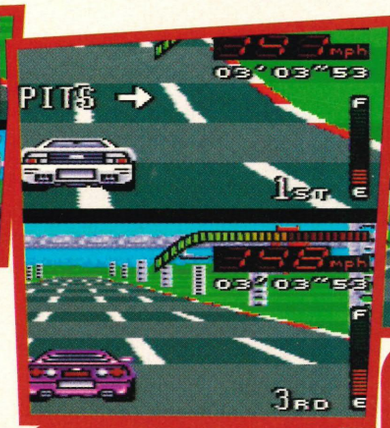


Now cackle like a crazy man as your cunning stunt sees you win the race

Pitstop



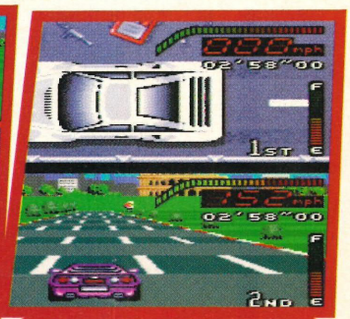
It really depends on which car you have and how well you drive when deciding if you should refuel. In the sidewinder you can generally make it safely round any track with five fuel bars (four if you want to risk it). In the situation shown there is no need to stop in the pits



No thank you, just keep going



Whereas in this sort of situation make sure you go to the pits as quickly as you can or else you'll run out of fuel and your race will be over



The longer you stay in the pits the more you refill. Only take a risk with small amounts of fuel if your opponent is close behind and has enough fuel to finish

MICKEY'S MAGICAL QUEST

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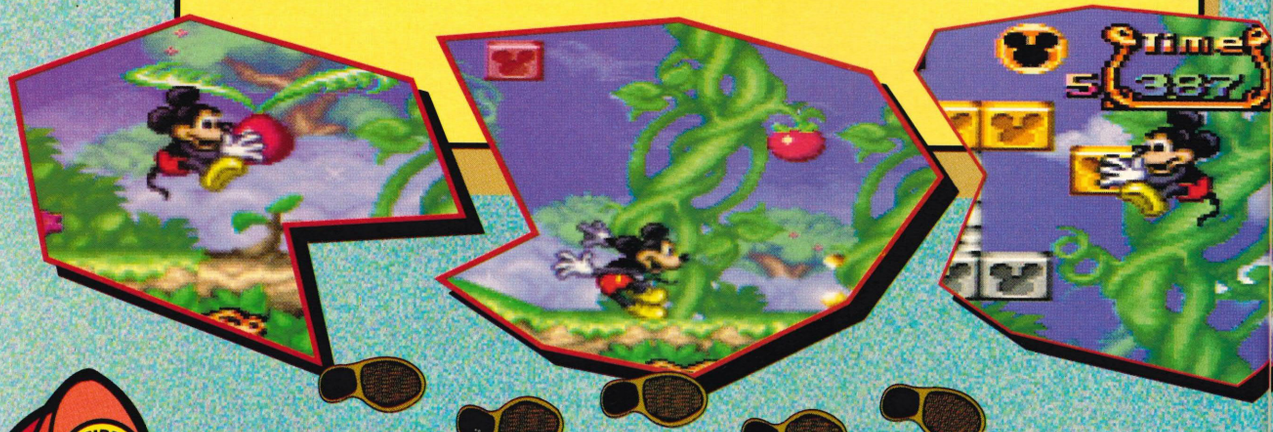
Here lies the definitive guide to bonuses, hidden extras and the magical world of Mr Michael Mouse.

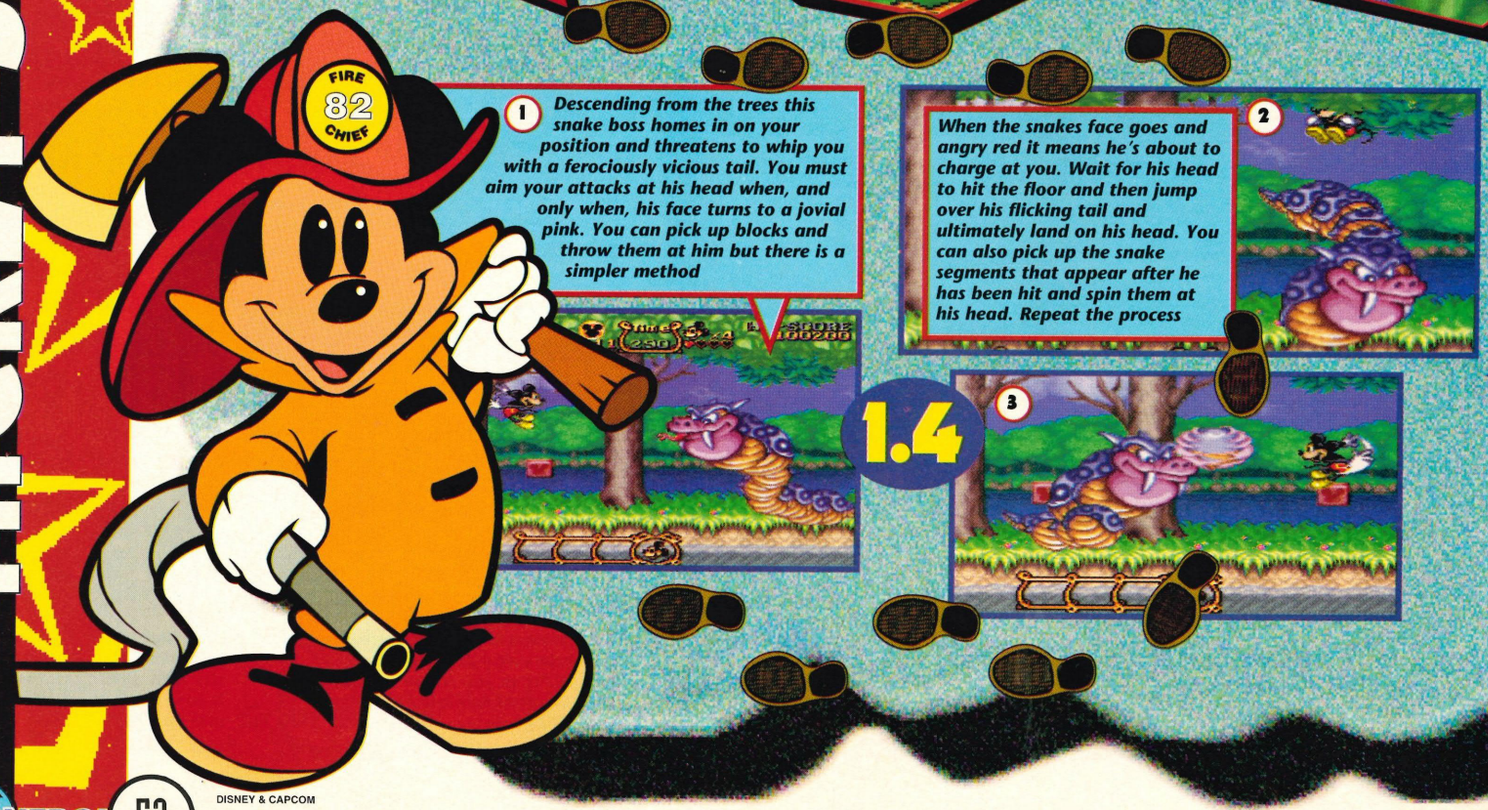
TRICKS OF THE TRADE

Spinning blocks and other objects is a necessity throughout the game, so practice this in the early stages. By spinning blocks at the enemies you can knock them instantly unconscious and in turn can spin them out of the way. Also, spin creatures and blocks at large walls of blocks to destroy them quickly thus saving time.

Don't be too linear in your gameplay, explore all reaches of the levels high and low, all sorts of goodies usually lie in the furthest corners. During the first stage of the quest practice spinning the red fruits found hanging from the vines, catch hold and explore the higher branches.

This game isn't simply about finding the exits, as all manner of treats lie hidden away. Bonus rooms and general stores are covered by walls of bricks so if you find a huge wall of yellow destroy it and explore within.





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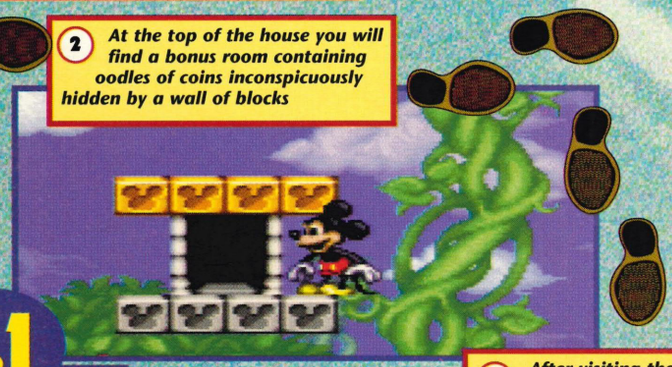
LEVEL 1 – THE TREETOPS

1.1

1 Once you've listened to the old wizard mumbling on about nothing jump up to the exit of the house, here you will see small yellow blocks disappearing off the top of the screen. Jump carefully onto the blocks



2 At the top of the house you will find a bonus room containing oodles of coins inconspicuously hidden by a wall of blocks



3 After visiting the bonus room go right along the level and spin one of the fruits to carry you onto this treasure chest. Do not pull the rings but position yourself on top, now quickly jump through the clouds

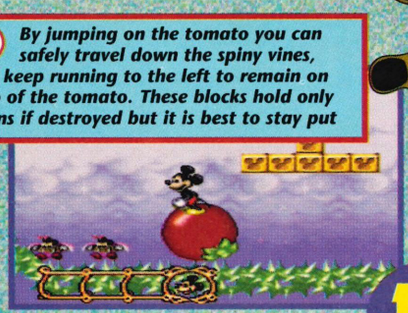


4 By following the path of the clouds you will first find a treasure chest containing coins and then, further on, you will find a chest containing a large health heart. Fall down and go right to reach the end of the level



1.2

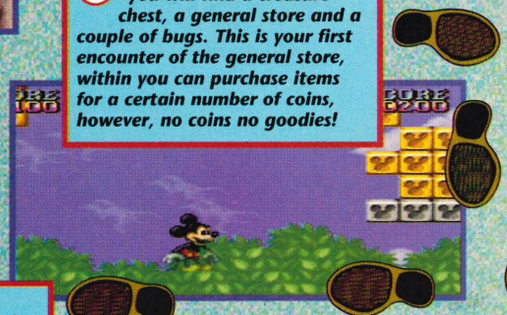
1 By jumping on the tomato you can safely travel down the spiny vines, keep running to the left to remain on top of the tomato. These blocks hold only coins if destroyed but it is best to stay put



2 Once you find the third tomato you will bound down the hillside at a phenomenal rate. As soon as you see treetops and embark on an incline try to remain stationary on top of the tomato as you are thrusted skyward, then jump off the tomato and on to a very small grey block, from here you can walk on the roof of the world



3 Situated on top of the trees you will find a treasure chest, a general store and a couple of bugs. This is your first encounter of the general store, within you can purchase items for a certain number of coins, however, no coins no goodies!



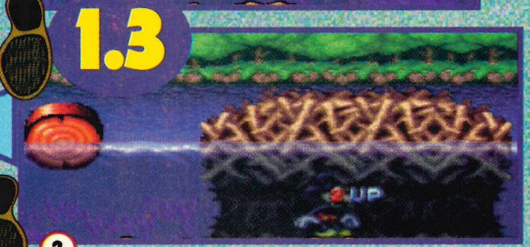
1.3

When you discover this Beaver simply pick up one of the yellow bricks and chuck it at him

1



2 Then check out his dam. In the centre of it you will find a 2-Up, simply destroy the beaver using one of the yellow blocks. A beaver being that cautious can only be hiding something can't he?



4 As this bat-like manifestation encircles you, try and stomp on his head. If he disappears to the side of the screen get ready for him to swoop back at you and again jump on his head – a simple procedure





5 At some points he will decide to hang upside down from the rafters and throw baby bats towards you, when this happens simply get to the furthest side of the screen and jump on one of the bats as it approaches you. When stunned, pick the bat up and spin it towards the others, knocking them off screen and hopefully hitting the big bat at the same time. Repeat

CONT.

MICKEY'S MAGICAL QUEST

LEVEL 2 – DARK FOREST

2.1



1. Look for a row of yellow blocks lying on the floor near the start of the level by the swamp. When destroyed a passage will appear to access a secret room



In the bonus room you will find a large energy heart



2.3



You must carefully time your movement over the stompers or else their large hammers will grind you to a pulp



However, there is a slight bug or quirk of collision detection within the game allowing you to stand safely on the edge of the stomper without getting hurt in the slightest

Not only does he scatter sharp and unopened conkers at you but he also demonstrates his Hawaiian grass skirt routine by flicking it at you in an arc. Jump up and over as the skirt approaches you and then duck as it returns in a low-level flight path back to its owner



2.4

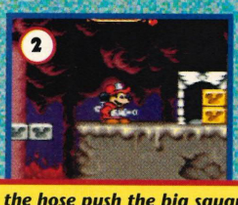


1. Power up as soon as the spider shows its face and quickly blast it continuously until it is unsafe to do so. Jump out of the way and move from platform to platform avoiding its tail sting. The spider will then turn 180 degrees and charge at you, again blast it and jump out of the way. The initial power-up blast reduces the spider's defences and it is quick to fall



4. When you emerge from the bonus room continue right across the fire pits until you reach this point. You will see a fire platform moving backwards and forwards diagonally and a series of small grey blocks at the bottom right of the screen. Jump onto these small blocks





3.2



Using the hose push the big square block onto the platform below, then jump on the small grey blocks until you reach a bonus room on the right. You'll find coins ready for the taking



Here you will find a 1-Up hiding inside the treasure chest. return back to the diagonal platform



Jumping across the moving fire platforms (extinguish the platform with your hose before jumping on!) you will notice one that fails to catch fire. Wait on this platform and in a few seconds you will be shot upwards so you can collect coins from a treasure chest

As the platforms rotate faster and faster it will be hard for you to continue jumping, instead duck as you pass underneath the guardian and then quickly turn and fire as you emerge on the other side



Squirt the guardian in the face. The platforms rotate around the guardian – you must jump up and down to stay level with the guardian. It shoots fireballs which set alight the platforms, so squirt them with water to reveal fire hydrants

3.4



CONT.

Use a magic power-up to zap the moonheads off of their perches

4 When you reach the golden leaves wait for the second one to appear from the top of the screen and then start your leaping escapade. Move quickly from leaf to leaf and only jump when the next leaf is moving towards you not away





2.2



1 The bugs found within the tree trunk are slow and not a little dim, they are easily destroyed with a blast from your finger

When you exit the tree do not jump up but fall of the edge instead





6



5

Use the power-up to shoot at this bouncing half-guardian but keep moving so he cannot home in on you



4

Keep to the left as you fall and eventually you will safely land on a lone branch housing the entrance to a general store



3



LEVEL 3 – FIRE GROTTO

3.1



1 It is best to travel on this natural elevator when dressed as the normal Mickey, now he can grab the blocks for coins and bonuses with ease



2 Bats appear on screen at various intervals and can be seen from under the elevator platform. Observe where they will appear and stand in that position, as soon as they emerge from behind the platform you will immediately stomp on them

4 The guardian hits the floor with his hammer so pillars of lava fly up. Bob and weave to avoid the pillars but don't shoot when a pillar blocks your view of the guardian as you will waste your magic



3 Quickly turn back into the magician and power-up. Shoot towards the guardian when he is resting on the floor, continue to use the power-up and collect the extra genie lamps when convenient

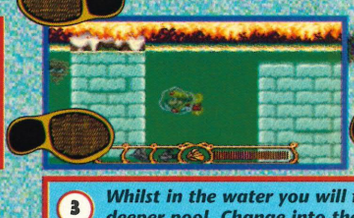


3.3

1 All the square moving platforms can be moved with jets of water, here you can move a block to fall down the gap to destroy the yellow blocks and collect coins. This is not for those with slow reactions



2 As you proceed right you will find a huge wall of flame, just duck in the water when the fire descends, for you will be quite safe in the cool



3 Whilst in the water you will find a deeper pool. Change into the magician and swim down, here you will find yet another treasure chest this time containing a large energy heart



6

By using the same block-moving technique climb up to the top of the screen and find the bonus entrance. Continue right to the end of the level

5 Once you have returned to the surface go right to the grey platforms. They can be moved by using the hose pipe – only by doing so can you can pass this section. You'll find a chest to the right, move a small block under the chest and blast it with the water. This saves a 1-Up falling off the screen





4

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MICKEY'S MAGICAL QUEST

LEVEL 4 – PETE'S PEAK



1 The pink guards with the shields are invincible until, that is, you remove their shields by firing your grappling hook towards them. Now you can successfully stomp on their heads





2 There is a pattern to the Eagle's flight path. At first it swoops then flaps down on to the nest, then it swoops again and you have about four attempts to shoot it before it swoops down yet again. Always keep either the Mountaineering or Fireman costumes highlighted so if you do have to make a quick change you don't have to fumble around trying to select the costume. Secondly, carefully observe the top left and right hand of the screen, if you see a black object forming quickly change into the Mountaineer and hang on for dear life. Likewise, if you hear a heavy beating of wings you know that the Fireman is required



LEVEL 5 – SNOWY VALLEY



If you can cope with the inertia on this level, you should have no problems at all. Squirt the icicles in mid air to form temporary platforms leading up to numerous bonuses. The icicles only last a few seconds. The first icicle formation presenting itself in the Snowy Valley leads up to a 1-Up



At this early stage get used to the speed at which the sledges travel and also the effect of the pink 'Boingy' things. This is imperative for later in this section

Further on to the right you will come across these little sleeping trampolines. When stood on they expand to twice their size but do not stay on them too long or they will break. Jump up



LEVEL 6 – PE



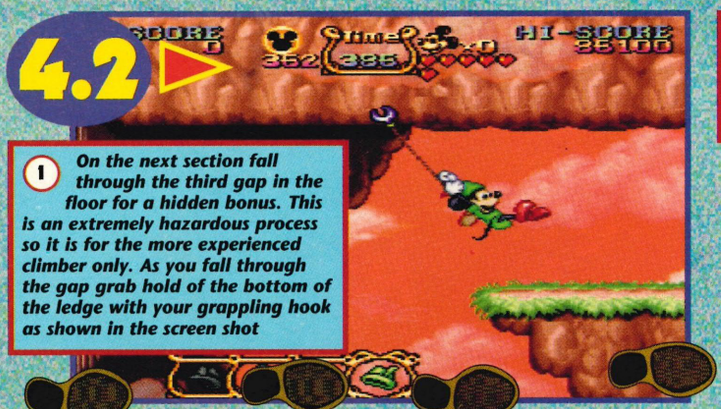
Search the higher platforms for bonuses, a few are scattered around but so too are guards! Don't forget to run and jump between some of the wider platforms as practiced in the Snowy Valley. When done continue to the right and find this pillar of flying helmets, simply jump on them and move right avoiding the guards on the left

At the start of Pete's castle, proceed to the right of the screen and find the first watery pool after the one inhabited by the gruesome looking fish! Change into the magician and swim down until you find a secret entrance to the left. Here you will find a lovely little bonus lying in wait. Continue to the right



As you climb upwards you will notice a flying platform to the left of the screen. Catch hold of it using the grappling hook and then land safely on the platform to the left. The treasure chest contains a 1-Up

4.2



1 On the next section fall through the third gap in the floor for a hidden bonus. This is an extremely hazardous process so it is for the more experienced climber only. As you fall through the gap grab hold of the bottom of the ledge with your grappling hook as shown in the screen shot

2 To move along jump, press right and quickly fire the grappling hook again – this is a process that takes practice and will not come easily

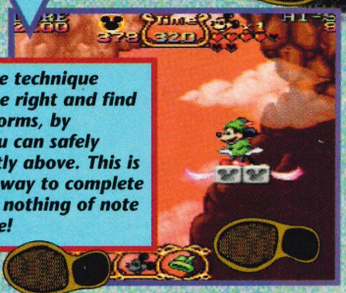




4.3

This guardian is tricky, so make sure you are Mountaineering Mickey and when you appear on screen grab hold of a hook. A giant eagle will fly into the screen and if you are not secured to one of the hooks you will plummet off the cliff. Once the eagle has made his fly past, transform into Fireman Mickey and shoot the smaller eagle that flaps down. You can be the Magician here if you wish (but the Fireman fires quicker). Now get ready to turn back into the Mountain climber and hang onto one of the hooks. Repeat this Mr Benn routine

3 Using the same technique continue to the right and find the flying platforms, by climbing aboard you can safely reach the exit directly above. This is a far more exciting way to complete this level as there is nothing of note on the section above!





5.2

1 At the beginning of this next section run and make a flying leap across the gap. If you do not run you will fail to make the leap. Just continue right running and jumping the gaps, but don't necessarily try to get on the sledges you can make the jumps on foot

Wait on the left for the skater to appear and then as the giant skating Walrus skates down the slope towards you jump and stomp on his head. Run to the other side and repeat this performance as the Walrus approaches you and then repeat again, ultimately getting you back to the right hand side of the screen

5.3





The Walrus intermittently fires snowballs from his mouth, the easiest way to avoid the snowballs is to wait half way up the ramp and then when all three snowballs have been fired jump up to the platform and prepare to shoot the Walrus as he moves

TE'S CASTLE



6.1

The Walrus makes one complete movement through the cylinder returning back to his starting point and then makes two complete motions, finally making three complete motions with a couple of spins in between. When he has done so be careful as the Walrus then only makes half a motion finally landing on your small platform so again jump over him and repeat the tactics exercised at the very beginning of this confrontation



5 These chaps don't die when jumped on so take your time and keep jumping on their heads until they move closer to the platform on the right



6 After you have mastered the art of crossing the pools by jumping on the helmets, start making your way back up to the top of the level. Either use the trampolines or spin a yellow block with an arrow on it, when spun jump on top and let it carry you to the higher platforms. Note: should you fall in to the water DON'T PANIC! Simply transform into the mountaineer and haul yourself back to safety using the grapple



CONT.

MICKEY'S MAGICAL QUEST

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6.1





7 Once on the higher platforms you should find this portal to the left, go through. You will emerge through another portal

8 You will then find a treasure chest containing a loverly 1-Up

9 Now proceed right. Unfortunately you will find yourself near to the beginning of the level. Find the trampolines where you made your way up to the portal, but instead go right and find the treasure chest that lurks in the corner. Now jump back up to the portal. Shoot the magic carpet on the right

6.2



1 For this next part repeat your carpet ride skills gently moving left and right



10 Move left and right to guide the carpet and then go as far right as possible to the exit



6.3



1 Keep moving to the right until you reach these bombers firing cannonballs with a deferred detonation. Wait until one has been fired and then stomp on the bomber's head. Using the cannon as a platform jump up to the next solid platforms repeating your previous performance on the further array of bombers



2 A couple of platforms up you will notice small grey blocks, simply push these a little way using the fire hose allowing you to jump up on to the platforms and consequently on to the higher solid platforms

4 Climb onto the next moving platform and jump off to the right, beware of the guard that is lurking to the right



3 Once you're at the top, and no more bombers are evident, move the stomping block into the gap and get the hydrant. Return, jump to the next section and go left. You'll find portals, but don't enter them until I say so





5 Now a platform bashes the ceiling and the statue at the bottom. Push it to the right until it goes off the top of the screen (don't push the block to the right hand wall). As it returns, jump on and ride to the screen guard on the top left, then jump off and stomp on his head



6 Now you will notice two portals facing each other, enter the left hand one to finally meet your great adversary, Emperor Pete! (All the other platforms lead to the guardians previously encountered on your adventure so to make your adventure a little more difficult you could always try your hand at the guardians yet again!)



1 Using the Magician, power up and shoot at Pete's face, your magic makes little effect when his arms are raised. When he raises his arms he's conjuring up evil magic so beware...

6.2



2 When the wall of blocks move from the right, crouch and destroy the bottom two



3 Two blocks appear on either side of the screen and bounce to the opposite side – use judgement to duck or jump over them as they pass

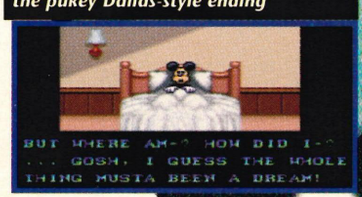


4 Three flaming flower pots appear above your head, move as close to Pete as possible wait for two seconds then as they start to swoop at you move back to the left and shoot them with a power shot destroying all three in one go. When shot, the flower pots leave magic lanterns in their wake

5 After many hits, Pete gets agitated and blue flames shoot from the gaps in the paving slabs. The flames appear with an inch in between each one so just position yourself in between the plumes



Eventually, following the above procedure, Pete will give up the ghost and Pluto and everything returns back to normal. But check out the pukey Dallas-style ending



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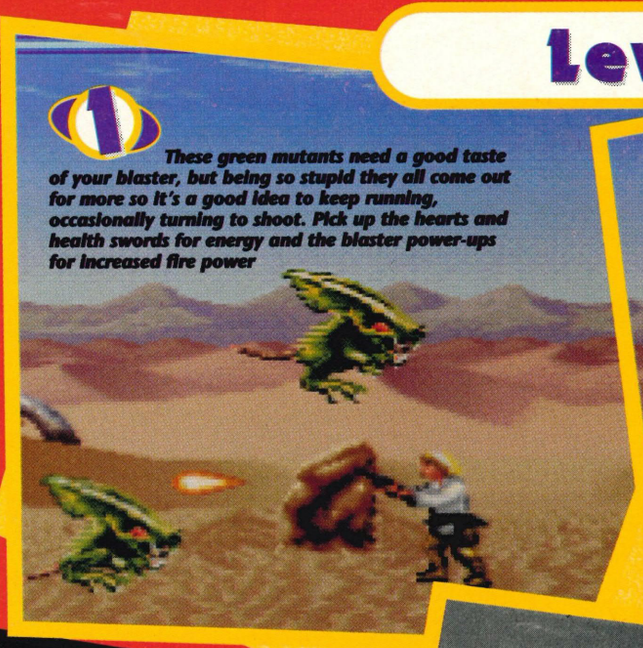
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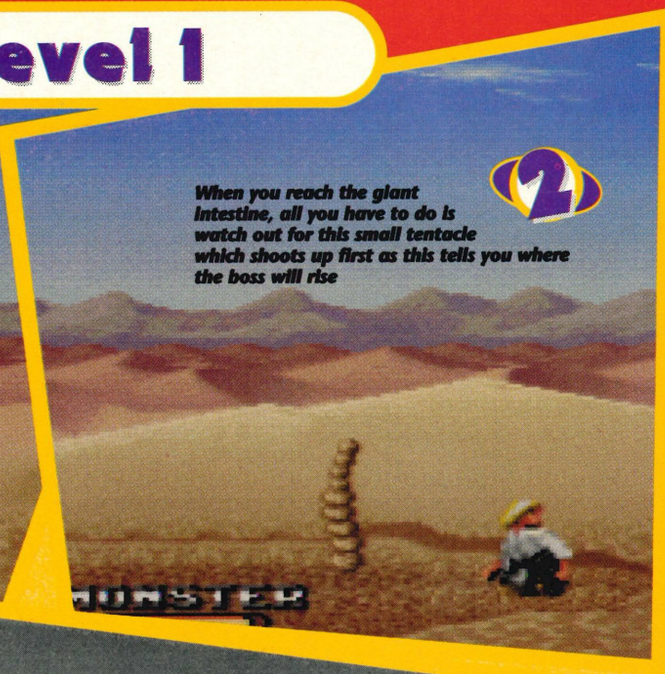
SUPER STAR WARS

Your destiny lies with the force — you must now learn how to control it and save the galaxy from the grasp of evil. If you're not sure how to, then read on. Good luck...

Level 1

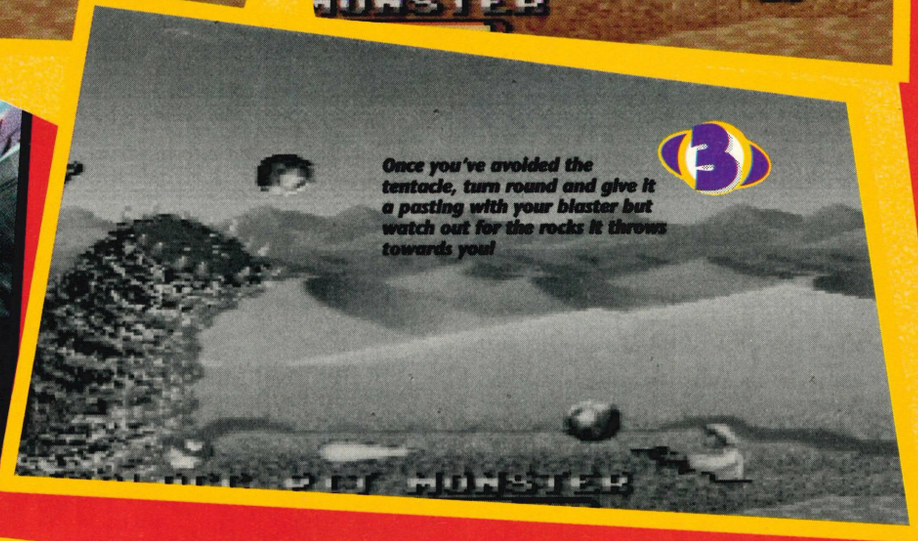


1 These green mutants need a good taste of your blaster, but being so stupid they all come out for more so it's a good idea to keep running, occasionally turning to shoot. Pick up the hearts and health swords for energy and the blaster power-ups for increased fire power



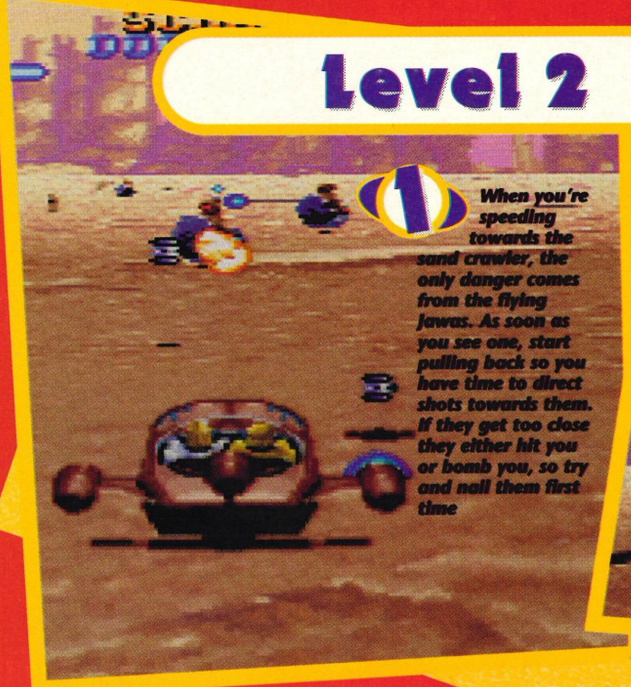
2 When you reach the giant intestine, all you have to do is watch out for this small tentacle which shoots up first as this tells you where the boss will rise





3 Once you've avoided the tentacle, turn round and give it a pasting with your blaster but watch out for the rocks it throws towards you!

Level 2



1 When you're speeding towards the sand crawler, the only danger comes from the flying Jawas. As soon as you see one, start pulling back so you have time to direct shots towards them. If they get too close they either hit you or bomb you, so try and nail them first time



2 Once you've shot 10 Jawas you should use your jets and fly at maximum height allowing you to avoid further trouble. If things do get chaotic then use a short burst of jet to get away. More fuel can be found by shooting the upright towers

Level 3

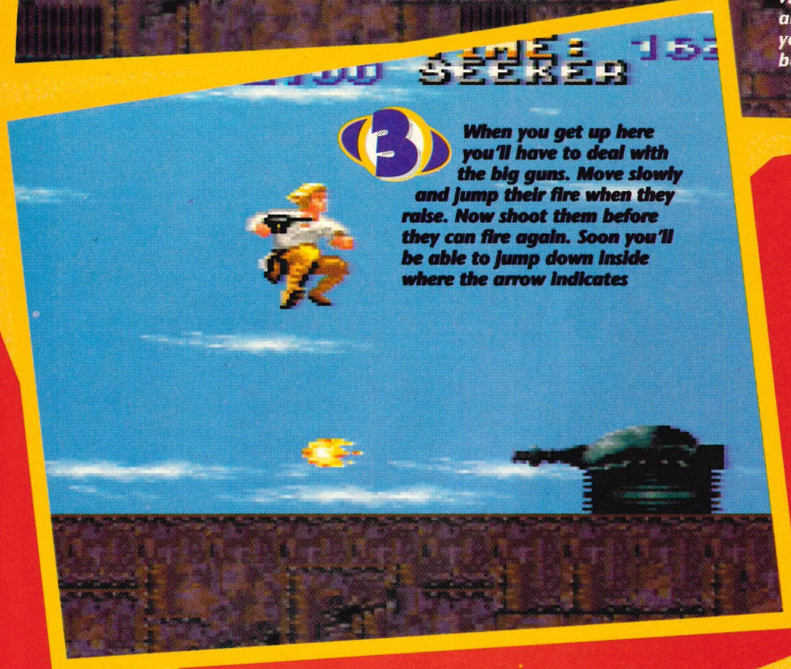


1 Once you get to the centre of the crawler, head up to the left and jump up here



Keep on jumping onto the next platform in sight. If you can't see it, then wait for it to move into view. Learn the timing of your jumps and press up to get a more powerful jump. If your timing is out you'll keep falling right back down, so be careful!

2



3 When you get up here you'll have to deal with the big guns. Move slowly and jump their fire when they raise. Now shoot them before they can fire again. Soon you'll be able to jump down inside where the arrow indicates



1 Keep blasting to open doors and roll underneath the green laser barriers. When you reach here, jump left into the wall for hidden bonuses

Level 4



2 Bounce your laser off the floor to angle shots at the top of these guns and drop them to the floor. The green, slimy creature is best killed by going across to the far right and ducking whilst shooting. Don't attempt to dodge its fire as there's enough energy bonuses to get back to full health afterwards. Remember to walk to the right on the dropping platform or you'll die a nasty death!



3 This gargantuan monstrosity is easy to kill. Go right up to it and fire as shown in the picture. Move to the right occasionally when it gets near to pushing you off the platform and keep on firing. Goodbye Mr Ugly!

SUPER STAR WARS

Level 5



1 This level is easy until you get to this bit. Avoid treading in sticky mush left by dead greenies and watch out for collapsing bridges. When you get to this part jump carefully from block to block and keep shooting up to kill the flyers which try to knock you off. Go quickly or the blocks crumble and you will drop to your death...

2 When you can't see the next block just walk off to the right, there's one right beneath you. Honestly, trust me!

Level 6



1 The most effective way of terminating these Banthas is to press up when jumping for a cunning spin attack!

2 Use the spin attack on this big Womprat whilst jumping towards then away from it. But watch out for its little friends who come up behind you...

Level 7



1 Use the same tactics as before here. The only difference is there are a greater number of Jawas to dispose of!

2 Remember to shoot these towers for extra jet fuel, allowing you to travel faster towards Mos Eisley

Level 8



1 Keep using the spin attack as you make your way through here. A good way to get over the deadly plants is to jump on a barrel and roll across



2 Destroy these blocks to reveal health and blaster power-ups

Level 9



1 Typical! I'm just here in the pub minding my own and everyone wants to kill me. Maybe it's my hair problem. Better watch out for those hooded bar stewards...



2 Jump towards Kathar to prevent him coming too far forward and keep firing at his head



3 At the peak of your jump, move back to avoid his elongated neck and claw sweeps. This is hard so don't expect to manage it first time. If you can avoid his neck whilst on the ground then keep pumping him to the back of the screen



SUPER STAR WARS

Level 10



1 The escape up to here is just the same as the level before the Cantina so use the same tactics. To kill this Droid the best option is to stand your ground and shoot up to blast its legs off. Keep firing up diagonally in the second stage — don't stand directly underneath or it hits you with a nasty downward attack



2 If you don't shoot the claws or roll underneath them then this will happen!



3 You have to shoot different parts of this carrier to blow it all up. Shoot the top front section then the top back section and then the underneath to finish it off. A good plan is to stand underneath to avoid its fire



1 Stay on these platforms to avoid being hit by the Tie Fighters that shoot past. Be careful when jumping over holes or you'll be joining the Force sooner than you want to!

Level 11

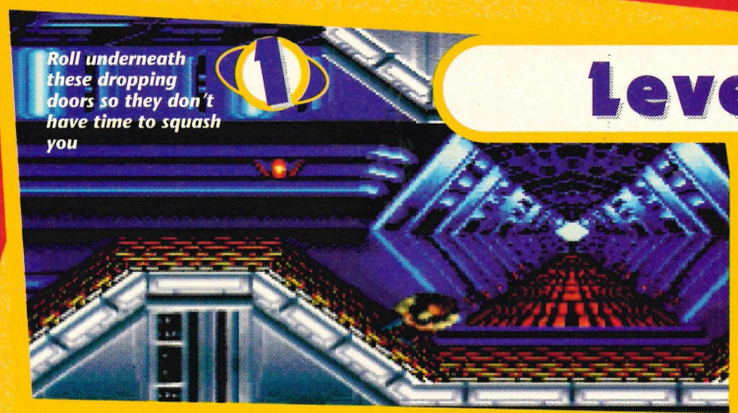


2 The best way to knacker this Droid is to get behind it then jump up and hit the red part



3 When it jumps back, move as far right as possible and keep on firing upwards

Level 12

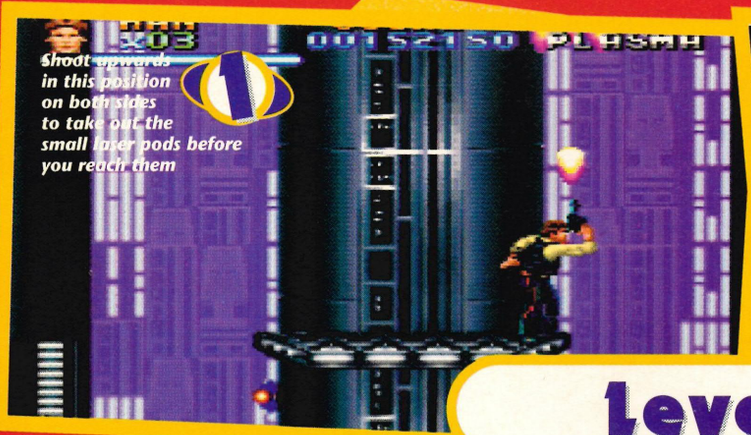


1 Roll underneath these dropping doors so they don't have time to squash you



2 The way to kill this guard is to avoid him and kill the Storm Troopers until his red nodule appears. Now shoot the red bit but don't stand underneath or you'll be fried by the laser shot!

Level 13

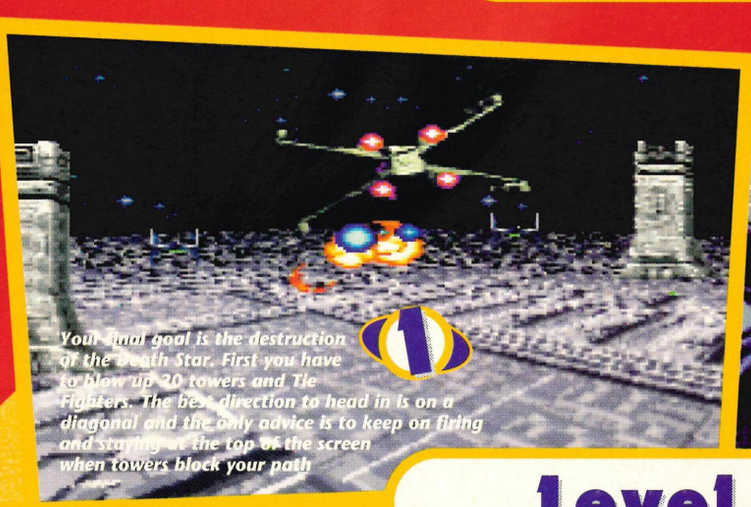


1 Shoot upwards in this position on both sides to take out the small laser pods before you reach them

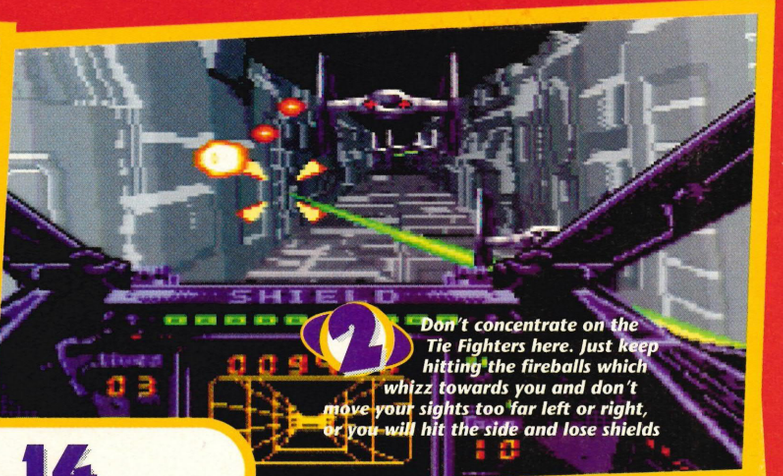


2 This is a really easy boss as long as you never venture further upwards than this. Just stand here and keep shooting upwards and you'll avoid any trouble whatsoever. If you do go further up you'll regret it. (Remember, curiosity killed the cat!)

Level 14



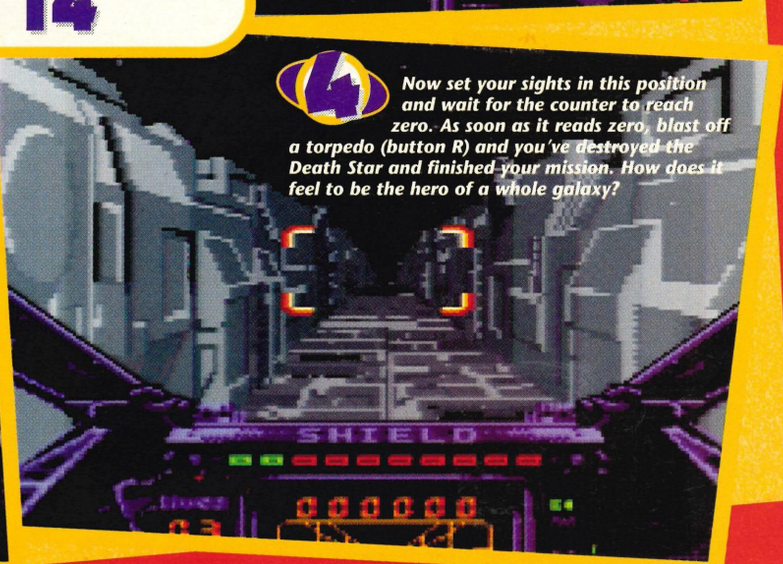
1 Your final goal is the destruction of the Death Star. First you have to blow up 20 towers and Tie Fighters. The best direction to head in is on a diagonal and the only advice is to keep on firing and staying at the top of the screen when towers block your path



2 Don't concentrate on the Tie Fighters here. Just keep hitting the fireballs which whizz towards you and don't move your sights too far left or right, or you will hit the side and lose shields



3 Be ready for Vader's appearance when your counter shows 2500 and concentrate on the fireballs. He's a big target and you don't have to follow him round as much as you'd think. Just keep your nerve and pump him with your laser and torpedoes (button R)

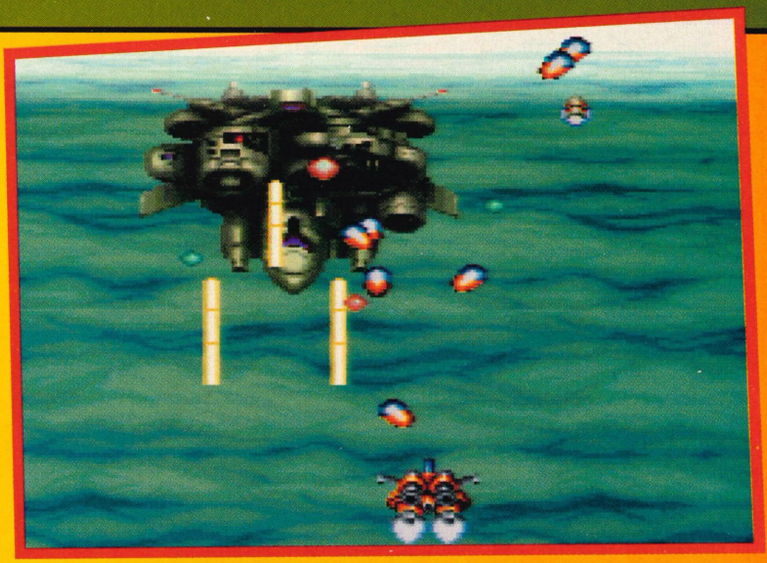


4 Now set your sights in this position and wait for the counter to reach zero. As soon as it reads zero, blast off a torpedo (button R) and you've destroyed the Death Star and finished your mission. How does it feel to be the hero of a whole galaxy?

AXELAY

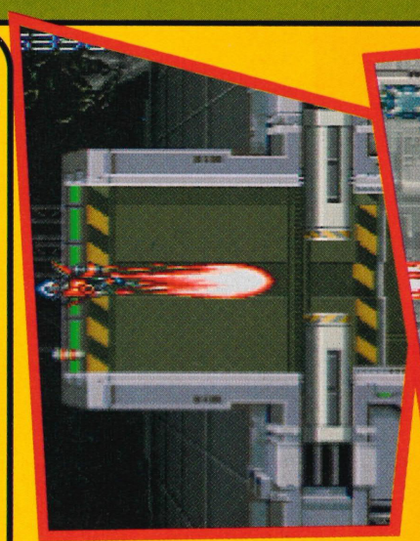
Salutations Space Cadets. If you haven't yet mastered the evil scourge of alien scum here's a general guide on how to finish off the gigantic Armada of Annihilation once and for all

Planet Cumuluses



Don't move directly underneath this mid-way boss but keep slightly to the right or left to avoid its three pronged laser fire. Remember to keep both the A and B button depressed for maximum fire power

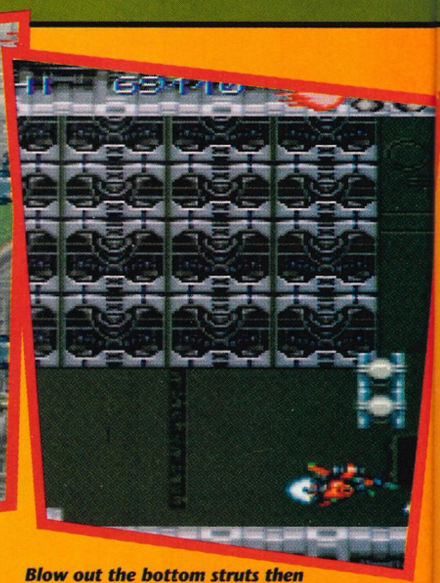
Tralieb Colony



Shoot the centre to open these doors and get through quickly before they close on you



Shoot the central pivot of these mutants to blow the whole thing up and give yourself more room

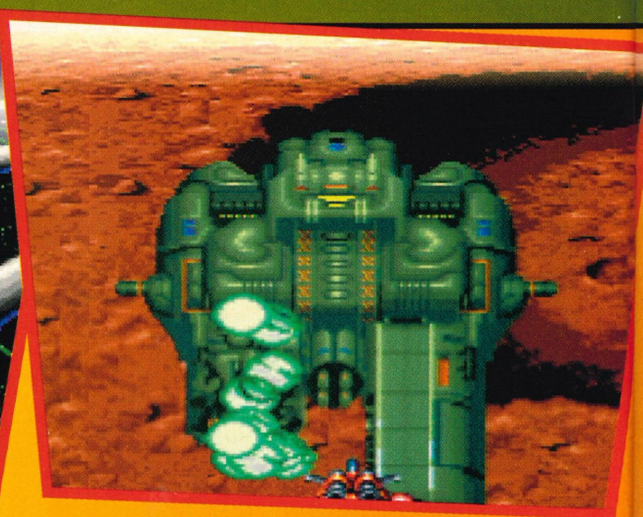


Blow out the bottom struts then swiftly fly under these blocks before they crush you

Planet Urbanite



Try and get past these things before they can move and make your route more tricky



If you can do it early enough simply get under this mid-way boss exactly in the centre and keep on firing. You should blow off one side then move to the other side and blow it away. You may have to use a different method as this one has a high risk factor



Keep firing at the centre of this Arachnatron and be ready to move aside when it fires out a blue bolt

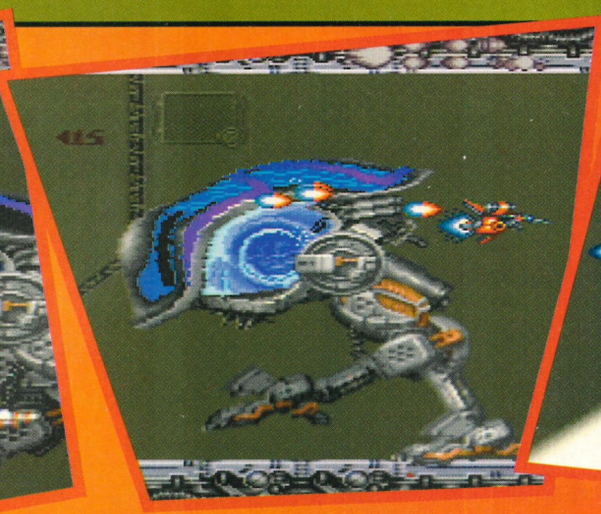


To avoid the four shots from small technoid spiders move up then down whilst continually firing at the big machine. Soon you'll have dealt out death to this mechanical monstrosity





The T-36 Towbar is an easy target. Keep firing at its front while it is moving back to take out the cannon



When it moves towards you fly over the top to get out of the way. If you have the round vulcan then drop down behind and use short backwards bursts of fire to waste it then go back over the top to the front when the T-36 starts to move back again



When you see the start of this large laser, move above it to avoid being caught in its beam. This robotic mutoid soon eats death if you stay alert and fire continuously



In its first incarnation this Regenertoid is easy. Make long sweeps from right to left and keep shooting to cut a safe space through the swathe of bullets



It's got all red and big! The holes that flash blue are the ones that will fire lasers so be ready to dodge them each time whilst shooting the missiles away. If you keep pumping the holes you'll cause this enlarged fop to have a nasty fall. Smell that chaffing

AXELAY

The Cavern

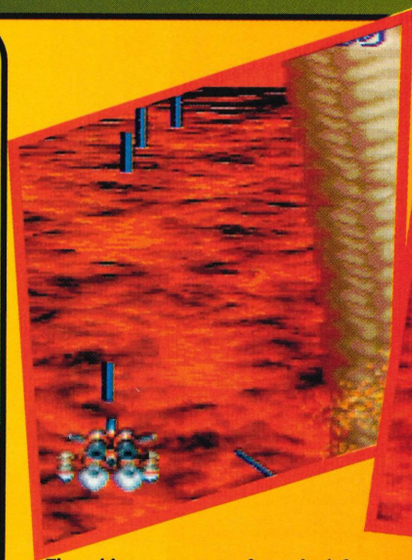


Try and shoot these white humps before they ejaculate their evil spawn



Go underwater when given the choice as it is more tranquil than above

Lava Planet



These big worms come from the left and land on the right or vice versa so they're easy to avoid



If you have it use the morning star on this timorous beastie

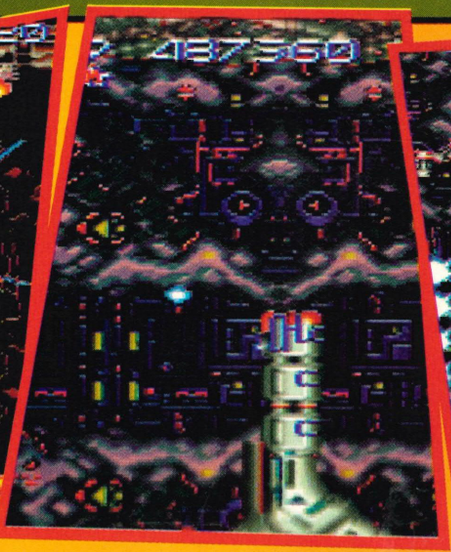


Move away when this fiery giant raises his hand or stretches his arm or you'll be crushed

Armada (Cont.)



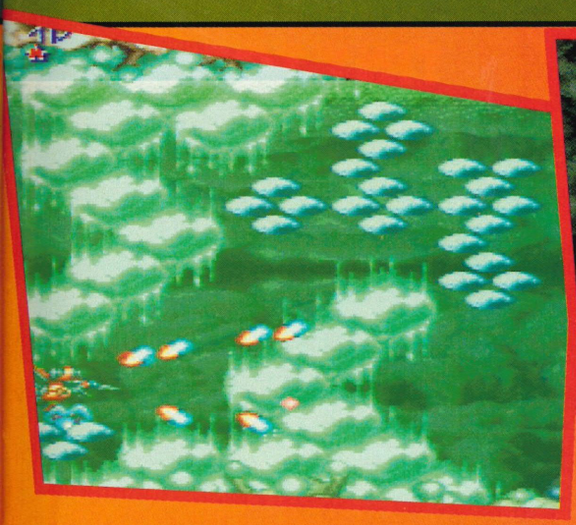
Stay near to the front of the screen so you can pass through before these doors close



Again, stay near the front and be swift or your path will be blocked by these extending rods



This mid-way boss can only be shot when it starts connecting with the walls. Move over or under it to get past the firing line of the white blocks before they shoot out a laser wall



Shoot your path through here and watch out for the scenery. You can fit through fairly small gaps (two blobs) so don't waste time firing all over the show. An angular weapon is best to shoot blobs beneath you and clear a path more effectively



Dodge the falling rocks then shoot the front of this Aquadon. When its tentacle flashes purple start to move or you'll be hit and trapped by lightning



If you can, attract its fire round the back then circle round to the front so you can have a lengthy pump at the red membrane and sink this sorry sap



Shoot his green heart and make small movements from right to left to avoid his fire and hands. Move to either bottom corner if it gets too chaotic

Armada of Annihilation



Avoid the blue laser fired by these ships and go underneath them at the start or you'll be turned into an Axelay sandwich



The best position is over the top of this mechanoid where it can't fire at you and you can easily destroy the jumping shooters. Go past the mechanoid just before the scenery narrows your path so you have time to get through the closing door



When the boulders appear move down to the bottom left corner and use the needle cracker to shoot the two nodules. It's slow but safe



Now keep blasting the central membrane. The only help I can give you is to stay for a short while in the top left corner to attract the first wave of bullets then gradually move up and down to try and avoid each new wave of bullets. Concentrate short bursts of fire at the membrane or you'll be overcome and won't damage it at all



Just keep on firing at the membrane whilst bobbing and weaving to avoid the chaos aimed at you



This is the last part. Keep firing and dodging the bullets and move forward when the explosions get closer behind. It gets very close towards the end but with a bit of luck you'll have this final annihilator on the run. Remember to keep moving up and down, attracting fire then dodging at the last second. If you manage it you'll have saved your galaxy and earned your place in the history books. If you don't manage it you'll be dead and evil will be victorious. Oh dear

MARVELLOUS TIPS

AUNTIE BERYL'S

Is anything really getting you down? Do you wish you could live a different life? If so then tell me your problem and I'll try to soothe it better. XXX Beryl

MAGIC SWORD

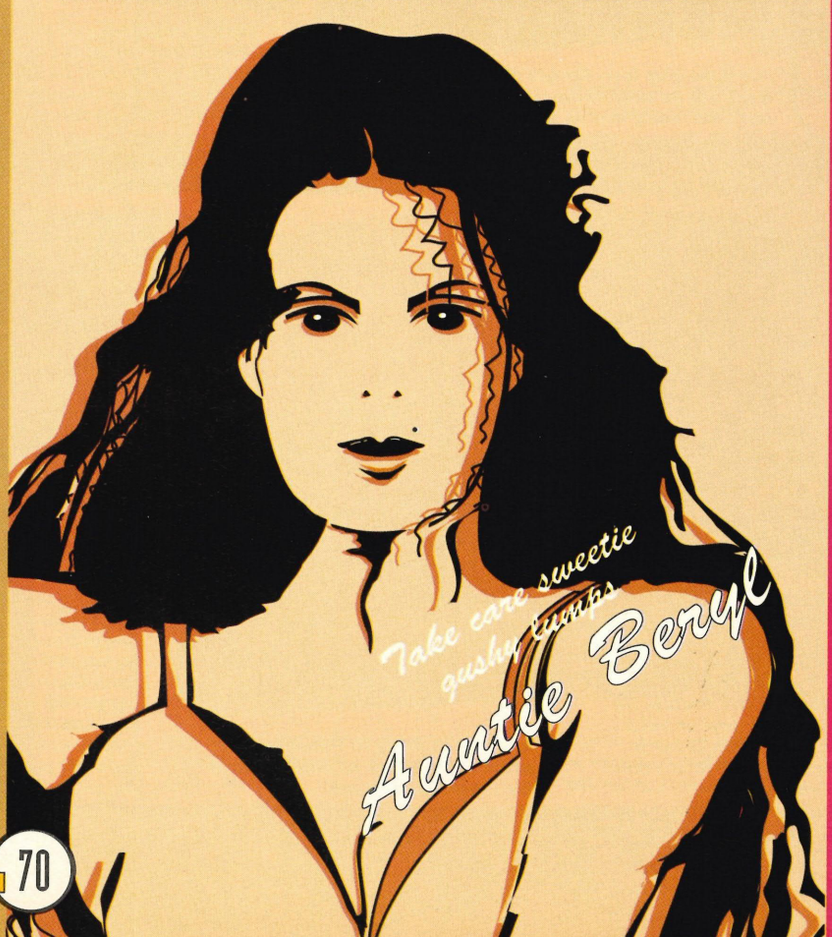
Dear Beryl, I am a wholesome, muscle-bound hunk yet I can't find a girl who will come anywhere near me. I also need a tip for Magic Sword because I'm pants at games. Yours frustratedly, D. Goodyear

Dear Caveman, You obviously need to impress the girls. Tell them about the magic door on floor 34 that warps you directly to Hydra. To get to it, vaporise the two blocks and hit the fourth pair of pillars on the left to make the door appear.

FACEBALL 2000

Beryl, Whenever I hear or catch sight of a Harley Davidson I immediately go into spasms and conjure up visions of cruising down to Mexico and carrying suspicious packages on the back of my bike. Yours dreamingly, J. Gollner.

Dear J, Live to ride and ride to bloody well live. Follow this dream and get yourself over to America on the back of a Harley Davidson Softtail. Before you do that however, use this cunning tip for Faceball 2000 to enter the Cyberscape warp. When the title screen appears, hold down the L and R buttons. Select one or two players and continue to hold down both buttons, and the screen will go blank. Release the buttons to arrive at the Interface screen and select Cyberscape beneath Cyberzone.



TINY TOONS

Beryl, please help me. I'm hopelessly in love with that gorgeous Gerry Doak from Mega Drive Advanced Gaming. I think about him all the time and sometimes I hang around near his house just hoping for a short glimpse of him. What can I do? Yours hopelessly, Betty Scrote c/o Dr. Crivvens home for the maladjusted

Well Betty, maybe you should take your mind off the subject by having fun with these password codes for Tiny Toons:

Level	Box no 1	Box no 2	Box no 3
Start:	Plucky Ducky	Babs Bunny	Green Worm (glasses)
	Babs Bunny	Gogo Dodo	Montana Max
West:	Road Runner	Montana Max	Elmyra
	Plucky Duck	Green Worm	Elmyra
Haunted House:	Montana Max	Coyote	Shirley
	Gogo Dodo	Shirley	Sweetie
Balloon:	Gogo Dodo	Coyote	Road Runner
Football:	Green Worm (glasses)	Plucky Duck	Babs Bunny
	Elmyra	Road Runner	Sweetie
Space:	Montana Max	Babs Bunny	Sweetie
	Sweetie	Plucky Duck	Green Worm
Bonus Games menu:	Elmyra	Shirley	Coyote

P.S. Two passwords on most levels for different difficulty settings



WING COM

Aunty Beryl, I'm having trouble with Sherilyn Fenn. She just won't leave me alone even though I tell her I'm happy with Madchen Amick. I'm also the lead singer of Depeche Mode, no honestly, really, I'm telling the truth. Yours makebelievedly, A.Simmons

Oh Dear A. Maybe you should use these passwords for Wing Commander and calm down with a nice cold shower

Level 2: Password- SPACEACE
Code-1RCCMCBLGW



TEENAGE MUTANT NINJA TURTLES IV

Dear Beryl, I've started to drink a ridiculous amount of beer and gamble a lot. I'm also finding that people look at me in a strange manner when I walk past. Perhaps it's my barrel chest? Yours paranoidly, N. Walkland

Dear Mr.Walkman, Console yourself with this groovy tuned trick for the Turtles: Go to the option mode and choose Hard mode, select 'STAFF' in the sound test and press button B to hear the tune. Now tap Y and instead of fading out you'll hear a special version of the song.

SUPER STAR WARS

Please help, Beryl. I find that over the past two years my family has been ripped apart by a spate of affairs and scandalous behaviour. They all seem to be at it like rabbits. My question is, where can I get some? Yours, Liz.
P.S. I need some tips for Star Wars

Dear Liz, Maybe you should try a Dateline service – it's very cheap and you might get lucky. To access a sound test mode on the first level press Y,B,X,A simultaneously, then press start. If you press X,B,B,A,Y on the 'start game' screen you should get 5 continues or press Y,Y,X,X,A,B,X,A for the light sabre. If the code has worked you should hear a Jawa yell.

STREET FIGHTER II

Dear Beryl, Recently I find myself stalking the streets at night and scratching on young maidens' windows in an attempt to feast on their blood. I also seem to have picked up a fetish for long black cloaks and want everyone to be like me. Can you give me some Action Replay codes for SF II so I can try and keep myself occupied at night? Yours thirstingly, S. Pectre

Dear S, Don't be so ghoulish and try these codes:
Player one=7E0E 2010 Player 2=7E0C 2010
This gives characters new moves and the ability to hit other characters at any time
Player one=7E0C 6010 This speeds up game about three times
Player one=7E04 8300 Play with bloody characters
Player one=7E04 9BF0 Electric Ryu and Ken
Player one=7E0C 5600, Player two=7E0E 5600 This gives characters super fast moves
Player one=7E0C 6001 escape from Blanka's face bite



SPIDERMAN AND THE X-MEN

Beryl, I used to work on a dead good magazine with loads of smart people and it was good fun but now I'm unhappy in my new job and wish I could go back. Yours honestly A. Lee

Dear Alex, Really? You'll just have to make the best of a bad lot. Here's a sparkly, brand new Action Replay code to make both Storm and Cyclops invincible:
7E0B 297F



MICKEY MOUSE

Aunty Beryl, I have discovered that I have an unhealthy obsession with small furry Disney characters. I just can't help myself. They're soooooo cute. Yours unashamedly wetly, A.West.

Dear Miss West, What you need to do is to fight fire with fire. Use these Action Replay codes to complete the sickeningly cute Mickey's Magical Quest and get this gooey sweetness out of your system:
7E02 B104= Unlimited energy
7E03 7202= Unlimited lives

MANDER

Star System-McAuliffe
Level 3: Password-SPACEACE
Code-1HCWFKVMZH
Star System-Gimle
Level 4: Password-SPACEACE
Code-DHDKCCWBRC
Star System-Dakota
Level 5: Password-SPACEACE
Code-JHFHTFYMCO
Star System-Kurasawa
Level 6: Password-SPACEACE
Code-DGNWP2XCLW
Star System-Venice

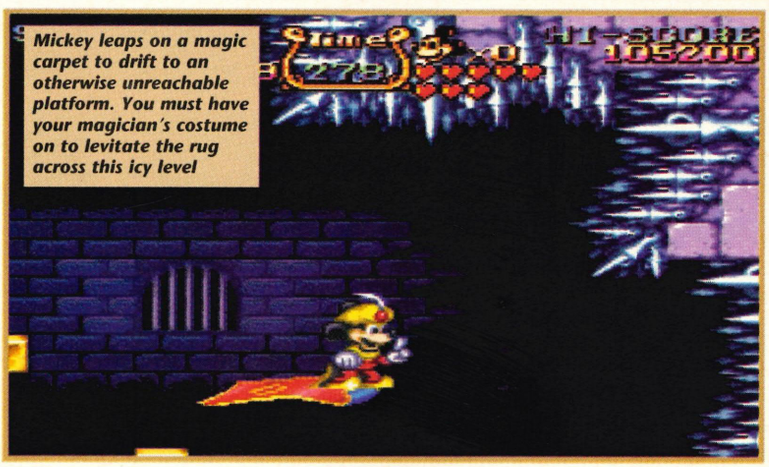




© DISNEY

The official reviews section gives you the low-down on all the latest UK titles available throughout the country. If it has just been officially released, you'll find a review of it within the next few pages!





Mickey leaps on a magic carpet to drift to an otherwise unreachable platform. You must have your magician's costume on to levitate the rug across this icy level

MICKEY'S MAGICAL QUEST

Capcom

Disney's Mickey Mouse is popular in just about any country you can imagine, but Mario is nowadays just as well known. But who'll win when it comes to their own very individual platform game?

Mickey's Magical Quest is a visually spectacular platform romp. Set over six levels, as Mickey your task is to rescue Pluto from the clutches of Emperor Pete. You must venture through eerie woods and snowy wastelands to Pete's Castle, where Pluto is held. You have three lives with which to rescue Pluto. Your quest is made considerably easier with the inclusion of infinite continues. There are three difficulty levels, with only the hardest setting presenting a real challenge.

The popular pip-squeak defeats his enemies by jumping on their heads. This will stun them – to dispose of them for good he can spin them off-screen. Some of the enemies are invulnerable and must be avoided, others must by hit two or three times before they collapse. As he progresses through the game, Mickey is awarded with magical powers, these presented in the form of enchanted costumes. Disappearing behind a little red curtain, Mickey will eventually be able to change from his normal self into a Magician, into a Fire-fighter and ultimately a Mountaineer. As the magician, Mickey can attack with magic that shoots from his finger. He can also breathe underwater. Armed with a fire hose, Fire Fighter Mickey can move object with his powerful hose and splash the enemies with a blast of water. The rock-climbing outfit enables Mickey to scale sheer surfaces using the grappling hook, which can also be used against some of his enemies. Each stage is protected by a graphically splendid guardian, with the occasional mid-level boss making a cameo appearance. Each must be defeated in a special way using Mickey costumes, i.e. changing from one to another to conquer the beastie. MMQ is by far the best-looking platform romp to appear on the SNES. It plays well, too. It's extremely cute, and there are nice touches like the costumes which add to the game's appeal. However, it's too easy. Don't bother trying to play the game on easy or normal mode, as only the hardest setting presents any real challenge. Once you've completed it, there's not much more to explore. There is the occasional bonus stage, but these are small and pretty boring. A fine platform game that should have been tougher.



FINAL ANALYSIS 84%

SUPER PANG

Capcom

Entitled Buster Bros. in America this hectic arcade-style shoot'em-up is an addictive marvel consisting of over forty hair-raising levels, bursting baubles, bubbles and balls of all colours and sizes.



Shoot as fast and as accurately as you possibly can. Otherwise you'll get squashed embarrasingly

Hailing as an arcade conversion this Capcom arcade shoot'em-up takes frustration and addictiveness to new staggering heights. The equation of smooth fluid animation, manic gameplay and riveting options adds up to some frenzied action and major thrills.

The concept, original in design, enlists the help of willing gamers to gallivant around the world (metaphorically speaking of course) bursting thousands of balls and bubbles. The object is to try and destroy as many of the bouncing bubbles as possible without touching the bubbles yourself.

You are represented by a small baseball-capped chappie that wanders backwards and forwards across the screen with his back towards you. Not being able to jump, you must rely solely on a giant harpoon which only fires vertically upwards in an attempt to burst the bubbles as quickly as possible.

Initially, you can only fire one harpoon at a time but bonuses can be collected allowing you to fire more than one harpoon or even bullets and lasers. When hit, the bubbles split into two until they are so small they finally evaporate altogether. This makes gameplay all the more exciting as trigger happy gamers end up with hundreds of small bubbles maniacally flying around everywhere instead of just a few large ones.

The are two game options in this one player game, the first being the main game mode where you progress through various countries in the world trying to complete all forty stages, the other is a Panic mode where you must simply destroy as many bubbles as you can in order to fill up a power bar at the bottom of the screen. Every time the bar is full you progress a level and the bubbles descend faster and faster.

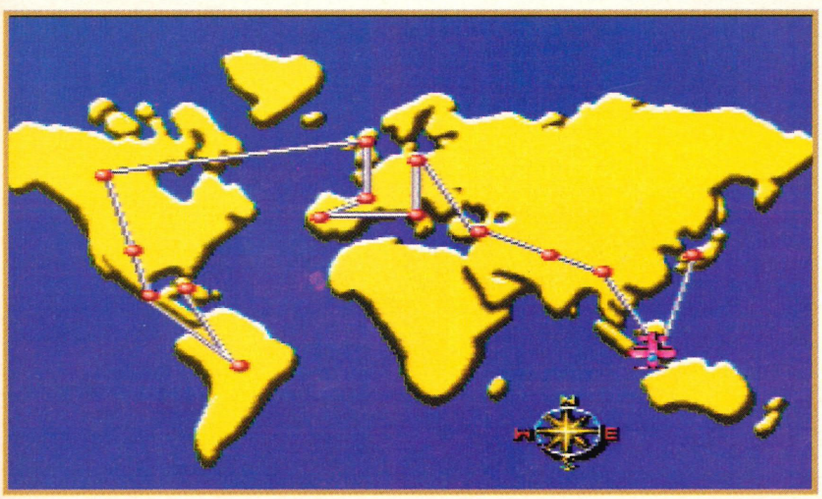
Bonuses can be picked up such as a time freeze, extra time, spectacular weapons and smart bombs and, whilst in the main game mode, obstacles and ladders appear making the game all the more exciting.

Visually the game lacks variety, the levels are very simple with only a few obstacles breaking up the huge expanse of the screen and the bubbles that simply change in colour. The only graphical relief comes in the form of detailed geographical backdrops that illustrate in which part of the world you are currently shooting spheres.

Although Super Pang is not much to look at the gameplay is fantastic, the fast panic action leading to frustration and finally euphoria. Every destroyed bubble brings a sigh of relief and the addictiveness is immediate. Great fun and extremely intense.



(Above) It's a race against time. In this particular stage of Super Pang, you are armed only with a harpoon gun



(Right) Temporary invulnerability is the order of the day. Judging by the impending cascade of death balls, this feature looks to be one of the more useful ones in Capcom's Super Pang

(Left) This isn't the intro screen to Michael Palin's latest titillating televised trek. It's a map tracing your progress across the globe – just look at that handy compass



FINAL ANALYSIS 80%



You can either slap the ball along the length of the rink, or pass it from player to player until your get in range of the goal. Of course you can dribble the puck, but there's a chance you'll be thumped by an opponent!



Controlling the skaters is pretty tricky as they slide and slip due to inertia. You can use the walls of the rink to guide yourself, but you'll have to venture into the middle of the ice to score

NHLPA HOCKEY

Electronic Arts

Electronic Arts' NHLPA Hockey is one of the most playable products on the Mega Drive, and now the '93 version is available officially on the 16-bit Super Nintendo wonder machine. Is it as good?

NHLPA Hockey is an action packed ice hockey simulation which includes all of the American league teams. Like its American football counterpart John Madden, NHLPA Hockey seems over-complicated and initially quite daunting, but first impressions are deceiving.

The game is actually very simple to play, the basic objective being to whack the puck into your opponent's goal net. The game can be played by one or two players, the latter option as either team-mates or head-to-head. You can either compete in a season of exhibition matches, with options such as fighting and penalties toggled either on or off.

Each game is divided into three periods, with the game shifting into sudden-death overtime after the thirds are up. Play is fast and furious but often interrupted by a constant hail of penalties like icing and fighting, all of which are described in the detailed manual.

Ice Hockey is a surprisingly rough sport and to represent that element of the real game, opposing players often throw down their sticks and fight. This brief but exciting brawl always result in both players being sent to the sin bin, but it's worth it just to see the two players thump each other!

You control a single member of your team at a time, the active player indicated by a coloured star. You can switch control to another player by tapping a button, although you'll always control the player with the puck if it's in your possession. You can either pass the puck to a team-mate, slap the ball down the rink or try a shot, but try to score from your own half and you could be penalised for icing or offsides.

Your players are affected by inertia and therefore slip and slide all over the rink, and move often than not you'll have to use the sides of the play area to guide yourself!

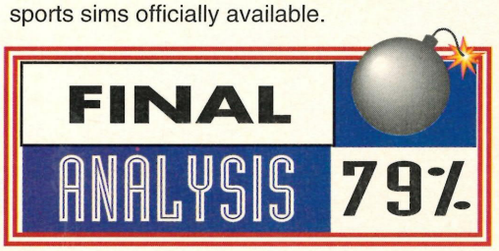
Ice hockey is a fast-paced action packed sport and to be quite honest, NHLPA Hockey is a tad slow. That aside, it really is a thoroughly enjoyable sport simulation for both one and two players. It's not too easy or too challenging in one player mode, and as always the two player option is excellent. Graphically it's nothing outstanding but easily adequate, with ample sound effects to match. It is a shame that it's too slow on the British machine, but it remains one of the better sports sims officially available.



(Above) The tempers on the ice reach boiling point and two of the skaters throw down their sticks and start thumping each other. You can punch or block, but either way you'll be thrown in the sin bin afterwards



(Left) After a foul or penalty, the game restarts with a face off. Waiting for the puck to hit the ice, you must quickly knock the puck out to your teammates and shoot for the goal



SUPER DOUBLE DRAGON

Trade West

Years after the arcade original, the fighting duo Jimmy and Billy Lee punch their way onto the SNES in Super Double Dragon.



Super Double Dragon is a beat'em-up for one or two players and features seven levels of non-stop violence. As one of the Lee brothers, you and your partner must fight against a horde of club-wielding thugs and martial artists to rescue the beautiful maid Marian.

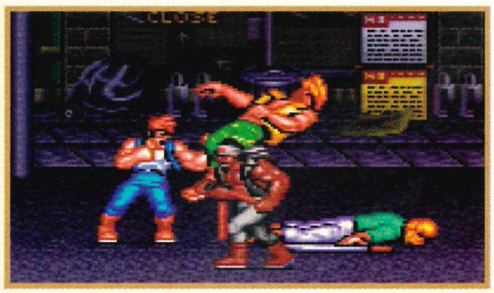
Each fighter's basic moves include a variety of punches and kicks, not to mention an array of more spectacular roundhouse kicks and throws. Billy and Jimmy can also pick up the weapons left on the ground. These range from throwing knives to six-foot wooden staffs, as well as swords left behind by your skilled enemies.

Additionally, the duo can execute dazzling Dragon moves. Dragon energy must be collected by holding down the button, and when it reaches its peak Billy and Jimmy can perform a whirlwind of attacks and hurricane kicks. Most of the levels are simply protected by wave upon wave of thugs, which deplete your fighter's energy due to their numbers rather than skill.

You will be confronted by the occasional boss who uses special attacks to knock you down, but store your dragon energy and all adversaries should be easy meat. Super Double Dragon may not be as visually chunky as Final Fight or Rival Turf, but it's still graphically pretty cool.

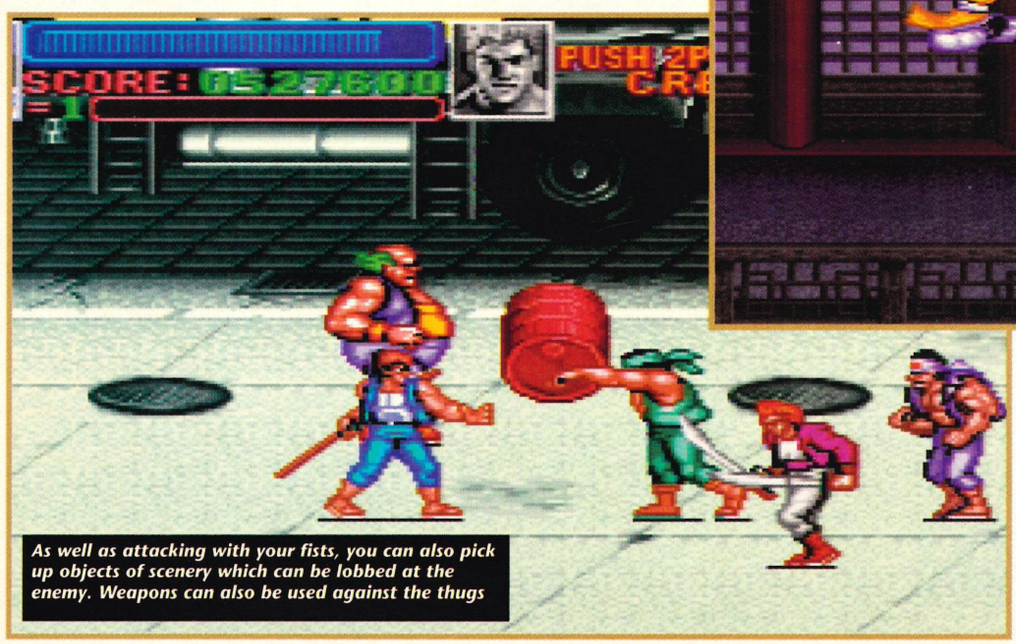
The sprites are fairly small but well animated, with a superb variety of punches and kicks. The seven levels provide a challenge for both one and two players, making Super Double Dragon a highly unoriginal but fun beat'em-up nonetheless.

Armed with a staff, smack the hell out of the enemy as you rise in the elevator. There's nowhere to run, and it's just you against him so don't foul up – Maid Marian's life depends on it!



(Left) Super Double Dragon is a two player beat'em-up based on the arcade machine. Kids'll love it, as there's loads of violence!





As Billy or Jimmy Lee, you can perform a wide variety of punches and kicks, as well as the spectacular dragon moves. Just charge up your dragon energy and attack

As well as attacking with your fists, you can also pick up objects of scenery which can be lobbed at the enemy. Weapons can also be used against the thugs

FINAL ANALYSIS 72%

BEST OF THE BEST

Loriciel



Best of the Best, known as Panza Kick Boxing on various other formats, is a beat'em-up for the mature gamer. Kick Boxing is a complicated martial art, not just a street fight.

For one or two players, Best of the Best pits you against fifteen of the world's most skilled kick boxers. Your character can perform a selection of kicks and punches, but unlike many other beat'em-ups you cannot perform fireballs, stretch your limbs across the screen or nibble on your opponent's head!

The aim of the game is to defeat fifteen pugilists to become the Best of the Best, challenging the current champion, Cogneur, in the final bout.

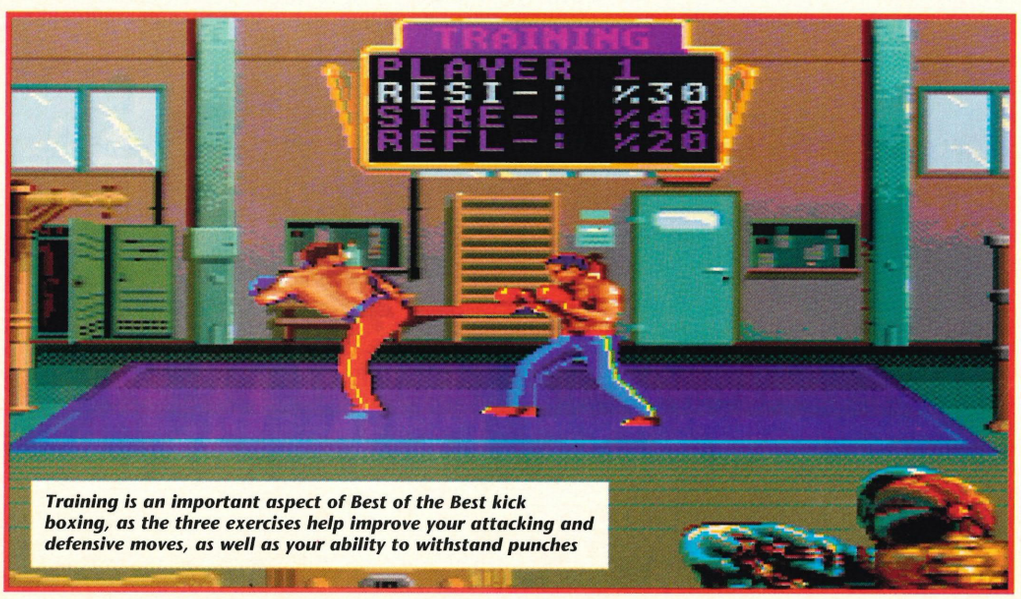
You can't just leap in the ring and expect to win every match. Kick Boxing requires a lot of skill and split-second timing. Before you fight your first opponent, it's wise to enter the gym and undergo a workout session. The three exercises, the sparring ring, the punch bag and the kick pad gradually build up your attacking and defensive skills as well as your resilience against your opponent's blows. You can also select your moves before your fight, picking 13 attacks from a stockpile of 55.

Each fight lasts up to 12 rounds, each round being a minute in duration. The clock is stopped each time a fighter is floored. Additional options include altering your fighter's name, his nationality and even his physical appearance, although none of these affect his fighting prowess. Each fighter's energy is represented by four spotlights, found above each corner of the ring. If the light is yellow, your fighter is fit and ready for anything. If it dims to orange, he's feeling fatigued and when it's extinguished completely, he loses that bulb of energy. Lose all four and your fighter is out for the count.

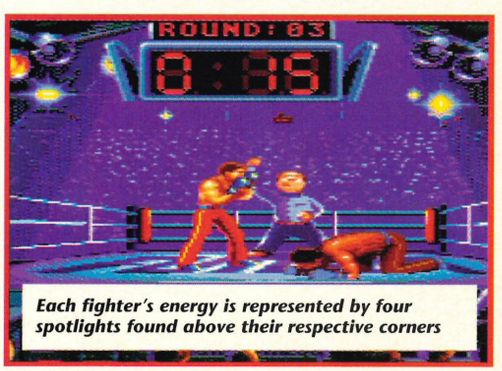
Aside from the normal bouts, Best of the Best also has a Kumate. You can only choose this option after you've beaten half of the 15 opponents, and it's basically a scrap without a ref, without the gloves and the winner is the last one standing. Best of the Best is not really comparable to SFII. Your moves must be chosen far more carefully, with combination punches being the only real way to win a bout.

It's therefore a little more complicated than other games in the genre, and to be honest that is one of its downfalls. I like my beat'em-ups to be fast paced and action packed, and B.O.T.B sadly isn't. It will probably appeal to the more mature gamer, though.





Training is an important aspect of Best of the Best kick boxing, as the three exercises help improve your attacking and defensive moves, as well as your ability to withstand punches



Each fighter's energy is represented by four spotlights found above their respective corners

FINAL ANALYSIS 66%

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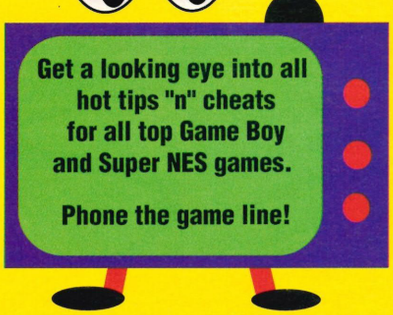
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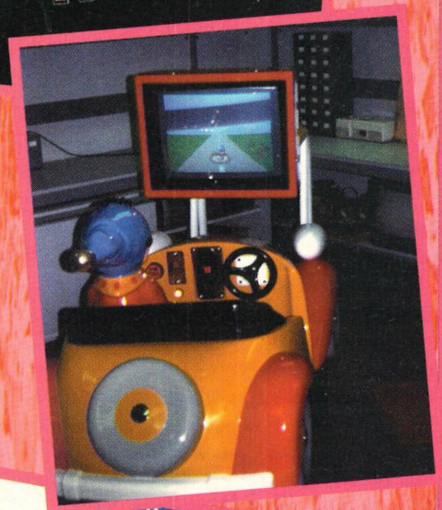
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Callers are requested to answer 5 questions and leave a tiebreak answer all competitions close on the 31st April 1993







Fruit machine giants Bell-Fruit Manufacturing journey into the world of the arcade machine with Gremlin's home computer smash hit, Zool. One of only a few games to be converted from the computer format to the bigger and better coin-op, will Zool be as popular in the pubs and clubs as it is at home?

Bell-Fruit is arguably the biggest manufacturer of fruit machines in Europe, perhaps even the world, and the famous three bells logo is known as a sign of quality throughout the gaming industry. But Bell-Fruit hasn't reached its current status just by producing fruit machines. Way back in the early Eighties the leisure giant was responsible for such classics as Galaxians, and has been a leader in top quality amusement and gaming design since 1963!

Case For Conversion

Bell-Fruit is now making a comeback into the video gaming world, teaming up with the Sheffield-based software house, Gremlin Graphics. Zool was the perfect choice for conversion, as it has remained at the top of the charts on the Amiga since Christmas.

Bell-Fruit is more than qualified to convert the game, taking into account its successful history in the amusement world.

Like the Super Nintendo version, the arcade game is in its early stages of development. Bell-Fruit has signed Attention To Detail to code the game, whose previous credits include Lucasfilm's Nightshift. According to Bell-Fruit, Zool will remain basically the same as the Amiga version, only bigger and better. Arcade Zool will include a massive 100 levels, compared to the Amiga's relatively puny 24. The unit itself will be a 32-bit machine with custom technology, with stereo sound and an incredible 65,000 colours! The game will either run off EP-ROM , CD-ROM or Smart Card.

Faster Than Sonic

At the moment, Zool on the arcade machine exists merely as a rolling demo, but already it's clear the final product will be a winner. Zool himself is much bigger and beefier, and unlike the computer versions, two players will be able to



Boozy Baz & Noddy

Bell-Fruit is one of the world's leading amusement machine manufacturers. Zool is just one of the many games Bell-Fruit are releasing in 1993, so here's a sneak preview of what to expect.

First there's a coin-op for the kids. Noddy is a youngsters version of Outrun, where the player sits next to Noddy in his yellow car and speeds through the streets of Toytown. Along the way you must steer around sharp bends and wave at Big Ears as you pass him by!

Round the Town is released soon and is a fruit machine based around the antics of Boozy Baz! As well as winning money using the three reels at the bottom, there's also a Karaoke sub-game, awarding more money the louder you sing!









compete alternately.

Bell-Fruit is attempting to get Zool into pubs and clubs, as well as arcades. If the company is successful, we may see the video game replace the fruit machine in the pubs, as more licensed titles are planned.

Things Can Only Get Better

As for Zool on the Super Nintendo, details are sketchy as yet. Comparable to the current A1200 version, the SNES game will include all six worlds of the original but will feature four rather than three stages in each, making a grand total of 24, possibly even more!

There will also be secret bonus stages. A guardian will protect the end of each world, and like the arcade game, the graphics will be chunkier than the Amiga version.

Programmed by Matthew Donkin and Ade Carless, SNES Zool is pencilled in for an Autumn release. The arcade game, on the other hand, is due out in the summer.

ZOOL'S COIN-OP CAPERS

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SNES games. £25 each; Mario, Castlevania, Ghouls 'n' Ghosts, WWF, Krusty's Fun House, Smash TV, S.D. Great Battle (£20). Phone Mark on 021 7058891.
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Raymond Devitt
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I have Krusty's Fun House on the SNES, USA version, with adaptor, would be £60-£70. Sell at £30. Bargain.
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New SNES fanzine, SNES USER. £1 – Issue One now available. Enclose SAE A4 size or send SAE for details of fanzine.
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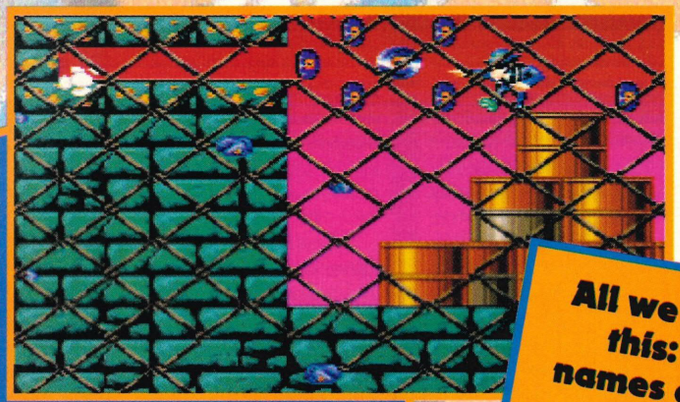
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Yet again Control comes up with the goods – this time thanks to the kind people at Titus Software. So get your brain in gear and get scribbling to us...

BLUES BROTHERS AND FOXY LADIES



So you can't afford one of those Super Nintendo carry cases, but you're desperate to find something trendy enough to carry your SNES safely to your mate's house. Titus are going to solve your problems. Titus, developers of the brilliant Blues Brothers game (89% Control #7) , are giving five Control readers the chance to win a fantastic Titus dufflebag. Smart enough to lug your SNES around and all your favourite games, the dufflebags with Gallic charm will improve your street cred no end and will make you the envy of all your friends. As always the question is really simple, so any wrong entries will result in Cavey Davey paying you a visit to challenge you to a hellish eternity of Streetfighter II. Mmmm, interesting I don't think!

All we want to know is this: What are the names of the two Blues Brothers?



Answers on a postcard to:

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The closing date is 1st April and the first five entries picked out of Control's dank, dark broom cupboard will win the dufflebags. As always the Editor's decision is the law!

The GLOBAL Story

ACTRAISER

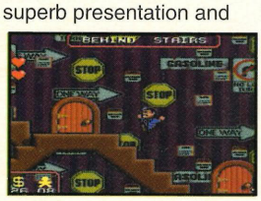
A unique combination of action and strategy as you hack your way through this cocktail of Populous and Sim City. **79%**

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

Cons: ***Slightly too easy***

ADDAMS FAMILY

Tough platform romp with superb presentation and



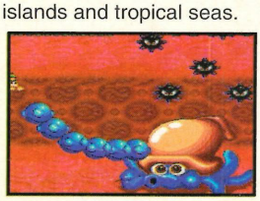
slick visuals. Enjoyable, but a question mark over the longevity. **81%**

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

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***

Assault Suits Valken

Graphically impressive shoot 'em-up with lots of level variation, masses of enemy sprites and huge guardians. Great fun to play and very challenging but not anything new. **73%**

Pros: ***Good graphics and fast action offering a challenge***

Cons: ***Slight glitching, monotonous tunes and lacks real originality***

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-Dakkar simulation. **11%**

Pros: ***Erm...***

Cons: ***Everything***

BILL LAIMBEER'S COMBAT BASKETBALL

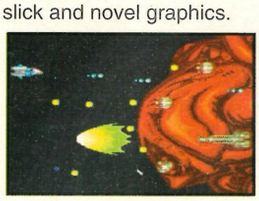
A novel twist to the basketball theme, Bill Laimbeer allows you to attack the opposition while slam-dunking the ball. Similar to the Bitmap Bros' Speedball. **25%**

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

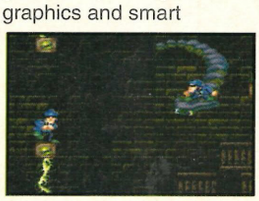
Titled Wings 2 on import, this World War 1 'flight sim' is more like a 3D shoot'em-up. It's got loads of mode 7, and it's only on a four meg cartridge! **63%**

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

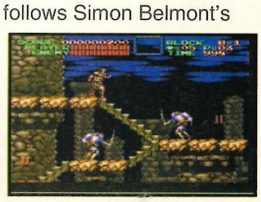
The age old classic Qix comes alive on the SNES. Trying to fill percentages of the screen to restore it to its former glory. **42%**

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

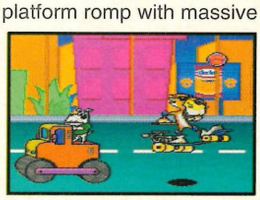
Mindscape's SNES release of the home computer classic. If you can hold of it, you can play a challenging game of chess against the power of the SNES or a friend. **51%**

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

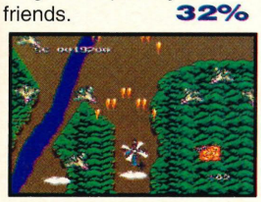
Looking old fashioned, this is a playable overhead racing game based on a Japanese television show. In addition to the Grand Prix there are a couple of sub-games. **73%**

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%**

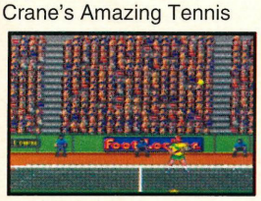


Pros: *Your helicopter looks a bit like Airwolf*

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

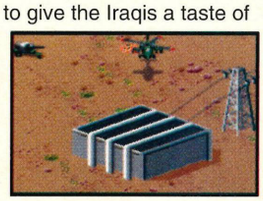
Play the role of the Road Runner against the warped mind of Wil E. Coyote in the graphically accurate, fast platform romp. **60%**

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.

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 smiley faces. **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*

Harley's Humongous Adventure

A platform game of microscopic proportions blatantly aimed at the younger generations. 17 levels but little in the way of a challenge for us oldies. Cute graphics and bright colours. **60%**

Pros: *Humourous sprite animation, colourful graphics and entertaining gameplay*

Cons: *Little longevity and aimed at younger children*

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%**

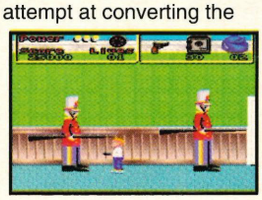
Pros: *Incredibly easy to get into – just pick up the pad and play*

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***

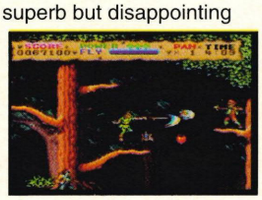
HOME ALONE 2

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***

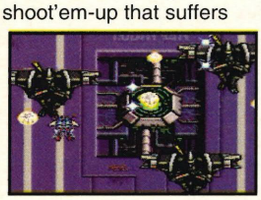
HYPERZONE

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, definitive 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?***

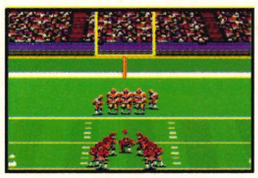
JOHN MADDEN

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 RALLY

Splatters of Mode 7 are evident in this racing game, viewing the track from a distorted perspective. Minimal action and severe lack of detail. **54%**

Pros: ***Runs smoothly with minimal glitching, good music***
Cons: ***No two player mode, drab graphics and poor action***

KING OF THE MONSTERS

Converted from the Neo Geo, it's Streetfighter II 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 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***

LETHAL WEAPON

Platform action loosely based on the film trilogy. Playing the part of Riggs or Murtaugh you must complete easy missions. Not much playability or longevity though. Poor graphics and sprite animation. **61%**

Pros: ***Bloody good film trilogy***
Cons: ***Doesn't resemble the films at all, disappointing graphics.***

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%**



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 it if you enjoyed 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 world's 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 creatures 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

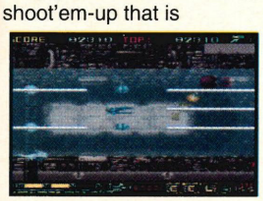
Presentation is first class on this ropey conversion. The view actually follows the ball as it streaks up the fairway. **64%**

Pros: ***Good visuals***

Cons: ***Like the real thing, PGA gets very tiresome***

PHALANX

A tough horizontal shoot'em-up that is



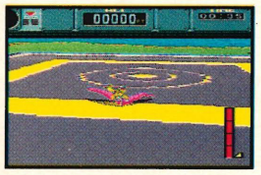
graphically quite good, but lacks originality, some neat guardians, though. **73%**

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***

PRO QUARTERBACK

Gob-smacking visual representation in this one or two player American footie sim, resulting in a lack of gameplay. Play selections are very limited and stoppage time is kept to a minimum. Not the best footie sim. **68%**

Pros: ***Great graphics and fantastic field perspective***

Cons: ***Lack of tactical moves and no Superbowl League***

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 graphical 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 very 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

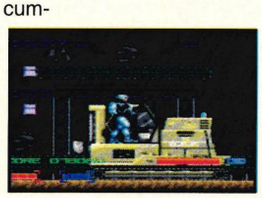
Final Fight action with the added option of two player simultaneous action. Unfortunately it's let down but its pure repetitiveness, although there is a head-to-head option a la Streetfighter II. **55%**

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, 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

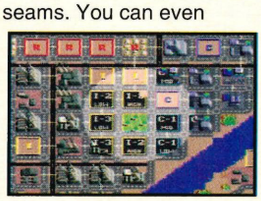
A full-blown strategy game set in ancient China. The objective of this 12 player cart is to take control on the 41 provinces that make up the oriental land, by fighting, dealing and being a bast. **60%**

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%**

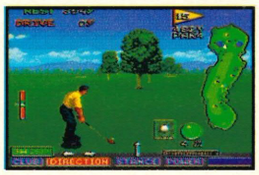
Pros: ***Very user-friendly, very addictive***

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 and its fair share of bubble-gum blowing. Shame it's pants. **60%**

Pros: ***Quite big***
Cons: ***But too easy, especially with the password system***

SMARTBALL

This strange platform game is aimed at the younger gamer, has cute graphics, '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. **75%**



Pros: ***Graphically funny and enjoyable to play***
Cons: ***A little easy, and a bit on the repetitive side***

SOUL BLAZER

Looking like Zelda, Soul Blazer is a similar adv. game. Not quite as huge as Nintendo's classic, but 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 defeat the enemies with pink bubbles. **53%**

Pros: ***Quite a lot of levels***
Cons: ***All are very similar and therefore dull***

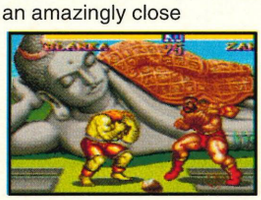
SPINDIZZY WORLDS

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 **93%**

Pros: ***Slick graphics, immensely playable and for 2 players***
Cons: ***Slows a little on British machines***

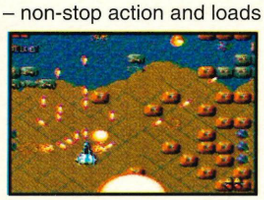
STRIKE GUNNER

A one or two player vertical blaster, Strike Gunner is dull and lacks serious shooty action. **70%**

Pros: ***Okay in two player***
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 a baseball sim***

SUPER BATTLETANK

More of a shoot'em-up than a tank sim., the objective of this Gulf war tie-in is to blast the enemy with your M1 Battle tank. **54%**

Pros: ***Nice presentation with the occasional digitized graphic***
Cons: ***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. **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 weapons. **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: ***Good 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 horizontal scroller based on an arcade game. Nothing new or exciting present. **48%**

Pros: ***Clear, crisp graphics***
Cons: ***Unchallenging, suffers 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 F1 HERO

A pleasing Formula 1 racing sim with difficulty settings thus promoting longevity. Graphical laziness but scrolling is fast, however it fails to produce a 'speed' illusion. **52%**

Pros: ***Difficulty settings, responsive controls and enjoyable***
Cons: ***Lazy and bland graphics, eventually tedious***

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 are loads of power-ups. **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,

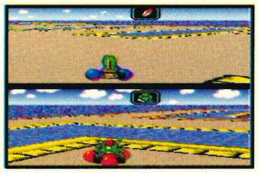


faster action and an improved control system. It's still difficult to get to grips with. **79%**

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? Because 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 alone. There are loads of tracks, and there's a meaty soundtrack. **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. **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



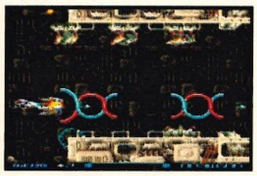
of adrenaline-pumping blasting and technically brilliant guardians. **87%**

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. but is too easy against the computer. It's OK 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, loads of moves, singles or doubles plus a 1 or 2 player option. There's a variety of computer opponents. **91%**

Pros: ***Quite simply the best tennis game***

Cons: ***None***

SUPER VALIS

Originally released on the PC Engine, this sickeningly cute platform romp is, at best, crap. **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. **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 mission 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

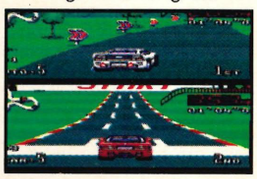
SNES version of the Mega Drive's Thunderforce III. As much as I hate to say it, the Mega Drive version is superior, the SNES suffers bad slow-down. **50%**

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 fast. Slick graphics and smooth scrolling make for great



fun either on your own or with another. **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

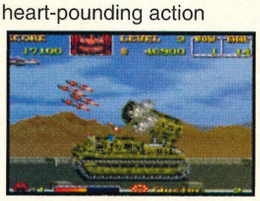
Ultimate Football is a basic game with no frills – just run the ball from end of the field to the other using the limited plays. **52%**

Pros: ***A very basic game of American footie***

Cons: ***Presentation is only average, very drab gameplay-wise***

UN SQUADRON

Superb conversion of the coin-op – better than the original. Loads of levels, heart-pounding action



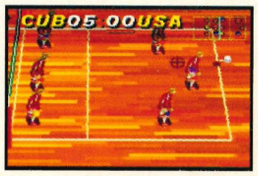
and brilliant graphics – a worthy purchase. **82%**

Pros: ***Fast action with loads of levels and gorgeous graphics***

Cons: ***Slight slow-down***

VOLLEYBALL TWIN

If Volleyball is your bag, you may find some



interest, otherwise, it's 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 pretty good.



There are quite a few places to explore and loads of people to meet. **67%**

Pros: ***More arcady than most RPGs***

Cons: ***Doesn't offer much of a challenge***

WHEEL OF FORTUNE

Based on the tacky US game show, it's a quiz game in which you must



complete words by picking letters. **21%**

Pros: ***Digitised picture of Vanna White, saucy***

Cons: ***Completely bland, unless you're a geek***

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

Amusing variation of Tetris but with some glaring vocabulary omissions. Graphically uninteresting but has a fast gameplay at times. Competitive two player mode. **60%**

Pros: ***Two player mode, pleasant music.***

Cons: ***Not to be confused with the addictiveness of Tetris.***

XARDION

Side scrolling shoot'em-up action, with little emphasis on 'action'. **29%**

Pros: ***It scrolls!***

Cons: ***With dodgy graphics...***

ZELDA III

The definitive role-player on the SNES. Viewed from above, this game is jam-



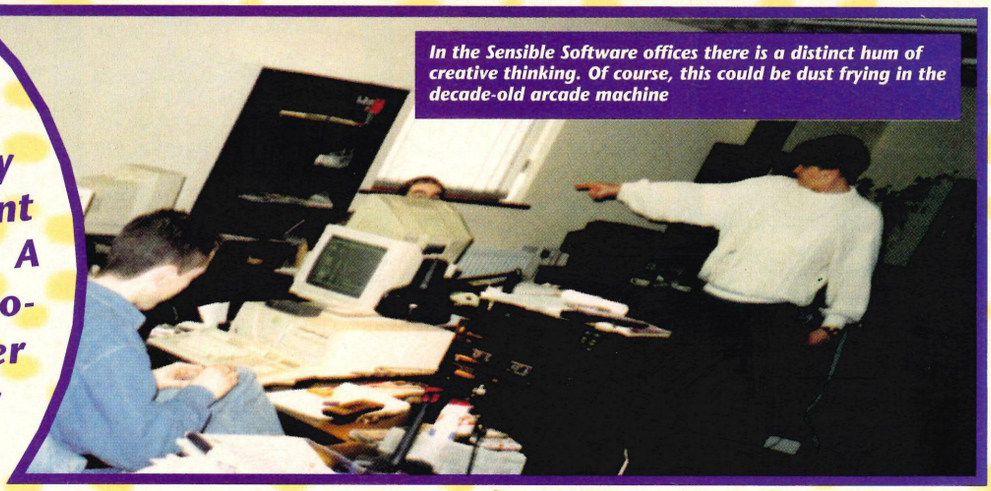
packed with places to see, people to visit and things to do. A truly massive game in every respect. **89%**

Pros: ***Graphically superb, immensely absorbing and the best RPG on the SNES.***

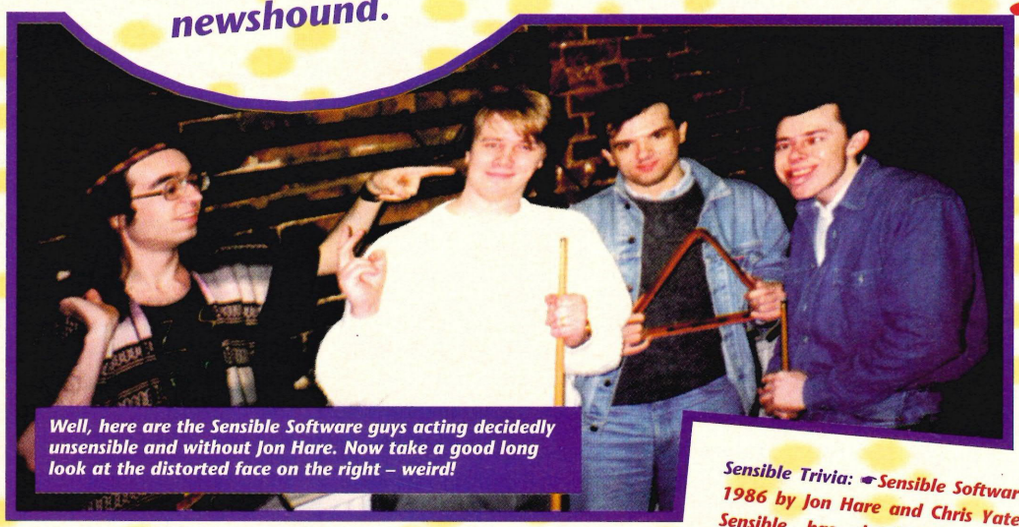
Cons: ***Diddly squat***

Phew! Thank God that's over! We hope this unbelievably large list has been of some use ... It's certainly jam-packed with goodies for your delectation.

Down in the flatlands of Cambridgeshire lies the base of one of the most successful and critically acclaimed British development teams – Sensible Software. A visit to the home of Mega-lo-Mania and Sensible Soccer was a welcome task for Control's intrepid newshound.



In the Sensible Software offices there is a distinct hum of creative thinking. Of course, this could be dust frying in the decade-old arcade machine



Well, here are the Sensible Software guys acting decidedly unsensible and without Jon Hare. Now take a good long look at the distorted face on the right – weird!



Sensible Trivia: ☛Sensible Software was created in 1986 by Jon Hare and Chris Yates. ☛In this time Sensible has developed Galaxi-Birds, Twister, Parallax, Wizball, Shoot 'em-up Construction Kit, International 3D Tennis, C64 Microprose Soccer, Wiz Kid, Mega-lo-Mania, and Sensible Soccer. ☛Their next game in the pipeline is Cannon Fodder for the Amiga, ST and PC with a SNES version in their sights. ☛Sensible consists of programmers Jon Hare, Chris Yates, Dave Korn, Chris Chapman and Jools Cambridge, with Richard Joseph dabbling on the musical front. ☛Jon Hare plays a mean game of golf, or so I'm told. ☛Jools Cambridge plays a mean game of pool, or so I've seen. ☛Sensible is based by the train station in March, the noisiest place in a very quiet village. ☛Sensible have a thing about age-old arcade coin-ops.



Here's the Amiga version of Mega-lo-Mania which will look pretty similar to the SNES version, but not quite. Here you can't see the smart new menu on the left

British development teams are normally notoriously reluctant to open up on their dabblings on the SNES front, but Sensible was surprisingly quite open with Control. And so I was approached by the friendly (and dusty) hand of Chris Yates; Chris is one of the original founders of Sensible, a company launched only seven years ago with Jon Hare.

IT'S ELECTRIC

Inside the doors, having meekly accepted a coffee, I got my first glimpse of the Sensible team. Only three others were there, all crowded around what seemed like a dusty wreck. On closer inspection, I found they were fiddling around with a Battletank machine, or rather the screen monitor. I watched amazed as plastic was tugged, screwdrivers were thrusted and the obligatory 1,000 volt shocks occurred. Was I looking at the inspiration behind Sensible's classic computer games – a golden oldie?

Trying not to be perturbed by the dodgy humming and sizzling sound coming from the monitor, I retreated to a safe distance and took my first look at the SNES version of Mega-lo-Mania.

TURNING JAPANESE

An excellent and challenging game of conquest on the home computers, even on the Mega Drive, Mega-lo-Mania is presently being developed in Japan for Imagineer. This is obviously where the first noticeable difference lay – the expected big-eyed anime characters on the intro screen and, of course, everything in Japanese, so I didn't have a clue.

Having played the game before, although not to great effect, I thought it looked a pretty sharp conversion compared with the other versions. All the same leaders, all the same lands to conquer and similar backgrounds. No sound effects were to be reported at this

stage, so no camp 'we're running out of elephants' (elements!) could be heard. Sensible is currently consulting with Imagineer over what the company wants adding or removing to the game. One little stumbling block is whether it should be mouse compatible, a point that is surely going to be raised. Not that the controller makes it difficult to play – a nifty addition has been added, namely a quick menu. A great option, and one that actually works.

ALL TIME CLASSIC

Mega-lo-Mania is to be the first SNES product, and not Sensible Soccer as we understood. Sensible Soccer has created a stir though, and after much pleading I was allowed to take a look at the SNES version, albeit a very early one.

The first thing that grabbed me was the similarity to the Amiga version. Not a bad thing at all really, as this is one of the Amiga's all-time classics and a game claimed to have knocked Kick Off II from its mantle. This is because the foundations of the game are taken from the Amiga code, and will be built upon and improved.

The basic improvements include making the players larger, the gameplay more logical and easy to control, compliance to the latest football laws, including a beginners' mode, adding more fancy graphics and, no doubt, making it as big a seller as the home computer versions! This should be out, fingers crossed and Nintendo allowing, in time for Christmas.

BIGGER IS BETTER

But what about Sensible's secretive 'next big thing?' This turned out to be a game called Cannon Fodder, to be released on the Amiga, ST and PC in the summer. This is an arcade-strategy-shooter with an irritatingly addictive gameplay, plenty of action, gore, and the expected Sensible 'neat touches'. Looks fun – blowing people away with machine guns and grenades through 30 missions with over 100 enemy-infiltrated landscapes and a wide variety of backgrounds. Sadly, this isn't being developed for the SNES at the moment, although I can see it will fit in with the Super Nintendo scheme of things at a later stage.

SPACE INVADERS

So for a Diadora-sized team in the Premier league, I left them be – but not without being panned at pool for my trouble or waiting in the quietest train station in existence for hours. But it was worth it. Life with the Sensibles is anything but sensible, so let's hope they can keep up the quality and improve it even further on the SNES dabblings. All I want now is a supplier of fossilised arcade games.

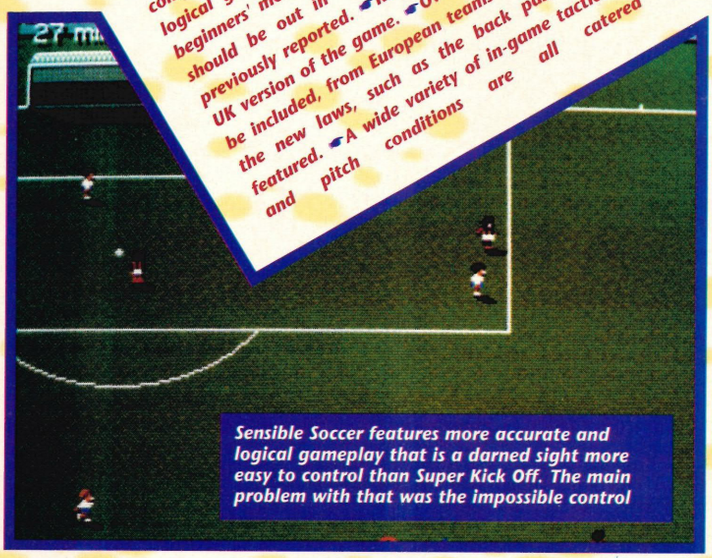
Nick

SNES SENSIBILITY

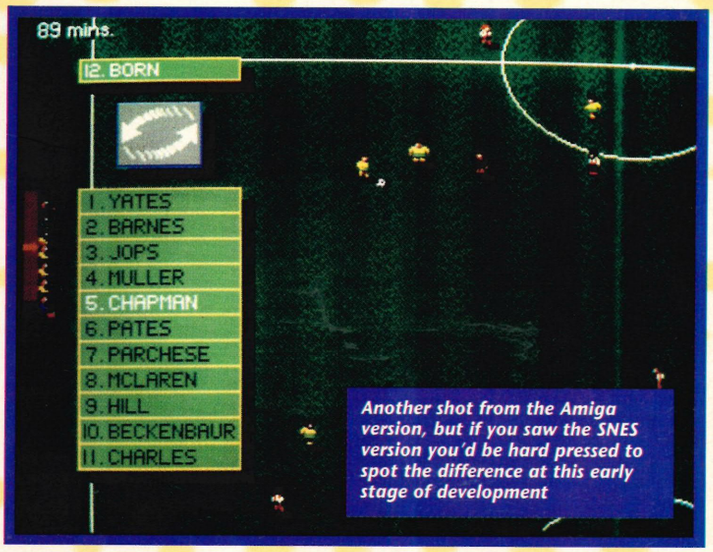
an inside view of sensible software



Sensible Soccer Facts: Has been in the top five of the all-formats computer chart since its release. Sold a whopping 127,000 units at last count!. Arguably the best computer soccer simulation of all time. The original Amiga version was in development for eight months. The basic skeleton of the SNES version is ported directly from the Amiga version. Probably the most realistic soccer sim with realistic characters, skills and mixed cultures. The SNES version will be a completely different game, with larger sprites, more logical gameplay, better graphics and will include a beginners' mode. The SNES version of Sensible Soccer should be out in time for Christmas, not March as previously reported. Renegade is likely to publish the UK version of the game. Over 160 teams are likely to be included, from European teams to the bizarre. All the new laws, such as the back pass rule, will be featured. A wide variety of in-game tactics, weather and pitch conditions are all catered for.



Sensible Soccer features more accurate and logical gameplay that is a darned sight more easy to control than Super Kick Off. The main problem with that was the impossible control



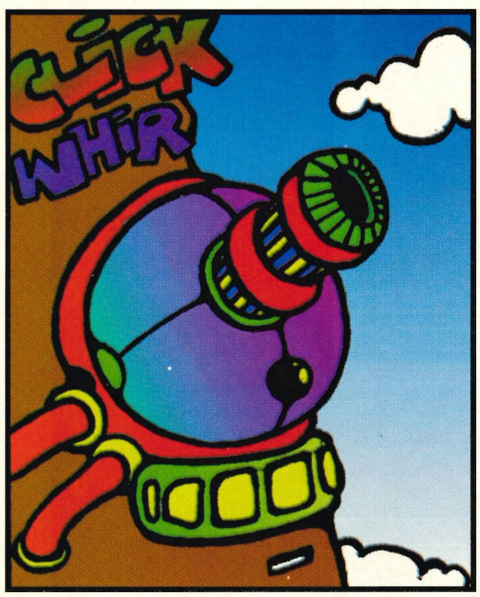
Another shot from the Amiga version, but if you saw the SNES version you'd be hard pressed to spot the difference at this early stage of development



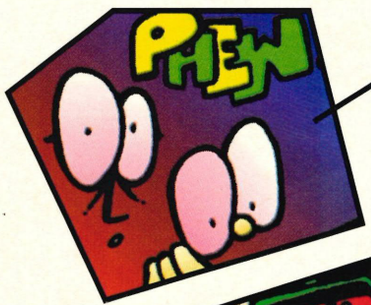
WHAT HAS GONE BEFORE...
...BILLY AND HIS GRANDFATHER HAVE SET OFF FOR THE PLANET ESGA IN A SOMEWHAT VAIN ATTEMPT TO RESCUE HIS PARENTS FROM A HORDE OF SCREAMING MAD ALIENS, WHO INTEND TO INVADE THE PLANET EARTH AND USE ITS RESOURCES FOR THEIR OWN DEVICES. MEANWHILE THE CONTROLLER HAS SOME UNFINISHED BUSINESS...

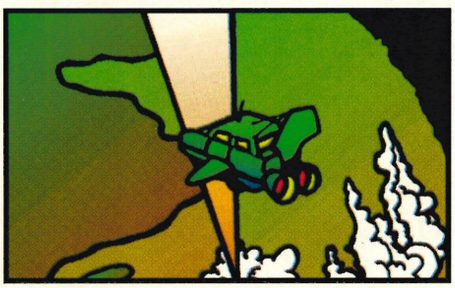




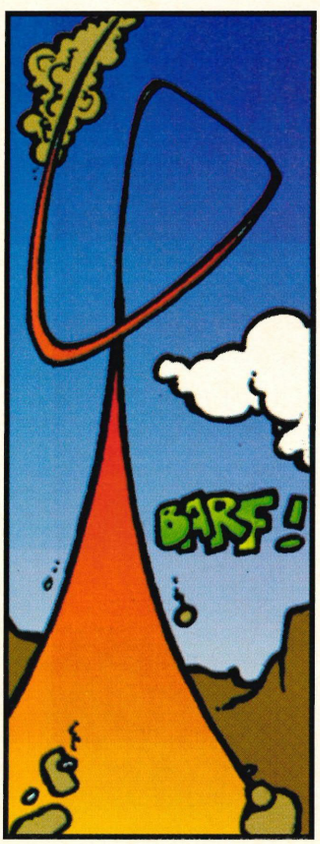


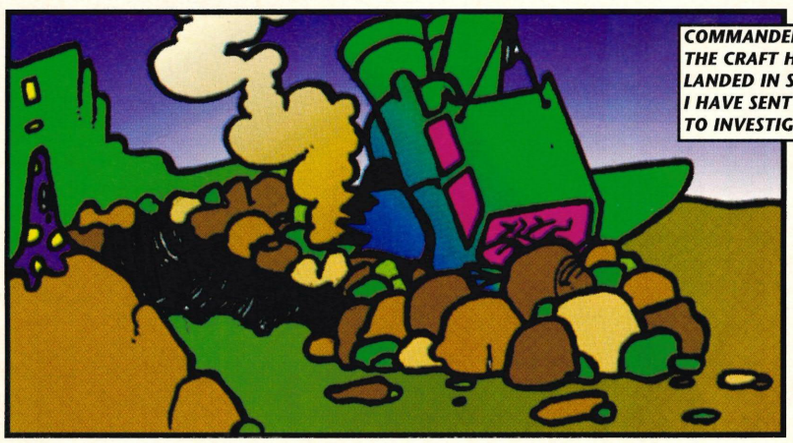




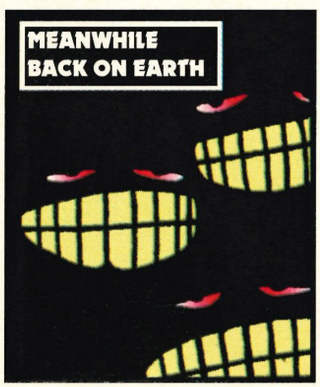














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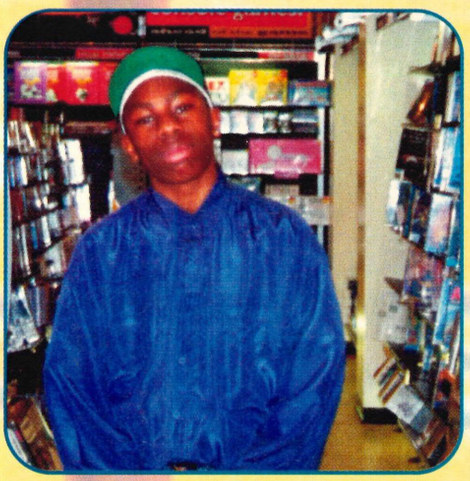
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After dodging maniacs in Fiat Pandas on the M62, Ben and his mate Daniel eventually arrived at the Virgin Games Centre in Leeds. Armed with a camera and tape recorder it was up to them and the people of Leeds to tell it like it is.

remote control



Jamahl



A Camera Hungry Lad with Fame on his Mind

JM: Step off!
BL: I suppose you want to be in Control?
JM: Yeah, man.
BL: What console have you got?

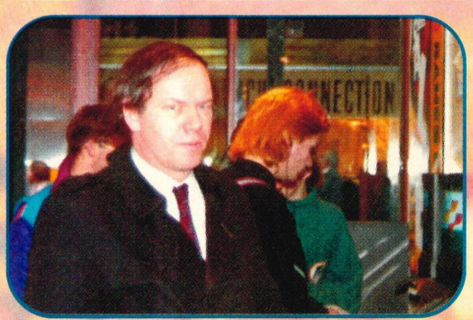
Ryan Taylor



The Shop Assistant with Strangely Green Hair

BL: How long has this Games Centre been open?
RT: Since August.
BL: How's it going?
RT: Probably better than we thought, with the Megastore here as well. It went very well over the Christmas period.
BL: I've seen quite a large percentage of older customers in the shop today. Is this usual?
RT: The hobby section has a large older following (mostly RPG, Dungeons & Dragons type stuff) but you'd be surprised at the amount of older buyers.
BL: What do you think of Control and how does it sell here in Leeds?
RT: I like the look of it but I've never read it. It does seem to be fairly popular as SNES mags go
BL: Do you have a SNES?
RT: I'm getting through my Civil Engineering degree first before I think about buying one.
BL: Great. Thanks for having us.

Mr. Lund



A Man with Style & Panache

BL: What's your name?
ML: Errrm Lund, Mr Lund.
BL: What computer have you got?
ML: The Mega Drive.
BL: Oh Dear! (This seems to have no effect on Mr Lund.) What games have you got?

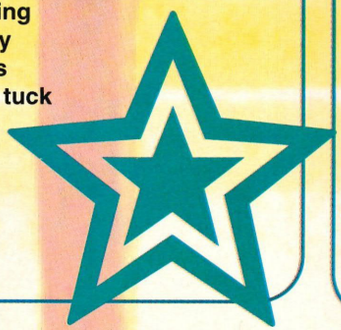
Peter Wickham



And His Silent Friend

BL: Have you get a SNES?
PW: Yeah
Silent Friend: (Silence.)
BL: Nice one, what games have you got?
PW: Streetfighter II, Super Mario Kart, Pilot Wings, Exhaust Heat, Super Castlevania. And we've come in to get another one now.
BL: What are you getting?
PW: Top Gear but no one's got it.
BL: Good choice, what's your favourite game?
PW: Super Mario Kart, it's brilliant.
BL: Yep, it's the best. What sort of games do you think are missing on the SNES?
PW: (Gets the wrong end of the stick and starts telling us what else he's going to buy then goes and tries out Prince of Persia.)
BL: I think I need a cigarette, people don't understand.

JM: I got SNES and it's safe.
BL: Good, good. What games have you got?
JM: Streetfighter II, Mario Kart and that other one, Bart's Nightmare.
BL: Splendid! What's your favourite?
JM: Mario Kart, man.
BL: Have you got a favourite Kart character?
JM: What's his name, that green guy.
BL: Yoshi, the dinosaur with the tongue?
JM: Yeah yeah yeah. That's it man. (He proceeds to 'accidentally' get onto about five pictures after worrying everyone by undoing his trousers to tuck his shirt in. What a star.)



ML: Well I only bought it at Christmas so I've just got the Sonic, the basic one that come with it. Sonic the Hedgehog.
BL: Are you buying Streets of Rage II?
ML: It's for my young child. He's eight.
BL: (I didn't ask about your offspring thank you) Did you think of getting a SNES?
ML: Yeah, sort of between, obviously, the Mega Drive and the Nintendo but the assistant in Dixons said there was more software available for the Mega Drive.
BL: (I try and make a gag about quality not quantity but Mr Lund seems not to hear.) I'll just take your picture. (This seems to worry Mr Lund and he starts frowning and looking worried.)

If you would like our intrepid reporters to call in at your store to ask you and your customers a load of nonsensical questions and go on to make needlessly sarcastic remarks about them in the magazine, drop us a line at:

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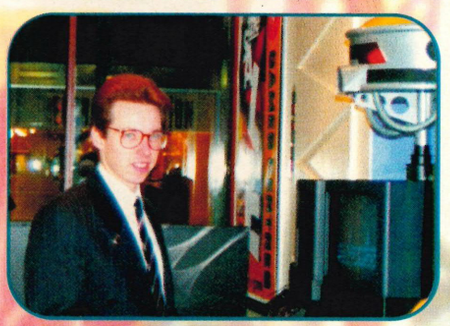
Paul Taylor



And his Sudden Outburst

BL: What games have you got for your SNES?
PT: Exhaust Heat, Super Mario Kart, Streetfighter II.
BL: What's your favourite?
PT: At the moment Streetfighter II.
BL: What sort of games would you like to see come out next on the SNES?
PT: A decent flight simulation and some bloody cheaper ones
BL: Mmm. I'm forced to agree.

Robert Turner



He Quite Likes Control (Nice One Bob)

BL: What sort of console have you got?
RT: It's a SNES.
BL: That's what I like to hear, have you read Control before?
RT: Yes.
BL: What do you think of it?
RT: (Unconvincingly) Yes, it's quite good, I don't know an awful lot about Nintendos as I've only just got mine so I've just started buying Control.
BL: Excellent choice. What games have you got?
RT: Super Mario World. I don't see the point of Streetfighter II, I prefer the idea of shoot'em-ups like UN Squadron.
BL: What are you going to buy?
RT: I'm not sure yet, I'm just working out what I can do and what I can't do on games.
BL: Super Mario Kart is a real classic. Go for that.

Daniel Smith



A Man More Camp Than Julian Clary

BL: You Sega geek.
DS: Ha Haa.
BL: Stop being so bloody camp.
DS: Ha Haaa! (He begins to skip gaily round the shop with a copy of Control shouting "Chase me, chase me!")
BL: Anyone reading this should watch out for this man, he's a completely twisted maniac. Keep your loved ones away from him. I think he's going to eat poor old Jamahl.
DS: I'd like to go and hang around bars and talk to big, hairy men.
BL: I give up. I think I'd rather interview your mother.

Rosemary



'Yokel' Smith

(Grinning slyly as she pulls a stick of gelignite from her bag.)
BL: Do you have a computer?
RS: My camp son Daniel has one. I hate them.
BL: Oh.
RS: What's the point of it all?
BL: I couldn't tell you really, it's just fun.
RS: Well, I prefer aromatherapy and country dancing.
BL: Each to their own I suppose.
RS: I just don't see the attraction in little blue things running about.
BL: (I should have stuck with Dan.)

SOMEWHERE ON THE EDGE OF SMALLTOWN ENGLAND...

CONTROL POST

And doesn't the letters page look beautiful for this time of year? Oooh yes, it's absolutely gorgeous. Remember that nightclub, the Electric Banana? Don't look for it – it's not there any more. But hey, enough of my yakking – let's boogie...

More SF II

Dear Control,

I think every month you should have a review of the Streetfighters with all the moves and special moves, even kicks and punches and a record of how much energy would be knocked off. I Think Control could become a big hit if this was to be done.

Jonathon Gowar, Chichester, West Sussex

Control: Can you imagine how boring that would be? Surely you can work that stuff out for yourself and aren't you bored of SF II yet?

Easy Peasy, Lemon Squeezy

Dear Control,

Here's a couple of points I would like to make. I wish review mags would get out of the habit of calling a game 'Easy' without explaining how they found it easy or telling us at what setting the game was played.

Is a game easy because it's easy on the easy mode with stacks of lives and unlimited continues or is it still easy when played on the hardest level with the correct amount of lives (normally 3) and no continues?

Surely any game can be defined as easy if all the built in cheats are used when playing (continues are a kind of cheat – oh yes they are!) and no self restraint is used at all.

You called Super Aleste 'Easy' but on the hardest level, even with continues, it is anything but! The same goes for Turtles IV, using 3 lives, no continues and on the hard level this is a very challenging game.

I hope you can see my point because I have been put off buying certain games only to find out later that so called 'Easy' games can be challenging if the temptation to continue is suppressed.

On another point, when you review games and award points why not tell us how far the reviewer actually got in the game? I can tell your staff play most games fairly deeply but are the reviews based on a day's play, a week's play or what?

I only ask this because I have a couple of games, Final Fantasy II for instance, that I hated for the first couple of days but after putting in time, I found them to be full of depth and long term playability! Please tell us.

Tony Worrall, Preston, Lancs

Control: When we describe a game as 'Easy' we try to explain why and how we came to this conclusion. In reply to your question regarding the length of time a game is played, then it depends entirely on the type of game. For an adventure game we put in as many hours that are necessary to complete it. A platform or shoot'em-up game on the other hand will probably get far less playing time as they are quicker to complete. Also, all three of the reviewing staff try to play a game as much as possible, we then come to a conclusion taking in to account the three opinions to evaluate a score. However, you can appreciate that we see a hell of a lot of games in one month and spending weeks on one game is not an option open to us.

Quest Of Valour

Dear Sir,

After reading Issue 5, January 93, I was very interested in your article on the Quest joypad from Slick Sticks (Page 47, Christmas special). I find myself interested in buying this joypad but to my disappointment you didn't feature the address.

Please can you tell me the address of the suppliers of the Quest joypad as I'm dying to get one.

David Jackson, Cardiff

Control: The Quest Joypad can be obtained from Bits & Pieces, 33 Church Street, Macclesfield, Cheshire or telephone (0625) 501810.

Masterful Wizardry

Dear Control,

This is my first letter to a magazine and it's a bit techie I'm afraid, I thought I'd try to clarify a point brought up in Control Post Issue 5. Paul Lemon from Manchester asked about the availability of RGB output on the SNES and I don't think you understood what he was on about. Thinking about this, you probably won't understand what I'm on about either because I do tend to ramble on.

Anyway, what Mr. Lemon actually meant by true RGB output was that there are, available from the multi out socket on the SNES, separate connections each for red, green and blue video signals.

There are three ways of obtaining... *(but we are only going to print the one in question – Control).* RGB: this system will give the ultimate in picture quality. All TVs and monitors work by mixing signals from three separate electron guns supplying the primary colours, red, green and blue, this information is extracted from the composite video or RF signals when using these two methods.

However, it is possible to directly drive the electron guns from the SNES by using the RGB signals available from the multi-out socket, synchronisation information is sent out on a separate connection as is audio.

The picture quality is so good because no signal is lost due to the modulation/ demodulation process used by composite video and RF Scart is a standard which allows the use of these separate RGB signals on some but not all TVs and monitors.

In order to obtain true RGB colour you will probably have to make your own lead. Now, it should be possible to connect the SNES to any monitor or TV accepting analog RGB (NB: it must be analog RGB as TTL input is no good since you'll only get eight colours!).

You need a connector which is compatible with the monitor you wish to use, a length of multicore screened cable, three 200 micro farad capacitors and a multi-out plug similar to the one supplied with the SNES. Below is a list of the pins on the multi-out connector; the two rows of numbers are a very crude diagram of the connector looking from the back of the SNES:

11 9 7 5 3 1
12 10 8 6 4 2

1 = Red Video (requires series 200 ufd)
2 = Green Video (requires series 200 ufd)
3 = RGB Synch (active low combined v+h synch pulse)
4 = Blue Video (requires series 200 ufd)
5 = Ground
6 = Ground
7 = S-Video 'Y'
8 = S-Video 'C'
9 = NTSC (PAL) Composite Video
10 = +5 V DC
11 = L+R Sound
12 = L-R Sound

You need to put each of the three capacitors in series with each of Red, Green and Blue respectively. You'll need to connect the ground on the monitor to either pin 5 or 6. Pin 3 is the synchronisation signal.

You may or may not need to connect to pin 10, depending on the monitor. Pins 11 and 12 may be connected to another audio lead from the multi out plug you're using. That's all there is to it! *(Yeah, right! – Control)*

By the way, I got this information from somewhere else, I must point out that I haven't tried it yet because I can't find a multi out plug anywhere so I don't know if it will work perfectly but it should do. If anyone knows where I can get a multi out plug can they please let me know.

P. Williams, Holyhead, Gwynedd

Control: Thank you very much for your in-depth analysis of RGB colour, and I hope this has been of some help to a few of you budding electronic wizards out there, (if you can decipher what he's going on about that is!). And if anyone does know where this gentleman can get a multi-out plug then write in, let us know and we'll pass on the information.

Games-Xtinct

Dear Control,

Control is definitely one of the best Super NES mags around, but it's not as good as my all time fave Games-X, but it's pretty close. Talking of Games-X:

1 - Is it still the same Nick Walkland, Alex Simmons, Carolyn Wood, Jane Gollner and Hugh Gollner in Control as it was in Games-X?
2 - Why is Games-X extinct?
3 - What DID happen on May 26th 1992?

One other question, could you please recommend a long lasting game for my SNES! I finished Mario in 3 days, Zelda in 6 and all my other games in 4-5 days. I still play them as they're excellent but I would like a really good challenge.

Control: 1 – Yes it is the same crew as worked on Games-X, a few others of the 'X' team now work on Control's sister mag Sega Mega Drive Advanced Gaming!
2 – My question to you is, why does anything die?
3 – May 26th was the launch date of GB Action, Games-X's replacement on the shelves. Buy Mario Kart, the most addictive game ever seen on the SNES.

Game Wanted

Dear Control,

As printed in Issue 5, on page 54, there was a voucher which could be used at any Game store. Please could you tell me which is the nearest store to me and whereabouts it is.

Robin Johnson, Swaffham, Norfolk

Control: Unfortunately, there isn't a Game store in your immediate vicinity. However, depending how far you can travel there is one situated at Liberty 2 in Romford, Essex. The other stores are situated in Manchester, Bromley, Leeds, Hemel Hempstead, Birmingham, Coventry, Thurrock, Newcastle, Southampton and Watford.

It's A Kind Of Magicom

Dear All,

I have written to you because no-one else can help me. Where can I get a Magicom for backing up cartridges onto disks and how much are they?

I know everyone says they're dangerous but that's what Bandai have said about foreign game adaptors. Don't say 'Don't buy one, it's a waste of money' because I would love to waste my money on one.

Paul Kelleher, Swansea

Control: Stop right there! Forget dangerous, they're bloody illegal and we will not and do not condone the use of these Magicom machines.

Unless you cherish the risk of getting in to really deep trouble then steer clear. No matter how good your intentions are for getting one of these machines the bottom line is that you will be seen as a pirate.

Marital Stress

Dear Control,

I'm a director of a successful business and I've got a problem.

I can walk into a games/ software shop and actually spend a whole hour browsing around looking at games, joysticks and even hint books etc. Sometimes I buy nothing...

Two days later I can go back to exactly the same shop and spend another hour looking at exactly the same stuff all over again.

Newsagents cause my wife and I to quarrel. She's ready to leave the shop, and I'm standing there for ten minutes trying to decide what console magazine to buy next. Really I'm scared to miss a review, some precious news about a newly released game or ANYTHING. In a nutshell I'm completely obsessed. I should be spending my money on new furniture and carpets but instead I can't resist the whole 'shebang' of the video games world. At present I own an Amiga and a SNES and I love every game I've got.

I'm thirty, I'm married, my wife thinks I'm going nuts and I can have a two hour conversation with a nine year old who owns a console. Am I mad?

Am I immature?

I am normal aren't I?

P.S. I'm having a great time!

Alan Green, Ilford

Control: Yes you are normal and it doesn't matter one bit as long as you're having fun! By the way have you tried to introduce your wife to the wonders of the SNES?

The Great Adaptor Debate

Dear Control,

I am writing in regards to the letter you received in issue 6 about an adaptor that broke. I live near the shop in question, 'Computer Cavern' and I was going to buy an adaptor from there too, but decided to buy a Datel electronics universal adaptor, and have had no problems with it.

As to the adaptor scare started by NMS *(We've already apologised about that – Control)*, I do not really agree with them.

That is not saying that all adaptors are perfect though. I buy quite a lot of imported games because games take so long to be released over here.

I prefer to buy official games though because the American instruction booklets are very thin.

Whilst reading Control I have noticed that you frequently change the scores of the games you have reviewed, for Streetfighter II's reviews have changed from 82% to 86% to 93%. Is this a printing error or are you putting your scores up to please the public?

I thought your original scores were more realistic, but I am glad you have changed the marks you give to each category.

A mark out of 10 for each aspect of the game is a welcome change. I conclude by saying that your magazine is brilliant.

Matthew Moore, Reading

Control: Like we keep saying, be careful when it comes to adaptors. The scores are not being put up to please the public, we feel that after all these months of play the best games' scores should be lifted. But we won't make a habit of this!

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The CONTROL PAD

CONTROL – the very first completely unofficial Super Nintendo magazine has been brought to you by the beer-swilling, curry-chomping side of:

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No communication will be entered into unless we're feeling particularly chatty, and all competition winners are at the team's discretion. Family and friends of Maverick can enter but will only win if the bribe's big enough...

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

the NEW control room

That's the end of another outstanding issue of Europe's premier Super Nintendo magazine, Control. Tune in to next month's issue – due out 25th March – for more in-depth reviews, previews, news and features. Don't be fooled by inferior copies, remember Control is better than the rest and you'd be a complete imbecile to look elsewhere. See ya later!

CHANGING TRENDS

Changing Trends is a little different this month, as we confront the burning issues of the sordid times we lives in...

HOT

Harley Davidsons
Frisbees
Wile E. Coyote
Nike
Dracula
Leather Jackets
Rangers
National Express
Prince of Wales pub
Epilepsy

COLD

Scooters
Swingball
Winnie the Pooh
Hi-Tec
The Spectre
String Vests
Celtic
Oxford Taxi Company
Bate Hall
Joypad Thumb

CONTROL TOP FIVE

1	Streetfighter II
2	Super Mario Kart
3	Tiny Toons
4	Super Tennis
5	Axelay

GAME TOP FIVE

1	Super Mario Kart
2	Bart's Nightmare
3	Spiderman & The X-Men
4	Pilotwings
5	Super Probotector

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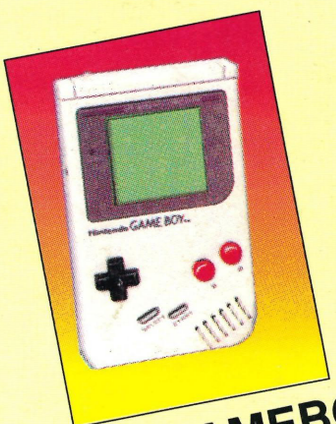
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