ISSUE 9

£1.95 MAY 1993

05 >

9 770966 552004

the first unofficial independent SNES mag

CONTROL

For SUPER NINTENDO® Junkies!

100% SUPER NINTENDO™

SUPER BOMBERMAN

THE BEST LEGAL FUN FOUR PEOPLE CAN HAVE!

SEND YOURSELF INTO ANOTHER WORLD WITH OUR AMAZING PLAYERS' GUIDE

ALIEN Vs PREDATOR
SUPER SWIV
KING ARTHUR'S WORLD
COOL WORLD
CALIFORNIA GAMES
LOST VIKINGS



FREE CHUN LI POSTER INSIDE!



STREET FIGHTER II

GAME PLAYERS' PARADISE! COMPLETE REVIEW INSIDE





STAR FOX

TIPS 'N' CHEATS SUPER PRIZES

GET YOUR SCORE SORTED
EEEEEZZZEEEEE!!!

WITH
MEGASUS SOLUTIONS

NO "CALL TIME" WASTED WITH VERBAL RUBBISH!
LINES UPDATED EVERY MONDAY WITH THE HOTTEST TIPS AND CHEATS AROUND

SNES	0336 42 03 24
NES	0336 42 03 25
GAMEBOY	0336 42 03 26
MEGA DRIVE	0336 42 03 27

WIN ANY OF THE TOP FIVE GAMES OF YOUR CHOICE ON ANY FORMAT

COMP-LINE 0336 42 03 28
(Multi-choice with Tie Breaker)

IMPORTANT:
Please ask the permission of the person who pays the telephone bill before making any calls.
CALLS COST 36p/MIN CHEAP RATE AND 48p/MIN AT ALL OTHER TIMES.
Calls cost a maximum of £3.60. Full rules from this address.
Megasus Solutions, Globe House, Headley Road, Grayshott, Surrey, GU26 6LB.

Game Pro



Gamepro
Alhambra House,
27 charing Cross Road
London WC2H 0AU

Access VISA

MONTHLY COMPETITION

Each title purchased from us puts you into our monthly draw to win £100 worth of software of your choice!!! Plus each console purchased enters you 3 times. Winners will be notified by letter

Mon-Fri 9am-9pm
Sat/Sun 9am-7pm
071 930 0600

We have many other items in stock, so if you don't see the game you want - CALL!!!

A pick up facility is also available for customers placing orders. Orders must be placed by telephone at least one hour prior to collection.

USA SUPER NINTENDO

ALIEN 3	CALL
AMERICAN GLADIATORS	42.95
AXELAY	44.95
BARTS NIGHTMARE	42.95
CAPCOM NFL FOOTBALL	CALL
CASTLEVANIA 4	42.95
CHUCK ROCK	42.95
CONTRA III	41.95
CYBERNATOR	CALL
DEATH VALLEY RALLY	42.95
DESERT STRIKE	42.95
EQUINOX	CALL
GODS	42.95
IREM SKINS GOLF	44.95
JOE & MAC	42.95
LEMMINGS	42.95
MARIO KART	42.95
MECH WARRIOR	CALL
MICKEYS QUEST	49.95
MYSTICAL NINJA	42.95
NHLPA HOCKEY '93	42.95
OUT OF THIS WORLD	42.95
PRINCE OF PERSIA	42.95
SPACE MEGAFORCE	39.95
STARFOX	CALL
STREETFIGHTER 2	54.95
SUPER COMBATRIBES	44.95
SUPER GHOULS N GHOSTS	42.95
SUPER NBA BASKETBALL	44.95
SUPER SOCCER CHAMP	41.95
SUPER STAR WARS	49.95
SUPER STRIKE EAGLE	CALL
SUPERMAN	CALL
TERMINATOR 2:ARCADE	CALL
TERMINATOR 2:JUDGEMENT	CALL
TINY TOON ADVNTURES	42.95
TOM & JERRY	44.95
TOP GEAR	42.95
TOYS	CALL
TURTLES IN TIME IV	42.95
UN SQUADRON	42.95
ZELDA III	42.95

JAP SUPER NINTENDO

ASSAULT SUITS VALKEN	54.95
BACK TO THE FUTURE	CALL
BATMAN RETURNS	49.95
BATTLE TECH	CALL
BATTLE TOADS	CALL
DEAD DANCE	CALL
FATAL FURY	49.95
RAMNA 1/2 PART 2	59.95
STARFOX	89.95
TOP RACER 2	CALL
ZOZO SUPER BASEBAL	49.95

NEO GEO

ART OF FIGHTING	189.95
BASEBALL STARS 2	149.95
CYBERLIP	69.95
FATAL FURY	129.95
FATAL FURY 2	189.95
MAGICIAN LORD	99.95
NAM 1975	69.95
NEW PAINT	199.95
NINJA COMBAT	99.95
SENGOKU	144.95
SENGOKU 2	CALL
SIDE KICK SOCCER	189.95
TOP PLAYERS GOLF	69.95
VIEW POINT	CALL
WORLD HEROES	149.95
20/20 BASEBALL	99.95

GAMEBOY

ASTERIX THE GAUL	CALL
BATMAN	22.95
BATTLETOADS	22.95
BLUES BROTHERS	23.95
JOE & MAC	CALL
HOOK	21.95
KRUSTY'S FUNHOUSE	23.95
LEGEND OF ZELDA	CALL
LOONY TOONS	23.95
MEGAMAN 3	23.95
PRINCE OF PERSIA	22.95
STAR WARS	24.95
SUPER HUNCHBACK	21.95
SUPER MARIOLAND 2	26.95
TERMINATOR 2	22.95
TITUS THE FOX	CALL
YOSHI	18.95

HARDWARE

SUPER ADVANTAGE	36.95
TOP FIGHTER JOYSTICK	69.95
BARCODE BOY	CALL
UK/USA/JAP GAMES ADAPTOR (WORKS WITH MARIO KART)	14.95
US SUPER NINTENDO SCART	119.95
REPLACEMENT PADS	19.95
ASCII PAD	24.95
GAMEBOY + GAME	64.95
NEO GEO UK SYSTEM	299.95

POSTAGE & PACKING

GAMES	1.45
ADAPTORS	1.45
GAMEBOY	5.00
SNES CONSOLE	7.50
NEO GEO CONSOLE	10.00
JOYSTICKS	CALL

ITEM	COST
TOTAL	

Please make cheques/postal orders out to: GAMEPRO
Send to:
GAMEPRO, ALHAMBRA HOUSE, 27 CHARING CROSS ROAD, LONDON WC2H 0AU

NAME:
ADDRESS:
POSTCODE:
CARD NO.
EXPIRY DATE:
SIGNATURE:

Welcome one and welcome all to the last issue of Control. Whatttt!!!! Yup, this is it, the last instalment of the first Super Nintendo dedicated magazine that is Control. But don't panic, all is not lost. Next month comes the new, sleeker, sexier, electrifying **Super Control**. You see the Super Nintendo market has changed one hell of a lot in the 10 months since we started work on the first issue of Control, and we're not the kind of chaps to sit idly around, if something needs changing, we'll change it. We'll be taking the best bits of Control and mixing them together with a cornucopia of new ideas to bring you a better magazine, one that will give you all you need to know [and probably a bit more] about the Super Nintendo. **Super Control** will be delivering a heady mix of the top players' guides in the country, reviews that are not just reviews but critical exposés of the latest releases, not to mention an increased amount of reader interaction and input as we go around the country sourcing opinions on the issues facing today's gamer.

In the first issue we will have:

- A massive easy-to-enter give-away competition
- A superexcellent free gift that will probably cause a riot in the shops
- A 16-page pull-out players' guide section
- An exclusive report from the ECTS, the biggest computer game trade show in Europe



CONTROL

CONTROL – the very first completely unofficial Super Nintendo magazine has been brought to you by the Blastaway-gulping side of:

Maverick Magazines
Macclesfield Open Prison
Waters Green House
Waters Green
Macclesfield
Cheshire
SK11 6LF

FAX: 0625 511593

Fat Old Comics

Editor
Julian 'Cavalier Attitude' Boardman
Production Editor
Pam 'Having a cow the size of NY' Norman
Production Assistant
Amanda 'Mysterious and sultry' Ellis
Staff Writers
Alex 'Dave Gahan's a God' Simmons
Allie 'Just bung something in there' West
Ben 'It was bad while it lasted' Lewis

Drag Queens

Art Editor
Jane 'Molly Mushroom Cult' Gollner
Art Assistant
Jason 'He ain't heavy' Simmons

Alternative Comedians

News Trade Manager
Carolyn 'Tit Bender' Wood
Advertising Manager
Jonathan 'New kid' Beales
Tel: 0206 562233
Fax: 0206 769368
Publisher/Managing Director
Hugh 'Funk Meister' Gollner

Printed in the UK
by Cradley Print

Control is a completely independent and unofficial Super Nintendo magazine. Control is not connected to or endorsed by the Nintendo Company Ltd (Japan) or Nintendo of America, Inc. References to 'Nintendo', 'Super NES', or 'SNES' are trademarks of Nintendo of America, Inc. All copyrights are recognised.

While Maverick Magazines tries its upmost to ensure everything in the editorial or advertising is accurate, Control cannot be held liable for any omissions, inaccuracies, natural disasters or injuries caused by reading the mag.

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...

No part of Control may be reproduced without prior written permission from the publisher or we'll kill you.

Special thanks to:

Songs of Faith and Devotion
BITS & PIECES (0625) 501810
CONSOLE PLUS (0532) 500445
for supplying us with review copies of the games featured in the magazine.

REVIEWS

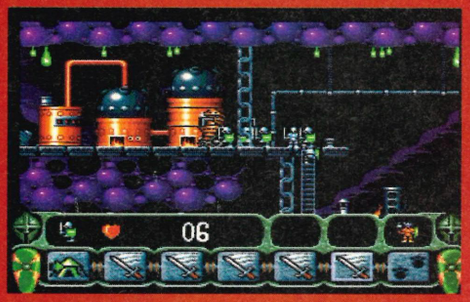
STAR FOX 10

Descending on our fair shores with a thunderous roar, Star Fox proves itself to be every bit as good as Nintendo promised. Turn to page 10 and check-out the fantastic graphics in our four page review.



KING ARTHUR'S WORLD 22

Lemmings-style mediaeval mayhem in Jaleco's King Athur's World. Build up your army then guide them through 23 stages of taxing puzzles.



UNCHARTED WATERS 24

Uncharted Waters is a massive strategy game set on the high seas, where swash-buckling heroes must overcome pirate hordes to grab the hidden treasure.

SUPER SWIV 26

It's taken a long time to get here, but now one of the finest vertical scrolling shoot'em-ups crashes on to the SNES. It's tough, it's spectacular, it's Super SWIV.



CALIFORNIA GAMES 30

Visit the sunshine state to compete in six of the world's most radical sports, including jet surfing, hang-gliding and snowboarding.

CAL RIPKEN JR BASEBALL 32

Yet another import baseball game, this time sponsored by the famous Cal Ripken Jr (?) and featuring 19 all-star teams.

This is the last time Control will look like this, next month comes Super Control (see page 98) so make the most of it. But never fear, when we come back we'll be healthier, more satisfying and an even more exciting read than we are now.

CONTENTS

6 NEWS

Check out the news for hot scoops including Ultima VI and Super Strike Eagle. We also have an exclusive on the new Sega and Nintendo joint machine!

10 GAME REVIEWS

For the low-down on all the latest official and import games, check out the sides of these pages.

54 DON'T PANIC!

We cast a critical eye over the constant barrage of media scare-mongering regarding epilepsy and game addiction.

76 OFFICIAL STORY

Official games reviewed this month include Super Star Wars, Blues Brothers and Mario Paint.

82 COMPETITION

Win a smashing Spectravideo footpedal, a Datel Action Replay and a shiny, happy new joypad.

86 GLOBAL STORY

For brief reviews of every game available for the SNES, check out our comprehensive listings.

90 BILLY WILD

Get your box of tissues ready for the last exciting installment in the Billy Wild saga.

94 REMOTE CONTROL

Remote Control visits Stoke-on-Trent and asks you, the punter, what you think.

96 CONTROL POST

More irate outbursts from the great unwashed.

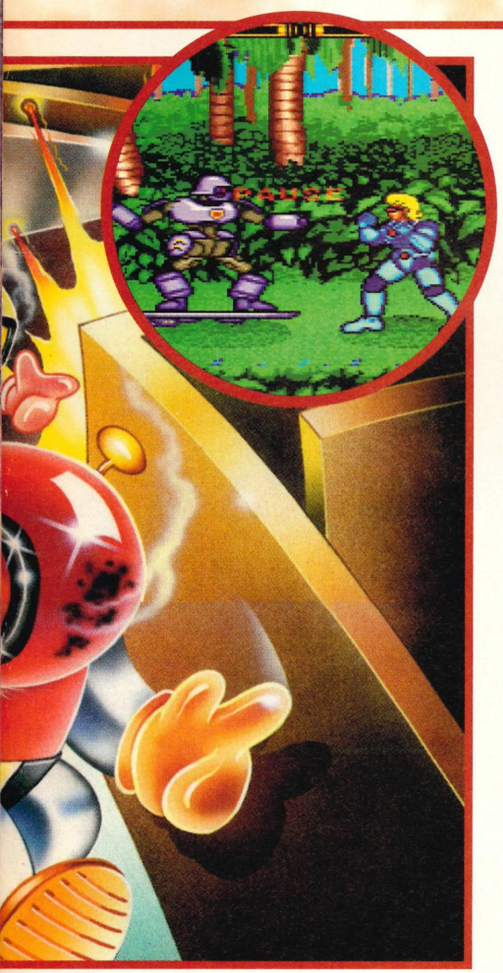


ISSUE 9 MAY 1993

The ONLY Mag SNES Owners Need!

CONTROL

For SUPER NINTENDO® Junkies!



PREVIEW EXPLOSION!

A truckload of top-quality previews this month, just to whet your appetite and give you a chance to start saving.

STREET COMBAT 14
Irem's latest one-on-one beat'em-up comes directly from the USA, trying to compete with the likes of Streetfighter II.

SUPER BOMBERMAN 16
Previously released on the PC Engine and the Amiga, Hudson Soft's Super Bomberman may well be something really special as it will be the first four-player game to be relased in the UK.

LOST VIKINGS 18
Interplay's original offering for the puzzle and platform freak is a challenge on a massive scale. Lots of levels, lots of interaction and lots of brain-strain can potentially lead to lots of fun! Can you wait?

GUIDES AND TIPS

56 CHUCK ROCK
Lots of club bashing is in order as Control's resident guider shows you how to rescue Ophelia.

60 SPIDERMAN
This is it folks – the concluding part of the excellent Spidey-guide. Arcade is finally within reach.

66 ANOTHER WORLD
In part one of the Another World guide we show you how to get half-way into this great game.

70 HOOK
All 11 levels of Hook have been beaten and guided to help all you sad-cases stuck on level two! Think lots of happy thoughts and hold on to all your marbles.

74 DR ZIEGLER
Did you know that if you rearrange the letters in 'Hints and tips' you get 'Nits had pints' (of my blood). Yowza! Find out more in Dr Ziegler's Strange World of chilling tales and facts.

REVIEWS

MUSYA 34
Seta's platform extravaganza wings its way from America. Is Musya a gamer's delight or simply a reviewer's worst nightmare?

PUGSLEY'S SCAVENGER HUNT 36
Based on the American cartoon series, the second Addams Family game is bigger and better than the first, a damn sight harder and it looks pretty cool too! Ocean comes up trumps yet again with the kooky family.



COOL WORLD 40
Ocean's latest game is based on the film of the same name which, incidentally, flopped massively in the States. A platform-style arcade action romp situated amongst wacky doodles!

SUPER VOLLEY 2 42
Yet another bizarre little game from Japan, this time the subject is volleyball. Featuring in our news a couple of months back as Hyper V-Ball, this sports sim packs a punch.

ALIENS Vs PREDATOR 44
The two giant forces of the cosmos come together in this, a scrolling beat 'em-up starring none other than the rock 'ard Predator and the rock 'arder Aliens.



RUSHING BEAT RUN 46
Known here in the UK as Rival Turf 2, this Japanese import happily scrolls along treading firmly in the footsteps of its predecessor. New and improved graphics but what of the gameplay?

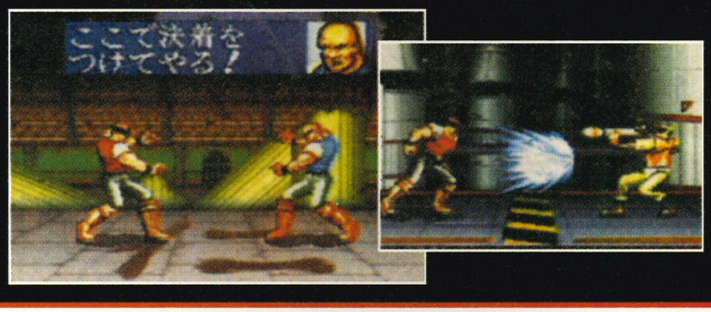


CONTROL NEWS

DEAD DANCE

Wow gee, another mano y mano beat'em-up on the Super Nintendo, I bet you can't wait! This one comes from Jaleco and while it has all the usual array of moves, kicks, throws, fireballs etc, some of the characters also have heavy weapons just to add to the fun. One chap can pull a bazooka out of his pocket (ahem), and launch an armour piercing missile in your direction, the git.

Dead Dance will be available in Japan, ooh...shortly, but there is no date as yet for a UK release.

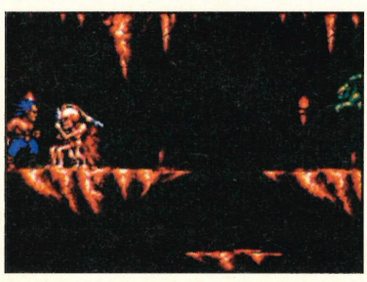




DAWN OF STEEL

If you've ever fancied taking on the entire forces of darkness with nowt but an axe and some over-developed pectorals, then this could be your chance. Dawn of Steel slings the player into the depths of hell (which features a lot of platforms), and then on through four more levels of malevolent mayhem until evil is vanquished – for now – and you can go home for cup of tea.

Known as Myth on the Amiga (and C64 before that), Dawn of Steel will be a beat'em-up with loads of groovy power-ups and the promise of some spectacular graphics. Unfortunately, this Amiga shot just doesn't do it justice, but it should give you some idea of what you have to look forward to. Dawn of Steel will be available this autumn from System 3.



SUPER STRIKE EAGLE

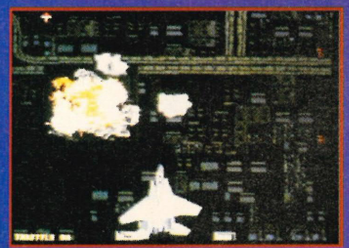
After a string of successes on other formats, Microprose's acclaimed flight-sim is due to make an appearance any day now on the Super Nintendo.

The gameplay won't be just confined to the cockpit, a low-level bombing section uses an overhead view so you can place the bombs exactly where you want them. Dog-fighting will be controlled from the cockpit as you go head-to-head with some of the world's most advanced fighters – well, the ones that Saddam Hussein can afford anyway, as much of the game is set in the Persian Gulf.

Two players will be able to take part if you so wish, one flying the plane and the other controlling the weapons system, an intriguing option that should help to broaden the appeal of the game.

Several changes have been made to the gameplay to make it more suitable for the console market, ensuring (it says here) "the true feeling of piloting an agile jet". Quite. Super Strike Eagle will be released by Microprose in June.





SUPER PUTTY

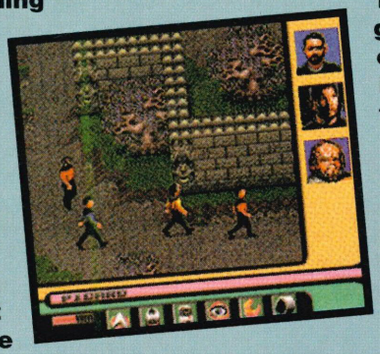
One of the weirdest games around is set to make its debut on the Super Nintendo later this year. Featuring the adventure of a very malleable piece of putty, Super Putty could well be one of those 'mould-breaking' games. The gameplay sees you glooping around trying to save a herd of suicidal robots using your range of skills as a, erm, lump of soft stuff.

The putty can stretch to break the fall of the robots, absorb the characteristics of other objects on screen and use them to halt the robots' advance, and it can explode to make things really messy! Unfortunately, there are an awful lot of nasty things roaming about determined to help the robots on their way.

It all sounds like good fun, albeit somewhat unusual! Super Putty should be available in the UK from System 3 this autumn.

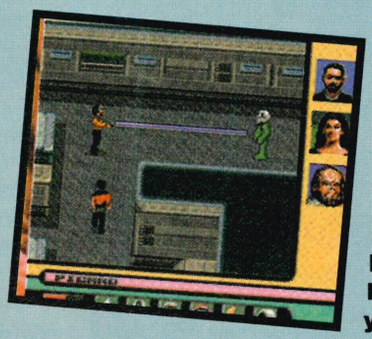
STAR TREK: THE NEXT GENERATION

As we exclusively revealed last issue, Captain Jean-Luc Picard, Commander Riker and Counsellor Deanna Troi are all beaming their way on to a SNES cartridge as we speak. Spectrum HoloByte, American developer and publisher is at the controls, steering towards us a game that will set the hearts of Trekkers alight all over the world.



The game will consist of three types of play; the captain's perspective on the bridge, an overhead view for space battles and a three-quarter overhead view for when the 'away teams' are down on the planet surface.

From the bridge you will be able to pilot the ship and take a position at any of the stations on the bridge such as science or engineering. Other parts of the ship will also be there including sick bay, the engine room and the transporter room.

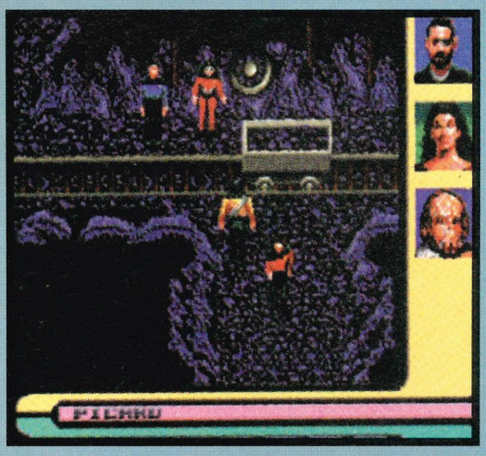


The ship-to-ship combat will give you a view of the Enterprise's tactical screen, where you will be able to fire phaser, photon torpedoes, hail other ships and divert power from your ship's systems to reinforce your shields.

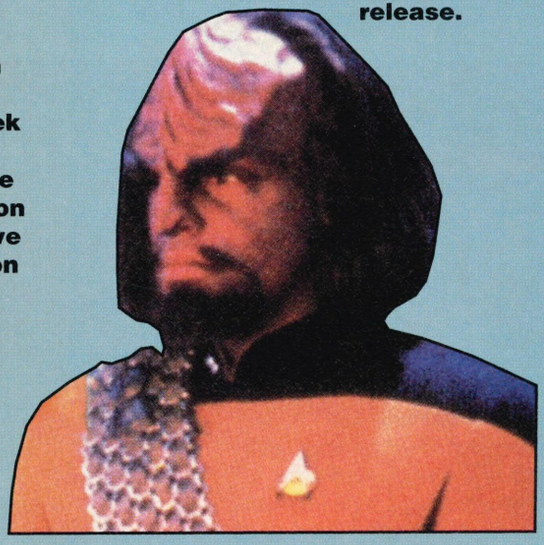
The majority of the game will take place outside the ship involving 'away teams' which you will pick and control as a group or as individuals. They will investigate strange new worlds and whatever else you so require, all at your request.

The programming team is made up of a bunch of dedicated Star Trek fans who will stop at nothing to make the game as accurate to the series as possible. There will also be advisers from Paramount which produced the Star Trek TV series.

One thing the game will be very accurate on is the way you will have to follow the Federation moral code and never break the Prime Directive. This means you will not be able to zip around blasting the crap out of the Ferengi just for the hell of it, and if you do the game certainly won't let you win.

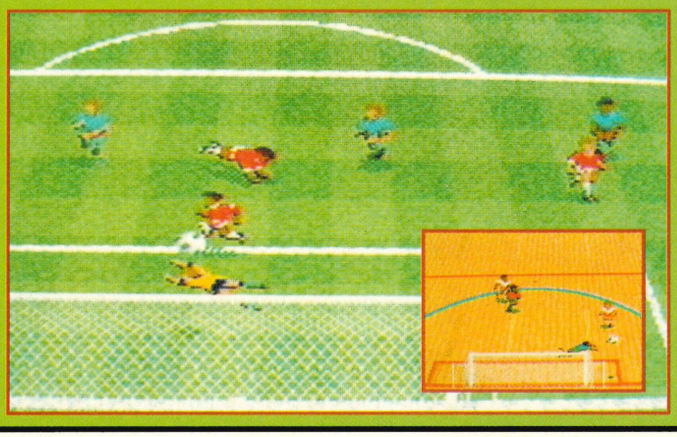


Star Trek: The Next Generation is pencilled in for release in the US in October, but there is no word as yet of a UK release.



STRIKER

Elite Systems has announced the forthcoming release of a new soccer game for the Super Nintendo. Based on the Amiga and ST game of the same name, Striker uses a rather unusual viewpoint for home format soccer games. The pitch is viewed from an aerial viewpoint just behind the action and moves up and down the pitch to follow the ball.



Naturally the Super Nintendo Mode 7 is better suited to generating the effect of perspective on the pitch than any other machine.

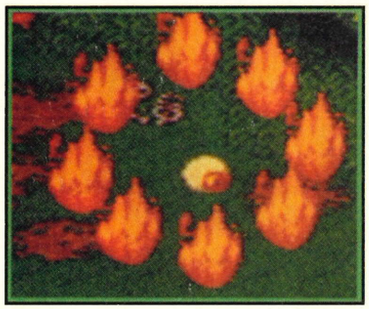
The game will provide 64 international sides, each with their own combinations of talents and flaws, abilities and skill levels, which are apparently based on their real-life counterparts.

Like most other games in the genre, Striker will offer a one-off two-player game, or an option to work your way through a tournament against computer controlled teams. This tournament will offer penalty shoot-outs, extra time or even rematches should any games end in a draw.

Weather and pitch conditions can be changed, and one option that looks interesting is the six-a-side played on a hardwood indoor pitch. Now that is new!

Striker is due for release in July this year.







BREATH OF FIRE

Capcom, as if to prove it can do something other than Streetfighter II, has a giant RPG ready for release in Japan. A party of four characters, chosen from a group of eight, wanders around the isometric landscape determined to rid their land of the the usual evil forces that these RPGs are plagued with.

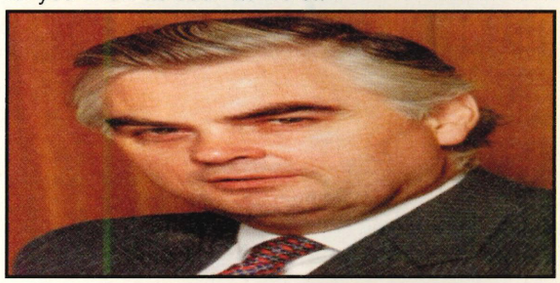
From what we've seen it promises to be graphically special, with plenty of good-looking magic effects and loads of splendid animation in the wide variety of characters and their enemies.

Whether the Jap version will be playable or whether you'll have to wait for a translated official version is as yet unclear, but we'll let you know as soon as we can.

VAT ON MAGAZINE PRICES

Some potentially bad news I'm afraid – VAT may have to be paid on magazines. The next Budget on 15 March is when our good ol' Chancellor Normski Lamont, will be whopping extra tax on fags, booze and petrol as per usual. It seems however, that he's got a few new targets for this extra charge lark, and this is going to effect you lot.

How you ask? The printed word has been exempt from tax for the last God knows how many hundreds of years, but now alas, it looks as though we're going to get charged VAT on magazines. What does this mean? Well, basically this means that prices are likely to go up by 17.5 per cent. A magazine such as our good self will have to raise our cover price from £1.95 to £2.25 to be able to cover this extra charge. What a complete and utter bummer! A monster 30 pence added to the cost just because the government has decided it wants another slice of your dosh.



Although we have not had confirmation whether it is going to happen, be warned, there is the possibility that the next issue could be a bit dearer!

Worry not though! We'll still be bringing you the very best magazine for your SNES, and we'll be whipping the competition with our exclusive news, reviews and superb players' guides. Watch out for some nifty free gifts over the coming months as well.

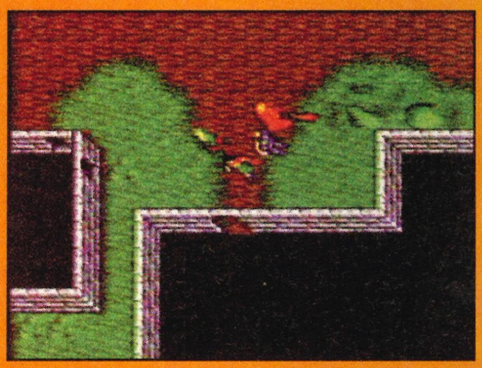
ULTIMA VI

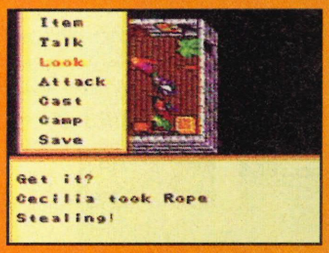
The highly acclaimed Ultima RPG series is to make its debut on the SNES this year. The land of Britannia, the kingdom of Lord British, is overwhelmed by gargoyles, and you and your trusty band of adventurers are enlisted to find out why and stop it in classic RPG style.

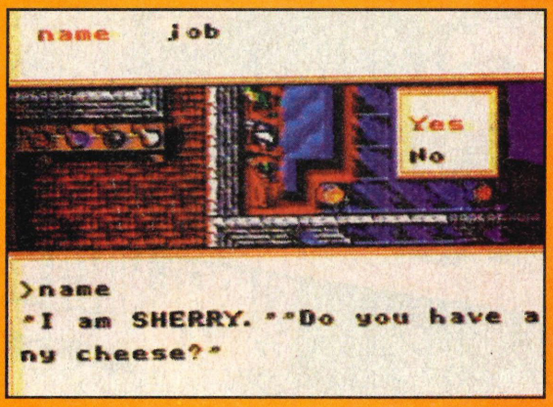
This style is based around a lot of question and answer sessions with various characters, and any clues they give you will have to be remembered or scribbled down.

Aside from this you'll be wandering around large pieces of land with nary a gargoyle in sight, but that's what Britannia is all about.

It will take a more serious and less cute style than Zelda, but the Ultima series has a fine record of success on other formats namely PC and Amiga, so it will be interesting to see how well it translates to the SNES format.









Currently in Japan there is a craze for releasing remixed game soundtracks as singles. The latest is from the top-selling (but very Japanese so don't bother with it) RPG called Dragon's Quest V. A whole album of tracks has been released for Bare Knuckle II (the Jap version of the Mega Drive hit Streets Of Rage II). Yuzo Koshiro, the composer, is

SEGA & NINTENDO IN JOINT MACHINE SHOCKER!

It was announced at a hastily convened press conference last month that Sega and Nintendo are to join forces to produce a hybrid of their two 16 bit machines, the Super Nintendo and the Mega Drive.

To be known as the Mega Nintendo or the Super Drive (depending on which party gets its way), it will combine the circuit boards from both machines and will have two different slots. This will allow it to run existing software from either machine. This was initially all the machine was going to do, but no longer.

It now seems that a well-placed bit of soldering has allowed one cartridge to use both processors at the same time, making for exceptionally quick games. The Super Nintendo processor does all the interesting graphic and sound bits, while the Mega Drive board will do all the plodding stuff like animating the laser bolts.

The reasoning behind this alliance was not given at the conference but it is understood that difficult trading conditions and the prospect of a debilitating price made both manufacturers accept that the only way to go was to cut out the hardware battle and concentrate on software.

With the pound falling against the yen, manufacturing costs are nearly double what they were. In Japan and the US this isn't such a problem, so at present they won't be receiving the machine unless it becomes a great success in Europe.



The geek machine. Coming to a SNES near you!

As we go to press there are no firm details on price as yet, but sources suggest that the price could possibly be as low as £39.99.

NINTENDO DUMPS BANDAI

After much industry speculation, Nintendo has finally announced that it will take full control of its sales, marketing and distribution in the UK, France and the Benelux countries; an operation that has previously been handled by UK toy manufacturer Bandai since 1989.

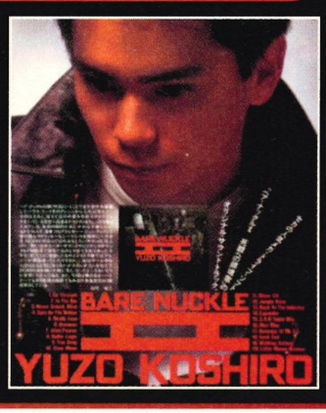
Many believed that it was only a matter of time until Nintendo took complete control of these territories, as and when the market made it worthwhile for it to do so. However, a source close to Nintendo Japan told us that it was dissatisfied with Bandai's operation, notably the slippage of certain major products.

The source also commented that there could be a drop in the price of a cartridge of five pounds or maybe more, due to this reorganisation and the resulting cost-cutting. We live in hope.

ORIENTAL SOUNDS

seen in the advert posing like a good'un in the requisite white T-shirt and leather jacket and trying to look as much like the young Marlon Brando as possible.

Perhaps the UK record industry being as paranoid as hell about video games harming record sales, could follow the lead. Then again...



DEVIL'S COURSE GOLF



Had enough of St Andrews and Pebble Beach? Well, the Japs may have just the game for you! This golf game features possibly the most treacherous course ever programmed, and we're not just talking about a few more bunkers. We're looking at canyons, greens that float in mid-air, forests of rock-pillars, all sorts of ravines and the odd fairway made of sand instead of grass.

Yup, it's not called Devil's Course Golf for nothing and you certainly won't find any of your so-called professionals tackling this course of dangers. Available in Japan in May from T&Esoft.

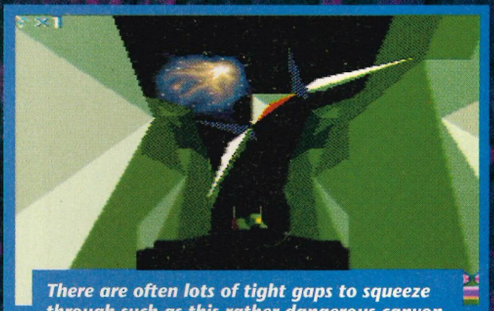


STA



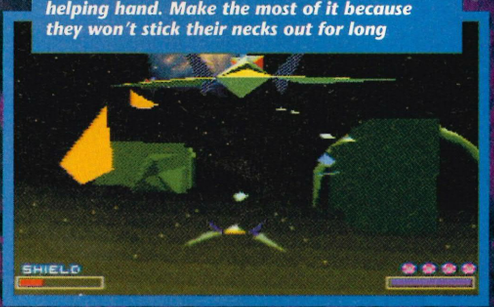
Star Fox has finally arrived. The most hyped Super Nintendo game in history with its revolutionary new FX chip, has descended upon our fair shores with a thunderous roar. And if I say this is bloody brilliant once or twice, please excuse me...

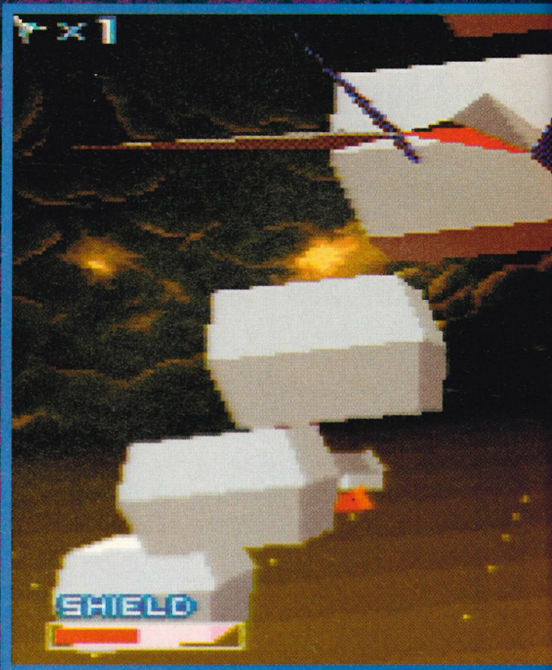




There are often lots of tight gaps to squeeze through such as this rather dangerous canyon. Simply bank to the left or right to safely get through

If you get into a tight situation your team-mates sometimes come forward and lend a helping hand. Make the most of it because they won't stick their necks out for long





STAR FOX

Nintendo

The cartridge is placed tentatively in the waiting, gaping mouth of your SNES, you switch on the power and hold your breath. In a stereo roar of breathtaking proportions Star Fox comes to life with an atmospheric array of digitized sounds and effects – there are a few Star Wars-isms thrown in for good measure.

Arwing Agility

As the intro continues to roll you cannot but gasp in awe as 3D polygon ships speed onto the screen, bank and then return in perfect proportions without a glitch in sight – what lies beyond a simple press of the start button is definitely the future. Bloody brilliant!





Level six mainly consists of lots of pillars and walls and far too much ground artillery! You have your work cut out for you enough without having to deal with rapid firing guns as well!

You take control of Fox McCloud in his top of the range Arwing fighter, equipped with plasma cannons capable of duel shot, afterburners, high intensity shields, cloaking device and hypersensitive control drive. The Arwing can pitch and yaw smoothly, and with quick responses bank to the left and right, ideal for squeezing through tight canyons.

Fox is an adventurous space pilot, courageous warrior and leader of men, er, animals – fear fails to course through his veins. Flying alongside his companions Peppy the rabbit, Falco the hawk and Slippy the toad, Fox McCloud takes to the skies in an exciting adventure.

Leading the Star Fox team, you can choose to undertake one of three routes that will ultimately take you through to the planet Venom, home of an alien fleet currently planning an attack on the Earth. Each route varies in difficulty but all occupied sectors must be undertaken to succeed in your mission.

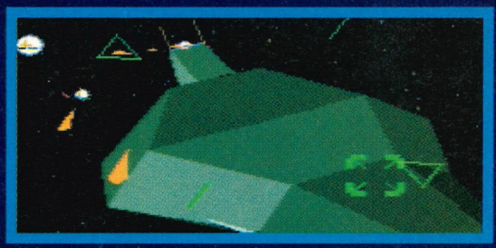


Astro Chicken

Starting on Fox's home base of Corneria you embark on your mission. Screaming through a take-off propulsion tunnel drawn in line vectors, rotating smoothly and accompanied by clear digitized speech you emerge into a hazardous landscape. The adventure begins.

Taking the position of a third party observer, you initially view your craft from behind. With thrusters, brakes and smart bombs at your disposal, you must fly across the landscape avoiding the approaching obstacles whilst shooting the crap out of anything that moves – anything that is, apart from your team mates.

Your animal friends aren't around simply for effect; they aid you by protecting your flank and rear from enemy attack. At times however, they get into a little trouble themselves and call for assistance on the radio, the message consequently flashes at the bottom of the screen and cute animal gibberish pierces through the accompanying music. We're now experiencing a few Indiana Jones-isms here!



Before you embark on a new level, mission control lays down your objectives. Unfortunately though, none of us speak Japanese here in Maverick Towers!



When this situation arises your team mate's ship will cut across in front of you (road hog!) hotly pursued by an alien craft of some description. You must then give chase and destroy the assailant before it reduces your friend's energy to rock bottom. Yes, your chums can die on you! Isn't this brilliant?

Furry Friends

During deep space levels your perspective changes to a pilot's eye view with a Head Up Display (HUD) and targeting cross-hairs. This is a far more effective view allowing you to pinpoint your aim and in turn quicken reaction time. You can enter enemy craft docking bays when the view then changes back to the third person perspective, as you speed through winding corridors avoiding pillars and other obstacles.

CONT.

CONT. Star Fox looks incredible – in fact it's bloody brilliant, but unfortunately the screenshots fail to do it justice. The polygons, most of which are large and detailed, rotate and scale with the smoothest fluidity ever seen on a console. Despite the massive number of polygons gliding across the screen at any one time sluggishness has been totally eradicated.

Polygon Attack

The guardians are by far the most impressive of the polygon enemies, with various extremities and features taking up all available screen space. Some rotate furiously while others scale backwards and forwards, but all have one thing in common – they're extremely hard to defeat!

Challenge is the operative word when trying to describe Star Fox's gameplay. The guardians don't give up without a mean fight, the minions swoop past at a colossal rate requiring precision aiming, and the obstacles appear in all shapes and sizes often with very little space between each.

A continue option is awarded after every 15,000 points whereby one credit is given to you. There isn't a password system so the continues are to be treated like gold-dust. You are initially given three lives but more can be collected as can numerous bonuses, and small graph-like bars represent both your and the enemy's energy.

The illusion of speed is created by small landing lights scrolling by on the ground (or the stars in the space sequences) and by buildings scaling into view from the horizon. However, sometimes the buildings suddenly appear in a very unrealistic fashion causing you to swerve suddenly to avoid the huge monstrosities.

There is an opinion in the office that Star Fox is nothing more than a bunch of polygons shooting each other – OK, fair enough, but they are very nice polygons!

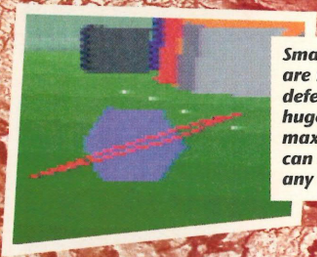
Star Fox truly is the future and if this is just the beginning God knows what else is to come. Buy it, play it, link it up to your hi-fi, shoot the crap out of everything and I dare you to not enjoy it.

Allie

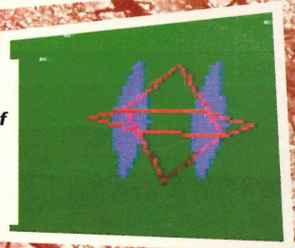
Symphony of Destruction



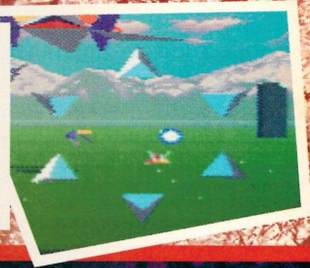
Shield energy: The yellow rings of energy replace only a small amount of your depleted shields



Smart bombs: These are needed to defeat most of the huge guardians. A maximum of five can be collected at any one time



Duel shot: Your Arwing fighter becomes capable of duel shot plasma cannons, by collecting this bonus

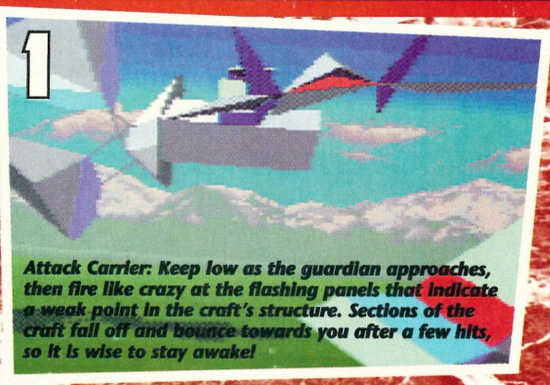


Shield energy: The blue rings of energy replenish your shield level considerably and are vital when your shields have been reduced to a minimum

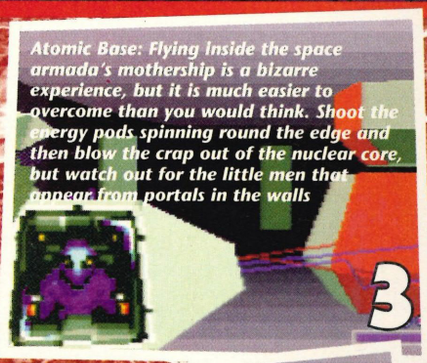


The space map screen allows you to choose which of the three routes you will undertake. The middle route is the easiest, the top route is medium difficulty, while the bottom route is for the pros only

Creeping Death



Attack Carrier: Keep low as the guardian approaches, then fire like crazy at the flashing panels that indicate a weak point in the craft's structure. Sections of the craft fall off and bounce towards you after a few hits, so it is wise to stay awake!

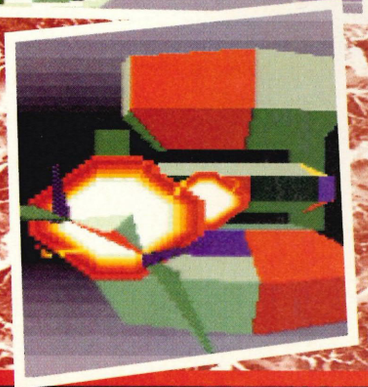


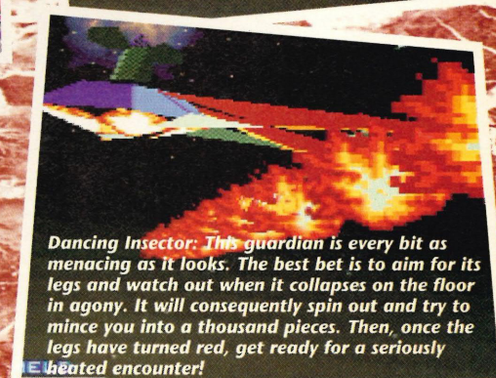
Atomic Base: Flying inside the space armada's mothership is a bizarre experience, but it is much easier to overcome than you would think. Shoot the energy pods spinning round the edge and then blow the crap out of the nuclear core, but watch out for the little men that appear from portals in the walls





Rock Crusher: The two flashing panels on either side of the ship can be destroyed easily but you must also avoid the lasers that fly out from each individual port. After a little while the craft comes in close (too close for comfort!) and tries to ram you, but it can be avoided by either moving up or down

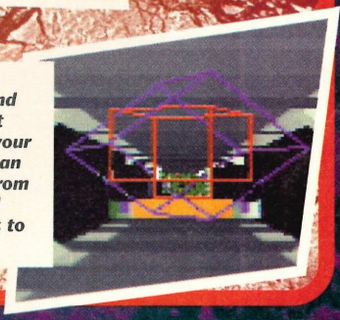




Dancing Insector: This guardian is every bit as menacing as it looks. The best bet is to aim for its legs and watch out when it collapses on the floor in agony. It will consequently spin out and try to mince you into a thousand pieces. Then, once the legs have turned red, get ready for a seriously heated encounter!



Extra life: Represented by three diamonds positioned in a triangle, they are not always easy to spot. Shoot any of the diamonds three times to make a small fighter appear in the centre



Cloaking device: These are few and far between, but when collected your Arwing fighter can withstand hits from enemy craft and walls and pillars to some extent!

Important Notice

Japanese versions of Star Fox are going like hot cakes but they don't come cheap. Our version cost us a phenomenal £80 while other shops were asking even more, a staggering £100. When the official versions come out in May as opposed to the original date of April, speculation suggests that the price will be between £40 and £50, a far more reasonable amount than the previously mentioned price of £64.99.

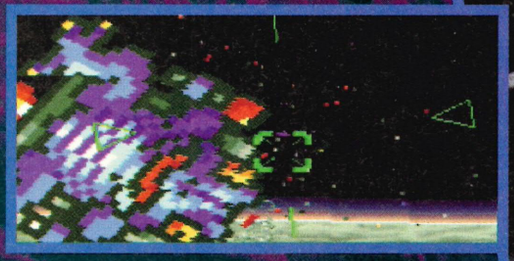
We would also like to point out that the Japanese imports of Star Fox do not run on British and American machines with most converters, however we have found two that work perfectly. The X-Tend Games Master converter and K4 Products 16-Bit Converter both run the import version of Star Fox without any problems whatsoever, and yes, you get the perfect graphics and not just the music as some people have said!

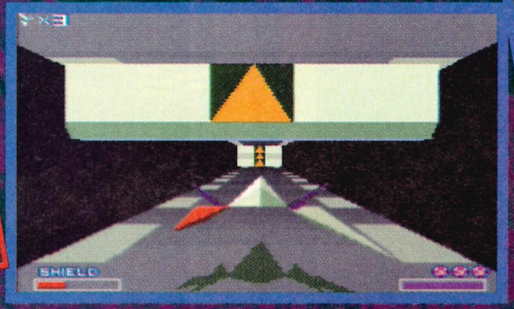
But we do suggest that for once, you wait until the official version hits the streets and in turn save yourself a lot of money and aggravation.

CONTROL PANEL

ACOUSTICS	9/10
VISUALS	9/10
IMMEDIACY	9/10
LONGEVITY	8/10
ENTERTAINMENT	9/10
FINAL ANALYSIS	94%



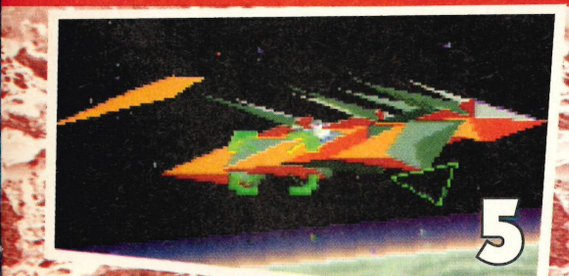


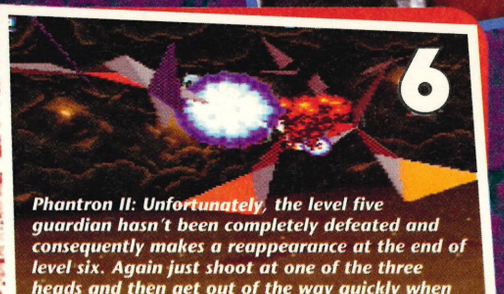




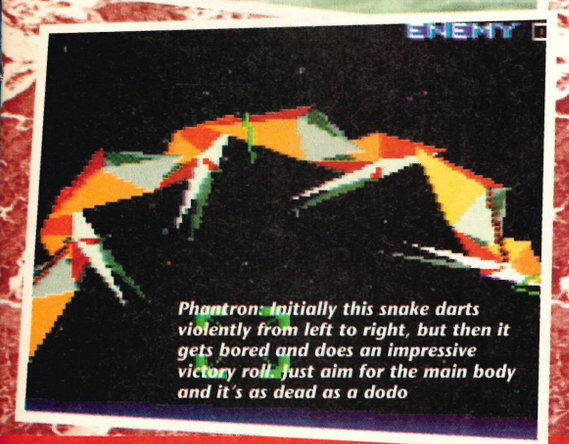
ALEXPLAINS

Prepare your eyes for a visual treat. This game packs a mighty punch of stunning animation and blood-curdlingly juicy graphics. The gameplay is strong and the challenge is nicely weighted with three totally different routes to the end levels. Some of the angles and views give the game a very realistic feel – it had Jools swaying all over the show! Athough it has no two-player option and slightly restricted gameplay, it's definitely close to shoot'em-up Utopia.

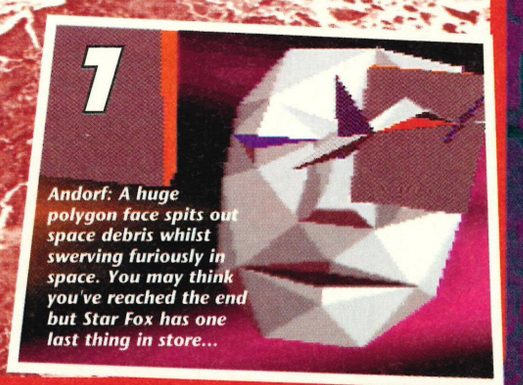




Phantron II: Unfortunately, the level five guardian hasn't been completely defeated and consequently makes a reappearance at the end of level six. Again just shoot at one of the three heads and then get out of the way quickly when it reforms into a huge walking crab!



Phantron: Initially this snake darts violently from left to right, but then it gets bored and does an impressive victory roll. Just aim for the main body and it's as dead as a dodo



Andorf: A huge polygon face spits out space debris whilst swerving furiously in space. You may think you've reached the end but Star Fox has one last thing in store...

SUMMARY

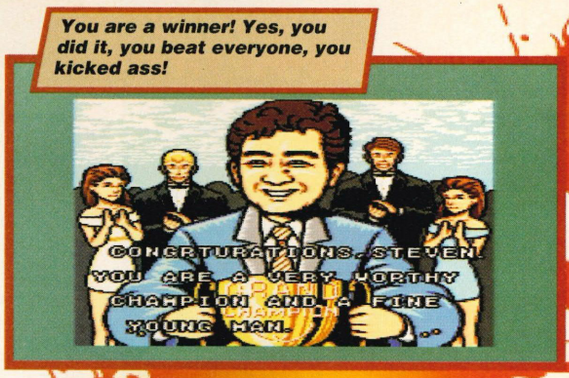
The rotation, scaling and light source shading are every bit as good as Nintendo promised. There's no glitching or slow down, just pure action with vibrant colours, detailed backgrounds and outstanding speed. The music needs to be played loud while the digitized speech is clear and in abundance. There are downfalls however – no two-player option, dodgy perspective on some objects, the fact that we finished the first route in under a week, and the argument that Mario Kart is far superior longevity-wise. However, this is bloody brilliant and will go down as a classic.

CONTROL

PREVIEW

STREE

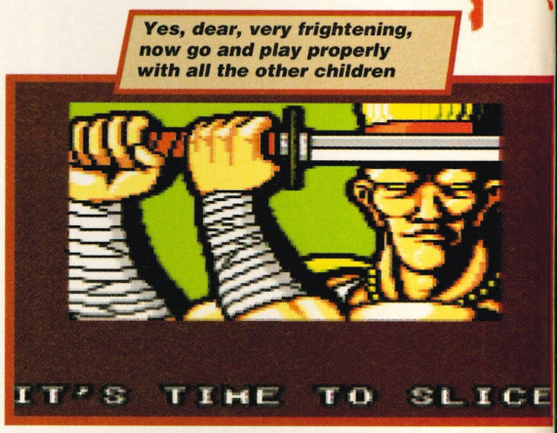
Hmmm, Street Combat. Sounds a bit like Streetfighter doesn't it! Good job this isn't real life or we'd all be in trouble.



You are a winner! Yes, you did it, you beat everyone, you kicked ass!



It's Herman, a dangerous opponent on his Back to the Future skateboard, erm, sure!



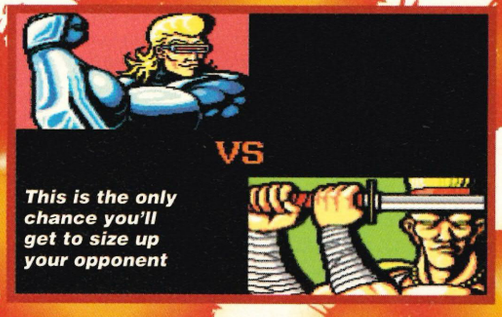
Yes, dear, very frightening, now go and play properly with all the other children



GI Jim is the only serving American soldier to be issued with a sword

I am starting to go off the idea of a holiday in Japan. I mean if their games reflect their society, the streets are going to be full of assorted dead-heads flinging fireballs at each other in an attempt to become supreme champion of their particular backwater of suburban Tokyo. No thank you.

If Irem's up and coming contender in the fight game is anything to go by, the place is bloody crawling with weirdoes. In the one-player game you'll take on everything from a cat-suited nymphet with a very nasty chain, to a robot on a flying skateboard called Herman, who bears a great resemblance to a German stormtrooper!



This is the only chance you'll get to size up your opponent

Welcome To Hell

The trick will be to fight as one of the two heroes of the hour, and defeat all these crackpots in order to claim the trophy (?). Like a certain other fighting game I could mention, these fights will take place in a number of locations, including the girders of an unfinished skyscraper, the top of a moving truck, deep in the jungle and in the middle of the street.

There will also be a rather intriguing bonus section in the one-player game where you attempt to kick the living daylights out of an ageing but sprightly dwarf, who is a bit of a dab hand at plucking rocks from mid-air and lobbing them at you when you least expect it. You'll have a time limit in which to kick his arse unless he kicks yours first.

The two-player game lets you play any one of the eight characters and take advantage of all their moves. Oh yes, these days no fight game is complete without a number of magical, gravity defying moves that laugh in the face of the laws of nature, but what the hell, it's only a game.

Lightning Conductor

These moves are surprisingly varied, one chap's got a sword that can conduct lightning towards you, another can pull out a machine-gun (he also fires it) and the cat-suited nymphet can do things with that chain you just wouldn't believe. The fights will be best out of



Leta is the delectable but violent woman determined to fight the feminist cause



One swing of the arm and before you know it you've drawn a red circle in the air!



Typically acerbic wit is spat onto your quivering body should you lose

T COMBAT

IREM



Dozo likes to beat people up, and has been arrested for trafficking Smarties



Bugger, he hit me, and all I did was call him a ponce for wearing pink rubber

three and you've got all the time in the world to do the business because there won't be a timer on the fights.

You'll need cracking reflexes however, as it will be very easy to get dazed, especially in one-player mode. If you're flat out on your back seeing little birdies spinning around your head you won't be much use to anyone.

The graphics are showing potential with a number of good-looking backgrounds and the special effects are quite impressive. It's not going to be the best looking game ever, but if it plays all right then they should get away with it.

All this promises a decent beat'em-up that probably won't be able to take on the awesome Streetfighter II, but may well offer something of a refreshing change. Watch out for more info soon.



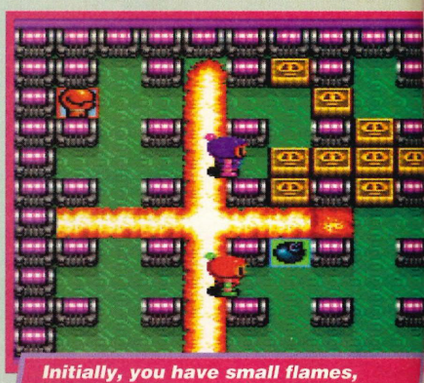
Meet the gang 'coz the boys are here, the boys to entertain yooo-ooo-ooooou!

CONTROL

PREVIEW



The warp holes allow you to creep up on an opponent without any warning and lay a very tactical bomb in a very unsavoury place. Booom! Your opponent is mincemeat!



Initially, you have small flames, however you can collect bonuses that greatly increase your fire power. At maximum power your flames will touch all four walls

SUPER

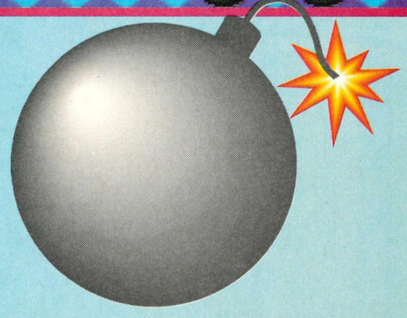
Appearing first on the PC Engine over two years ago and then the Amiga, Bomberman proved that complex games aren't always the best ones. With simple graphics and gameplay that gets straight to the point this new Hudson Soft version is going to be huge.

Various bonuses can be collected including a speed-up, extra lives, a kick bomb facility, invincibility, extra bombs, flame increase and the ability to walk through walls



One bonus allows you to drop ridiculous numbers of bombs at any one time, creating a web of intertwining flames licking through many of the alleyways





Designed by a swat team of Japanese programmers, Super Bomberman has a fascinating addictive quality that is unlike most games available at the moment. Captivating everyone in the office with its manic action, very little work gets done when the two-year-old Amiga adaptation rears its tempting little head.

Now that the SNES version is near completion, Hudson Soft Japan is looking towards an international September release. We are all in a state of euphoria, while Hugh is dreading the moment Bomberman hits the office and work stops! So what's all the fuss about, surely something can't be as addictive as Mario Kart or Streetfighter II?

Survival of the Fittest

A game that can only be described as 'arcade action', Bomberman is a fast paced 'survival of the fittest' escapade. Viewing the game area from above, you control a small bomber man who can be moved through weaving alleyways. On his way he destroys huge pieces of masonry, while in search of the level exits.

Unfortunately, various enemies and creatures wander through the levels alongside you, but luckily they are not invincible against a good old-fashioned bomb blast. Armed with abnormally huge bombs (These men are only small you know!), you can blast away obstructing walls and deadly enemies simply by dropping these explosives anywhere on the gaming area.

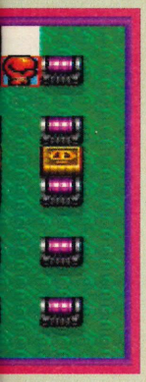
Bonuses appear when some sections of wall are destroyed and these allow you to do some weird and wonderful things. Unlike the Amiga version of Bomberman a larger variety of bonus options are included in the gameplay of the SNES game. This time you can kick and punch existing bombs over walls and even walk through walls!

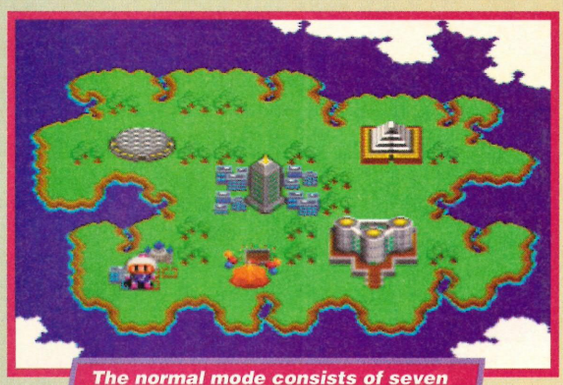
Oh Blast! That's Gone and Torn It

The game is divided into two game zones – the normal mode and the battle mode. The normal mode is a standard one or two-player mission incorporating seven levels each with six stages, with guardians and masses of enemies to overcome.

The battle mode on the other hand is where the fun really begins because Bomberman is one of the few games to feature a four-player option facility. So using a four-way joypad peripheral you and your friends can plug in and bomb each other to smithereens!

The graphics are clean and detailed with a good use of vibrant colour. Humorous animation has also been included into all of the enemy sprites. Fortunately the gameplay





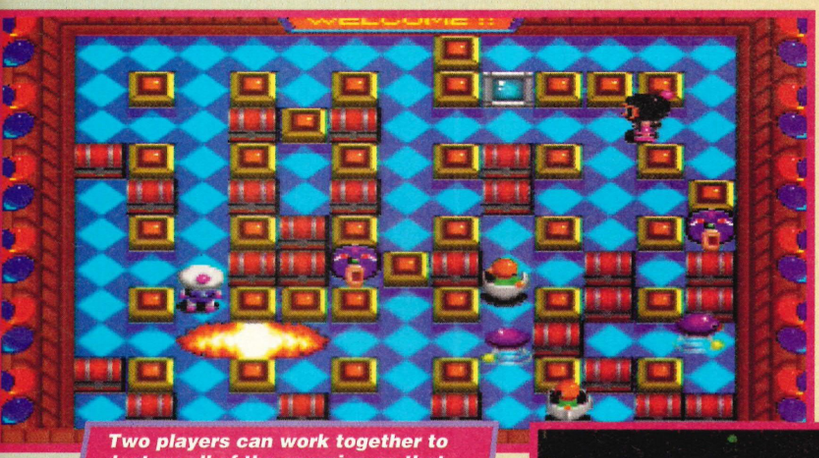
The normal mode consists of seven levels. This map shows your progress through the levels with the final section lying in wait in the centre of the island



The gameplay is very simple – all you have to do is drop bombs in front of masonry, enemies or your human opponents and then get out of the way of the bomb blast!

Hudson Soft

R BOMBERMAN



Two players can work together to destroy all of the enemies on that stage and then eliminate masonry to find a blue pulsating square which represents the exit



In the normal mode you have to take on a huge guardian that can only be destroyed by laying bombs close to it and then praying that the bomb blast reaches its main body

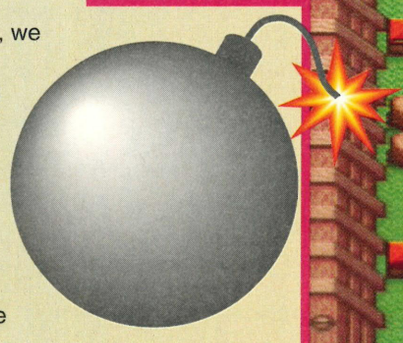


The levels have been improved design-wise. Here you can see a huge spotlight that swirls across the screen highlighting small sections of the level at a time

has remained the same as the original versions, but the level designs have been improved drastically. New hazards and backgrounds challenge the gamers and these include such delights as conveyor belts, tunnels, warp holes and even gigantic swirling spot lights.

For all existing Bomberman fans, we are pleased to announce that the music still has the same familiar ring as before so you can all hum along!

Bomberman will be available in September although a distributor hasn't yet been found for the UK. It will hopefully retail for around £45, however the four-way joypad peripheral may be packaged with the game for £60.





CONTROL

PREVIEW

Olaf the Stout, Erik the Swift and Baleog the Fierce have been Viking-napped by the heinous Tomator and have materialized aboard his space cruiser. Guide the three bewildered Norsemen to safety before the roast boar goes cold...

THE LOST VIKINGS

Interplay



A Viking's life is a simple one. Apart from feeding your wife and kids, all you have to do is eat roast boar, consume obscene quantities of ale and scoff more boar. They don't pay poll tax, they never wash the dishes and they don't have to worry about dressing smart for work, they just wear brightly coloured loin cloths and helmets with very large horns. In fact, all a Viking needs to worry about is the size of his horns as, according to Norse legend, the bigger the horns on your helmet, the harder you are.

NORSE-NAPPED

The Lost Vikings is a platform game with a strong puzzle element. A game for one or two players, your objective is to guide Erik, Olaf and Baleog through a mass of brain-taxing levels so they can return to their homes and, more importantly, their food and beer.

We join the Vikings as they materialize on board Tomator's space cruiser. Not surprisingly, the threesome are baffled as to their whereabouts. Controlling Erik initially, the first level is a simple introduction to the basic



Erik and Baleog can stand on Olaf's shield to reach higher ledges. Here, Baleog gets a bunk-up so he can fire at the switches with his bow

Olaf can use his shield to protect himself from the falling thwompers, but Erik and Baleog must quickly run past without being crushed

ERIK THE SWIFT

Erik can run like the wind and leap over huts in a single bound. The scrawny Viking's hard head allows him to charge through walls, simply by running like hell then ramming the barricade with his bonce. Erik can leap to ledges the other Vikings cannot reach, but mind he doesn't fall too far as his skinny body is very fragile!



Any of the Vikings can operate the cranes, which allow you to pick up steel girders which can be used to operate switches. They can also pick up Olaf by the shield!



Carefully cross the slime swamp by walking from one bubble to another. Don't hang around too long as the bubble will burst, dropping you into the gunk



To get Olaf and Baleog up onto the higher stages of a level, stand them on the see-saws and leap on the other side with Erik. You can also use the springboards to jump high



Some of the areas on the ship have no gravity, so when the Vikings walk into them they float up to the ceiling. Watch out, as the ceilings are probably booby-trapped with force fields

elements of the game, namely learning the primary controls of each character and toggling between the three Vikings. Erik must leap over an electric floor or be fried, Olaf has to use his shield to protect his chubby body from a powerful laser gun and Baleog must shoot a googly-eyed alien with his bow. To finish a level, all three Vikings must make it safely to the exit. Should one of them die you can still continue to explore the level, but you'll have to replay the stage to progress to the next.

ENERGIZING PIPS

All the Vikings have three pips of energy. One bar is lost each time they sustain a hit or fall too far. Unfortunately they'll lose all their energy should they touch any deadly spikes or sparking electricity pylons. Energy can be restored though – pieces of food and fruit are scattered around, and each time you gobble one, your energy increases by a single pip.

As well as fruit, a variety of other bonuses can be collected. Powerful bombs that destroy all the enemies on-screen are few and far between, as are flaming arrows. These can only be used by Baleog, and provide him with arrows that cause more damage when they strike an enemy. Grab the metal talisman to award your Viking with an extra point of energy, making a maximum total of four energy bars, but this only lasts until he is next hit. You will also find small cherry bombs. These can be used to blast an enemy or destroy a wall.

Other bonuses scattered around are used to solve individual puzzles on specific levels. Use the tool box to repair machinery, the flaming torch ignites the power generator, while coloured keys open

CONT.



BALEOG THE FIERCE

Baleog claims to be the toughest Viking in the land, and has a huge nose to match his oversized ego. Baleog can activate switches with his bow, as well as hunting down the nasties that plague the Vikings' quest. His sword is used primarily in close-combat, although this too can be used to flick levers

Lost in Space



Erik, Olaf and Baleog first materialize in space, on Tomator's space cruiser. Filled with computer defence systems and other hi-tech machinery, the Vikings must escape by leaping into the warp hole

Arriving from deep space, the party's next stop is in the middle of plush green grassland. This stage of their journey also takes them underground into dank caverns, plagued by gnashing dinosaurs



CONT.

locked doors of the same colour. Solving the puzzles is a key element to The Lost Vikings and all three party members must work as a team to solve the problems. Olaf can protect the team with his shield and reach distant ledges by gliding over to them. Baleog can take out the nasties with his bow and sword, while Erik leaps across huge chasms to reach parts of the level other Vikings cannot reach.

PUZZLE CHALLENGE

Most of the puzzles comprise of flicking switches in the correct order. All of the Vikings can activate switches, but only if they are standing nearby. However, Baleog can use his bow to turn on switches which are out of reach, or Olaf can float gently down and yank a lever as he drifts past.

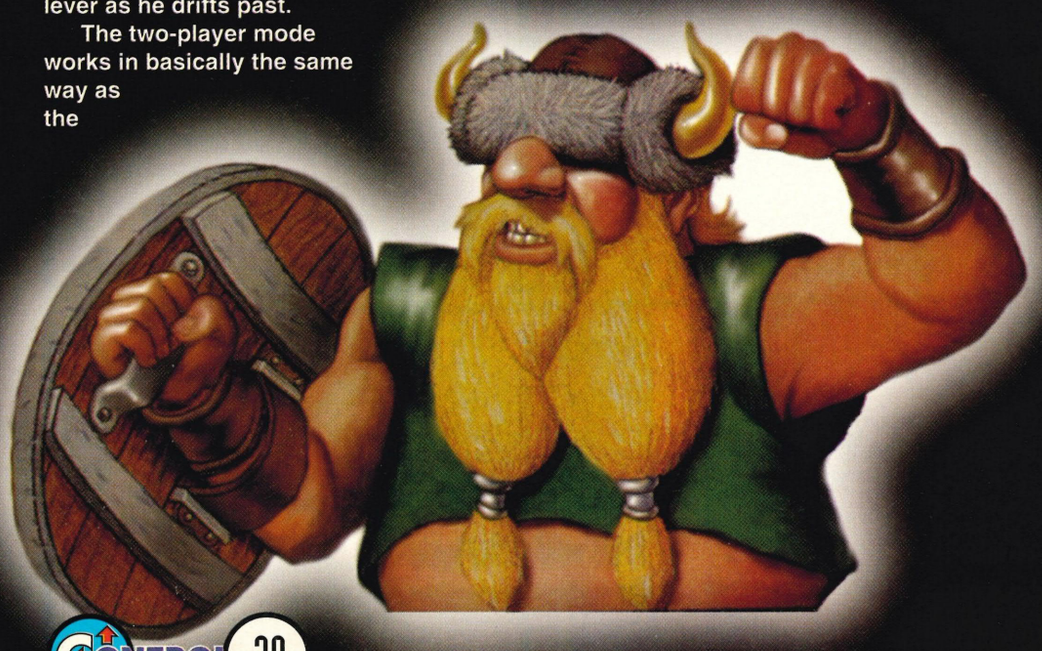
The two-player mode works in basically the same way as the solo game, with both players controlling a Viking of their own. The screen always stays with player one, so if the second player strays from the scene, player one must return to the other Viking. Otherwise the Viking will stand there helplessly.

You can try a level as many times as you wish, if you can put up with the sarcastic jokes you'll hear if you attempt a stage many times! Also, there is no time limit so you can think carefully about each puzzle before you start flicking switches. You'll receive a password each time you complete a level. You can return to the level, even if you switch off your machine.

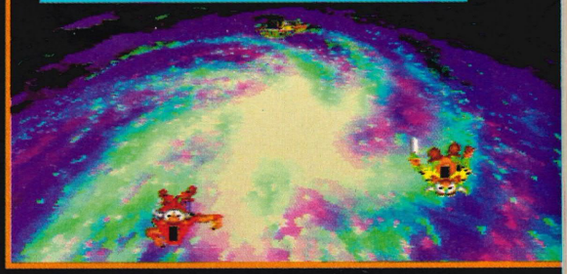
The Lost Vikings will be virtually complete by the time you read this and is released officially from Interplay in the early summer. As yet, no price has been announced.

OLAF THE STOUT

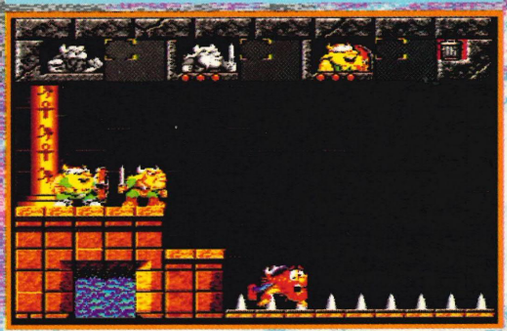
Olaf the Stout is fat. Always thinking with his stomach, Bubble Butt's bulbous belly makes him the slowest character. Fortunately he carries a large wooden shield which can stop anything. Erik and Baleog can also hide behind his shield, or use it as a platform to reach higher ledges. By holding it above his head, Olaf can use the buckler as a hang-glider, safely lowering him from extreme heights and allowing him to glide over spikes without being impaled!



The Vikings are scared of leaping into the warp hole, but they soon realise it's the only way they are going to get home before the roast boar goes cold



The third stage of their journey takes them to Egypt and the pyramids. Starting in the boiling sun, Erik and the lads must break inside the pyramids to find the warp to the next world





Starting with Erik, leap over the electric floor, climb up the ladder and wait for the others by the exit on the right. Switch over to Baleog and blast the green googly-eyed alien with your bow. Clamber down the ladder and wait with Erik. Controlling Olaf, drop off the ledge and block the laser fire with your shield. Wait until the blast hits your buckler, then crawl down the ladder and join the others by the exit. OK, that was the easy first level, but things get much tougher...

OLAF

Chubby Olaf the Stout can use his buckler to protect himself and the other Vikings from the nasties





The shield can also be used as a hang-glider, allowing Olaf to drift safely from great heights

ERIK

Erik the Swift's hard head can be used for breaking down solid walls, simply by charging at them!





Erik's speed and agility allow him to leap up to platforms the other Vikings cannot reach

BALEOG

Use Baleog's bow to shoot the enemies and activate switches





Baleog is also armed with a sword, but this is only useful in close-combat

Lost in Space...Still



The fourth world is set in an industrial zone. Using the cranes and conveyor belts, Olaf and his mates must negotiate the eight sections before leaping into the glowing warp hole

Leaving the industrial zone, the three Vikings arrive in Candy Land. Use the bubbles to cross the pools of lemonade and melted chocolate, or use the gas pumps to inflate the Vikings so they can drift over the sharp spikes





The Vikings' journey returns to Tomator's spaceship as they search for their kidnapper. Use the teleporters to warp around his ship, but mind you don't touch the streams of electricity that line the walls

REVIEW

CONTROL

IMPORT

SUPPLIED BY JALECO

Jaleco

KING ARTHUR'S WORLD

Jaleco's King Arthur's World is basically a mediaeval version of Lemmings. As the king, you must first muster up an army of skilled warriors to conquer the land...

Skilled warriors needed: apply within. King Arthur is raising an army to battle against the ever-increasing goblin hordes that plague the land.

As Arthur, you must complete the nine training levels then stamp out the immediate threats, namely the tyrants in the three neighbouring kingdoms. Your crusade will then take you further afield into the Goblin Underworld and ultimately, the Cloud World.

ARTHUR'S ALLIES

The training levels introduce you to the abilities of each of the characters. The archers can fire hails of arrows at the enemy, while the knights charge in and hack with their swords. The engineers can build bridges, catapults and platforms, as well as knock things down with battering-rams. Foot soldiers stay back and protect the base camp with their shields, while wizards cast powerful spells.

The black magician can cause a meteor shower, stir up a storm or nuke the enemy with an apocalypse spell, whereas the white magician uses his manna to heal and protect the king and his army.

The war takes place on a horizontally scrolling battlefield. King Arthur sets his camp up on the right, and must battle his way through to the goal, which is usually a treasure chest bursting with gems.

Obviously the chest is protected by other warriors of equal skill, and these pose a threat to Arthur who must survive to continue his crusade, but his soldiers are dispensable.

Send in the engineers to break down the doors with battering-rams. You will also need them to fill in the spike pits with empty barrels





In the cavernous Underworld, goblins armed with flame-throwers swarm towards your base camp. Watch out for the cogs as they'll mince your fighters!

The black wizard summons a storm cloud in the hope of zapping the enemy with a lightning bolt. Make sure all of your troops are standing well back as the lightning will kill your men as well as the enemy

All your recruits must come from the base camp, so if the battle is on the other side of the world, it takes time to walk to the front lines. Thankfully you can build a new camp wherever you see a green flag





SUMMARY

King Arthur's World is initially quite appalling. It's not a game you can easily pick up, and a thorough read of the hefty manual is needed before you can play properly. After learning the simple menu controls, the game is actually very enjoyable. It's a bit like Lemmings, but you have more control over your soldiers. There is one major flaw which drastically lets King Arthur down – it's painfully slow. You soon get fed up with having to wait what seems an age for another barrelman, say, to turn up or for the wizard to make his way to the action. I'm afraid this spoils an otherwise good game.

Using the menu bars that appear at the bottom of the screen, you must negotiate the trek up to the enemy castle. Crossing spike pits and other traps, with help from your engineers, you must then break into the stronghold by either ramming the door down or blasting it open with gunpowder.

Boiling oil is dropped by soldiers from the battlements, and stones are flung from slingshots, but these can be dealt with using archers.

KNIGHTS OF THE ROUND TABLE

Once inside, send in the knights to hack away at the enemy force. Objects like keys and stashes of gold can only be picked up by Arthur himself, so you'll have to bring the king along after the last of the enemy fighters have been mopped up. The keys open secret passages that lead to treasure rooms, often hidden under the castle, but you must first find the door that the key opens.

To take out the tougher enemies you need to use a catapult or magic. Magic causes the most destruction, but spells can only be cast once or twice, whereas the catapult can be fired as often as you want.

King Arthur's World features nine training levels, as well as three realms. The realms contain a further 14 battles, not to mention the huge beastie that you must defeat at the end of each realm.

Thankfully the game features a password system which will allow you to return to any of the 23 stages. The game is also compatible with the Super Nintendo mouse.

Alex

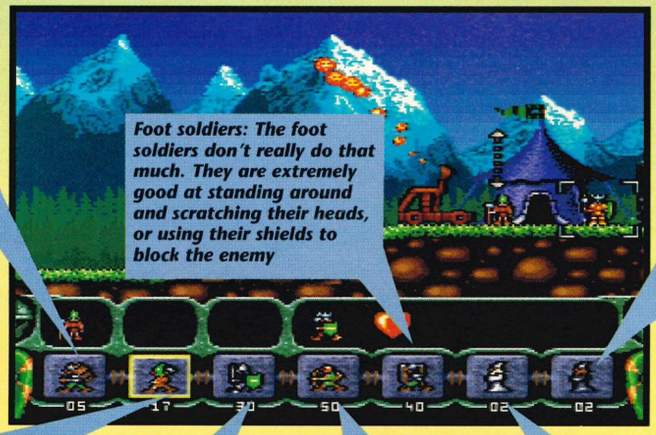
ALLIEVALUATES

I quite liked this product despite my initial lack of warmth for it. The simple icon driven menu system takes a little getting used to but eventually control becomes second nature, however this game simply cries out for a mouse. The levels are long and complicated and the puzzles are highly enjoyable, but things plod along too damn slowly. The graphics are pleasant and the sprites are clear despite their ludicrously small size. But It's not as cute as Lemmings!

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	7/10
IMMEDIACY	4/10
LONGEVITY	8/10
ENTERTAINMENT	7/10
FINAL ANALYSIS	79%

The King's Men



Bombardiers: Carrying barrels of gunpowder on their backs, the bombardiers can use the explosives to blow up doors and destroy spikes

Foot soldiers: The foot soldiers don't really do that much. They are extremely good at standing around and scratching their heads, or using their shields to block the enemy

Black wizard: The bad black wizard doesn't cure people with his magic, he nukes them! Save his awesome destructive powers for the bigger nasties

Engineers: These mediaeval mechanics can build bridges, construct catapults and set up new base camps, as well as smash down doors with battering-rams

Knights: Knights think with their broadswords, and choose to charge into combat slashing with their weapons rather than hanging back with the namby-pamby archers

Archers: Archers are wimps and hang back with Arthur. They'll only close in on the enemy if there's a horde of friendly knights between them and the enemy, but would rather stay back and fire their bows

White wizard: The good white wizard of the west prances merrily along the battlefield, healing and protecting all he touches!



The goal of each level is to grab the treasure chest. Arthur is the only character who can nab the stash, so you'll have to bring him along after the enemy have been wiped out





Shoot the little green oiks with your archers who fire at three angles of elevation; aim up to fire over buildings, 45 degrees to fire far, and straight ahead for nearby enemies



Protecting the Real World is Mac, the huge fire-breathing ogre who thunders along eating sheep! Stay back and attack with your archers and the catapult. If it gets too close, zap it with a meteor storm

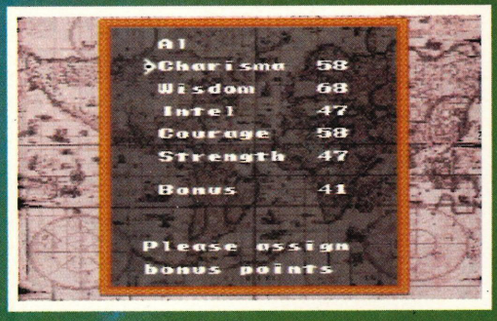
REVIEW CONTROL

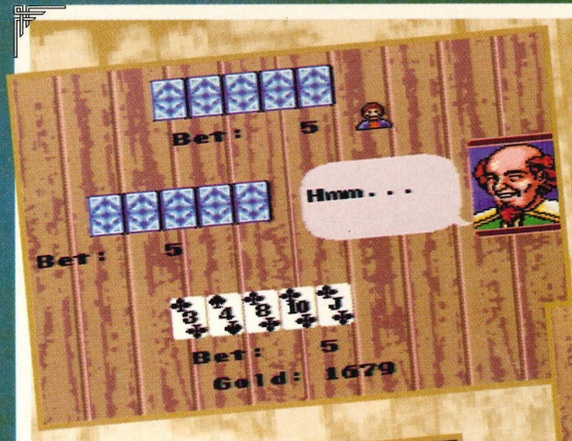
IMPORT

SUPPLIED BY BITS & PIECES

From the makers of the Romance of the Three Kingdoms series comes Uncharted Waters, a swashbuckling RPG set on the high seas of the Mediterranean.



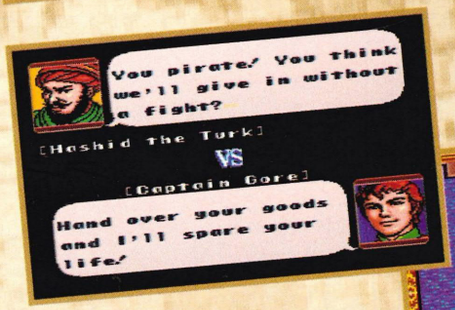




(Left) Gambling is an excellent way to make money, as long as you know how to play poker. Watch out for the other three card sharks, they'll peek at your hand and try to lower your guard by pouring countless jugs of ale down your throat

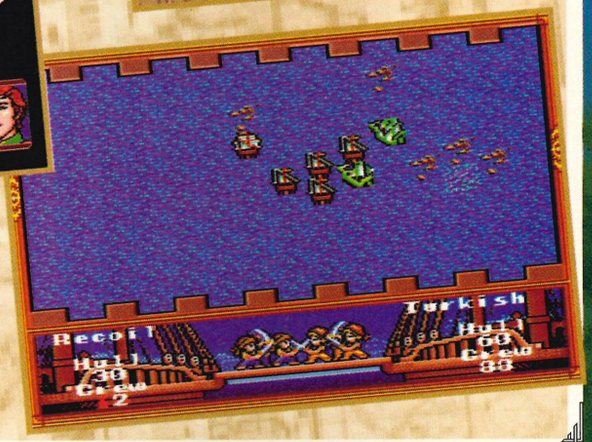
(Below) If you can't handle poker, try a good old game of blackjack. More simple than a game of snap – all you have to do is total 21 with your cards. Easy, eh?





(Above) Hashid the Turk is not too happy with your threat, Cap'n Gore. Unfortunately he only has a merchant vessel and your ship, the Mode, is equipped with cannons!

(Right) Uh oh! Three warships protect his merchant boats. Don't panic too much, you're only outnumbered three to one and besides, there's only 100 of his troops boarding your boat







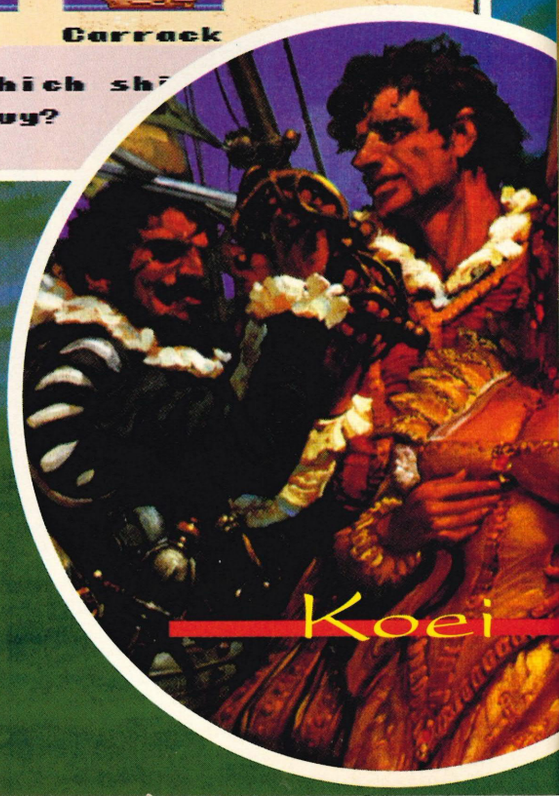
CONTROL PANEL

ACOUSTICS	4/10
VISUALS	3/10
IMMEDIACY	2/10
LONGEVITY	5/10
ENTERTAINMENT	4/10
FINAL ANALYSIS	30%

SUMMARY

Uncharted Waters is one hell of a deep RPG that requires a lot of time before you actually get results. Graphically it really is very poor, worse than most of the other SNES RPGs which are basic and 8-bit. The sound is adequate, with little more than the odd sound effect and bouncy tune.

It's quite easy to play, but is incredibly slow. Unfortunately this makes the game boring to play, even though I usually enjoy role-playing games. It's a sub-standard RPG that will take months to complete in theory, but you'll probably die of boredom before the end. Try Zelda, it's far superior.



UNCHARTED WATERS

Uncharted Waters is a tale of heroic seafarers and fair princesses set in the 16th century. It's a game that lets you follow in the historic footsteps of great explorers like Bartholomeu Dias and Christopher Columbus. A solo role-playing game, Uncharted Waters requires you to create your own character and then see to it that you restore your family name and honour by sailing the seven seas in search of new lands and untold treasure.

Starting in your home town of Lisbon, Portugal, you are at the tender age of 16 but are ready to set sail with your ship, crew and first mate. You have little in the way of money or supplies, but have enough bread and water to sail for 18 days.

In the town square you can choose to leave the harbour or visit the many shops scattered around. The market place offers bargain deals on various goods including foodstuffs and precious gems and metals, but to make the most gold you must shop around to see which port stocks the merchandise at the lowest price.



AHOY, MATEY!

Enter the inn to recruit crew or additional ship mates, or just to soak up the atmosphere and dabble in a game of poker or black jack. Gambling is initially an excellent way to increase your stash of gold, but remember to save the game each time you rake in a pile of money!

Pay the waitress a small tip and you may hear vital information regarding well-paid shipping runs or the best places to purchase cheap goods.

But there's more to Uncharted Waters than sailing across oceans with a hold full of porcelain to sell for extortionate rates at the Marsielle market. When your fleet is big enough, you can meet the King and appeal for his support. He will then send you on journeys which will take you to distant lands, to meet famous people like the Sultan of Turkey and the King of Spain. Successfully complete the royal mission and you may even win the hand of his young daughter, Princess Christiana.

A NEW WORLD

Ship combat also plays a major role in the game, but you must have a strong fleet before you engage the enemy. Defeat the enemy fleet's warships and the merchant vessels will be yours for the taking, along with their cargo. OK, it may be piracy but who cares?

Alex

ALIEVALUATES

The first thing that hits you about Uncharted Waters is the extremely poor graphical quality – vast expanses of monotone colours with small bland sprites moving jerkily across the screen.

The gameplay however, is not quite as bad as you might think. Alot of time and effort must be put into this product and will no doubt take months to complete. However, be prepared to go backwards and forwards continually retracing your steps.





The town is littered with shops and market places, with traders ready to sell you bargains or steal your money. The tavern is the best place to hang out as the saucy waitress is extremely friendly if you give her a tip, and they have incredibly strong ale on tap. What more could a sailor want?





A dried-up river bed is the setting for the third stage. Missile launchers line the walls of the trench, while tanks guard the entrance to the dam



Grab the bubble for temporary invincibility. Alternatively shoot the ball to make it explode, destroying everything on screen

The second guardian can only be destroyed by disabling the three gun emplacements. Each of the lasers is protected by a thick glass dome, so you must wait for the shield to roll back before you fire





Take out the huge lasers before attempting to crack open this enemy base. Watch out for the little tanks that crawl from inside the battle station because they fire homing missiles



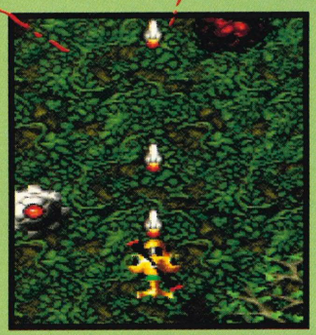
At the beginning of the fourth stage aircraft take to the skies as you speed down the runway in your Jeep. Destroy the planes before they manage to take off, and grab the bonus stars they leave behind

Concentrate your fire on the central metal dome, avoiding the circle of flame that erupts from the pod. Smaller gun stations rotate around the main structure, firing fireballs that weave erratically around the screen

Storm attacks the Super NES with Super SWIV, one of the finest vertical shooters available. Boasting six levels and a helluva lot of alien thingies to blast, SWIV is destruction on a nuclear scale...

SUP

Weapon Alert



(Left) BULLET – The standard weapon that you begin with. It is rapid-firing but weak



(Left) FLAME – The flame-thrower is powerful, but only has a short range



(Right) IONIC – Probably the most effective weapon, an ionic blast splits in two when it hits its target, showering the area with shrapnel



(Right) LASER – Firing in short bursts, the laser will destroy most things with a single hit, but is slow to recharge



(Left) PLASMA – Initially the plasma weapon is pretty useless, but proves highly effective with power-ups

SWIV, in one form or another, has been around for a very long time. It all started with Silkworm, a frenetic horizontally scrolling blaster for two players; one controlling a Jeep and the other a helicopter.

SWIV followed on a couple of years later and it is basically the same game, but is viewed from above and scrolls vertically. Originally appearing on the Amiga, this classic Storm shoot'em-up is again a blaster for two players, with improved versions of the 'copter and the Jeep taking on the might of the invading alien force.

Red Alert

Remember, Super SWIV is a shoot'em-up and like most other games in the genre, the scenario is superfluous. A revolutionary prototype fighter aircraft and other top-secret military hardware have mysteriously vanished, but are now being used against the Earth by an unknown underground race.





The flame-thrower is the weak spot of this enemy installation, but you must time your attack carefully to avoid the wall of fire that shoots from its spout



Weapon power-ups are found by blasting open the green canisters. The bonuses increase the power of your weapons as well as increase their fire arcs

JOOLS JUDGES

Smashing! I have always been a big fan of this game right from when it appeared on the Amiga. This one has been improved quite a lot, the new graphics are excellent, especially when the speedboat makes an appearance, and the variety in the enemy vehicles is nothing short of fantastic.

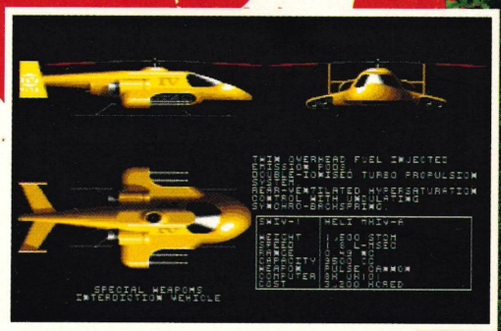
It is too hard though – even with an Action Replay for infinite lives the guardians in the latter parts of the game are nigh on impossible to defeat! If anyone finishes this without an Action Replay I'll give them a prize!

Storm

ER SWIV

You have control of one of the only vehicles with enough power to combat the alien army, so you must take the enemy on single-handedly or with one other player. I warned you, the storyline is somewhat lacking!

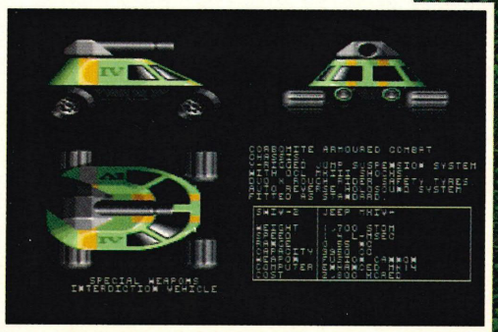
Before the mission begins, players one and two must choose between the Jeep and helicopter. The 'copter is the easiest of the two to control as you have the freedom of the air and don't have to avoid obstacles on the ground, but it can only fire straight up whereas the Jeep fires in eight directions!



Desert Rats

Your mission begins in the desert, a desolate terrain that seems quiet at first. Soon swarms of enemy aircraft come blazing towards you, unleashing photon death with surprising accuracy. Tanks trundle into view along the dusty ground, attacking you with powerful rockets. Thankfully most of the

CONT.





The sixth stage is the final encounter. It's bloody hard but anyone who's managed to make it this far should be ready to take on the final guardian. Just make sure you have a lot of smart bombs and a powerful weapon

CONT. enemies are easily destroyed by firing your cannons at them. Both the Jeep and the helicopter have a single cannon plus a limited supply of smart bombs.

The standard cannon fires low-powered bullets, but can soon be upgraded to the powerful flame-thrower, laser or plasma cannon. The latter of these is superb, lobbing white-hot plasma in a wide arc across the screen. A variety of smart weapons can be obtained; 'X' missiles destroy everything in their path, the scorch token equips you with a devastating napalm bomb and lastly there are homing missiles that, erm, home in on things! In addition, the Jeep can miraculously leap into the air, thus avoiding the bottomless chasms that plague each level.

Reaching the end of the dusty plains, a massive gun installation appears on the horizon. Avoid the laser fire at all costs, and don't underestimate the power of the tanks that crawl from the bowels of the battle station.

With the stronghold disabled, the battle shifts to the jungle. Protective shields are hidden within the dense undergrowth, but the foliage also hides wave upon wave of remote drones that close in on your vehicle. The proximity mines pose a dangerous threat to the helicopter, but the Jeep can drive safely underneath the floating explosives.

The third battleground is a dried up river bed. Halfway through the level you'll reach a dam. At this point the Jeep player will switch control to a heavily armed speedboat, while the chopper flies low over the alien-infested water.

Reaching the end of the stage, a gargantuan underwater battle-station rises from the lake and attacks, firing a hail of laser fire and homing missiles. All the guardians have their weak spots, so concentrate your fire on these areas to destroy the oversized adversaries.



Leaving the helicopter and Jeep behind, both players climb inside supersonic jets for the latter half of stage four. Zipping through the clouds at 30,000 feet, shield orbs swing down to attack with four-way lasers

SUMMARY

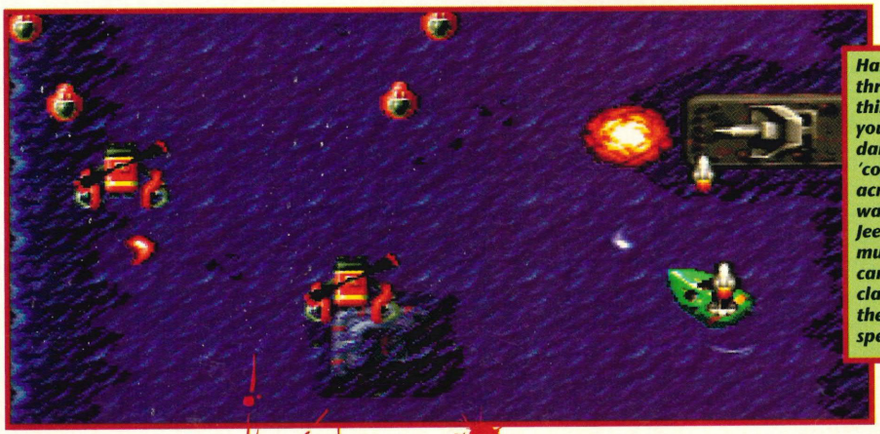
Super SWIV is without doubt one of the finest vertical scrollers on the Super NES. It doesn't rely on flashy Mode 7 effects like Axelay, but is instead a straightforward shoot'em-up with clean, crisp graphics, neat sound effects and six challenging levels.

It is superb in both one and two-player mode. I'd even go as far as to say that this is the best SNES blaster when both the Jeep and the helicopter are playing.

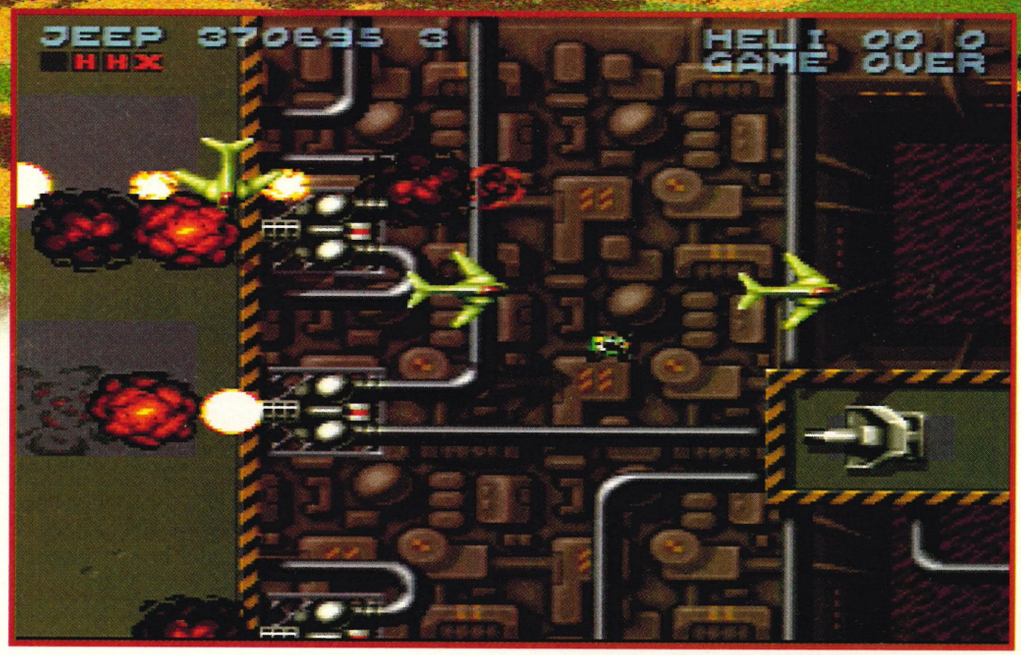
The difficulty level is initially quite high and this may put some people off, but persevere and you'll enjoy one of the finest games of '93.

ALLIEVALUATES

When we first had the Japanese version of Super SWIV I felt that although the game was highly enjoyable, it was lacking somewhat in gameplay. Now, the officially released Super SWIV is a game of much harder proportions. The absence of a continue option and the stronger minions and guardians are the major differences on this version. This game will not be completed easily, but it is impressive to look at, enjoyable, and downright challenging.



Halfway through the third stage you'll reach a dam. The 'copter can fly across the water, but the Jeep driver must leave the car behind and clamber into the nippy speedboat



Both players take to the air for the fourth stage, piloting supersonic jets 30,000 feet above the ground. Whisking through the clouds, you're attacked by squadrons of hi-tech enemy aircraft, engaging you with deadly rockets and streams of cannon fire.

Survive through to the end and you'll locate the enemy's airborne base. Fly carefully past the whirling rotor blades and destroy the engines that keep the hulking HQ aloft, then attack the command bridge.

Ionic Blasts

Weave through erupting volcanoes on stage five, vaporizing the blobs of molten lava by blasting away at them. In addition to the cannon, plasma, laser and flame-thrower weapons, the ionic blaster is introduced on the penultimate stage. When fired, your shot splits in two, maximizing your attacking capabilities.

The final assault occurs on the sixth level as you fly carefully towards the enemy complex. Guarded by all manner of hugely destructive weapons and heavily armed vehicles, the enemy's final installation is a mass of gun emplacements – hardly surprising really because once you've cracked open the tough armoured exterior the soft alien brain that is commanding the alien attack lies inside.

To pull off this near-impossible mission both players have three lives, although extra credits are earned every 50,000 points. Unfortunately you have no continues at your disposal, so you only have a handful of lives with which to complete this mammoth task. Oh well, life's a bitch and so is this game...

Alex

Take care when exploring the sixth stage, as one wrong move with the Jeep and you fall from the walkways to your doom

Air Assault





(Above) A massive airborne battle station guards the end of the fourth level. Attack the gun pods on either side of the aircraft, remembering to avoid the jet thrusters and the rotor blades...

(Right) Blast the rotor blades to send the enemy HQ earthwards. But the battle doesn't end there, as a heavily armed pod breaks free from the wreckage and attacks with two Gatling cannons

CONTROL PANEL

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



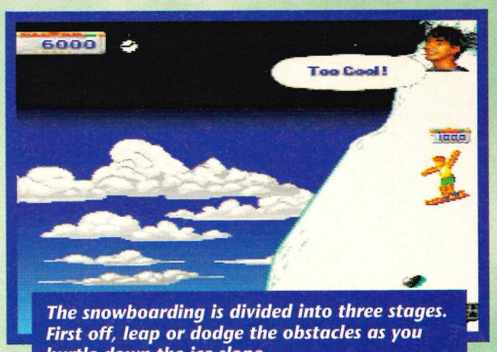
Touching the boiling lava spells doom for the Jeep: it must use the mesh pontoon to cross safely. Huge boulders crash from the smouldering volcano, which must be skilfully avoided or blasted into little pieces with your guns

REVIEW CONTROL

IMPORT

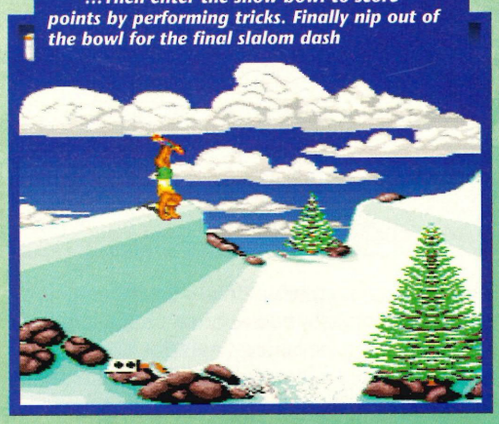
SUPPLIED BY CONSOLE PLUS

Go jet surfing in Monterey Bay, bodyboard in Santa Cruz or try your hand at snowboarding in the Sunshine state with DMTC's California Games II.



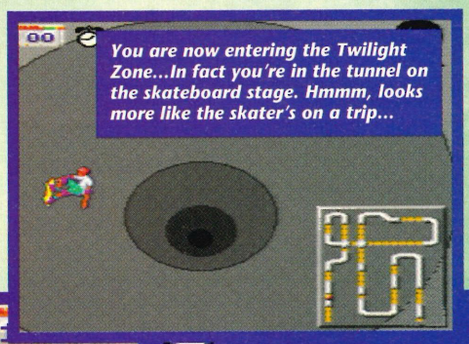
The snowboarding is divided into three stages. First off, leap or dodge the obstacles as you hurtle down the ice slope...

...Then enter the snow bowl to score points by performing tricks. Finally nip out of the bowl for the final slalom dash



Jet surfing is one of the most enjoyable events, and is visually quite spectacular. Speed around the course as fast as you can, passing through each checkpoint. You have to perform stunts and collect garbage to earn points





You are now entering the Twilight Zone...In fact you're in the tunnel on the skateboard stage. Hmmm, looks more like the skater's on a trip...

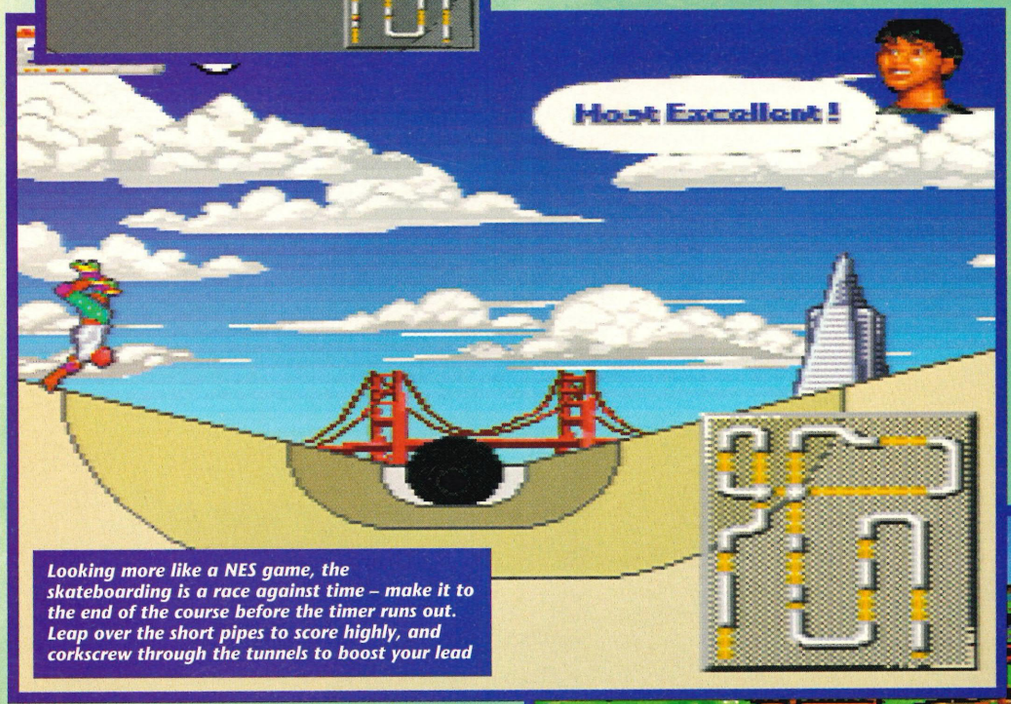
Leap-frogging the original California Games, this sequel arrives first on the Super Nintendo, featuring five bizarre events ranging from bodyboarding to hang-gliding. A game for one to eight players, there are three levels of difficulty in both the solo and multi-player modes. You can choose to compete in all five events or practise any of the games.

Up, Up and Away

The first event is hang-gliding, the most obvious object being to stay in the air without crashing into the big drink! Floating on the water are three targets and you can score extra points by hitting these with water bombs. Points are also earned by dropping fish to the dolphins and by performing stunts.

Thermals provide lift for the glider, allowing you to gain altitude and land back on the cliff ledge you launched from. You have to watch out for the strong head winds because they blow your hang-glider off course and back into the cliff face!

Event two is jet surfing, a Mode 7



Looking more like a NES game, the skateboarding is a race against time – make it to the end of the course before the timer runs out. Leap over the short pipes to score highly, and corkscrew through the tunnels to boost your lead



Time your launch carefully because the wind will blow you back into the cliff if you're not careful. Wait until the wind is blowing towards the land, then leap off the edge

ALLIEVALUATES

Like all the other assorted versions of the Games – Winter, Summer and California on other formats – California Games II is pretty dull as a one-player game but comes into its own when there are two or more players.

The natural dog-eat-dog competitive instincts in all of us are exposed to the full when the 'on' switch is flicked. But if you're on your own the events are strangely yawn-inducing, and once you've practised a bit on all of them they become quite easy.

CALIFORNIA GAMES

DTMC

extravaganza in similar vein to F-Zero. The objective is to make it around the course as fast as possible, passing all of the checkpoints and performing stunts as you leap over the water ramps.

Pick up the floating garbage to earn valuable points, but don't clip the rocks otherwise your surfing session will end. If you stray too far from the course the waters become rough and you'll be thrown from your board. You'll also land with a splash if you hit the water halfway through a spin!



Perhaps the dullest event is the bodyboarding. You can score quite well just by staying on your board and reaching the shore, but to earn loads of points you'll have to leap off the crest of the wave



Winter Wonderland

Snowboard down Mount Shasta in the game three. Divided into three sections, the first is a race against time – and obstacles – down the slope. Leap over the chasms, rocks and tree stumps before landing in the snow bowl. Your score will rocket after you perform a variety of stunts in the bowl, then it's straight on down the hill where you must once again dodge the obstacles to reach the end of the course.

Next comes bodyboarding where stunts, such as barrel rolls and spinning off the crests of waves, are the main way of earning points. You'll also receive points for finishing the course, so when the wave dies down all you have to do is simply avoid the obstacles to finish up on the sandy beach.

Finally there's skateboarding down the aqueduct. A network of pipes and tunnels makes up the lengthy course, and by skating as fast as you can while performing tricks you can impress Zak the judge. Skating through the tunnels is the easy route, but more points are earned by riding the curves and leaping over the smaller pipes. This is a highly dangerous stunt, but one which is well worth performing as long as you can pull it off.

The winner of the games is obviously the competitor with the most points. As a bonus, if you manage to break Zak's record for any of the events you'll join the list of supreme dudes and dudettes.

Alex



Stunts earn you vital points – the more spectacular the trick the more points you'll receive. The 360 on the jetsurf is a valuable point-earner, and must be perfected if you want to win

SUMMARY

California Games II is a very disappointing release, featuring only a handful of events which are all pretty dull. Graphically the game has its ups and its downs – the Mode 7 jet surfing event is neat, but the skateboarding is diabolical, looking more like something off the NES!

Initially it's quite enjoyable, especially when competing against human players, but the appeal soon wears off. Five events is not enough to justify the hefty price tag, leaving California Games II one to avoid. If a prequel is released I hope it will be considerably better than this effort.

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	7/10
IMMEDIACY	5/10
LONGEVITY	5/10
ENTERTAINMENT	6/10
FINAL ANALYSIS	59%

REVIEW CONTROL

IMPORT

SUPPLIED BY MINDSCAPE

Baseball is another of those American sports, the rules of which are pretty unclear to us Brits. A faster and somewhat simpler sport than American football, the Yanks have taken an easy game of rounders and have added complex rules...

CAL RIPKEN J BASEBALL

Mindscape



The zoom windows at the top of the screen detail first, second and third bases. This allows the pitcher to keep an eye on the base-runner, to make sure they don't try to steal the next base. If they attempt to run, the pitcher can turn around and throw to the appropriate base to pick them off

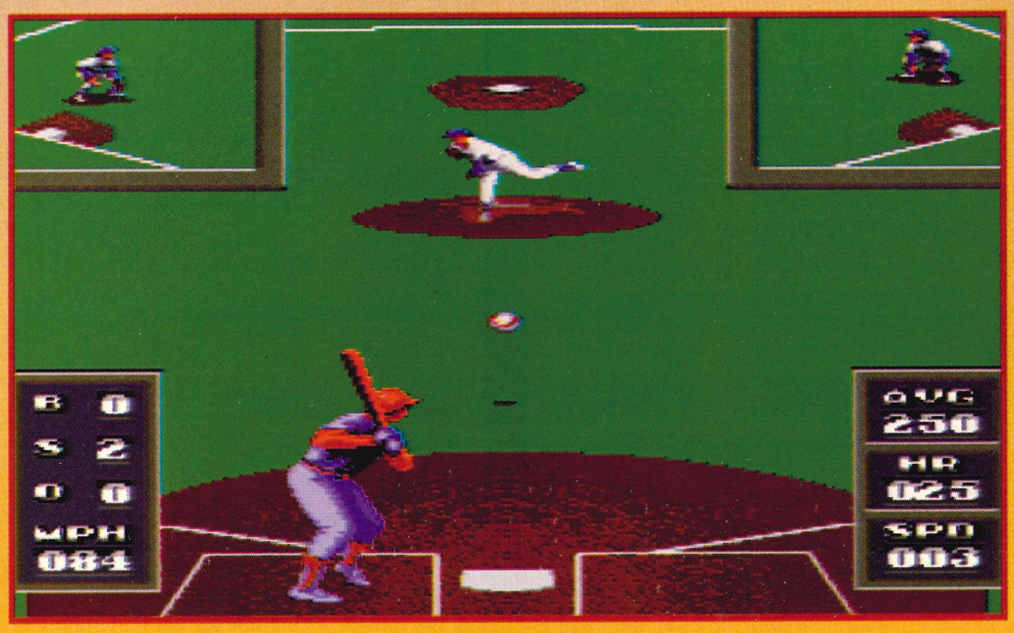
(Below) Astroturf is the fastest pitch and is therefore a fielder's nightmare. Position the outfielder near the perimeter of the park, as the ball will roll for ages even if hit softly

To win a game of baseball you need to score home runs. To score home runs, you need to hit the ball as hard as possible and run around four bases and slide home. Cal Ripken Jr Baseball is a sim of the massive American sport for one or two players, competing in a league or one-off game.

Two players can challenge each other or team up to play against the computer, but only one human baseballer can enter the league. You will also find the computer a surprisingly tough opponent, so it's best to start by practising against a human who sometimes makes mistakes.

There are 16 regular teams to choose from, as well as two all-star teams and the almost undefeatable All-Cal team, in which Cal Ripkin plays in every position!

There are three stadiums to play the match in. The Thomson Dome has an Astroturf surface, so the ball travels well and is therefore a fielder's nightmare. Maxwell field is an old park that is quite small, so it's easier to score home runs.



ALLIEVALUATES

Well, it's baseball really and there isn't much more to say. Cal Ripken Jr doesn't feature enough gimmicks - fancy tunes or between play entertainment - to offer anything special. I found the actual baseball gameplay reasonably challenging, you won't beat the computer opponents on your first play, and this is one of the best sides of the game. One big frustration is the control of the outfield players; fiddly, slow and irritating. Good fun but not for very long.

Cal Ripken Baseball features 16 regular teams, as well as two all-star sides comprising of the best baseball players throughout America. There is also the virtually undefeatable All-Cal team, but this side can only be used in an exhibition game

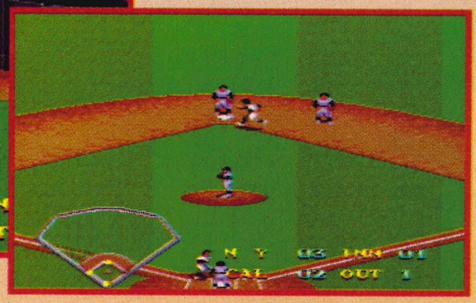


Bases Loaded



Home runs boost your score as well as your team's morale, especially if all bases are loaded when the ball is slogged out of the park. Timing is essential, as is the batter's stance...

But if you hit the ball squarely, you can knock it into the crowd. Now gloat as the batter strolls confidently around the bases to notch up a run



Finally there's Hemphill park that is a modern stadium with the smallest outfield, and a pitch surrounded by high walls that will stop most hits.

Both teams start with six pitchers and seven batters. You'll have to switch through the pitchers regularly, as they soon tire after throwing fastballs. The batters are automatically called up to the plate when it's their turn.

Caught Out

Player one starts the game pitching and player two bats. The game is staged over nine innings, each inning lasting until both teams have had three batters picked off or caught out.

The pitcher can choose to throw a fast, medium or slow ball, adding spin to curve the throw.

The batter can adjust his position before and while the ball is being thrown, but the distance the ball flies depends on hitting the ball squarely near the bottom of the bat. Rather than slugging the ball, the batter can choose to bunt. This taps the ball away, allowing you to steal a base if you're quick.



Each side starts with six pitchers. Their statistics are divided into skill, fatigue and curve, as well as detailing how fast they can throw a fast ball. Don't throw too many scorchers though, as the pitcher will soon tire

Once the ball has been struck, the pitcher takes control of the fielders. Using the radar on the bottom left of the screen, the fielder can move in to catch the ball, his position is indicated by a black dot and the ball a white blip. The base-runners also appear on the radar as yellow dots, allowing the fielder to throw the ball to the appropriate base.

When the pitcher manages to strike out three batters, the roles change and he takes over batting. After nine innings the match will end if you're playing in an exhibition game, but if you're trying out in the league you'll be one step closer to the finals.

Alex



There are three stadiums to play in. The Thomson Dome is an indoor arena with an Astroturf pitch. Maxwell Field is small so it's easier to score home runs and finally there's Hemphill Park, a massive stadium with high wall which stops all but the hardest hits

SUMMARY

Cal Ripkin would be an excellent baseball simulation with slick graphics and sound, but it's let down by a couple of major flaws. Firstly, you must roughly know the rules of baseball, because the manual only skips briefly over the ins and outs of the game.

Secondly, although it's pretty basic when you simply pitch or hit the ball, when your batter is caught out, all the other base-runners stand idly around while the fielders pick them off, and there's very little you can do about it. Sadly this lets the game down, and makes Cal Ripken a mediocre baseball simulator rather than an excellent one.

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	7/10
IMMEDIACY	5/10
LONGEVITY	6/10
ENTERTAINMENT	6/10
FINAL ANALYSIS	**54%**

REVIEW

CONTROL

IMPORT

SUPPLIED BY BITS 'N' PIECES

Seta

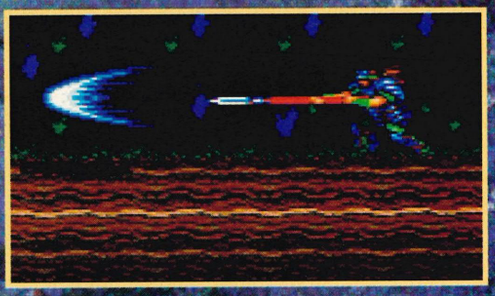
MUSY

This whole 'honour' thing isn't really my cup of tea. I mean, there you are minding your own business when that old chestnut, Fate farts in your face once again. You are then left facing a certain death situation that you can't back out of, 'honour' won't permit it!



This bouncing gravestone tries to land wherever you happen to be. Freaky!

The pike can also fire these arcs of blue death and destruction, but the game's still crap



Honour is Imoto's problem, well actually it's yours as well. Due to honour you are both thrust into a decidedly mediocre spike'em-up which has all the appeal and playability of a dead cat.

Imoto has a pike which is essentially a pole with a blade on the end. These aren't of course to be confused with spears because they don't have the same aerodynamic integrity and aren't meant to be thrown.

Imoto however, can do a fair few things with this pike to ward off the denizens of the horrific chasm he has to travel through. Naturally he can poke it and if he gets power-ups the pike will fire little arrows of blue flame from the blade – this is obviously really useful!

He has also got this rather neat little spin attack – just press a button and he whips the pike around like a top-class cheerleader. This essentially surrounds him in an impenetrable circle while the blade is moving.

Great Heights

Obviously he can jump! Just hit jump and he'll do a little one, hit jump then Up and he'll do a big leap. If there is an obstacle above him he won't jump up to it and come straight back down. No, when he jumps he is in the air for a fixed amount of time and if that means hovering under a ledge for a few seconds then so be it.

This can be quite useful because Imoto can be moved in mid-air so he can traverse gaps while in a confined area without too much trouble.

Imoto's secret 'blimey that's good' weapon is his magic. This comes in five types, with a new spell learned after every couple of stages in the game. It is best used against the guardians, but only one type of



Truth and Honour

CONTROL PANEL

ACOUSTICS	4/10
VISUALS	6/10
IMMEDIACY	7/10
LONGEVITY	3/10
ENTERTAINMENT	4/10
FINAL ANALYSIS	**43%**

magic will work against one particular guardian. Typically it will always be the one you haven't got yet or the one you've just run out of.

See All Evil, Hear All Evil

Now you know how it works, but you can't begin to comprehend how boring it is to play. The sprites are all fairly small, but that doesn't mean you get loads of them. Nope, there are never more than about five on screen at once. None of them actually do anything especially interesting – most tend to just walk into you!

The levels are all dull as well, and to add to the disappointment there are only four of them. You do however, have to go through them three times to finish the game. That's imagination for you!

Graphically there really is bugger all to look at with only one layer of parallax at the most, and you don't even get that most of the time. No special effort has been made to use the SNES' capabilities. I know it may not make a good game, but at least it would look better.

The sound's a pile of crap as well. There's a ropy tune and a couple of exceptionally dull sound effects for when you poke the spear or jump. In all it's a waste of space.

Jools



This large red thing is one of the most vicious of the bosses. Beat it and you'll get to play the whole game again



Here is Imoto, the man you will lead through this adventure in dullness



(Left) You'll pass through here some three times before finishing the game. Gee whiz how interesting!



This large bear-like thing breathes fire, farts loudly and jumps on your head

This lump of hairiness is in fact a boss. It's deceptively simple to thwart



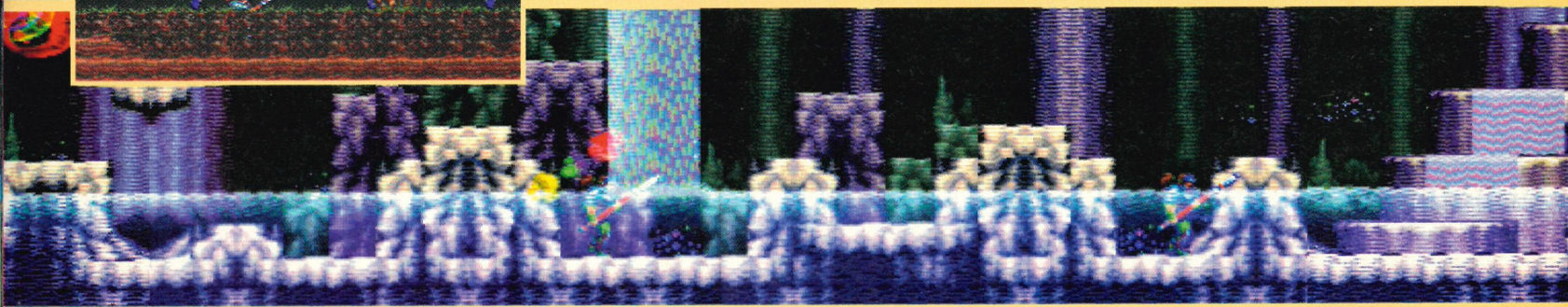
ALEXPLAINS

Musya is a particularly average platform beat'em-up. The graphics are tiny, although they are well-defined and the backgrounds are colourful. It's pretty dull to play as well. The reason for this is because the initial appeal of running around stabbing things with your pike soon becomes tiresome, and that's about all the game comprises of. Each level does have a guardian, but these, like the selection of worthless power-ups, are pretty damn pathetic. Not worth the cash.

SUMMARY

Musya could have been a half decent game if some effort had been put into three main areas; gameplay, graphics and sound. The basic jump and poke gameplay just isn't enough to make a game playable.

The attack patterns are predictable and limited, but too quick to be dodged. You see, the way that Imoto moves is fairly sluggish which doesn't make for an enjoyable time. You'd have to be psychic to get him to move quickly enough to avoid a lot of the attacks. Unfortunately Musya just comes through as tired and dull. It's not worth adding it to your collection.



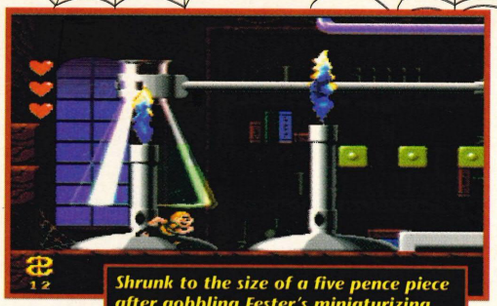


To collect the octopus ink you must make your way through the bathroom. Dodge the rubber ducks and avoid the stinking pink bath water at all costs

Ocean strikes back on the Super Nintendo with another Addams Family game. Based on the American cartoon series, Pugsley's Scavenger Hunt is a six level platform romp similar to the Gomez adventure.



Software giant Ocean has basically ripped out all the bad bits of the original Addams Family game, replacing them with new and exciting features resulting in a quality platform game that will challenge the most skilled gamer. Gomez's task in the first game was to rescue the other members of the family, before going on to find the fabled Addams' lost treasure horde.



Shrunk to the size of a five pence piece after gobbling Fester's miniaturizing pills, Pugsley must dodge the flames that shoot from the Bunsen burners and defeat blobs of squirming goo

Pugsley's Scavenger Hunt, unsurprisingly, revolves around the antics of the young Addams boy. Wednesday, Pugsley's sister and daughter of Morticia and Gomez Addams, has devised a game for her poor brother – a torturous adventure that will end either in tears of joy or pools of Pugsley's blood!

Missing Underwear!

The mischievous Wednesday has hidden six items around the Addams mansion and has dared her dearest brother to find them. As Pugsley, you must accept the challenge and search the house for the six weird objects ranging from underwear to mouldy cheese.

Pugsley starts in the hallway with a choice of doors to enter – behind each of the doors is another member of the Addams clan. Wednesday won't help Pugsley so it's no good trying her room, but Granny, Fester and Lurch will gladly give the kooky youngster a helping hand.



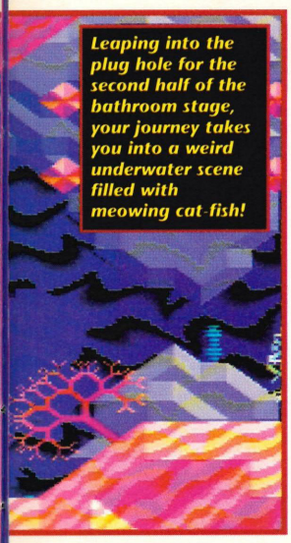
Ocean

PUGSLEY'S SCA

Not Now, Gomez Darling

Uncle Fester's room is on the bottom floor, and this section of the game involves exploring his vast laboratory. Pugsley must collect the venom from a spider, but he is too big to explore the nooks and crannies of Fester's lab, so his uncle shrinks the crazy kid by giving him a couple of miniaturizing pills. Once small, everything poses much more of a threat to the youngster. Bunsen burners spurt out flames that tower above his head and minute organisms are now as big as him. Pugsley can kill the enemies by leaping on their heads, the longer the jump button is held the higher he'll leap. He can also run, allowing him to gain enough speed to cross huge gaps. Ducking can often save him from losing a life, and he can also avoid death by crawling under spikes or many of the other deadly obstacles.

Once Fester's lab is completed, follow bald old uncle down into the basement where there is a possessed washing machine that is spinning out of control. Bash this a few times and the normal underwear will present itself (strange).



Leaping into the plug hole for the second half of the bathroom stage, your journey takes you into a weird underwater scene filled with meowing cat-fish!

Before Pugsley can grab the first object, he must negotiate the stages that lead up to the spider's lair. Each of the six levels is divided into smaller sections which must be successfully completed if you're to recover all the items.

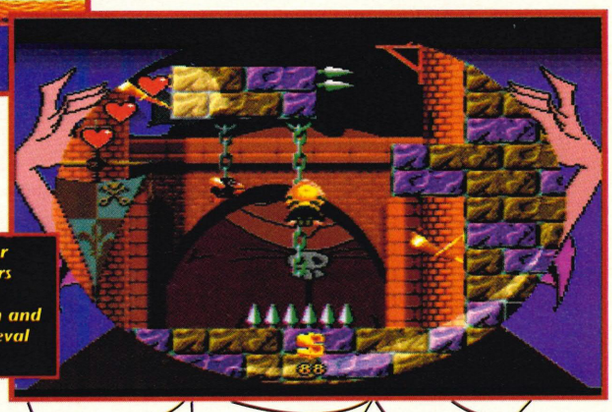
Escape Routes

You must locate the exit to each of the stages, but the hatchway is often out of reach or surrounded by blocks. By yanking on levers or head-butting switches you can make blocks appear or dissolve, thus providing a way through to the other parts of the level and hopefully the exit. There are other not-so-obvious routes to escape, too. Fake walls often hide bonus rooms filled with coins and when there seems no obvious way to solve a puzzle, there may be invisible blocks which you can use to reach the exit.

CONT.



Lurch hides in the attic which is filled with mice and rats. Stomp on their heads to stop them scurrying, but watch out for the bats which attack from above



Climb up the stairs to enter Granny's room. As she peers into her crystal ball, you'll appear in her mystic vision and must negotiate the mediaeval castle to reach the dragon

ALLIEVALUATES

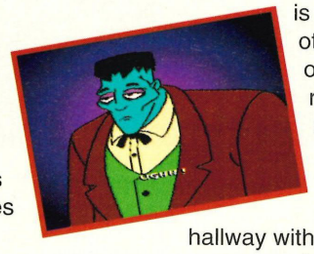
Pugsley's Scavenger Hunt has fantastic cartoon-style graphics, drawn using a wide range of colours. The gameplay is outstanding and more challenging than the original Addams romp. Fans of the first game will be delighted to hear the same sound effects and music. With a vast range of puzzles to solve, and secret rooms to seek out, you won't be finishing this in a few days. Ocean has found its niche in these superb Addams Family games.

VENGER HUNT

CONT.

The coins, or dollar signs, provide you as Pugsley with an extra pip of health if you collect 25, or another life with every 100. You start the game with three hearts of energy, each time you touch an enemy or deadly trap you lose a single bar. You have five to seven lives depending on the difficulty level, as well as numerous continues. Pugsley can collect hearts that restore one pip of energy or additional one-ups.

Extra lives are quite rare and are often surrounded by blocks, so you must pull levers or push switches to reach them.



Spider Stompin'

After avoiding the many hazards of the laboratory, you'll finally meet up with the spider. The arachnid is not too happy about being ripped apart for the scavenger hunt, so it starts to attack Pugsley. The spider is defeated in the same way as the other enemies, by simply stomping on his head. An energy bar on the right of the screen details how much damage the spider has sustained as a result of your assault, and when it's finally defeated you can return to the hallway with the spider's venom ticked off your scavenger hunt list.

Granny lurks up in the attic and is reached by climbing the creaky staircase. The old woman will peer into her crystal ball and lo and behold, you'll appear in her mystic vision.

JOOLS JUDGES

Pugsley's Scavenger Hunt is a fine example of how a platform game should be. It looks great (check out the crystal ball for an example of superior graphics), and when the Addams Family theme tune kicks off at the beginning, you know the sound is going to be good. The gameplay has plenty of variety and nasty puzzles to keep the vast majority of gamers busy and enthralled for a long time. The different locations, each with their own brand of puzzle, that can be tackled in any order, means that it will be a long time before Pugsley's gets boring. A great game.



You must then find the next item on the list, dragon's fire, before returning to the hall and onto another of the rooms.

Octopus And Cheese...

Lurch also hides up in the attic, but the towering giant can only be reached by climbing the rope that leads to his den. Crawling through the dusty attic, Pugsley must steal the mouldy cheese from the gigantic rat that scurries through the rafters.

A four-legged (?!) octopus lurks in the bath and can only be reached by diving into the murky depths of Fester's stinking bath water. His spinning tentacles must be avoided, and you should bash his head to grab the octopus ink.

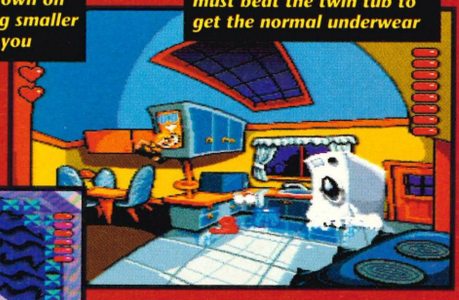
The rooms can be completed in any order, but your mother, Morticia will ignore you until you've completed the first five tasks. She

Ooky Kooky Creepy Crawlies



The spider is not too happy about you stealing its venom and attacks by bouncing up and down on its web and sending smaller spiders out to bite you

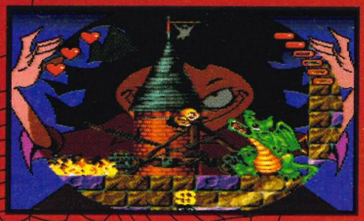
Down in the basement a possessed washing machine has gone haywire. You must beat the twin tub to get the normal underwear

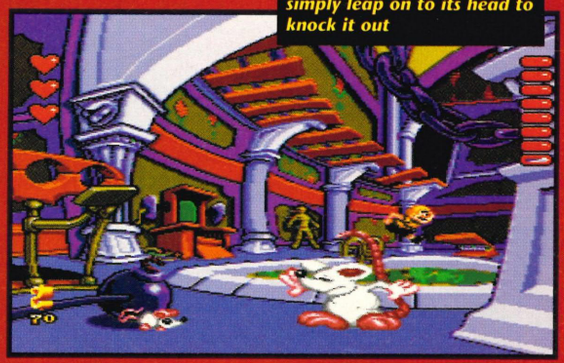


The octopus at the end of the bathroom has four tentacles, but still manages to attack fiercely. Swim clockwise in time with the tentacles and stomp on its bonce as you pass



A rat in the attic is guarding the mouldy cheese, but is simple to beat. Jump on the mice it throws at you, then simply leap on to its head to knock it out





The dragon's fiery breath ignites the ground, so be quick on your toes and go for its fragile head. It also takes to the sky, but only breathes fire on the ground

SUMMARY

Pugsley's Scavenger Hunt is essentially the same as the first Addams Family game, with a few improvements. Firstly, Pugsley's tasks are much harder and therefore the game has more longevity. The lack of a password system may seem annoying, but there are more than enough continues for any competent player to complete the game. Graphically this sequel is superior too, with slick parallax scrolling, comical sprites and the occasional luscious Mode 7 effect. The sound effects are great – jazzy tunes add to the game's frantic atmosphere. Overall, an excellent platform romp challenge .



Bonus rooms can be found by walking through invisible passageways. You can also walk through walls to find extra sections of a level

You can only enter Morticia's ice box after you've completed the previous five rooms. Icy floors make Pugsley slip and slide, so watch out for the icicles which line every wall

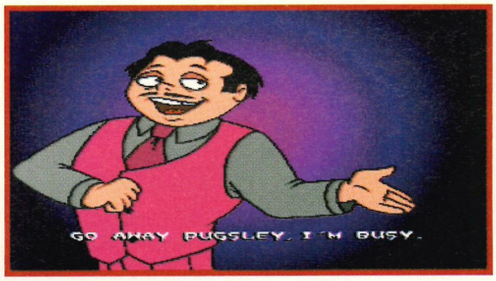
will then allow you to enter the vast ice box in search of the magician's gloves. Icy floors make exploration perilous, as spikes line every wall. One mistake and Pugsley will slide to his doom!

Find all six of the weird and wacky items on your list and your scavenger hunt will be complete, and Wednesday's challenge beaten. Or has Pugsley's devious sister got something else up her sleeves...

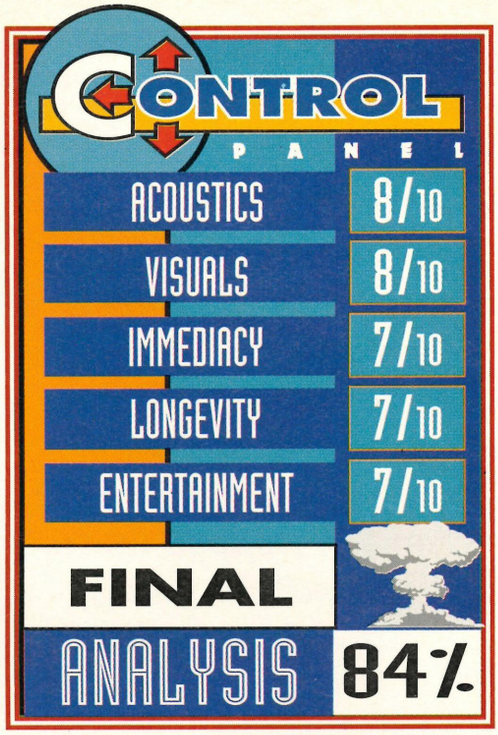
Alex



Mouldy cheese is found in the attic, the normal underwear in the basement. Octopus ink can be found in the bathroom, the dragon fire in Granny's crystal ball and the spider venom in the lab. Lastly, the magician's gloves are in Morticia's ice box

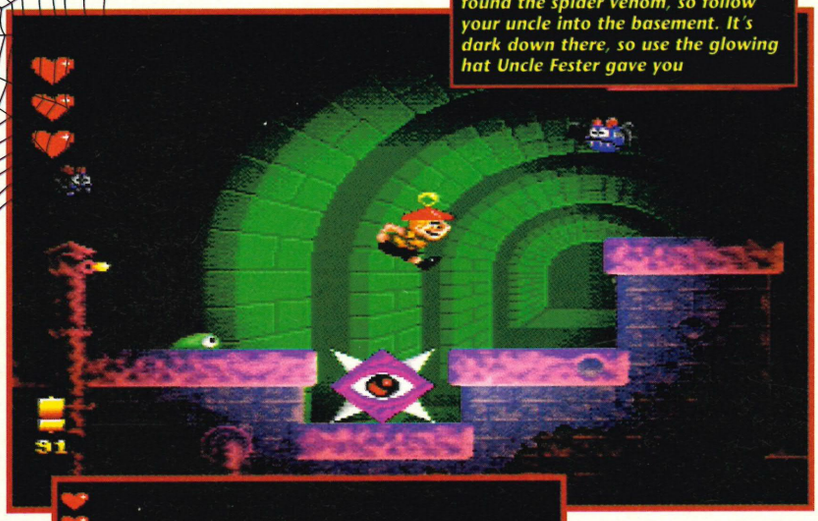








Fester leaves his lab after you've found the spider venom, so follow your uncle into the basement. It's dark down there, so use the glowing hat Uncle Fester gave you





The floor is lined with spikes, and the only way across is to ride the cannonballs. You won't actually be harmed by the ball unless you're standing nearby when it explodes, but make sure you don't fall off and impale yourself on the spikes!



Collect 25 dollar signs for an extra heart of energy. For an extra life, you'll need 100 coins

REVIEW CONTROL

IMPORT

SUPPLIED BY BITS & PICES

Ocean

COOL WO

Cool World was predicted to become a huge hit at the movies, so Ocean figured it'd done well to pick up the game rights. In the end it flopped in the US and it is going straight to video in the UK. So how about the game?

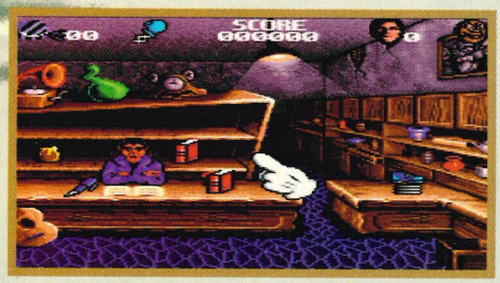
So, who has heard of Cool World then? Ah yes, but do you know anything about it apart from the fact that it has a scantily clad Kim Basinger doodle tottering all over the place? I thought not!

Well, reading the manual to this product fails to shed any light on the subject. All you learn is that some tart wants to become a noid (that's a humanoid to you and me), and lures a deranged, lustful male into his own drawings of a bizarre alternative reality called Cool World.

Having managed to stay awake through, erm, at least 30 minutes of the film, I can safely say that there wasn't enough plot in the film to write a book, let alone design a game about. I hate it when I'm right!



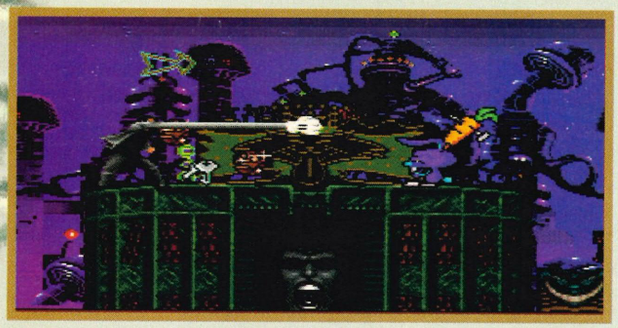
Resembling a recent Control cover, this bar-room brawl can prove to be a real pain in the posterior. You must first find a Cooler card to get past this heaving lot



The pawnbrokers allow you to buy useful objects to use within the game, however they've only got one item worth buying

Noid Search

Cool World (the game) is a platform/action-adventure sort of effort that spans seven levels which requires you, Jack Deebs the artist, to search high and low for Holli in an attempt to stop her from becoming a noid. Your adventure takes you through seedy night-clubs, seedier pawnbrokers, hotels, Las Vegas, highways and sweet shops meeting some of the most dodgy characters in non-existence.



In typical 'toon style you can extend your arm to phenomenal lengths to punch away all the damn doodles. Yeah, yeah, Roger Rabbit eat your heart out

The graphics are surprisingly scrummy in places with heaps of intricate backgrounds, bouncing buildings and humorous happy animation. The main sprite of Deebs is a dull grey, but at least he moves with some fluidity from platform to platform – he doesn't jerk across the screen like someone who just sat on a very sharp fence. The music too is fairly impressive with lots of moody synthesized guitars and oodles of keyboard rifts.

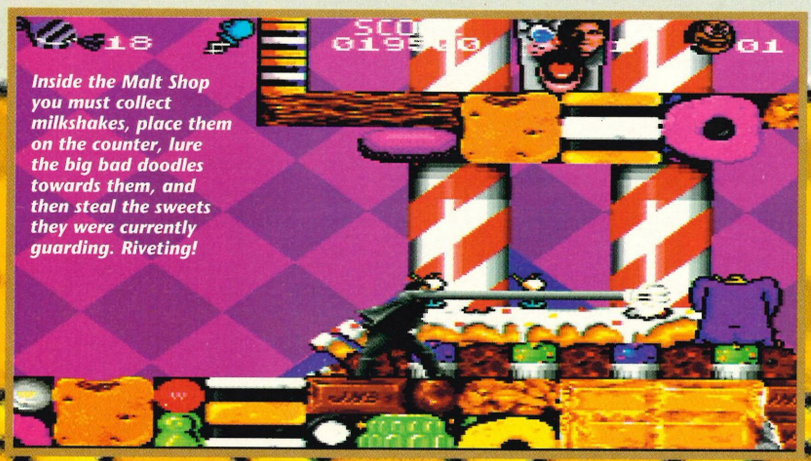
The main action (and I say that very loosely) revolves around the Cool World high street, with various clubs and shops leading off. Although there are seven levels, you do not visit them one by one completing them as you go. Instead, you must visit the different areas, solve certain puzzles and find useful objects etc, and then go back to the position where said item is required – all nonsensical, tedious stuff.

The best section (ahem) is a stunning little driving display where you hop in a Flash Gordon-style rocket car, and jump from platform to platform avoiding cones, boxes and huge chomping teeth. This section is totally pointless, mind-numbingly boring and without any real difficulty at all.

Enemy Leg Clingers

The doodle enemies happily bound around getting in your way, clinging on to your leg and that sort of thing, while you painstakingly fight to jump between the platforms avoiding a constant stream of nuts, bolts, hammer, nails, sweets and tyres aimed at your head.

"Ha, ha!" you think when this barrage hits you for the first time, but after the twentieth



Inside the Malt Shop you must collect milkshakes, place them on the counter, lure the big bad doodles towards them, and then steal the sweets they were currently guarding. Riveting!

ALEXPLAINS

I really despise Cool World, though I admit it is based on a bad film. Cool World looks OK – the backdrops are colourful and suitably cartoony, Kim Basinger's cartoon is quite good, and the enemy characters carry around big mallets and machines like something from a Tom and Jerry cartoon. But the animation is pretty dire, and the game is very dull to play. There is little to grab your attention and after a quarter of an hour you'll be reaching for the off-switch.

RLD



attempt you have this uncontrollable urge to slam the joypad through the bloody television screen. There is very little content to hold your attention, and in the end you couldn't care less if Holli becomes a noid or not.

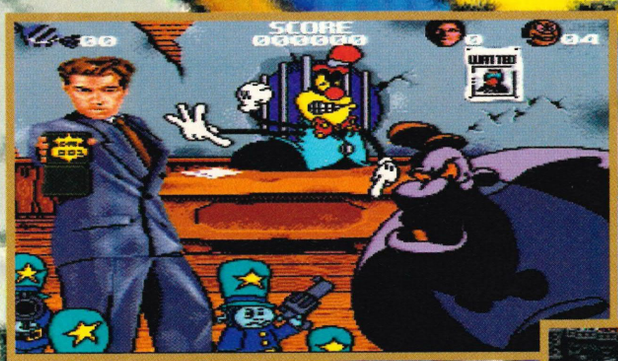
You have no energy bar so you are oblivious to how many hits you've taken, you can only carry one object at a time, the manual is unhelpful, stupid miniature policemen continuously swing off your flares, arrest you and then steal all your money, and THEN you get killed by an impromptu flying custard tart and have to go through the entire codswallop again!

Don't be confused into thinking that this an exciting adventure because it's not. Cool World is without real direction, leaving you scrabbling about in the dark looking for the door handle. The graphics are quite tasty but there isn't any gameplay or objective. I don't believe that simply wandering around punching a few people, picking up an object now and again, warrants addictive gameplay.

Allie



This is, as I'm sure most of you will agree, a familiar sight in today's society – a bank with all the cash-points closed



A band of really annoying miniature policemen enjoy continually arresting you – they must get some perverse kick out of it. Here you are paying yet another ball charge, oh, how tedious

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	7/10
IMMEDIACY	5/10
LONGEVITY	5/10
ENTERTAINMENT	3/10

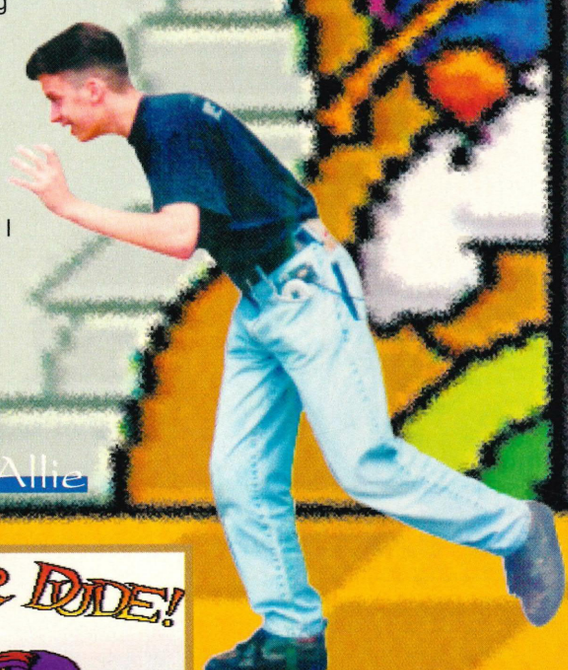
FINAL ANALYSIS 41%

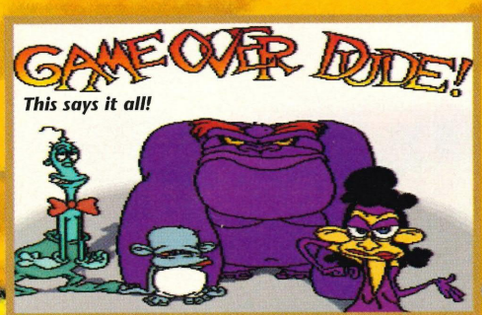


To enter the nightclub you first have to collect some money in the form of smiling nickels bouncing in the street. A whacking sum of five coins is needed to enter Holli's favourite joint



Getting between some levels is as easy as ready, steady, go! Just find the car keys and you too can look ridiculous in a vehicle resembling an old bean can





SUMMARY

This game is as shabby as the film. However, the graphics are quite impressive and some interesting and amusing humour shines through, but the gameplay is far too linear. You do not feel totally in control whilst playing Cool World, you are left wandering around looking for objects and exits believing there to be more left to do or achieve to complete your task. The game is not challenging, it is simply annoying and you are left feeling disappointed and unchallenged. I hate this game with a passion you could only dream of (to quote a very funny Chef)!

SUPER VOL

Video System

The Japs seem to have this predilection for taking ordinary ball games and giving them an extra zip. I have to say that some of the things they've done to volleyball are, well, interesting!

Volleyball? Oh yes, that's the game you play in school where at least two people break their thumbs within the first half hour because the PE teacher didn't bother to tell you how to hit the ball properly! That's the good thing about these sports sims, there is absolutely no danger of getting injured, or banned after a random drugs test for that matter!

Super Volley 2 (referred to as Hyper V-Ball in Control News, issue eight), takes three approaches to volleyball; a men's international competition, a women's international and a hyper league. The male and female competitions feature eight nations and any of these can be played as one-offs or as part of a championship tournament. In hyper league you wear metal suits and can perform fancy moves.

The gameplay itself is seen from a side-on view, there is no visible depth to the pitch, making the game very simplistic. You only have to move left or right to get to the ball. One button performs all the different jumps or returns and these are chosen by the game to suit the in-game situation. For example if the ball comes to the forwards, they usually dolly it up for a spike. If you don't know a spike is where a player leaps up to slam the ball over the net.


Remember the robot in Short Circuit, Johnny Five? Well he's moonlighting in the hyper league

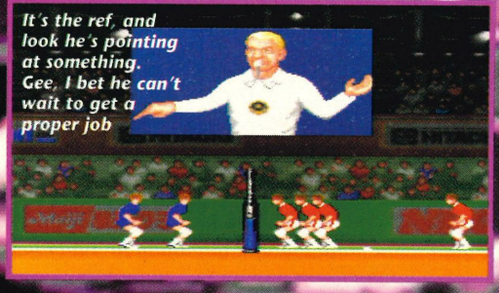


A classic example of the spike performed by those nice chaps in the hyper league

Slick Service

The variety comes with the serves of which there are four types. Your timing affects how hard, high and fast they are, and a really good serve can see the ball flying off the screen into the rafters, making it very difficult to predict where it will land.

The view the game uses takes some getting used to as it only shows half the pitch at one time, with the window being


It's the ref, and look he's pointing at something. Gee, I bet he can't wait to get a proper job



If the opponent goes for a spike you can jump and try to block him



centred around the ball. If you aren't careful you'll find the player you control (the other three get on with it themselves) well out of position for the incoming spike.

Well, so far it's volleyball, right? Right, but the hyper league is where it gets interesting. Each team has a special point quota, which means that when you do a special serve, the ball takes on one of six different properties that make it either dangerous to the other team or downright unpredictable.

These effects include making the ball invisible after the serve or causing it to fly horizontally, then head straight for the ground at a great rate of knots. Others split the ball into three or change its course in mid-air.

Every time one of these effects is used it reduces the special point quota. This limits the amount of effects you can be use so you have to play some real volleyball eventually.

Hello Dolly!

The basic volleyball game seems very slow at first, but it actually works quite well. As the ball moves fairly slowly in the air, timing your shot is all the more difficult because you've got longer to get it wrong.

Whether you'll actually want to buy this is another question. Yes, it is very good fun, especially for two players and the hyper league is a good laugh, but it is very Japanese. There are a lot of options that will take a long while to work out if you can spare the time. It's worth borrowing if you can track it down.

Jools

ALEXPLAINS

Initially Super Volley 2 seems pretty limited, as on-screen menus and the manual are in Japanese. But after exploring the options and trying various moves, the game proves highly playable, for one or two players. Sticking with the usual human league provides a basic game, but choose the robot teams and you'll be able to perform all sorts of spectacular bumps, sets and spikes. Add to this the slick presentation and you have a playable and fairly enjoyable sports sim.

CONTROL PANEL

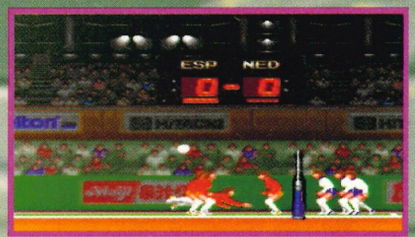
ACOUSTICS	6/10
VISUALS	7/10
IMMEDIACY	6/10
LONGEVITY	5/10
ENTERTAINMENT	7/10
FINAL ANALYSIS	**68%**



The high serve is difficult to master, and often tricky to return



This poor lad's been caught out by one of the special moves. Believe me, the ball hurts when it hits you!



(Above) In games like volleyball, flatulence can be more than embarrassing!



SUMMARY

At first you think "this is a pile of dross, I can't believe it is so slow", but then you realise that if it were any faster it would make it unplayable. Once you've got used to the controls (which takes a while because the manual is in Japanese), it is pretty good. My only gripe is that the game does get a bit repetitive, which is where the hyper league comes in. Adding that extra bit of spice and saving it from mediocrity, there are some excellent moves to be found with the speedball-type players. Coupled with the nice animation of the players it adds to up to a resounding "not bad".

REVIEW CONTROL

IMPORT

SUPPLIED BY BITS & PIECES



In an inter-galactic blood bath the two most rock 'ard beings in the entire universe finally meet to battle it out for the coveted title of Mr Universe. There's only one Predator and hundreds of aliens, but I know who I'll lay my last Rolo on.







The two-player mode is abysmally painful. There's no three-round bouts, no background changes and limited, shoddy moves. Now how poor is that?



The title alone conjures up wild and bloody images of battles and complex strategies, I mean let's face it, the aliens and the Predator are THE two most feared races in the cosmos. Both the films had me squirming behind the sofa, so naturally I was intrigued as to what the game would hold in store.

What a let-down! The game is so tame you could show it to your granny, and she would simply think you were watching "It's A Celebrity Knockout" with her old favourites Terry Wogan and Des O'Connor! Not that I'm condoning violence but this really is dire.

Where's the stalking? Where's the suspense? Where's the gameplay? There's no green or acid blood, no heavy breathing or hissing, no scuttling through corridors, frankly there's no flaming action.

Taking control of the Predator, your mission is to find the aliens' queen who waits menacingly in the mothership; destroy her and add her skull triumphantly to your collection. Starting in the city of Shanghai the game boasts a dismal five levels taking you through sewers, snowy mountains, a ship, a spacecraft and finally the alien mothership, battling it out with all manner of aliens as you go.

Alien Breed

Designed as a scrolling beat'em-up, Aliens Vs Predator shuffles painfully along like a little old man with his zimmer-frame. Each level is divided up into certain sections requiring you to destroy a quota of aliens before you can move on to the next section. Eventually you reach the end-of-level guardian.

The biggest problem with this game is that you only have a shamefully low number of moves at your disposal – a simple uppercut, punch, flying kick, floor slide and elbow slam constitute the bulk of your arsenal. However, you can fire a gun situated on your left shoulder by holding down button X for a few seconds, with a small energy bar located in the top right-hand corner indicating the strength of your fire-power.

Bonuses are dropped by the aliens when destroyed, giving you flying discs, spears, extra energy, food and even a lovely little invincibility shield that changes your appearance into a faint green haze – ideal if you have no intention of actually following your on-screen position!

Holy Giger, Batman

The Alien characters do look like the ones created by genius artist H R Giger, and the Predator does look like the Predator, but the execution of the sprites is abysmal leaving the characters painfully jerky. Far too much glitching is apparent when arms are waving about either punching or swiping; moreover if the Predator sprite is positioned between aliens, one in front and the other behind, the glitching is sometimes so bad you cannot distinguish between the sprites.

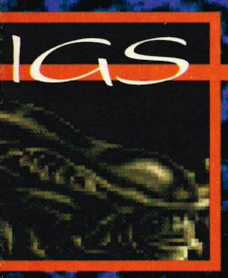
The backgrounds are quite badly drawn with very little detail on the earlier levels and Giger's stunning artwork is badly copied for the final level taking place in the aliens' mothership. Considering this game features aliens so prominently, you would expect a lot of the original artwork,

CONTROL PANEL

ACOUSTICS	4/10
VISUALS	5/10
IMMEDIACY	7/10
LONGEVITY	5/10
ENTERTAINMENT	4/10
FINAL ANALYSIS	**46%**

SUMMARY

Aliens Vs Predator looked quite fun at first but was easily beaten in a day, even on one of the higher difficulty settings. The gameplay drags on for far too long and some of the level sections house an abnormal number of waiting aliens. The background graphics are shoddy, and the sprites are far too static in their movements. The music is out of place – the films have wonderfully eerie tunes while the game has a bouncy little ditty! Sorry, I'm far from impressed. The Alien Vs Predator idea holds phenomenal potential, but not even a fraction of it has been achieved here.



ALIENS VS PREDATOR

but in fact there is only minimal use of Giger's work.

The collision detection is also dire, allowing you to punch and kick aliens when they are almost on the other side of the screen. The main design fault however is the ability to push the aliens off the side of the screen, and consequently beat the crap out of them without them being able to lunge back onto the screen.

As long as you time your movements correctly you can punch and kick until each alien dies without sustaining a scratch yourself – this tactic works particularly well on the final game guardian!

Alien Nation

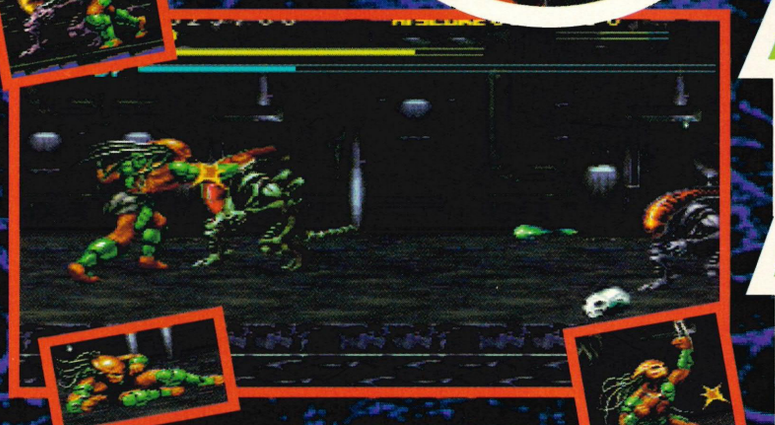
The gameplay is far too monotonous with no variation between the aliens' tactics and strength and although the aliens have a ridiculously large number of energy bars, they lose them drastically each time they are hit. Initially, the face-huggers are an excellent inclusion into the gameplay, but after a while they become a tiresome annoyance that can simply be overcome by sliding across the floor.

The two-player mode is the biggest joke of the game offering nothing in the way of enjoyable gameplay. You can't have a three-round bout, the backgrounds don't change at all and the moves are too limited – not exactly on a par with SF II.

There are four difficulty levels and you can alter the other game options to give a maximum of nine lives and three continues – more than enough to complete the game with ease. Considering the aliens are supposedly intelligent in the films, there's no artificial intelligence here!

Allie





Spears and discs can be picked up off the floor. Unfortunately, you can only carry one item at a time which is bloody useful I don't think!



The alien queen is very fast, scooting across the screen waving her arms about violently. However she can be easily overcome if you heed the tactics mentioned in the main text!



JOOLS JUDGES

What a wasted opportunity this is! I just can't believe that a game with such a huge potential for atmosphere, gameplay and some top beat'em-up action ends up as nothing more than a lacklustre scrolling mediocrity where all you have to do is punch a few times to win through. All right, it looks OK, but what happened? There are lots of other beat'em-ups around, many of which are much better, so was this one really worth the effort? Don't be seduced by that wonderful idea of the two hardest geezers in the galaxy having a fight, it's a washout.

IMPORT

SUPPLIED BY BITS AND PIECES

RUS R

Jaleco





These electric currents prove useful as you can throw your opponents onto them, thus reducing their energy dramatically. However, you can also get frazzled so watch your step

A very large hammer works wonders on the rooftops – use it to knock the baddies clean off the tops of buildings



ALLIEVALUATES

Personally I feel that scrolling beat'em-ups are a smidgen out-dated, with their mindless button pressing and lack of tactics. The stages are very long and monotonous, but the graphics are an improvement on the original Rival Turf. The action is quite sluggish with the sprites casually strolling around without a care in the world. Due to the ridiculous number of continues, I finished Rushing Beat in a few hours. If I'd paid £50 for this I'd have cried until Xmas!

Zap...Crash!



SHING BEAT RUN

Rushing Beat Run is the sequel to Rival Turf, but is currently only available through import stockists. A scrolling beat'em-up, this 12 meg game offers more of the same — namely punching the crap out of any thugs that wander within your reach.





Although you can play all five characters in a one or two-player game they also appear as guardians at the end of each stage. Wendy for instance, does a fantastic little balancing trick on the ring-side ropes

It amazes me why scrolling beat'em-ups are so popular. Come on, let's be honest, most of them are boring, aren't they? There are one or two exceptions, for example Final Fight, but even this Capcom classic is let down by the lack of a two-player option. Rival Turf followed on from Final Fight and is basically the same game, but two players can battle against the enemy as a team. Rushing Beat Run is the sequel to Rival Turf (it will probably be called Rival Turf 2 when it hits the UK shores officially).

The sequel is essentially the same as the original, but with more characters to choose from and it's graphically slightly better. The two games – the standard scrolling game and the head-to-head mode, are both for one or two players. There are five characters to choose from, each with their own special moves. However, these cannot be performed in the head-to-head mode which seems pretty pointless.

Lord J is a hefty white geezer who punches the floor to send out flames either side of him. Kazan, a ninja dressed in a fetching green suit, splits in half and flies up into the air, injuring everyone on screen. Norton has nicked Streetfighter II's 100 hand-slap, while Bild, the thug from the first game, can throw a fireball like Ryu and Ken. Finally there's Wendy, a scantily clad girlie who performs a pretty naff scissor kick.

Thug Zapping

The task of these five fearless warriors is a simple one – to punch and kick your way through 10 stages of seemingly endless hordes of thugs. The fight begins at the bay side, where you'll encounter the first of the enemies.

Men in exoskeletons are the hardest to kill, but can easily be dealt with by charging into attack. Pressing twice in the direction you're facing while holding the punch button at the same time, will make your character run and perform a charge attack. To punch, press the attack button, or combine the attack and jump to perform a flying kick, and to throw an enemy get in close. All attacks are accompanied by a Batman-style 'zap' and 'crash'!

CONT.



REVIEW
CONTROL
RUSHING BEAT RUN

CONT.

On the bridge, a helicopter flies down in front of you and a gunman leans out firing a machine-gun. Jump over the bullets to avoid certain death, then make your way into the sewers. Bonuses drift along in the water, including energy top-ups in the form of first aid kits, as well as weapons like baseball bats, rocks and even a shotgun.

The first guardian appears at the end of the drains, and is one of the five characters from which you chose your fighter. Defeat the tough thug and you'll enter the gym, then you go on to the air terminal via a huge lift. All the while you're being attacked by the same enemies that you faced on the bridge – not much variation between baddies here.

Bullet Dodging

Another of the five characters confronts you at the end of the terminal, but like most of the others, he or she is easily dealt with.

Clambering across the rooftops, you must carefully walk across narrow pathways or fall to your doom. Climbing down from the roof, the fight takes you to the aircraft shed, where the Adler aircraft is about to take off. Fighting off the constant waves of enemies on the wings of the Adler, you must jump inside the plane to face the final guardian – the scary Iceman. Once again, he's easily beaten.

Unfortunately you only have five lives with which to perform this mammoth task, but you do have an additional five continues.

Alex

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	7/10
IMMEDIACY	6/10
LONGEVITY	4/10
ENTERTAINMENT	5/10
FINAL ANALYSIS	**64%**

SUMMARY

Rushing Beat Run is too similar to Rival Turf and suffers from the same flaws as the original game. Firstly it's too easy – you'll probably complete the game on your first go, if not you'll have defeated the Iceman within a couple of hours. Secondly, Rushing Beat Run is, like most other scrolling beat'em-ups, extremely boring to play. I just don't find the idea of constantly tapping the punch button and walking to the side very appealing. The graphics have improved, but there are still only a handful of different baddies and the same few moves. A somewhat disappointing game.



The two-player mode is extremely tedious. It has a three-round bout facility but the moves are very limited







Rick Norton
Lightning Punch



Kazan
Magic Split

Wendy Milan
Whirlwind Kick





Lord J
Floor Slam



Douglas Bild
Fire Punch

UP MARKET CONSOLES

PO BOX 107, NORTHAMPTON NN3 1AY

NORTHAMPTON

MARKET SQUARE

WED, FRI, SAT

TEL: 0850 776689
0604 499549

STAR WARS

MARIOCART

DESERT STRIKE

AMAZING TENNIS

JOHN MADDEN 93

PRINCE OF PERSIA

NEW AND USED GAMES BOUGHT & SOLD

LATEST RELEASES IN STOCK NOW!

FROM £35
PLEASE CALL

WE PART EXCHANGE &
BUY FOR CASH
MEGA DRIVE / GAMES / CONSOLES

bits 'n' pieces
33 CHURCH STREET
MACCLESFIELD, SK11 6LB
CALLERS WELCOME
SEND LIST AND S.A.E FOR WRITTEN QUOTE

SO YOU WANT
SUPER NINTENDO...
THEN RING ...FAST?
0625 501810

NEW TITLES ARRIVING DAILY - RING FOR PRICE - WE ALSO STOCK A HUGE RANGE OF JOYSTICKS
MAIL ORDER: GAME P&P £1, HARDWARE P&P £5, OVERNIGHT DELIVERY £10-
GUARANTEED - PLEASE NOTE: MOST MAIL ORDER IS TURNED AROUND SAME DAY.
HOWEVER, IF IT'S NOT IN STOCK, WE WILL RETURN YOUR MONEY THE SAME DAY UNLESS YOU STATE OTHERWISE.

SUPER NINTENDO HEAVEN !

Check out the latest and greatest SNES games...

Cool World
Desert Strike
Hunt for Red October
Lethal Weapon
Mickey's Magical Quest
Super Star Wars
Tiny Toons
Uncharted Waters

Call for the prices of these and many other titles.....

Accessories

Action Replay £44.99
Super NES Pro Pad.....£15.99
Universal Adaptor.....£18.99
SN Top Fighter £67.95

Mygate Computing
Unit 11, Southbrook Mews
Lee, London, SE12 8LG

Tel : 081 318 1424 Fax : 081 318 1802
Cheques / P.O.s payable to Mygate Ltd.
Games P&P £1.50 Mail Order only

VISA

CONSOLE CONNECTIONS GAME EXCHANGE SERVICE

Access

Why pay the full price for software every time you require a new game?
Why not save money by EXCHANGING the games you no longer play?
CONSOLE CONNECTIONS has been operating one of Britains biggest & best mail order exchange services for over two years.
In the time that we have been in operation our expertise has been reflected in the thousands of satisfied customers we regularly serve.
NO OTHER COMPANY CAN OFFER YOU:
❄ *Massive selection - Both NEW & USED* ❄
❄ *Very competitive rates* ❄
❄ *Fastest possible service (same day first class)* ❄
❄ *Reliability - remember we are also an established shop* ❄
❄ *No membership fees - anyone can order* ❄
❄ *Best of all - Friendly and Helpful Service* ❄

EXAMPLE EXCHANGE FEES

MEGADRIVE	DESERT STRIKE FOR TAZMANIA	5.00 + 1.00 P&P
SUPER NES/FAMICOM	ZELDA FOR LEMMINGS	5.00 + 1.00 P&P
PC ENGINE/DUO	SHINOBI FOR R-TYPE	4.00 + 1.00 P&P
NEO-GEO	SOCCER BRAWL FOR BURNING FIGHT	7.50 + 2.50 P&P
NES	CASTLEVANIA II FOR ZELDA	4.00 + 1.00 P&P
MASTER SYSTEM	PHANTASY STAR FOR SONIC 2	4.00 + 1.00 P&P
GAME GEAR	LEMMINGS FOR SONIC 2	4.00 + 1.00 P&P
GAME BOY	SIDE POCKET FOR SUPER MARIO	4.00 + 1.00 P&P
MEGA-CD	THUNDER STORM FX FOR ROAD BLASTER FX	6.00 + 1.00 P&P

The above examples are designed to give you some idea of the prices you will be charged for exchanging cartridges. These are not standard charges for every exchange.
PLEASE CALL FOR A QUOTATION

TINY TOONS £49.99

★ *HOW TO ORDER* ★
1).....Call with a list of titles you are looking for, or ask our advice.
2).....Reserve the chosen title
3).....Send your game with the extra payment - payable to Console Connections

ALL LATEST AND USED TITLES ARE AVAILABLE FOR PURCHASE - PLEASE CALL RING OR SEND FOR A FREE PRICE LIST

THE PROFESSIONAL EXCHANGE SERVICE

· *CONSOLE CONNECTIONS* – UNIT 2, OLD BAKE HOUSE LANE, CHAPEL STREET, PENZANCE, CORNWALL TR18 4AE

TEL/FAX 0736 331131 10AM–6PM

TO

ADVERTISE IN THIS SPACE

CALL OUR MAN....

JON BEALE

ON

0206 562233

DON'T PANIC

The national television and press have been giving us video gamers a bit of a hard time lately. We've been getting blamed for everything from the decline in literacy to the fall of the Roman Empire. Are video games really the bubo under the armpit of society? Read on...



With Wapping waking up to the fact that video games can sell newspapers, the industry welcomed the inclusion of regular columns in many of the daily papers. From the Daily Star to the Sunday Observer they were all quite happy to jump on the bandwagon. In a classic example of tabloid hypocrisy, papers like The Star and The Sun began running scare stories about the alleged negative effects of video games, whilst running video game columns within their own pages.

The Daily Star sunk to new depths in mid-February. Following the sad murder of James Bulger, it ran a news feature headlined: 'Breeding a Nation of Monsters'. This was designed entirely to show video games as prime corrupters of the nation's youth, suggesting a link between an increasingly violent youth and the growth in popularity of video games. Assorted psychologists were quoted, the best of which being a Dr Lewis saying, "The risk is that they (video game players) will believe the only way to resolve a conflict is to zap someone rather than to sit down with them and have a reasonable discussion". Computer trade body Elspa called it, "utterly unacceptable journalism at the most base level, using grief and sorrow to provoke and disturb" and has complained to the Press Complaints Commission.

The Danger Zone

All this attention was triggered by the World In Action programme, 'Welcome to the Danger Zone' which presented "evidence" to show that those who played video games stood more chance of developing "antisocial tendencies" than others.

What they didn't mention is that: (a) There is just as much evidence that it doesn't cause any harm (*Computer Addiction?* by Dr Margaret A Shotton offers a positive view), and (b) They said exactly the same thing about Rock and Roll.

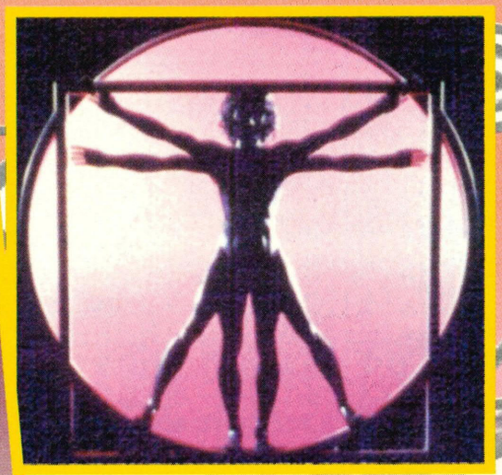
The fact remains that there is no conclusive answer whether video games harm or benefit, and each camp has its own



The chances of your console trying to strangle you are almost non-existent, so are the chances of being harmed in any other way

DAILY STAR

THE 25p Sun



barrage of evidence. For example, DEF II's Reportage noted some weeks ago that the introduction of street corner arcade machines in Japan had actually reduced the incidence of street crime. What is clear though is that excessive indulgence in any pastime, be it video games or chess, is a waste of your own intelligence and a person's inherent capability to enjoy a wide range of experiences.

Epilepsy: The Facts

Approximately 300,000 people in the UK suffer from epilepsy. Only five per cent of these suffer from photosensitive epilepsy where seizures or fits are caused by flickering light sources. Playing a video game can cause a fit, but only in someone who already has photosensitive epilepsy, it cannot cause someone to 'catch' epilepsy.

In fact it normally isn't the video game itself that causes the epilepsy, but the television set that it is being played on. All normal televisions flicker very quickly, 50 times a second, too quick for the eye to catch consciously. It is this flickering that triggers fits or seizures in someone who suffers from photosensitive epilepsy. Despite recent scaremongering with banner headlines in the Sun and other tabloids ("Nintendo Killed My Son!" was a favourite), the first recorded seizure caused by a television was way back in the 1950s.

Is It Justified?

But why would a video game suddenly cause a seizure in an undiagnosed epileptic who has been watching TV quite happily for years? Probably two main reasons. The first is that by their very nature video games require concentration, and this usually means staring long and hard at a TV screen. Most people however don't concentrate that hard on a TV programme; they'll look out of the window, read a paper.

Secondly, they'll sit well back from the screen when watching TV, unlike when playing video games and the closer they are to the screen, the more likely a seizure will be caused in an epileptic.

The fact remains that video games do not cause epilepsy, they can only cause seizures in those who already suffer, even if they haven't shown any signs previously. However, there are precautions (see list) you should take when playing video games, however healthy you are.

PLAY, BUT STAY HEALTHY

- Never play for more than an hour without a break.
- Sit well away from the screen.
- Try to avoid playing games in the dark.
- Reduce the brightness of the screen.
- If you feel dizzy, your vision blurs or you become aware of involuntary muscle-twitching then stop immediately.

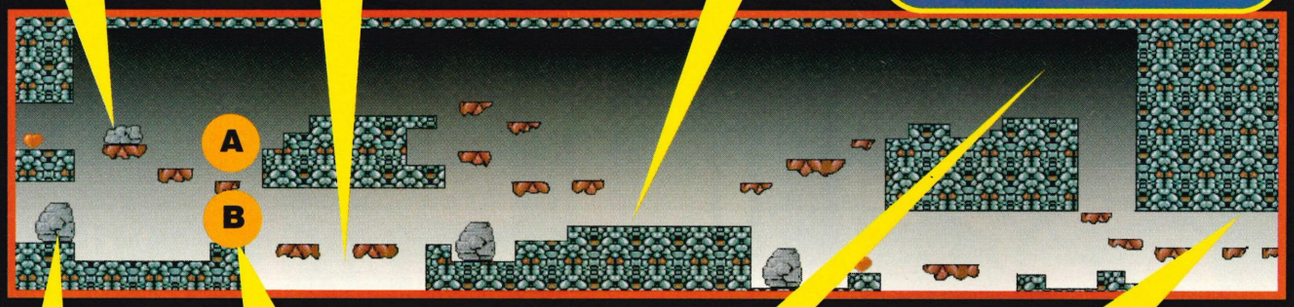
Complete CONTROL

THE ULTIMATE IN PLAYERS' GUIDES

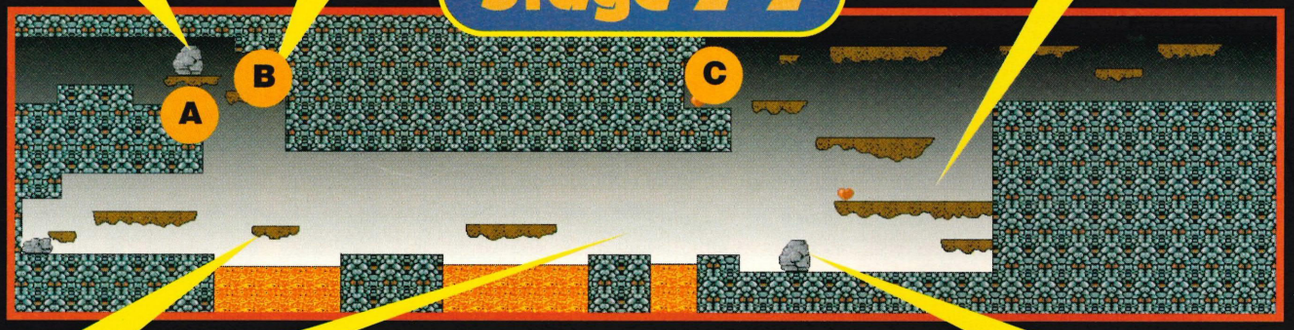
CHUCK ROCK

Oooga Oooga Ug Ug Ug! For any troubled cavemen (like Dave) and Sheffield Wednesday fans, here's how to bash the brains out of all those prehistoric pests and rescue the delectable Ophelia.

Stage 2-1



Stage 2-2



Stage 2-3



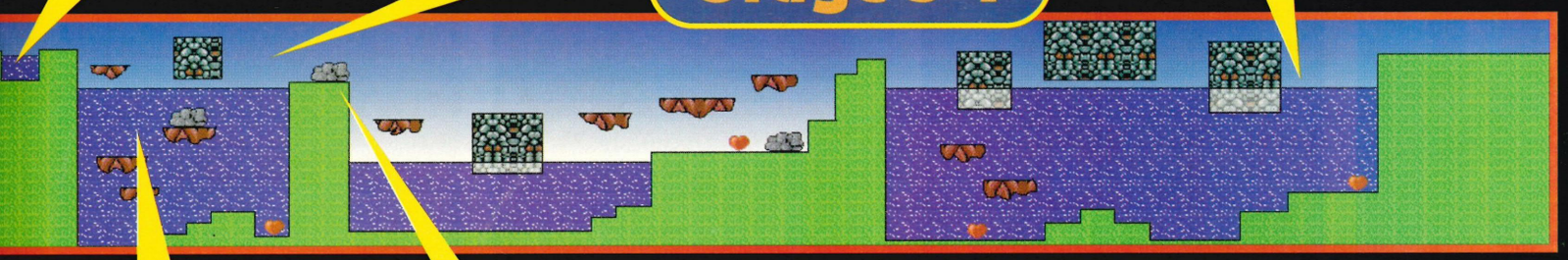


Stage 3-1

When swimming underwater keep an eye on the amount of air you have or you could end up drowning. Also, a good tip is to stay still and let Chuck float to the top where he'll settle. This will allow you to swim across the top of the water without too many hassles

Use this friendly croaker to get a high jump

Ride the blue whale to the other side – sounds like a dodgy hippy song!



Kill or avoid all the pond life you see underwater or you'll end up in Davy Jones' locker

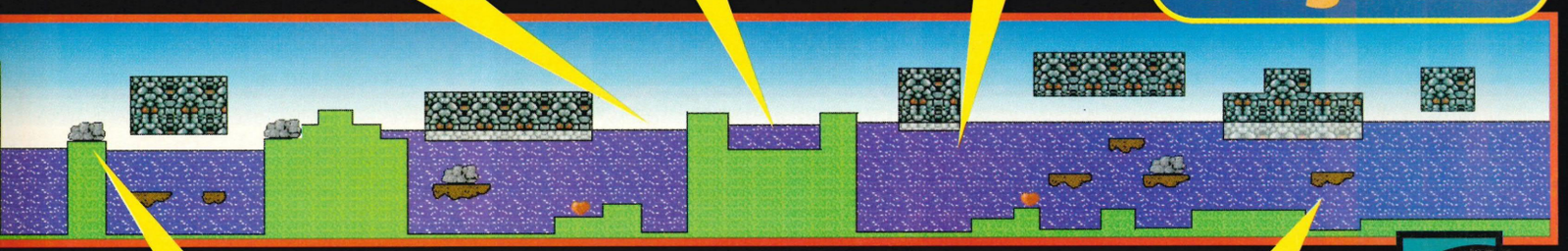
To take it easy on the seabed, simply carry the rock to weigh you down

Stage 3-2

Use the friendly whale

Use the friendly frog

Beware the venomous jellyfish that skims the water top

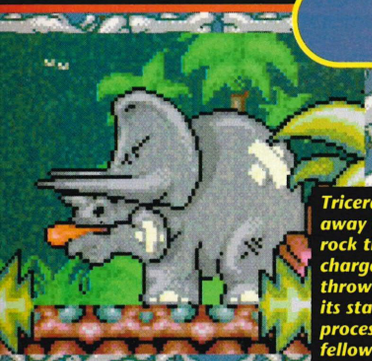


Throw this rock down here to kill some nasty creatures

Make sure you have a good lungful of air to get through here

CONT.

Take That You Beast



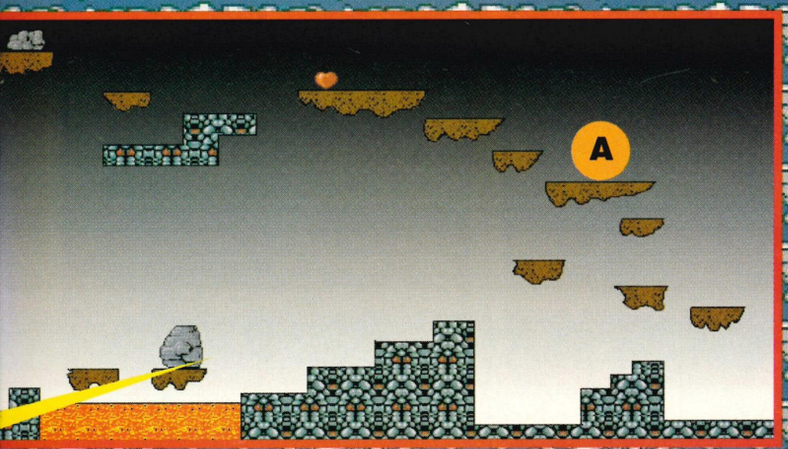
Triceratops – As it runs away from you, pick up the rock then wait until it charges towards you. Now throw the rock at it to halt its stampede and repeat the process until this horny fellow bites the big one



Sabre-toothed tiger – This is really easy. Just wait on the lowest part and when the tiger gets near, start bellying and don't stop. This stops the tiger moving and allows you to kill him in one attack



Sea monster – This one's the hardest of the lot. The best way to get rid of it is to carefully swim level with the head and let loose a few sharp kicks, then retreat back up for some air. Slow and steady wins the race





Mammoth – Simply stay in the middle and belly this big brute when it jumps at you. If you hit it you'll see its eyes open wide. After a few hits this woolly bully kicks the bucket

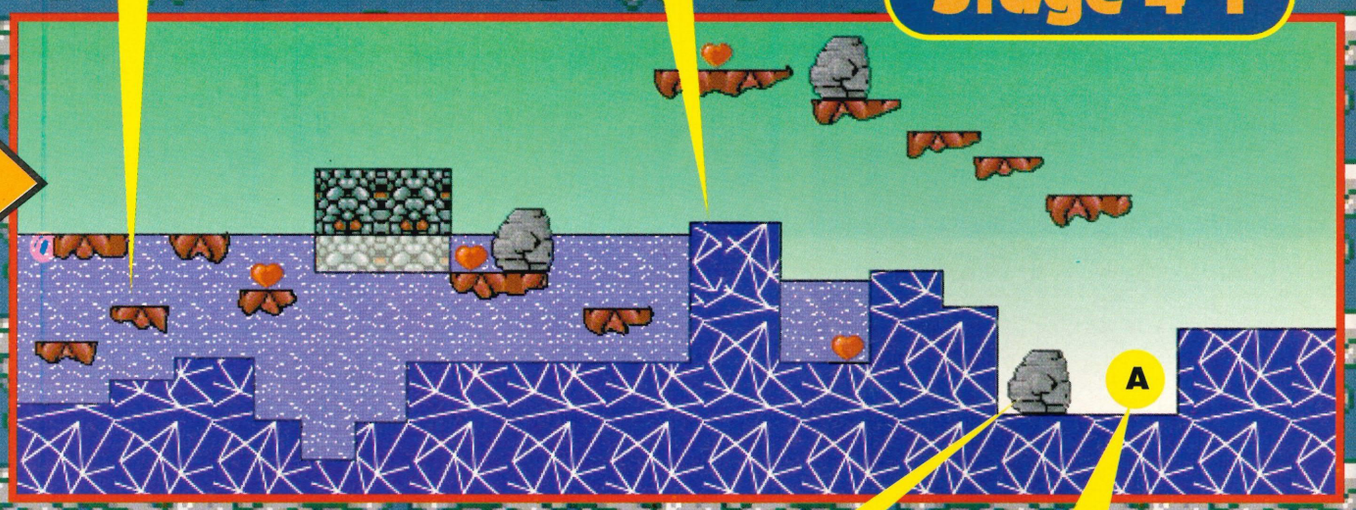


Gary Gritter – At last, the final showdown. Wait on the top platform and as it nears, jump into the air to make it snap at you. Now run, jump then kick this green blimp on the nose. Unfortunately it takes about 50 hits so keep going and think of the lovely Ophelia

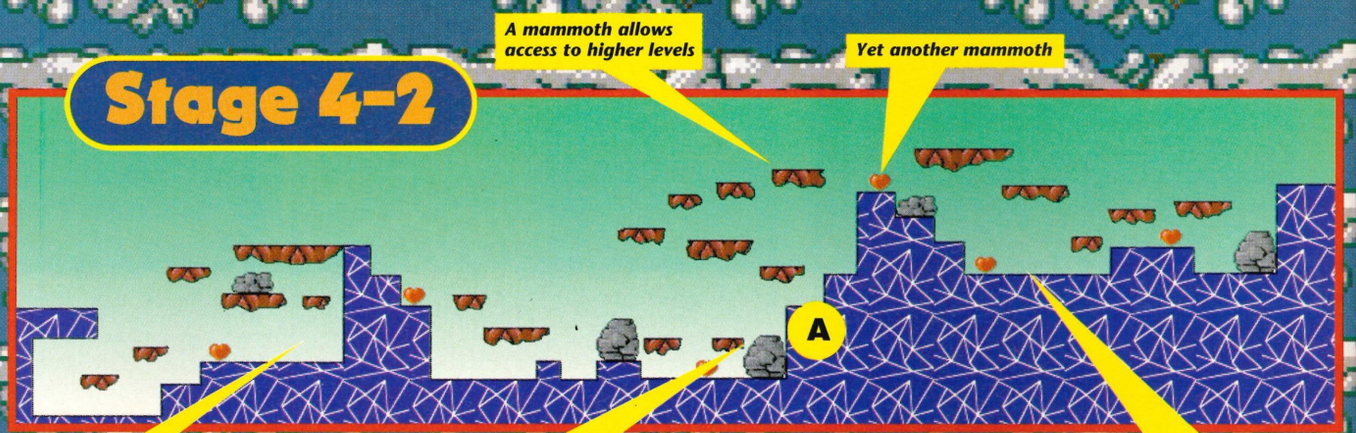
CHUCK ROCK

CONT.

Stage 4-1



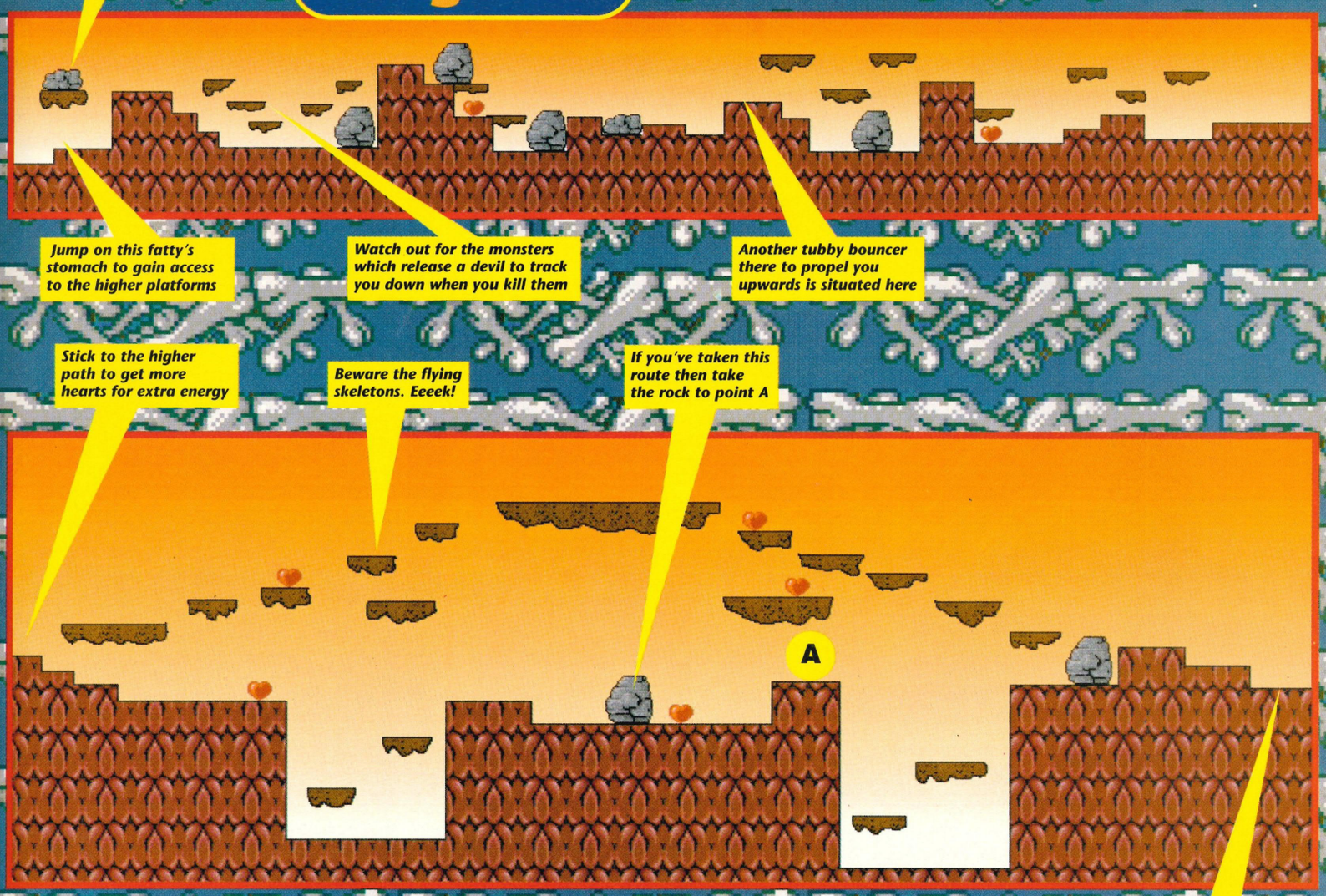
Stage 4-2

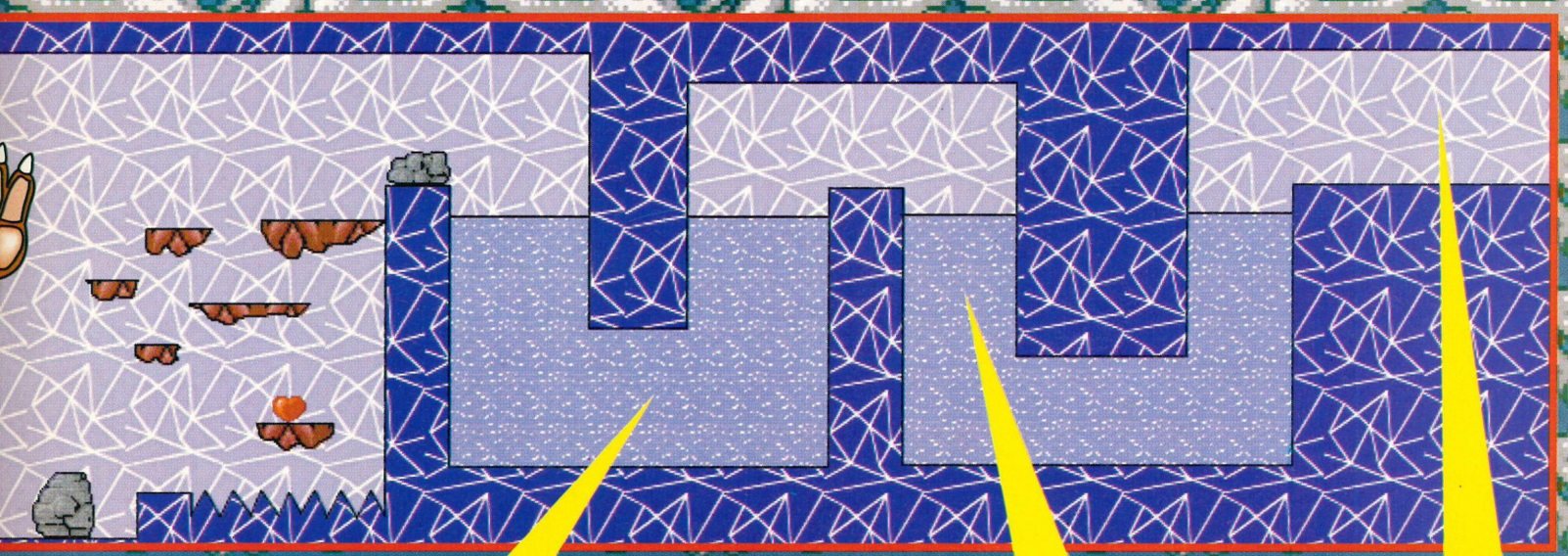


Stage 4-3



Stage 5-1


Use this smaller rock to kill the bony beasties
Jump on this fatty's stomach to gain access to the higher platforms
Watch out for the monsters which release a devil to track you down when you kill them
Another tubby bouncer there to propel you upwards is situated here
Stick to the higher path to get more hearts for extra energy
Beware the flying skeletons. Eeeek!
If you've taken this route then take the rock to point A
A
Take a deep breath, get your belly into fighting condition and head forth to face that slobby villain Gary Gritter and save the gorgeous Ophelia


Look out! There's snappy fish to be dealt with here
More dangerous marine life
Thank God that's over. Now onto the graveyard

SPIDERMAN AND THE X-MEN

At long last, welcome back to the definitive guide for all wall crawlers and X people (no sexism in this guide). Let's get straight down to business.



All these valves must be shot in order to raise the water level and allow you to progress further towards the end of this watery maze

Shoot these shells to release a pearl and gain a whirlwind. Be careful not to be too close when the shell blows up or you'll lose valuable air. You can find an air supply under most shells which fills you up with air





You have to shoot through the centre of these doors four times to blow them away

This shows where Storm can get a life (maybe if she stopped wearing silly suits and dying her hair white she might get a life as well)

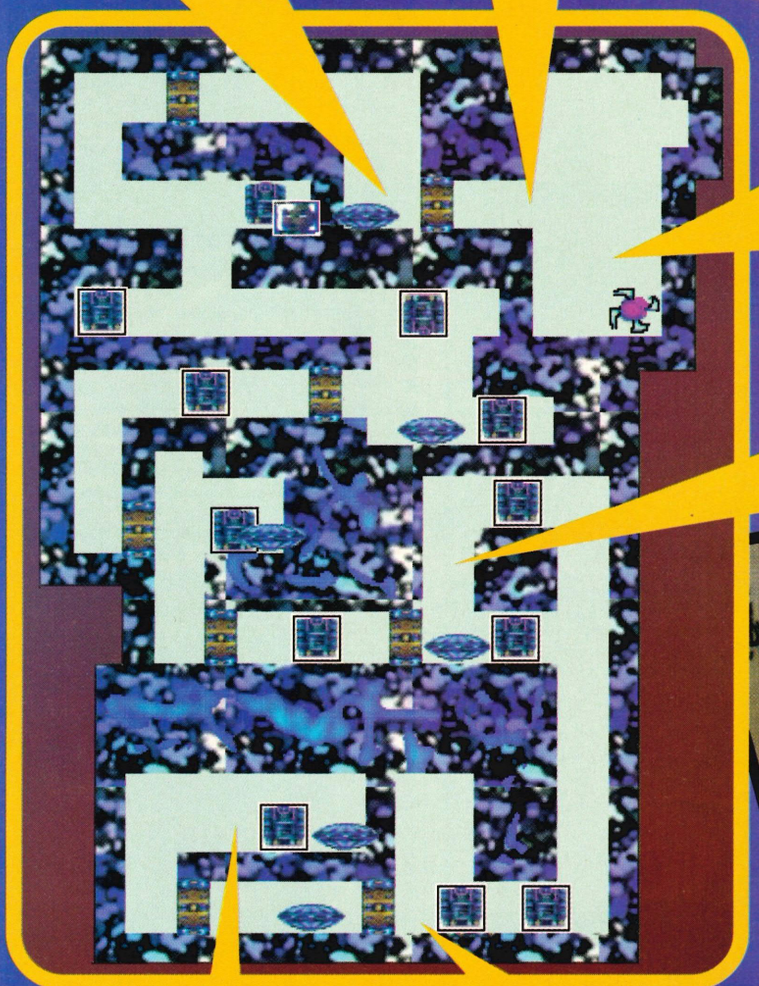


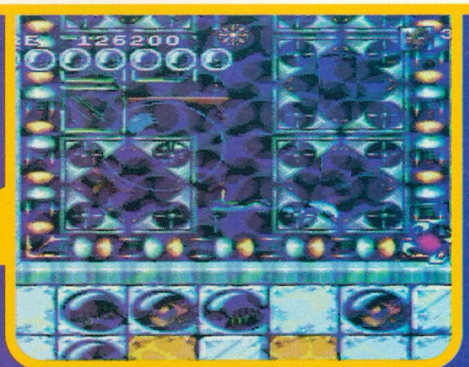
Storm: Part One

4 Wait here or you'll be mugged by a vicious gang of squids waiting for you lower down

5 Make sure you've saved some lightning storms to kill the abundance of piranhas here

6 The best way to kill this electrode thing is to get rid of all the fish, then move right down to the bottom and shelter behind a whirlwind. The electrode will follow you down and stay right at the bottom where it is unable to hit you. To hit it you should float up a bit to draw the thing out, then move back down and give it a blast. It may take a while but it's the safest way. Now swim out of the entrance and on to part two...





3 Watch out for the mines you'll trigger off when you swim up here



1 Watch the electric currents that block your way here or you'll end up being fried. Always remember to go to the surface and refuel on air whenever possible

2 Use your whirlwind to deflect the squid's shots and waste it with your lightning bolts. Use this method on any other squid, but remember to stay behind the whirlwind or you'll get hit just the same

Storm: Part Two

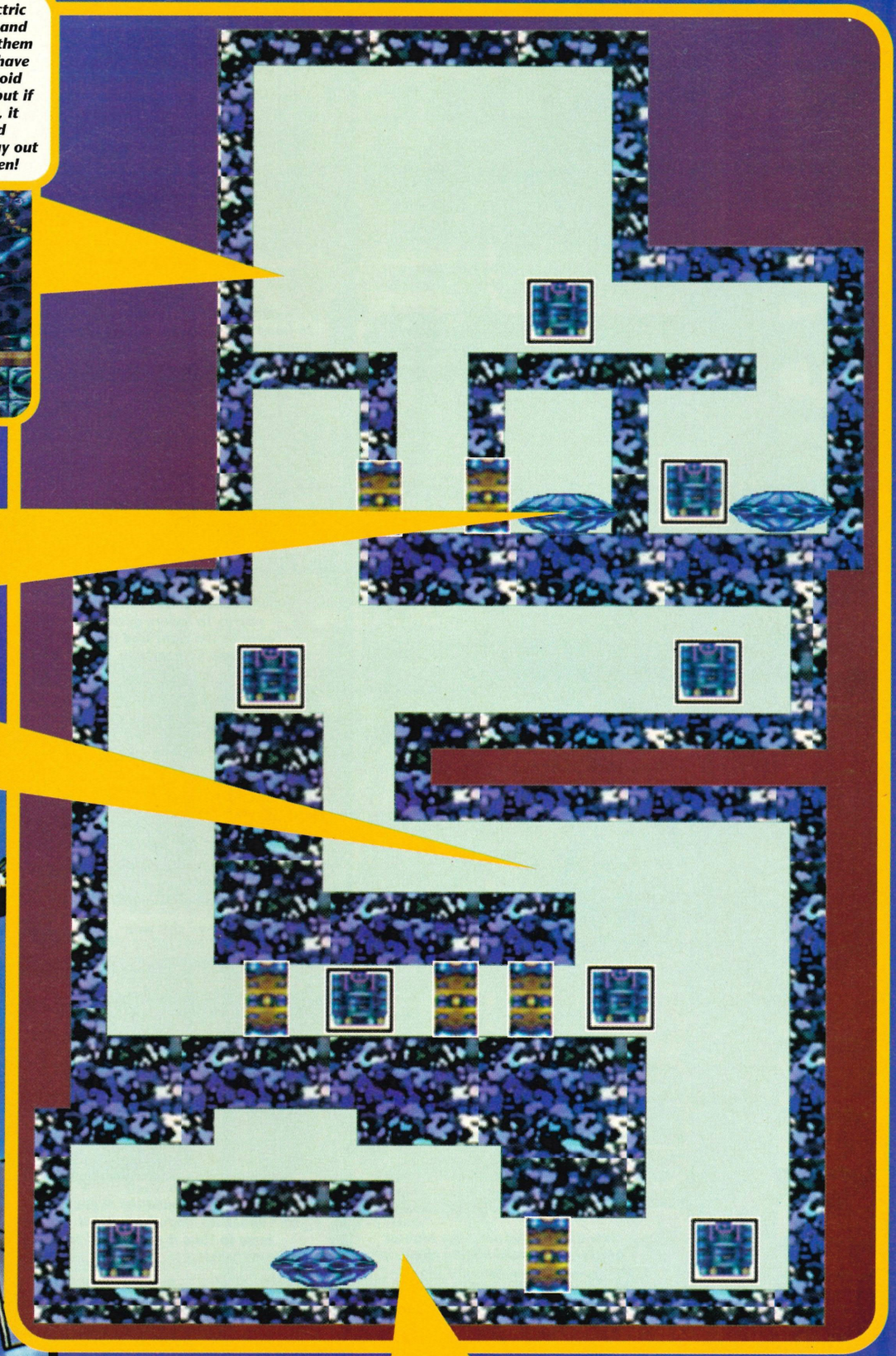
4 *Hit the bottom spheres of this hydroelectric power plant first, then move further up and take out the others. The way to explode them is to hit them when they're illuminated; you'll have to do this twice for each sphere. It's hard to avoid all the lasers and bombs that are fired at you but if you stay near the walls instead of in the centre, it makes things a bit easier. With a bit of will and determination you'll soon have broken your way out and be able to breathe freely again. Viva oxygen!*



3 *These shells may not hold whirlwinds and could be booby trapped. Is it worth the risk?*

2 *Don't take this short cut. You've got to explode the valve between the doors or you won't be able to progress*





1 *Air is pretty short on this level so fill up wherever you can. Watch out for the large green anemones which fire sticklers at you and take three hits before they explode*

SPIDERMAN AND THE X-MEN

Gambit: Part One

1 Stick to the bottom at the start and keep running whilst shooting the various pawns etc that get in your way



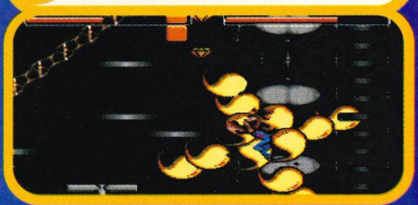
2 Jump straight up to here then run along the top level



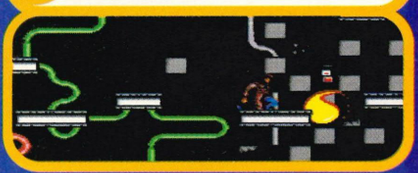
3 Pause momentarily to get this heart for extra energy



4 Use a joker to get quickly through the orange blocks



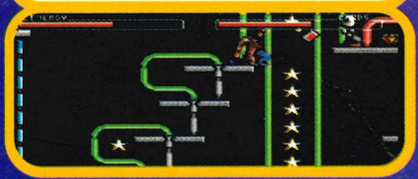
5 Wait here to kill the pawns that tumble from above



6 Now quickly get onto the highest platform to avoid hitting the flying kings, then run and jump along to the right. It's pot luck as to whether you get hit badly, but there's a fair amount of energy to be had soon so don't fret, just run away



7 Now shoot your way through the orange blocks and go up and get the heart. Now jump over to here and wait to kill the two baddies on the next platform



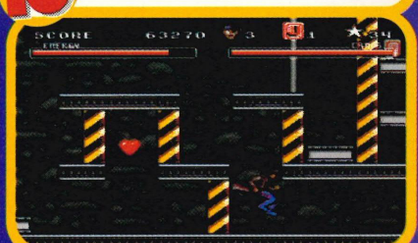
8 Stick to the top then drop down to get the 'B' which replenishes you with cards and energy. You'll have to jump and shoot to remove the right-hand block



9 You should now have enough energy to ignore getting the heart over to the right and wasting valuable time. So head this way



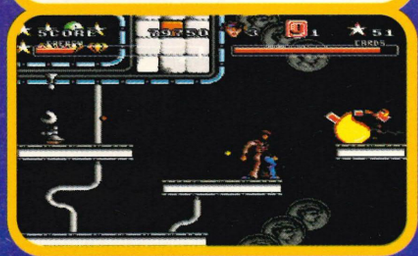
10 Now head this way



11 Be sure to avoid the fireballs that shoot up from the bottom. You'll have to time it pretty well to make the jumps safely



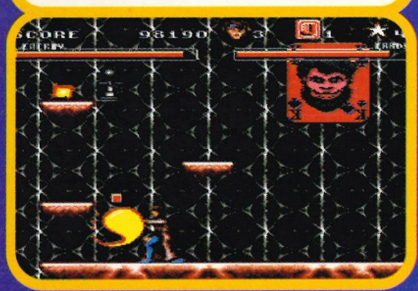
12 Kill the nasty fellow on the right first, then go back and collect the energy-giving heart so you have as much energy as possible with which to face the first card boss



13 You can only hit this 1D fiend when he's stopped flashing and started to move. It's easiest to hit him by firing upwards from this position



14 When he fires out pawns, shoot them before they can turn into queens. Collect the cards they drop when you shoot them. It's best to concentrate on clearing out the pawns or you'll be overcome by various queens and bullets

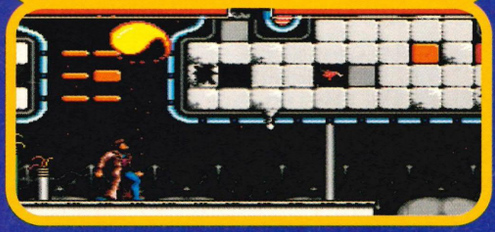


15 If you're low on energy and things get hectic, use a joker to clear all the pawns off the screen. Towards the end, keep your fire concentrated on the boss whenever you can hit him. Still concentrate on the pawns or you'll die in a frantic sea of them. You should just make it

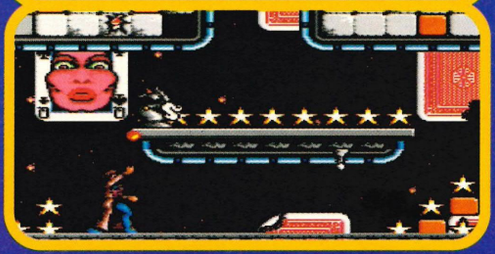


Gambit: Part Two

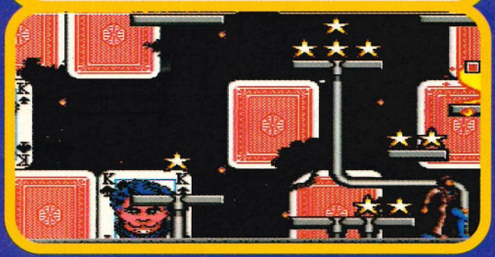
1 Shoot upwards to clear a path through here



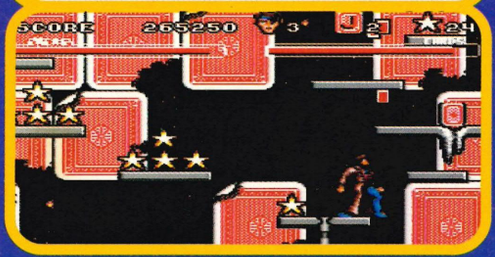
2 Stay over this side and fire up at the bishop, then the knight to get them before they get you



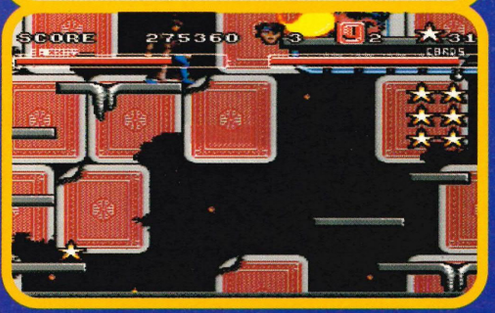
3 As soon as you can, run over to the right and take out this bishop



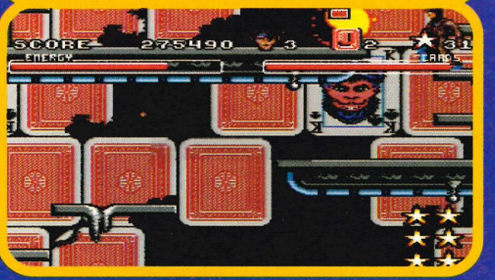
4 Kill the rook above and get the pack of cards to restore your ammo



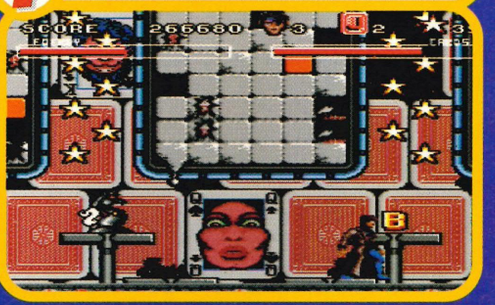
5 Now as quickly as you can jump up to the left, so you can fire at this rook before it can fire at you



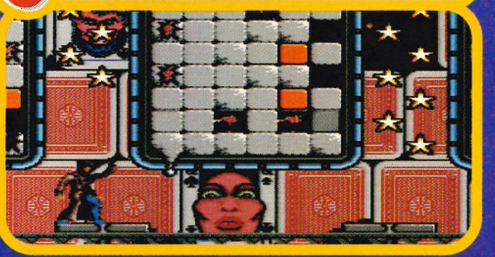
6 Keep right at the top of the screen so you can get the first hit in on the villains



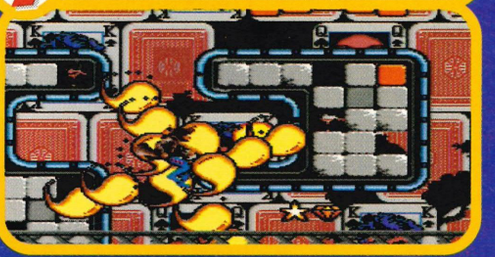
7 Get the 'B' after killing the knight



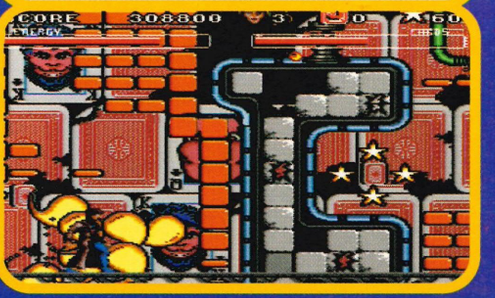
8 Take this left-hand route or else!



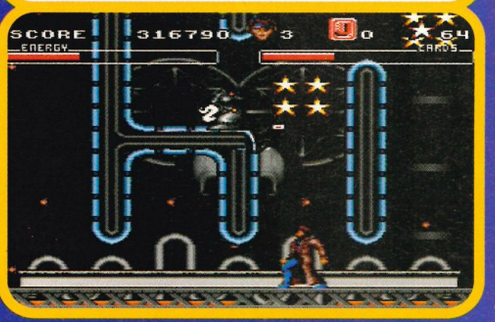
9 Use one of your jokers on these two foes



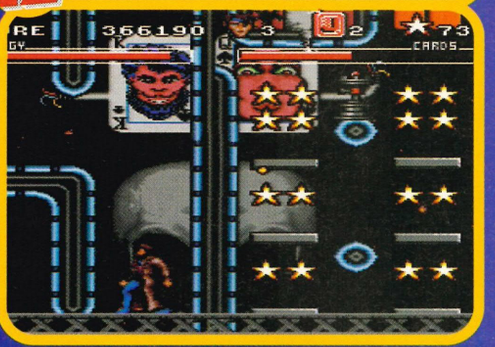
10 Blast your way clear whilst going up to the left, then use a joker to clear out the orange blocks and get to the pack of cards



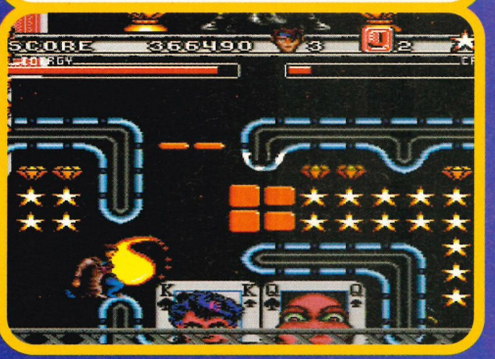
11 Be quick and clear a path through the orange blocks then travel up through the middle



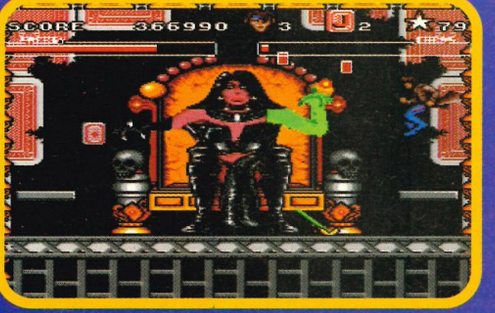
12 Stick to this left-hand route



13 Be ready to blast your way through here; you'll have to be very quick to avoid getting squashed



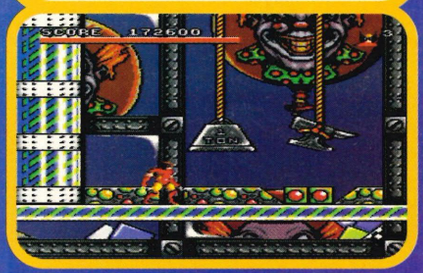
14 Stand here and jump and fire to take out the black queen's arms. You must jump over the fireballs she spurts out, and time it well when you cross over to the other side. Now she's quite armless (ha ha) so fire at her head and soon she'll be dead



SPIDERMAN AND THE X-MEN

Wolverine: Part Two

1 Wait here until you see Juggernaut appear on screen



2 Just before he reaches you, jump up and cut the rope with your claws so that the weight falls directly on top of him. You should get six direct hits on Juggernaut before you start to run towards the end of the level



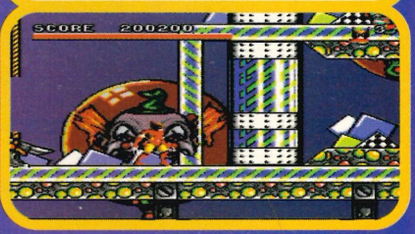
3 Don't fall into the deadly ball pits, and watch out for the small bomb boxes that explode when you touch them. Remember to cut down weights, even if they won't directly hit Juggernaut they slow him down



4 Be quick to scrape through the walls (using X) as Juggernaut will soon catch you. Jump up to kill any of the pesky clowns that are in range



5 Now wait here for Juggernaut, then start to claw him when he appears. You'll have to keep moving forward a little so he doesn't touch you, but if you've dropped at least six weights directly on his head you should be able to kill him before he forces you into the ball pit



6 You've got him. Just in the nick of time too



Cyclops: Part Two

1 Wait until the subterranean creature turns his back then kill the other villain. Now punch the subterranean monster to death



2 Go to the right for an energy trailer (shoot it to get energy), then come back and jump up the green platforms. When you get to the top, go to the left and shoot the multitudes of baddies to get to an extra life. Now return and head to the right



3 There's quite a few big jumps to be made but this one's fairly easy. You don't actually have to jump onto the platform where the villain is



4 Lean down and shoot this trailer for energy

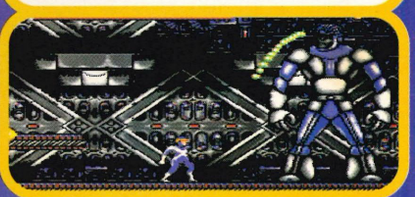


5 To kill this monstrosity, stand fairly close and keep firing. Duck to avoid the laser then move away slightly and jump to dodge the bullet

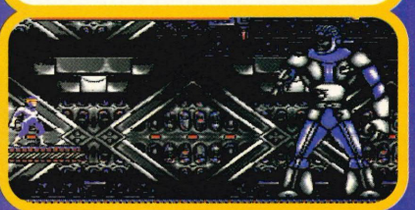


6 If you can't see where to jump next, try crouching down to get a lower view

1 This is Master Mold! Stand here and keep firing diagonally up at this high rise robot. Move to attract his bullets and lasers then move away. It's all a matter of timing

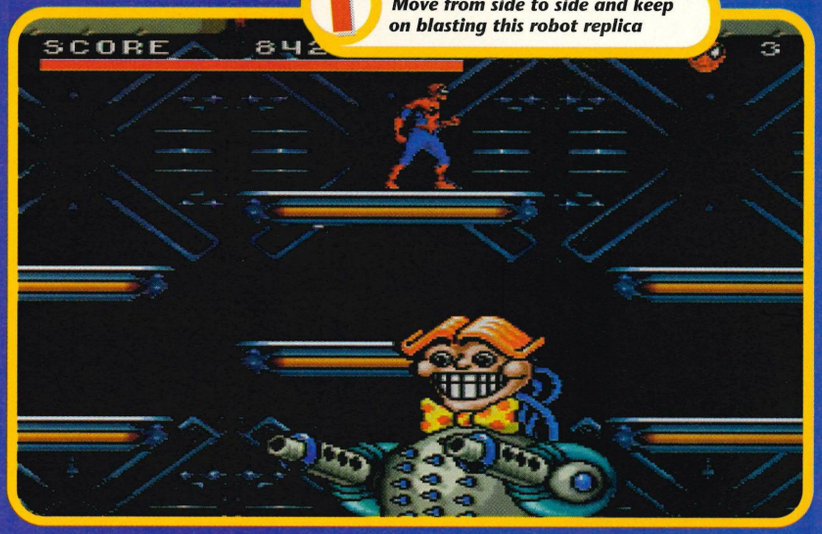


8 It's a good plan to go and stand on the left-hand platform, jump up to attract fire, then move down and blast the Mold. Unfortunately he takes a ridiculous amount of hits so you'll have to have a will of steel to bring him down



Arcade

There's a standard level for each Superhero before you face Arcade, but they're so easy there's really no advice to be given. Once you've got through them it's time to face the final villain...It's now or never!



1 *Move from side to side and keep on blasting this robot replica*

2 *Once you've blasted this robot it transforms into a smaller version. Just keep on moving from the left to the right. It's a good idea to stand near your X-Men pals for a short while as this attracts Arcade over, and they'll automatically give it a volley of shots*



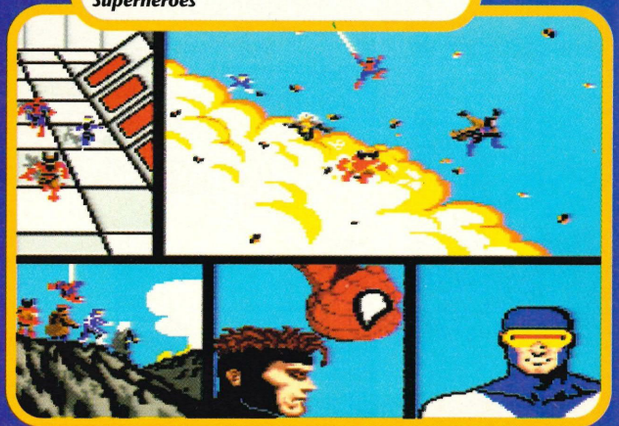


3 *This replica is now at its smallest and you should stay on the bottom and jump up to shoot its head. Remember to get help from your X-Men and take your time avoiding the villain. There's no hurry*

4 *Now it's the real thing. You'll have to shoot around seven mirror images before you hit the real Arcade. Just keep on moving to avoid the barrage of bullets. It's best to go to the top, then drop down to the bottom to take the heat off a little. If you keep on going you'll soon have Arcade beaten*

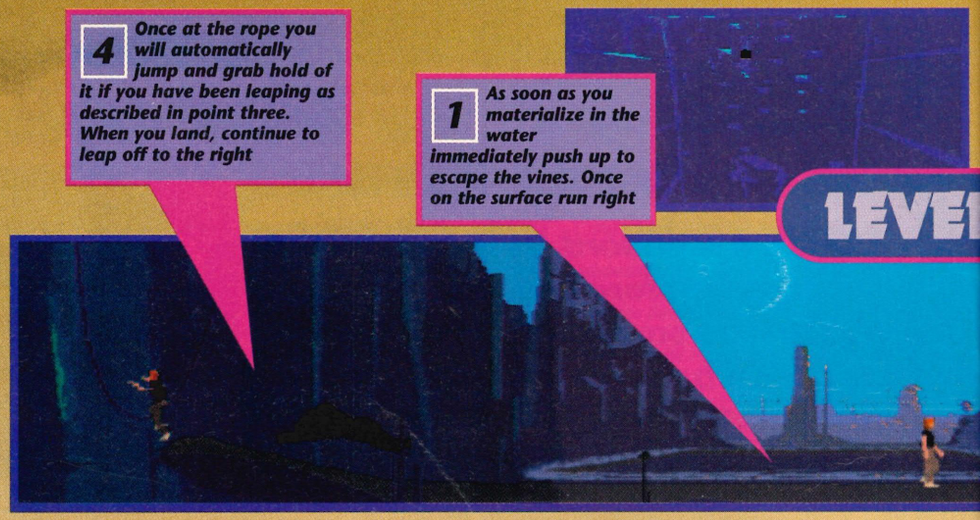


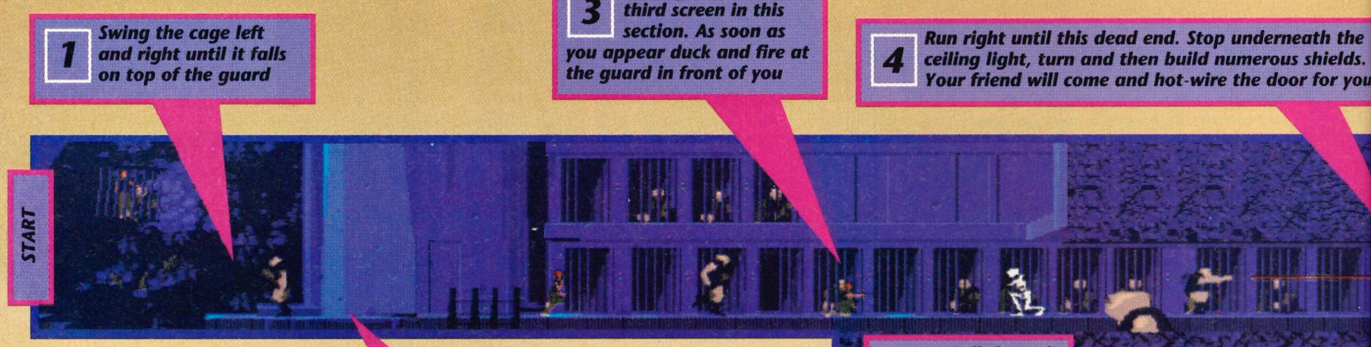
5 *It's all over. After a last nasty trick from Arcade all the Heroes are safe and a large percentage of villains have been wiped out. Good work Superheroes*



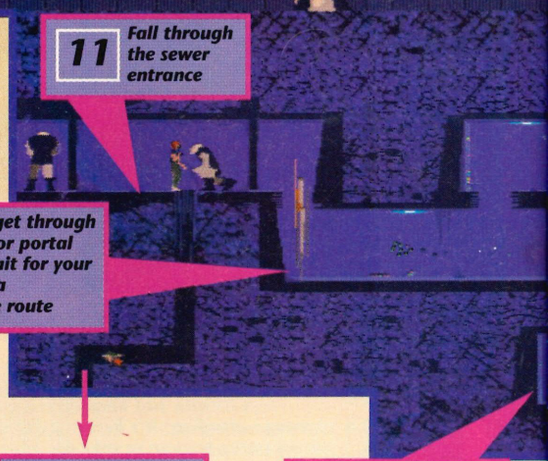
ANOTHER WORLD

In part one of our two month saga, we'll help you get a good halfway in the brilliantly taxing Another World. You now should have little problem progressing speedily through the game.



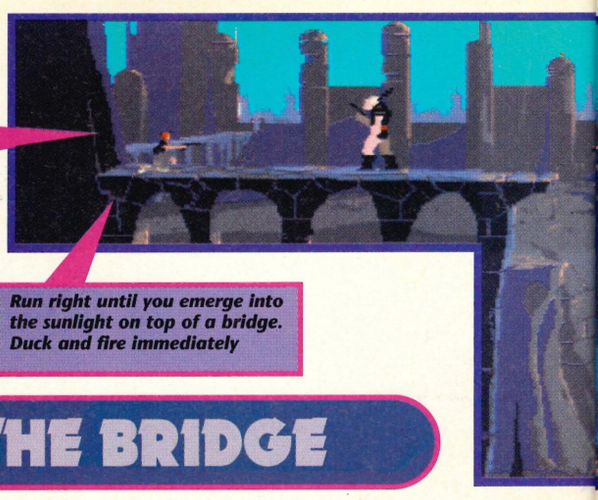






LEVEL TWO - THE MINES





LEVEL FOUR - THE BRIDGE

ONE - THE BEGINNING





3 Run as far right as possible until you bump into a huge black alien dog, then turn and leap off to the left (press run and jump buttons together)

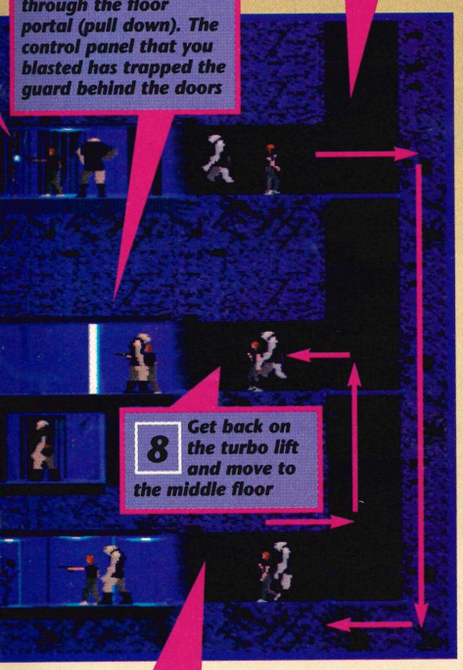
2 Small black slugs slither across the floor. Simply duck and kick them out of the way. Continue right



5 Suffer the consequences!

9 Blast the door open with a power shot and quickly continue left through the floor portal (pull down). The control panel that you blasted has trapped the guard behind the doors

5 Run right and get on the turbo lift



8 Get back on the turbo lift and move to the middle floor

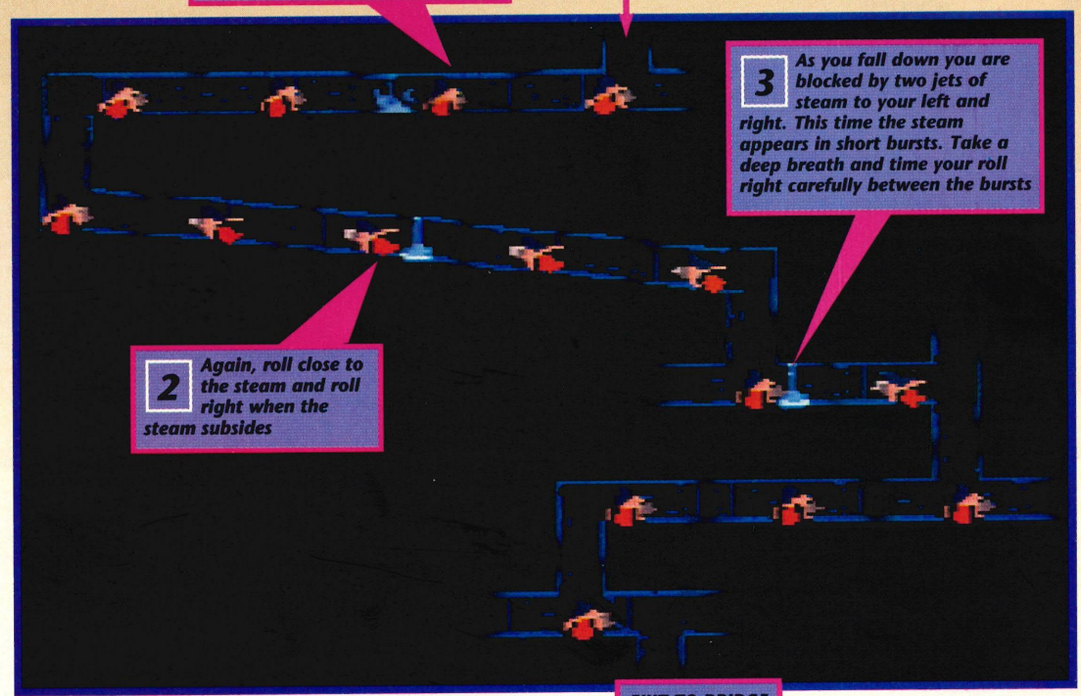
6 Go right to the bottom of the lift shaft and then walk off to the left. As soon as the screen changes, duck and fire immediately. If you were quick enough you will kill the guard before he kills you!

LEVEL THREE - THE SEWERS

1 Listen for the steaming jet. Roll as close as possible to the steam and then wait for the jet to subside. When it does immediately roll to the left

START

Follow the mapped route very carefully because one wrong turn could lead to a fatal fall



3 As you fall down you are blocked by two jets of steam to your left and right. This time the steam appears in short bursts. Take a deep breath and time your roll right carefully between the bursts

2 Again, roll close to the steam and roll right when the steam subsides



3 Run right on to the next screen and as soon as the screen changes leap off the edge of the bridge

EXIT TO CAVES

4 You should land on a small platform safely. Next power up your gun and blast a hole through the mountain wall

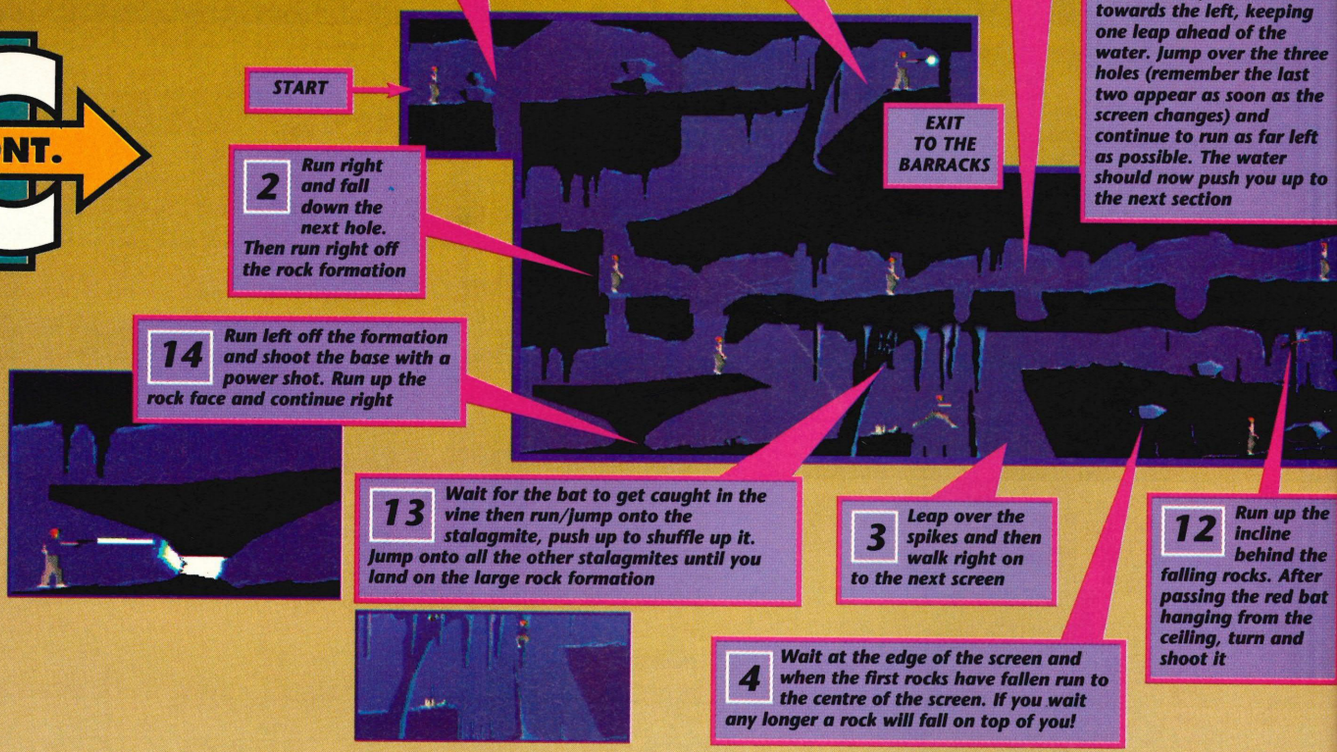
EXIT TO BRIDGE



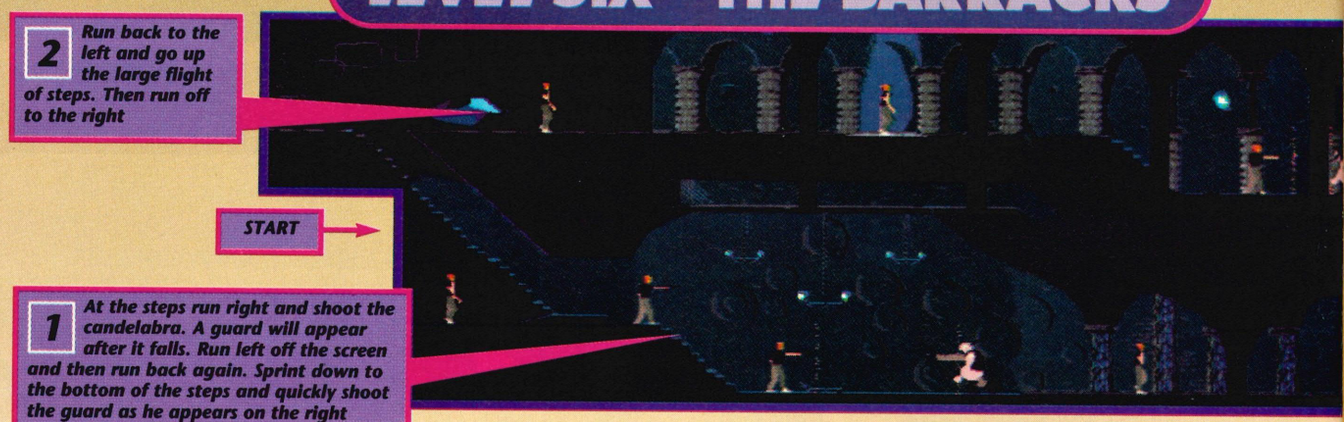
CONT.

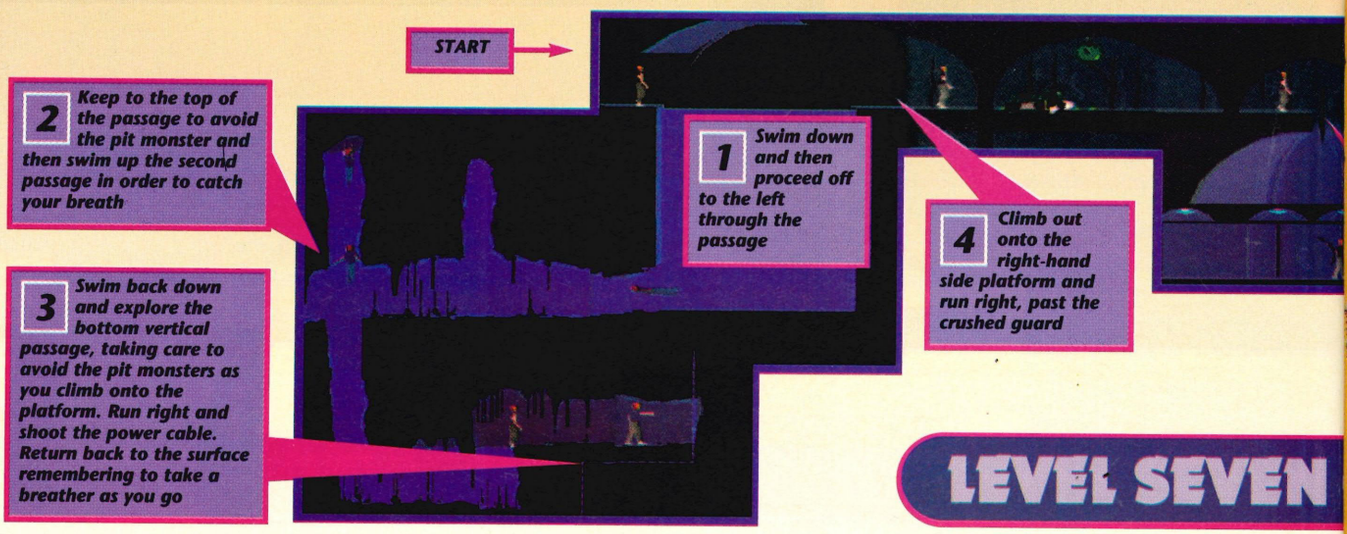
ANOTHER WORLD

CONT.



LEVEL SIX - THE BARRACKS





LEVEL SEVEN

LEVEL FIVE - THE CAVES

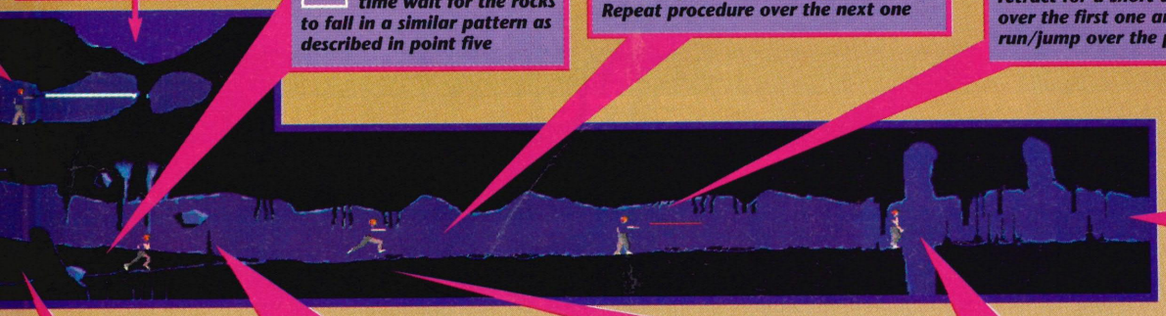


DROWNING ISN'T PLEASANT BUT THATS WHAT WILL HAPPEN IF YOU LOSE YOUR FOOTING

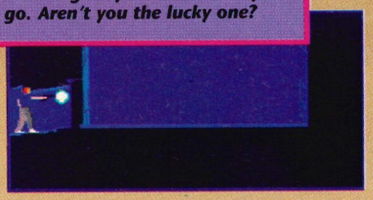
6 Again, stay at the side of the screen but this time wait for the rocks to fall in a similar pattern as described in point five

8 Stand at the edge of the screen and run/jump over the pit monster. Get within one pace of the next pit monster and jump over it. Repeat procedure over the next one

9 On the next screen move close to the three hanging vines and then shoot all three to make them retract for a short time. Jump over the first one and then run/jump over the pair



11 Blast this wall with a power shot and then run back the way you came, reversing all your actions as you go. Aren't you the lucky one?



7 When possible make a dash for the centre of the screen and then run past the next rock and the hanging vine onto the next screen

SNAP, SNAP, SNAP! YOU JUDGED THAT ONE A LITTLE WRONG



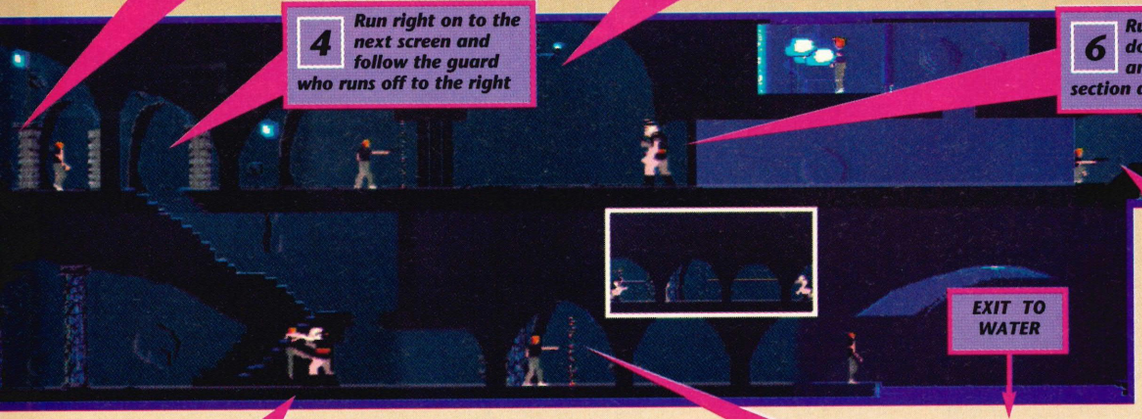
10 Run/jump over the hole and then jump over the pit monster lurking on the other side

5 Wait in the centre of the screen until the large rock hits the ground a second or two before the smaller rock hits, then run quickly to the next screen

3 Walk down the small flight of stairs, build a couple of shields and wait for the guard to appear on the right of the screen. Power-up, blast his shield and shoot him dead

5 Don't run through the doors; walk close to them and build a shield. Then walk one pace forward until the door automatically opens, not in front of the shield as this will expose your body to the guard. When the door opens the guard will throw a grenade; as he does, walk back causing the doors to close. The grenade will bounce back towards the guard

4 Run right on to the next screen and follow the guard who runs off to the right



6 Run right and blast the door with a power shot and then run into the next section and re-energize your gun.

7 Further to the right you will find three glass orbs suspended from the ceiling. Observe the reflection in the one closest to you and when the image pauses for a few seconds duck and shoot the orb. It should fall and crush the guard below

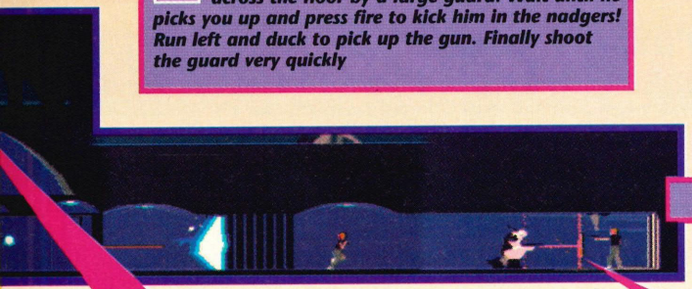
EXIT TO WATER

8 Run left, walk down the flight of stairs and at the bottom run right. You will get punched across the floor by a large guard. Wait until he picks you up and press fire to kick him in the nadgers! Run left and duck to pick up the gun. Finally shoot the guard very quickly

9 This next bit is very tricky so pay attention!

Walk to the point indicated by the arrow and build about five shields in front of you. Turn and build another five behind. Turn to face the right and take one pace forward where you should quickly build another shield. Two guards will now approach you – one from behind and one from in front.

Turn to face the one behind and take one pace forward. Power up and blast away his shield, then quickly shoot him. Now face the one in who is front and repeat the procedure. As long as you don't panic you'll be fine



EXIT

5 Run right and fall down the hole. As soon as you land power up and blast the door. Then run right through all the automatic doors and none of the lasers blasts will hit you

6 At the dead end stand slightly away from the grating, turn to the left and build a few shields. As long as you remembered to shoot the candelabra back in the barracks your mate will come to your rescue

- THE WATER

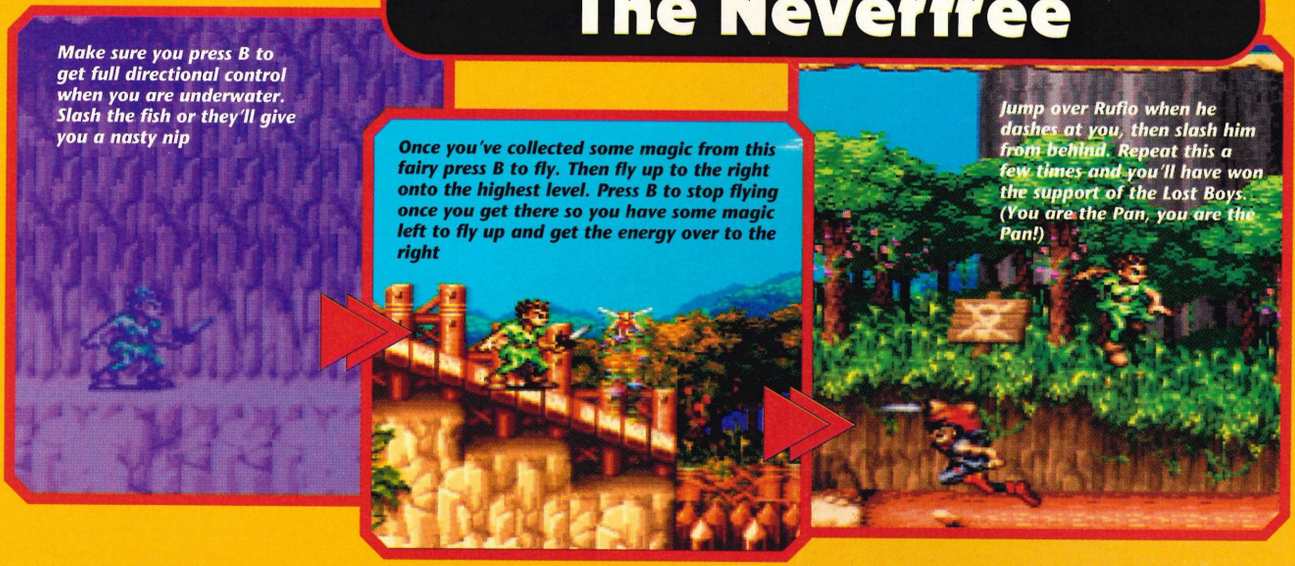
CODES

Level Two – HTDC
Level Three – CLLD
Level Four – LBKG
Level Five – XDDJ
Level Five a – FXLC
Level Five b – KRFK
Level Six – KLFB
level Six a – BFLX

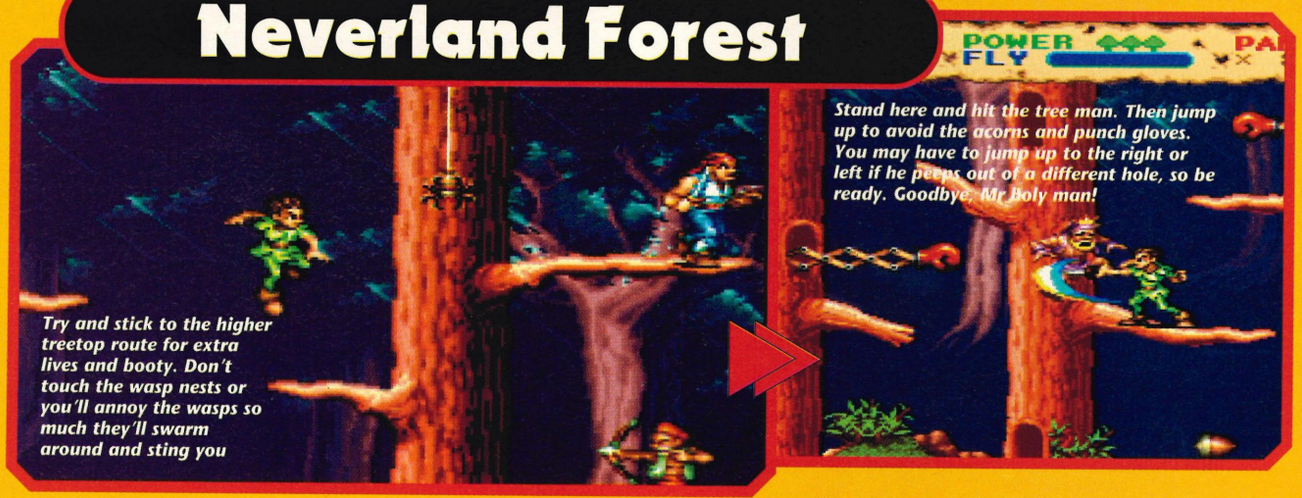
HOOK

Flying through the air on happy thoughts, and fighting the top pirate with an obsessive fear of ticking crocodiles! What was JM Barrie thinking when he wrote this? For the answers to this and many more important questions read this guide on how to rid Neverland of evil once and for all!

The Nevertree



Neverland Forest



Rocky Mountains



Waterfall and Lagoon



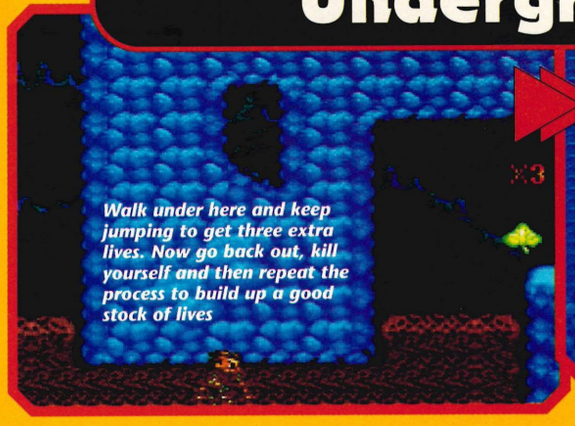


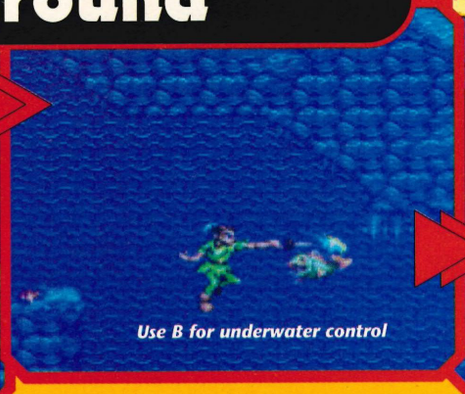






Underground

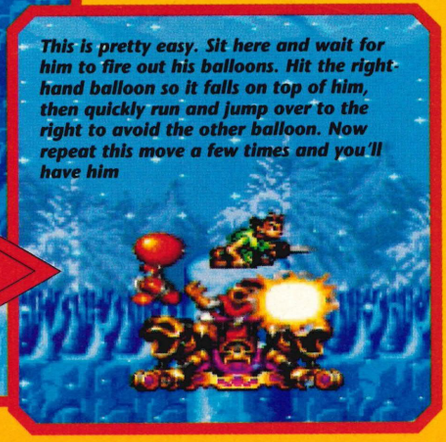




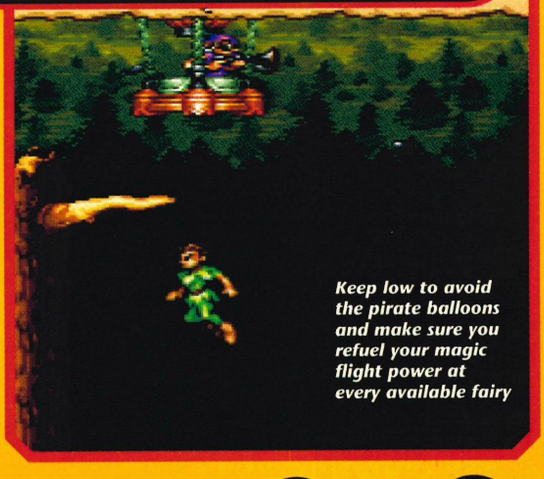


Ice and Snow Region



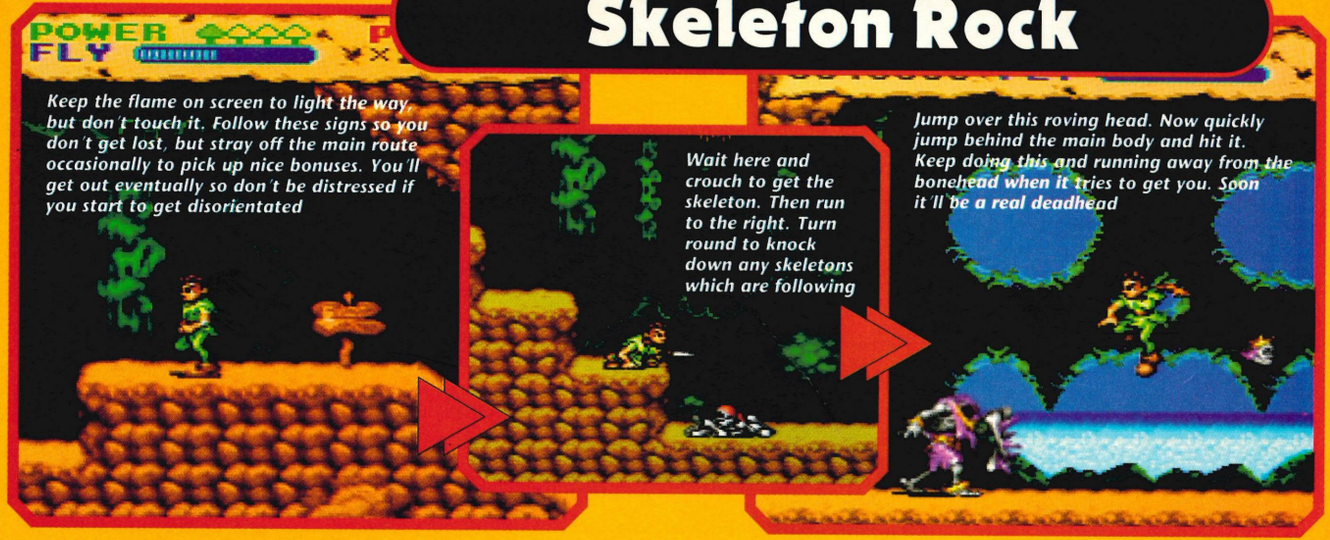


Over the Forest



HOOK

Skeleton Rock



Pirate Town



Pirate Ship



Hook



Tinkerbell wants more adventure, but you want to settle down with your two kids, a Ford Sierra and a white picket fence. Personally, I'd see what Tink has to offer!

DR ZIEGLER'S STRANGE WORLD

Want to find out about things you 'shouldn't' know? For many chilling tales and facts read on, but remember that curiosity killed the cat ...and a car killed my dog!

Jaki Crush Pinball

Look everyone! If you take a few letters out of Control then add some more and mix them about, it soon spells the words 'Satan is my master'. Strange! Even stranger is this password for 81 balls on Jaki Crush: K88E5C86.

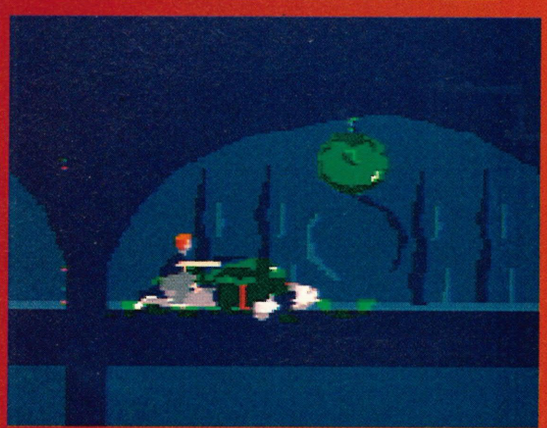


Populous

It's a well-known fact that Prince Charles is interested in the mystery of the Ouija board, but did you also know that the Queen Mother regularly bought sets of black and white hens in the late 1950s then rented a flat in order to dabble in stage seven satanic rituals. It is rumoured that she is now a magistral Templar and has the power to zombify those around her. Bizarre!

Here's a fine tip for getting full power on Populous: At any time press A then B. Now hold Left and press Right and press A, B, X in that order, then hit Select. If the swamp icon hasn't turned red you'll have full power.

Another World



If you play the Blue Peter theme tune backwards at the right speed it sounds vaguely like the new Depeche Mode single.

John Noakes can also be heard shouting 'chutney ferrets' at the top of his voice for each chime of Big Ben on News at 10 – if you have the volume at the right setting! Here's a heaving throng of codes for Another World:

HTDC – Trapped in cage
CLLO – Pipe maze
XDOJ – In the cave with the water
KLFB – After the cave
DDRX – Massive hole filled with water
HRTB – Swam through the water and shot power line
BRTO – Running through doors while under fire
TFBB – Friend helps you with the men
TXHF – Inside building with friend hanging from the cloth
CKUL – Inside the tank in the arena
LFCK – Eject from tank, final level.

Action Replay Codes

Fact is stranger than fiction. Did you know that a small town called Lower Scrotum just outside Milton Keynes has the highest murder rate in the world? Here's a cultivated crop of codes for a wide variety of games;

Axelay

7E00 5E03 – Infinite lives. Change the last digit to change the amount of lives when enabled
7E1E 620X – To start from any level change X. To start at level four enter number three, level five enter number four and so on.

Bart's Nightmare

7E01 3D02 – Unlimited bubblegum.

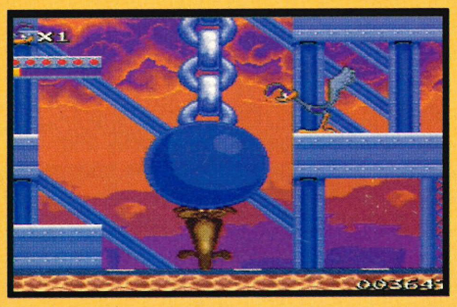
Castlevania IV

7E00 7C03 – Infinite lives
7E13 F214 – Unlimited extra weapons
7E13 F050 – Unlimited time.

Final Fight

7E0D 6E05 – Infinite lives
7E0D 1450 – Invincible character.

Road Runner Death Valley



7E1F 1E06 – Unlimited energy
7E1F 2001 – Unlimited lives
7E1F 1D20 – Unlimited turbo speed
7EF1 1B7F – Invulnerable. Even when you switch the Action Replay off again
7E1F 1A00 – Can always take damage (Harder)
7E1F 1A02 – Invulnerable only while switch is up
7E1F 8459 – Unlimited time. Switch Action Replay off at the end of a level to continue.

Robocop

7E04 7738 – Unlimited energy.

Tiny Toons



7E00 9E03 – Unlimited energy
7E00 B6A0 – Dash always available
7E00 8E04 – Unlimited lives.

UN Squadron



7E00 D901 – Loads of money
7E10 0808 – Unlimited fuel
7E00 DD02 – Unlimited mega crush weapons
7E00 DD31 – Unlimited conventional bombs.

Wrestlemania

7E06 EC30 – Unlimited energy.

Gods

7E01 DB0X – Change X for number of lives
7E01 56FF – Over 65,000 money points
7E01 57FF – Silly money
7E01 5318 – Unlimited energy.

Turtles in Time

7E1A A00X – Gives player one X amount of lives. Leave switch on 'Up' for unlimited lives
7E1A E00X – Same as before but for player two
7E00 820X – Start from any level. Use 0 in place of X for level one, one for level two etc.

Goodbye followers of the strange and exotic. We may meet again in a different time and place. Beware of people with dangerous weapons who dislike you, you could get hurt!





Magic Sword

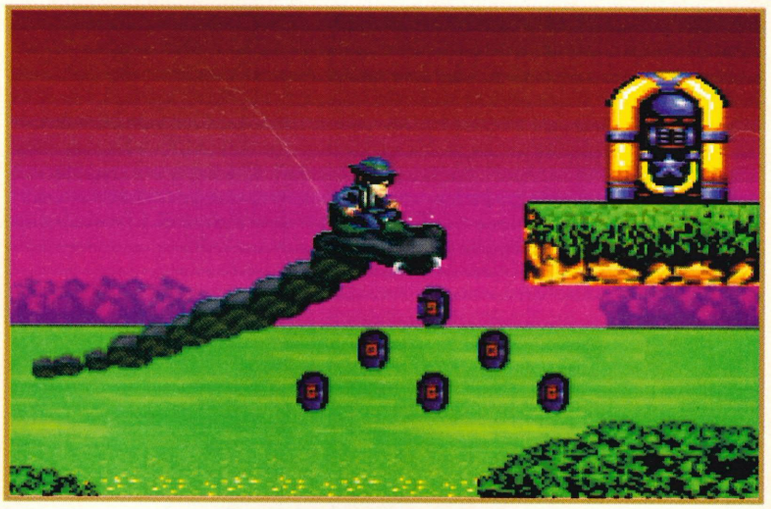
Strange comparison number one. Ever noticed the similarity between Fred and Richard Fairbrass from top pop group Right Said Fred? They even have the same haircut. Weird!

Calm yourself with this tip for an extra options screen:
Go to the options screen and highlight 'Exit' with controller one. Now hold down L, R and Start on controller two, then press Start on controller one. This allows you to select your vitality and game level.

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!



In order to jump higher in the two-player mode you can always stand on the other player's shoulders, allowing you to reach tricky bonuses or platforms



The friendly dragon pops up from time to time offering a helping hand. In this case he's allowing Elwood to collect loads of discs to reach the exit which is the jukebox

Titus

BLUES BROTHERS

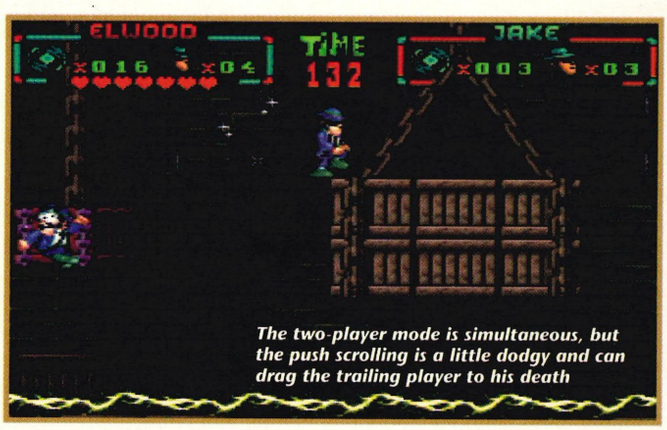
Cult merriment with brothers of blue, Jake and Elwood. Rock around the clock until you drop in this exciting rock 'n' roll platform romp.

The Blues Brothers combines the multitude of precarious platforms and swinging morning stars found in Mario, with the squat sprites and fast action found in the Addams Family.

With 33 levels, many of which are phenomenally huge, the game holds plenty of excitement, not to mention gaming longevity. The real beauty of this game is its simplistic design – it does not resemble the ST and Amiga versions that also surfaced on the Titus label.

For those of you familiar with the Blues Brothers you will no doubt be pleased to learn that brothers Jake and Elwood appear resplendent as strutting sprites swinging their 'thang'. Another welcome addition is that the game is riddled with humorous elements seen in the film. The music, in unadulterated splendour, is also ripped blatantly from the film, with the familiar sounds of Peter Gunn echoing moodily in the background.

The idea behind this one or simultaneous two-player adventure is to get the brothers to their impending concert on time. The town's sheriff, unimpressed by a former visit made by the brothers, has blocked all the conventional routes to the concert hall leaving Jake and Elwood to venture through scrapyards and shopping malls.



The two-player mode is simultaneous, but the push scrolling is a little dodgy and can drag the trailing player to his death

As you bound along accompanied by colourful parallax backgrounds you will find bits and pieces that can help you. Spinning discs are littered all over the place and, when collected can be used as weapons against the vast numbers of enemy opponents. Also, power pills can be found which power up Jake and Elwood into muscle-bound bruisers with the ability to jump to phenomenal heights. You'll find that the gameplay is tricky and requires skill, although it is far from frustrating.

The best thing about the game must surely be the graphics. The scrolling is fluid and fast while the parallax drifts by without a glitch. The sprites are small, yet detailed and the animation is smooth and humorous.

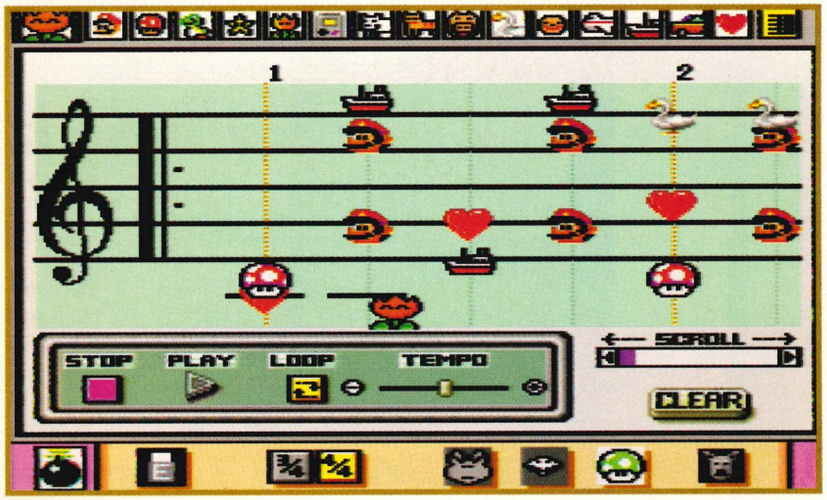
Coupled with the stereo or mono soundtrack that would sound exquisite through a hi-fi system, Blues Brothers is a worthwhile addition to your collection.

FINAL ANALYSIS 89%

MARIO PAINT

Nintendo

Mario Paint is a wonderful package for children and adults alike. There's lots of humour as you paint by numbers, become the next Mozart, out-paint Picasso and challenge the animation skills of Disney!



Music theory is made really easy. Each Mario icon makes a different sound and can be placed anywhere on the stave

Primarily an educational product, Mario Paint combines the talents of the Mario posse, the SNES' unique capabilities and the new mouse. Despite the original design and enormous fun factor, Mario Paint is simply a bonus package creating an incentive, as well as a justifiable excuse to buy the mouse!

You could swear that Mario paint was designed by Fisher Price with its colourful menu and options screens, huge bubble writing and foolproof applications. With lots of buttons, switches and icons to press continually even the most grown-up of grown-ups would find it hard not to enjoy themselves!

The features include a stunning colouring book option where you can colour in vast areas of screen space simply with the touch a button – there's even a lovely illustration of Yoshi and the host himself! If you're too intellectual for this kind of nonsense though, head for the design studio to draw your own masterpiece, with a wide variety of colours, patterned fills and icons at your disposal.

Next stop is the music studio which incorporates three smashing default ditties each recognisable from some Mario game or other, and a plethora of weird and wonderful sound effects. It is not necessary to have an MA in music or even Grade Eight theory for the bassoon to get results, all you need is a little imagination and a passion for placing Mario icons all over the on-screen stave – these are the five black horizontal lines to the uneducated!

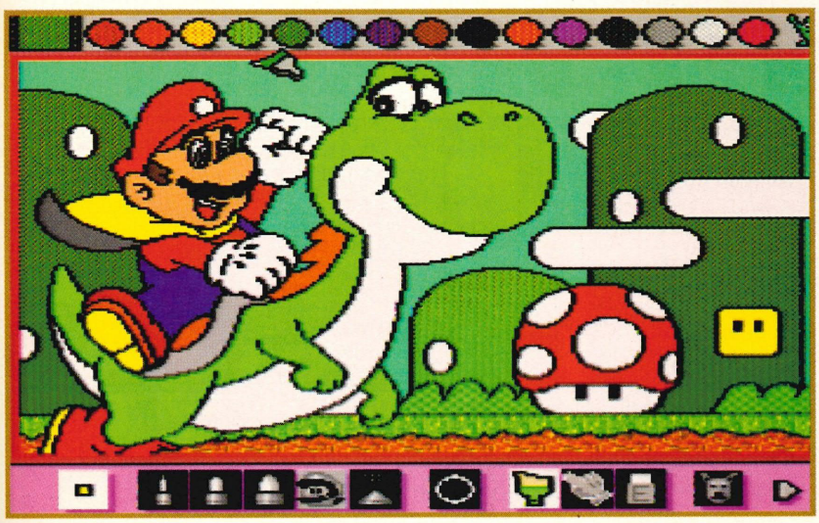
Once you've got the hang of the package's capabilities it's then on to experiment in the animation studio where, using a simple array of windows you can produce illustrations, copy them, alter certain aspects and then animate the images in one smooth motion. The illustrations can be as simple or as complicated as you wish, with a maximum of eight individual design windows to work with.

Lastly, if you are completely bored with everything else you can take a coffee break and practise swatting flies. This simple, yet highly enjoyable sub-game offers little challenge for the old grey matter, but it does offer a pleasant break from the art lessons.

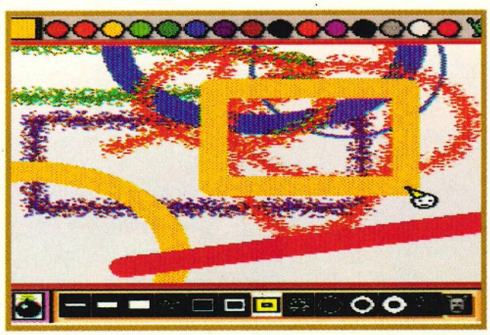
Weighing in at just over £50 the Mario Paint package is out of reach of many youngsters and despite its association with Mario will not be everyone's cup of cocoa. Being aimed at such a low age range – namely five to 12 year olds – limits its appeal, but it will be an excellent educational tool nonetheless. However, I have to say that Mario Paint is little more than a five minute wonder for the rest of us.



(Above) All sorts of pictures can be drawn using the basic design screen and, as you can see, Mario and his friends are willing to help too!



(Right) A reasonable range of colours are available, as well as patterns and different effects. You can draw circles, boxes, straight lines and curves all with extreme ease



(Left) The colouring book option is very basic requiring you to simply fill in vast areas of space with the paint brush, but it does look pretty, doesn't it?

FINAL ANALYSIS 55%



The cantina boss is not too happy about his pint being spilled by Chewie, but a few blasts from your bowcaster should calm him down. Alternatively buy him another drink and a packet of salt and vinegar Discos



Armed with a light-sabre, Luke encounters charging Banthas and club-wielding Tusken raiders. The Banthas are tough and require a lot of swipes with your sabre before they explode (!?!), but the Sand people are far weaker

SUPER STAR WARS

Lucas Film/JVC

The long-awaited SNES version of Star Wars is due to hit the UK shores in April, and it is one of the hottest releases over the past year. It boasts a massive 15 levels, all the famous characters and the full film soundtrack, so prepare to use the Force to battle against the Dark Side.

Initially controlling Luke Skywalker, your quest starts on Tatooine where you have to defeat the Sarlacc pit monster and then climb into your landspeeder for the Jawas attack. Once you've exploded their Sandcrawler, you can make your way with C-3PO and R2-D2 towards the spaceport. Here you'll meet up with Han and Chewbacca, fly to the Death Star and the rest, as they say, is history!

The majority of Super Star Wars is a platform shoot'em-up, although the more spectacular scenes are the landspeeder chase and the final attack on the Death Star – this includes the amazing trench sequence.

When you finally meet up with Chewie and Han, you can choose to tackle a stage with Luke, Han or the Wookie. Luke can use both a blaster and light-sabre, Han carries a laser pistol and Chewie is armed with a bowcaster.

Bonuses increase the power of your weapon from laser gun to plasma beam. You can also get extra lives and energy, additional time and thermal detonator smart bombs.

Throughout the game you'll be confronted by huge adversaries – Jawenko protects the depths of the Jawa Sandcrawler, while Darth Vader attacks in his Tie Fighter when you're attempting to destroy the Death Star.





(Above) Tie Fighters attack over the Death Star, protecting the trench and the exhaust port. Shoot 30 Tie Fighters and 20 control towers to enter the trench

(Left) With only 2,000 metres to go before you reach the exhaust port, Darth Vader screams into view and opens fire. Aim carefully and let rip before launching your proton torpedoes down the trench

Super Star Wars was well worth the wait. It took a long time to arrive officially, but now it's here I strongly advise you to rush out and grab a copy now.

Why? First, it has detailed and colourful backdrops and the brilliant trench and Speeder scenes. It also has one of the best soundtracks I've heard on the Super NES, featuring the main theme plus other tunes.

The 15 lengthy levels present more of a challenge, with three difficulty settings allowing you to adjust the game to suit your skills. This is a superb romp for both fans and platform addicts alike.

FINAL ANALYSIS 88%

WING COMMANDER

Mindscape

Highly successful on the PC and 16-bit home computers, Wing Commander takes 3D space combat simulators to spectacular new heights.

Wing Commander is apparently a space combat simulator. That, roughly translated, is a flash shoot'em-up! Taking on the might of the Kilrathi Empire in your Hornet attack craft, there are 36 scenarios to attempt, varying from escort missions to search and destroy objectives.

Beginning as a rookie pilot, you are advised to try your hand at the TrainSim to gain vital combat experience before you climb into the cockpit of your Hornet. Alternatively you can chat with your colleagues, view the medal roster or leap in at the deep-end and attempt the first mission.

Launching from the mothership, Tiger's Claw, you are usually accompanied by a wingman who helps when battling the Kilrathi. Equipped with unguided missiles, a bow-mounted laser and thrusters, the Hornet is agile but lightly armoured.

The best tactic to adopt is to get in close and use your lasers because it is difficult to score a direct hit on the enemy using missiles. Later on in the game your ship will be upgraded to one of three other ships, more heavily armoured and packing bigger weapons.

Using the radar and the heads up display (HUD) you can locate the position of the first waypoint, the bearing and distance appearing in the bottom-right of the monitor screen. The thrusters make space-travel faster, but must be switched off if you enter an asteroid field.

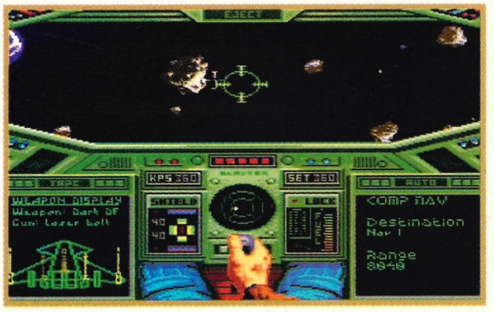
When you finally locate the Kilrathi, they'll appear on your scanner as small red blips. The blue dots represent friendly craft, while the white dot details the location of the next waypoint. With all the waypoints reached, all that remains is to dock with the mothership – no simple task. You then have to request permission to land, fly in close and the rest is automatic.

Wing Commander is big, offering a massive 36 missions that will give hours of space-age blasting. Graphically the game is very good, the briefing animations being particularly notable. The graphics tend to jerk, but this hardly detracts from the game. Sound is OK, with atmospheric themes accompanying the between-game sequences and spot-sound effects blasting through the speakers when you're flying through space.

Initially I found the game quite difficult to control, but perseverance proved this to be a highly playable 3D space shoot'em-up.

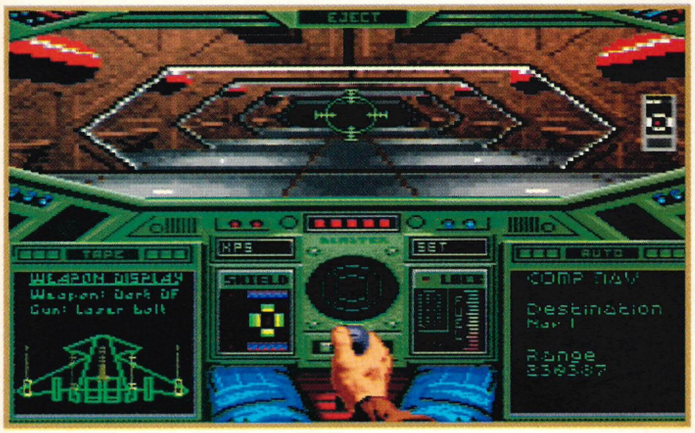


Join your colleagues in the bar, you can chat about the forthcoming mission, learn combat skills from the barman. Alternatively you can practise on the TrainSim

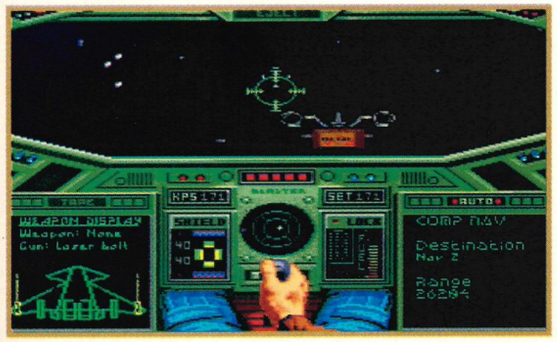


Use your radar to locate the Kilrathi spacecraft, then lock onto them by aiming your cursor over their ship. Now blast away with your lasers and missiles

(Below) Details on armaments appear on the left monitor, objective locations on the right



(Below) Depending on the success of your previous mission, you'll either be given a medal or be fired from your squadron





FINAL ANALYSIS 80%

Yet another exciting adventure from street fighting Mickey Mouser, Capcom. This time the action is provided by a scantily clad, muscle-bound, long-haired blonde chappy wielding a huge sword – just the kind of man Allie would go for!



MAGIC SWORD

Capcom

We seem to have faint recollections of Magic Sword being a one-time arcade game gracing the amusement arcades about three or four years ago. Now as a standard platform conversion for the SNES it has been on import labels since the latter half of last year.

Looking like a poor man's Castlevania, Magic Sword is a standard hack 'n' slash sort of romp that spans 50 levels – some of which are ludicrously short – taking our intrepid adventurer through an evil infested fortress. Climbing forever upwards our hero, strangely named Mohan, must seek out the Black Orb and destroy it, thus saving the day.

Wielding an abnormally huge sword – at least half the size of our hero sprite – Mohan fights a lone one-player battle. Destroying treasure boxes, all manner of dark manifestations, wild guardians and collecting the odd bonus every now and again, Mohan has plenty to keep him occupied.

The gameplay takes a turn for the better when Mohan stumbles across imprisoned freedom fighters held captive in the fortress' numerous dungeons. The dungeons are represented as wrought iron gates built into the brickwork with a small pair of hands gripping the bars.



Mohan's partners come in all shapes and sizes and prove useful in the old weapons department (Inset) Using keys collected from the treasure, Mohan can release prisoners from the fortress' dungeons

All manner of creatures challenge Mohan and his various trusty partners, including the undead. There's none of this stake-through-the-heart business a simple sword swing gets rid of them easily



Keys can be collected from the treasure chests and you can use certain of them to open the dungeon gates, whereby one of 10 freedom fighters will join you. Each character has different abilities and strengths and will follow you like a lost sheep, firing whenever you do and jumping eagerly into every peril.

The graphics are very reminiscent of Castlevania although the spooky atmosphere captured in that game is sadly missing. The sprites are annoyingly small, but the backgrounds are quite detailed and scroll by with reasonable fluidity.

The gameplay is fairly drab, with the 50 levels posing little in the way of a challenge despite the three difficulty modes. The guardians do however create a problem but when you can start your game at level 35 everything seems like a total waste of time.

FINAL ANALYSIS 58%

MEGABYTES

081-335-4224

NEW SHOP 22, Central Road, Worcester Park, Surrey. NOW OPEN

SUPER NINTENDO GAMES – SUPER PRICES

Chessmaster (US) £40	Prince of Persia (US) £42
Superwrestlemania(US) £44	Parodius (Jap) £45
F-Zero (UK) £38	RPM Racing (Jap) £33
Super Soccer (UK) £38	Area 88 (Jap) £33
Pitfighter (US) £40	Castlevania (Jap) £33
Street Fighter II (US) £53	Turtles IV (US) £43
Super Battletank (US) £42	Super Mario Kart £45
Super R Type (UK) £38	Phalanx £46
Joe & Mac (US) £42	Desert Strike £46
Final Fantasy II (US) £49	PGA Golf £46
Mystical Ninja (US) £42	James Pond Junior £46
Zelda III (US) £42	
Super Off Road (US) £42	
Raiden (US) £45	
Baseball Sim 1000 (US) £42	
Thunder Spirits (US) £42	
Pebble Beach Golf (US) £42	
Home Alone (US) £42	
Krustys Funhouse (US) £42	
Superbases Loaded(US) £42	
Sim City (US) £42	
Contra III (US) £42	
Arcana (US) £39	
Addams Family(US) £39	
Castlevania IV (US) £39	
Lemmings (US) £39	
John Madden (US) £40	
Populous (US) £34	
Pilot Wings (US) £42	
RPM Racing (US) £42	
Actraisers (US) £44	
Final Fight (US) £42	
Worldleague Soccer(US) £41	
SuperGhouls&Ghosts(US) £41	
UN Squadron (US) £42	

ACCESSORIES

JOYSTICKS (CAPCOM)
JOYPADS
Call for details

US SNES (SCART) - £124

ALL STOCK ITEMS ORDERED WITH CREDIT CARDS BEFORE 4PM DISPATCHED SAME DAY BY FIRST CLASS RECORDED POST

POST AND PACKAGING FREE ON GAMES

£5.00 P&P ON CONSOLES £10 OVERNIGHT DELIVERY

PART EXCHANGES WELCOME
ALSO SECOND HAND TITLES IN STOCK

SHOP PRICES MAY VARY - HUGE RANGE OF TITLES AT BEST PRICES

JIVE Consoles Tel 0509 211335 JIVE Consoles

Specialist supplier of US SUPER NINTENDO Products for the UK Market

NEW RELEASES MARCH/APRIL

Bebes Kids
Blues Brothers
Carmen Sandego
Cybernator
Equinox
King Arthurs World
Lost Vikings
Mech Warrior
Might Magic II
NBA Basketball
Ninja Boy
Outlander
Power Punch
Revenge of the Joker
Spellcraft
Terminator 2
Tom & Jerry
Universal Soldier
Waynes World

TOP 20 BEST SELLERS

Batman Returns
Super Star Wars
Star Fox
Mickey Mouse
Pugsleys Scavenger Hunt
Cool World
Desert Strike
Super Mario Kart
Tiny Toons
Wing Commander
Gods
Power Moves
Skins Golf
Aerobiz
Out of this World
Prince of Persia
Turtles in Time
California Games
Alien v Predator
Assault Suit Vulcan
Goal
Musya

UK ADAPTOR £9.95

Do you own a UK SUPER NINTENDO Would you like to play STAR FOX

With our new adaptor you can play SFX games (Star Fox) and rotation games (Mario Kart), onany machine

£19.95 **£5** off with a game

Also plays UK Cartes on JP/US machines

REPAIRS

Has your machine broken down and out of its warranty, then ring now for a free quote!

Gradius 3
The Duel
Power Moves
Musya
Wailae Golf
Darius Twin
Thunder Spirits
Phalanx
Turtles in Time

SPECIAL OFFER

All these titles are on special offer for this

£34.95

PART EXCHANGE SERVICE

Fed up with your old Games, then why not part exchange them for something else, or a new release and pay a fraction of the cost

CALL NOW!

Payment By P.O. Cheque (Subject to clearance) Access and Visa. Payment made out to JIVE CONSOLES
We reserve the right to alter prices without notice.
Prices correct at time of print. Prices include VAT unless stated otherwise
Delivery Consoles £10 Game Carts £1.50

JIVE CONSOLES
38 Pinfold Gate
Loughborough,
Leics, LE11 1BE
Tel/Fax 0509 211335

KRAZY KONSOLES EST' SINCE 1990 MAIL ORDER!!

UNIVERSAL ADAPTOR

The Universal Adaptor will allow you to play imported cartridges on UK SNES

*Plays Mario Kart, Pilotwings, And other Scart Games!

*Play Jap/American games on your UK SNES.....

The Universal adaptor is a Top Quality product, cased, with full instructions.

Only: **£12.00**

SUPER FAMICOM

2 JOYPADS, ALL LEADS
UK POWER SUPPLY UNIT
SCART £149
Plus Mario and Axelay £209

SUPER NES (US) + MARIO

2 JOYPADS ALL LEADS
TAKES JAP & USA CARTRIDGES
SCART £155
Without Mario/1pad £119

N.B. SCART MACHINES ARE 17% FASTER THAN PAL

CAPCOM STREETFIGHTER II STICK £69
SCART LEADS - ALL TYPES - ONLY: £12
APOLLO PRO JOYSTICK..£55 US PRO PAD £15

KRAZY KONSOLES
PO BOX 200
HALIFAX
WEST YORKSHIRE
HX1 3LY
TEL: 0422 342 901
OFFICE HOURS: MON TO SAT 9-5.30PM CLOSED THURSDAY AM (STOCK TAKING!)

TEL: 0422 367730
EVENINGS 5.30-10PM & ALL DAY SUNDAY

SUPER FAMICOM JAP' SOFTWARE !!!

ALIEN VS PREDATOR (FIGHTING)	£45
ASSULT SUIT VALKEN/CYBERNATOR	£52
AXELAY	£39
BATMAN RETURNS	£57
CAVEMAN NINJA 2/JOE & MAC 2	£45
COMBAT TRIBES (12 MEG)	£47
CONTRA SPIRIT	£39
DEAD DANCE (16 MEG)	CALL
F1-EXHAUST HEAT	£39
F1- EXHAUST HEAT 2(DSP CHIP)	£64
FATAL FURY (12MEG) BATTLE OF DESTINY	£55
GOLDEN FIGHTER - (12 MEG)	£42
HUMAN GRAND PRIX	£39
KIKI-KAI-KAI	£59
MARIO WORLD 4	£39
NORTH START KEN 6	£47
PARODIUS	£42
POP N TWINBEE	£55
RANMA 1/2 II (12 MEG)	£59
RUSHING BEAT RUN/	
RIVAL TURF 2 (12MEG)	£52
SONIC BLASTMAN	£42
STAR FOX (FX-CHIP 3D 32 BIT)	£79
SUPER NBA BASKETBALL (TECMO)	£57
SUPER PINBALL-JAKI CRASH (NAXAT)	£45
SUPER STAR WARS	£55
TINY TOONS ADVENTURE	£52
TOP RACER 2	CALL

SUPER SPECIALS!!!

ACTRAISER	£27
AREA 88/UN SQUADRON	£29
ASTRAL BOUT KICK BOXING	£25
KING OF THE MONSTERS	£37
LEMMINGS	£29
PHALANX - THE ENFORCE FIGHTERS	£32
PRINCE OF PERSIA	£37
SKY MISSION/WINGS 2 - ACES HIGH	£32
SOUL BLADER	£25
SUPER BOWLING	£35
SUPER GHOULS N GHOSTS	£35
SUPER PANG/SUPER BUSTER BROS	£32
SUPER SMASH TV	£29
TOP RACER/TOP GEAR	£29
WAIALAE COUNTRY CLUB GOLF (3D)	£35
WWF SUPER WRESTLEMANIA	£29

SNES – USA – SOFTWARE

BART'S NIGHTMARE – Featuring the Simpsons	£39
BATTLETOADS	£46
BEST OF THE BEST -CHAMP. KARATE	£44
BULLS VS BLAZERS	£43
BUBSY THE BOBCAT	CALL
CALIFORNIA GAMES 2	£43
CHUCK ROCK	£43
COOL WORLD	£44
DEATH VALLEY RALLY-Featuring Road Runner	£43
DESERT STRIKE	£43
FATAL FURY	£45
GODS	£44
HARLEYS HUMONGOUS ADVENTURE	£44
IREM SKINS GOLF	£44
JIMMY CONNERS' PRO TENNIS	£43
JOHN MADDEN '93	£44
KRUSTY'S SUPER FUN HOUSE	£39
MAGICAL QUEST - STARRING MICKEY MOUSE	£55
MARIO KART	£42
NCAA BASKETBALL	£43
NHLPA HOCKEY '93	£44
NFLANP (US) FOOTBALL	£44
ON THE BALL /CAMELTRY	£42
OUT OF THIS WORLD	£44
PUGSEYS ADVENTURE	£47
Q-BERT 3	£37
SOUL BLAZER	£45
SPANKYS QUEST	£37
SPIDERMAN & THE X-MEN	£44
STARFOX (FX CHIP-32 BIT 3 D)	CALL
STREET FIGHTER II (16 MEGS)	£55
SUPER NBA BASKETBALL (TECMO)	CALL
SUPER STAR WARS	CALL
SUPER STRIKE EAGLE	£45
SUPER TOM AND JERRY	£44
TINY TOON ADVERTURES	£47
WARPSPEED	£43
WING COMMANDER	£46
ZELDA III	£39

Please add £1.50 per game for Next Day Delivery! • £10.00 Consoles

PLEASE CALL FOR AVAILABILITY BEFORE ORDERING

IMAGE CONSOLES U.K.

UNIT 87, MARKET HALL, MARKET ST
PRESTON PR1 2JA
SHOP OPEN 9.00am TO 5.00pm. MON TO SAT
TEL OR FAX 0772 883598

EXCHANGE SERVICE

CAN'T AFFORD A NEW GAME??

THEN WHY NOT EXCHANGE YOUR OLD CARTS WITH US OR BUY A USED GAME FOR ALMOST HALF THE PRICE OF A NEW ONE?
WE HAVE BEEN ESTBLISHED FOR OVER TWO YEARS AND PROVIDE AN EXCHANGE SERVICE SECOND TO NONE.
SO WHY NOT GIVE US A TRY TODAY?!
JUST SEND A S.A.E TO THE ADDRESS ABOVE FOR AN EXCHANGE LIST FOR MEGADRIVE OR SUPER NINTENDO/ FAMICOM
OR PHONE THE HOTLINE NUMBER BELOW FOR A QUOTE ON THE EXCHANGE OF YOUR CHOICE.
ALL CARTRIDGES WILL BE SENT TO YOU BY RECORDED DELIVERY.

EXAMPLES OF EXCHANGES!

MEGADRIVE DESERT STRIKE FOR LEMMINGS £4.99
MEGADRIVE JOHN MADDEN 93 FOR SONIC 2 ..... £4.99

SUPER NINTENDO CONTRA III FOR DESERT STRIKE..... £7.99
SUPER NINTENDO SIM CITY FOR ADAMS FAMILY £7.99
PRICES PLUS £1 P&P

USED CARTRIDGES

MEGADRIVE PRICES FROM £9.99 TO £25.99
SUPER NINTENDO PRICES FROM £19.99 TO £37.99

NEW RELEASES

WE STOCK ALL NEW RELEASES FOR BOTH SEGA MEGADRIVE AND SUPER NINTENDO/FAMICOM (PLEASE NOT THAT ALL NINTENDO CARTS ARE U.S. UNLESS OTHERWISE STATED

ORDER HOTLINE (0772) 883598

WANTED!! YOUR OLD CARTS FOR CASH

PLEASE NOTE: WE RESERVE THE RIGHT TO ALTER ANY PRICES WITHOUT PRIOR NOTICE

WIN!

FIVE SPECTRAVIDEO FOOTPEDAL CONTROLLERS

FIVE DATEL ACTION REPLAY CARTS

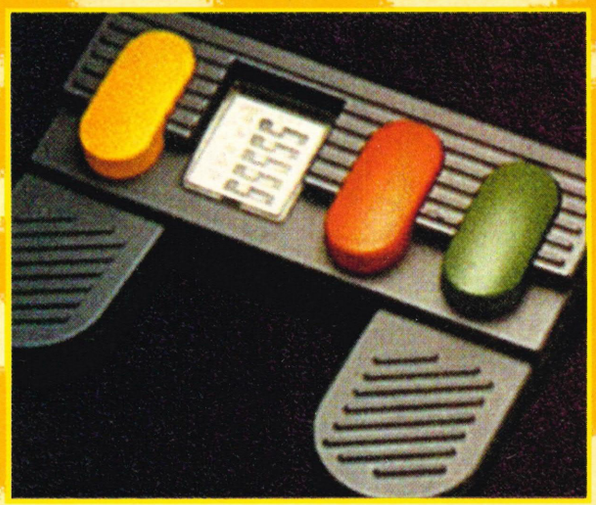
10 SPECTRAVIDEO SN-PROPADS

Yes! Spectravideo, purveyor of so many controllers and peripherals has very generously agreed to fling lots of its terribly brilliant controllers at us so we can pass them onto the lucky winners of this easy to enter utterly smashing compo.



BLIMEY, TH

Please Sir, What Can I Win?



Well, you can win one of five Spectravideo packages, or you can win one of five small, but perfectly formed runners-up prizes.

These Spectravideo packages include one Footpedal Controller, one SN-Propad and one Action Replay cart. The runners-up get the resplendent SN-Propad.

The Footpedal Controller is dead good because its three pedals can be programmed to duplicate certain joypad functions. So for driving games you can begin to mimic the full experience of actually braking and stuff while you steer on the joypad. Amazing!

The SN-Propad is set in a transparent casing, so you can see all the fiddly bits and it has a two-speed auto-fire, not to mention the very useful (honest) slow-motion function. Incredible!

The Action Replay is an invaluable gaming device that lets you find infinite lives cheats, level skips, about 20 different little tricks on Streetfighter II and all sorts of things. Remarkable!



Brain time

All you have to do is answer these simple questions:

1 *Which English city is putting together a bid to host the Olympics in the year 2000?*
a) Liverpool b) Portsmouth c) Manchester

2 *How many directions does a normal joypad recognise?*
a) 1 b) 8 c) 24

Send your answers by 1 May 1993 to:
Uncontrolled Joy!
Control,
Maverick Magazines,
Waters Green House,
Macclesfield
SK11 6LF.





AT'S GOOD!

YOU ARE A WINNER!

It's taken us a while, but we got there eventually. Read on to find out if you're one of the incredibly lucky winners who entered the following Control compos.

Virgin's Simpsons Competition



Just to recap, the first prize for this competition is a goodie bag packed with four Simpsons videos, a Virgin Games Centre T-shirt and a £50 voucher to spend in any Virgin shop. Also, five runners-up will each get a Virgin T-shirt.

The question was: Who are the five members of the Simpsons family? The answer is of course: Homer, Marge, Bart, Lisa and Maggie – but not necessarily in that order! We put all the entries in a huge bag, dragged it to the centre of the office and then dived in. So, congratulations go to...

First Prize – *Mrs C A Davidson* from Birmingham.
Runners-up - *Daniel O'Brien* from Sheffield, *Ricky Gardezi* from Chingford, *Mark Harrison* from Horsham, *Katie Wong* from Dublin and *Vincent Lee* from Nottingham.

Game Super Scope Competition



Game gave you lot the chance to win six Super Scopes. We couldn't believe the response to this competition – we simply could not move for the piles of postcards arriving every morning.

We wanted to know which former James Bond played the lead role in The Hunt For Red October. The answer was Sean Connery and not Timothy Dalton as one person said! Eventually we managed to find the bottom of the pile and picked out these six lucky people...

Sally Lane from South Ealing, *Paul Kelland* from Plymouth, *Kelly Goodwin* from Pagham, *David Maynard* from Acton, *Jamaine Hudson* from Streatham Hill and *Mrs Jean Grzesik* from Sheffield.

Joystick Competition

After our post-Christmas office clear-out we asked a number of joystick developers if we could give away our horde of sticks and pads that were littering up our bottom drawers and they agreed! All we wanted to know was what accompanied the new Nintendo Super NES mouse. This wasn't a trick question, the answer is Mario Paint!

It's pot-luck which joystick you get so don't whinge to us that you haven't got an Amiga or ST if you get sent a Cheetah Characterstick – they make brilliant ornaments!

The winners are *Paul Clark* from Aberdeen, *Mr M O'Donnell* from Glasgow, *Matthew Wick* from Gosport, *Andrew Mitchell* from Newcastle-Upon-Tyne, *Paul Munsante* from Crawley, *Andrew Magee* from Denton and *S Fairbrother* from Newbury.

Your prizes will be sent out to you, so please do not write or phone in – we haven't forgotten you!

LOOK NO FURTHER FOR CONSOLE BARGAINS

OVER 2000 DIFFERENT ITEMS IN STOCK!

LATEST DATEL SUPER NES CONVERTER ONLY **£14.95**

FREE FLIPOVER PHOTO-ALBUM SENT WITH EACH ORDER (WORTH £2.99)

AXELAY	46.99
• BARTS NIGHTMARE	46.99
BEST OF THE BEST	49.99
BLAXEON	49.99
CASTLEVANIA 4	44.99
CONTRA 3	47.50
CYBERSPINS	46.00
DESERT STRIKE	55.00
D-FORCE	37.00
• DRAGON'S LAIR	39.99
EXHAUST HEAT	41.99
F-ZERO	35.99
FACEBALL 2000	47.95
FINAL FANTASY	49.99
G. FOREMAN BOXING	39.99
GODS	46.50
IMPERIUM	43.50
J. NICKLAUS GOLF	43.50
JAMES POND JUNIOR	42.99
JOE & MAC	46.50
KRUSTY'S FUN HOUSE	42.99
LEMMINGS	58.99
LETHAL WEAPON	50.99
MAGIC SWORD	35.00
MICKEY'S MAGICAL QUEST	56.00
MONOPOLY	46.50
PARODIUS (S.FAM)	47.99
PGA TOUR GOLF (CHECK AVAIL.)	49.99
PHALANX	46.99
PITFIGHTER	44.99
POPULOUS	39.99
PRINCE OF PERSIA	47.99
• PUSHOVER	38.00
• RACE DRIVIN'	47.60
RAMPART	41.99
ROBOCOP 3	50.00

ASK ABOUT OUR BUY-BACK SCHEME!!

• SUPER R-TYPE	38.00
SKULJAGGER	49.00
SPANKEY'S QUEST	39.99
• SPIDERMAN & X-MEN	42.99
STREETFIGHTER 2	59.99
SUPER ADVENTURE ISLAND	44.99
SUPER BOWLING	44.50
SUPER DOUBLE DRAGON	49.00
SUPER GHOULS'N'GHOSTS	45.99
• SUPER KICK OFF	39.99
SUPER MARIO KART	43.99
SUPER STAR WARS (CHECK AVAILABILITY)	
SUPER MARIO WORLD	44.99
SUPER OFF ROAD	41.99
• SUPER SMASH TV	41.99
ULTRAMAN	37.99
UNCHARTED WATER	55.99
WINGS 2	44.00
WORLD LEAGUE SOCCER	39.99
ZELDA III	49.99

NEW RELEASES

DUNGEON MASTER	POA
JAGUAR XJ220	POA
SUPER EMPIRE STRIKES BACK	POA

DUE SHORTLY

STARFOX	POA
WARP SPEED	POA

NEW TITLES IN DAILY

JOYSTICKS & JOYPADS

ANGLER JOYPAD	17.99
GAME COMMANDER	17.99
CLEAR PRO-PAD	13.99
PRO-SUPER PAD	14.99

ACCESSORIES

DATEL SNES ADAPTOR	14.95
SUPER NES GAME GENIE	DUE SOON
SUPER NES DUST COVER	7.95
SUPER NES SCART CABLE	12.95

• DENOTES UK RELEASE
* OTHER GAMES IMPORTED USA

MICRO SNIPS
25 - 29 GRANGE ROAD WEST
BIRKENHEAD. L41 4BY

051 650-0500
(FAX 051 650-0506)

Access VISA

(PERSONAL CALLERS WELCOME BUT ABOVE PRICES NOT APPLICABLE)

WE ALSO STOCK COMMODORE, SPECTRUM, AMSTRAD, ATARI, OLIVETTI, GOLDSTAR COMPUTERS & A LARGE RANGE OF SOFTWARE

NO EXTRAS – WHAT YOU SEE IS WHAT YOU PAY!

CONSOLE CONCEPTS

Mail Order/Shop Address:
Console Concepts, The Village, Newcastle-u-Lyme, Staffs, ST5 1QB
(0782) 712759
Access VISA
SHOP HOURS : Sat/Weekdays 9.00 - 5.30pm : Thursdays 9.00 - 1.00pm
Our Mail Order and Shop have been est. since 1988. Approx 25,000 orders have been processed since opening

SNES USA SOFTWARE

AMAZING TENNIS	£39
BEST OF BEST	£49
THE SIMPSONS	£49
CHUCK ROCK	£49
CYBERSPIN	£45
CHESTER CHEETAH	£49
CAL RIFKIN BASEBALL	£49
JIMMY CONNERS	£49
CONTRA III	£49
DESERT STRIKE	£49
DEATH VALLEY RALLY	£49
THE DUEL TEST DRIVE II	£45
FINAL FANTASY II	£49
FINAL FIGHT	£45
F1 ROC	£45
HOME ALONE	£45
GODS	£45
GOAL	£45
GUNFORCE	£39
HOOK	£45
KRUSTYS FUNHOUSE	£39
LEMMINGS	£49
LETHAL WEAPON	£49
MICKEYS MAGICAL QUEST	£54
MARIOWORLD	£49
NOLAN RYAN BASEBALL	£45
NBA ALL STARS CHALLENGE	£45
NHLPA HOCKEY 93	£45
SUPER OFF ROAD	£49
ON THE BALL	£45
OUT OF THIS WORLD	£49
PGA TOUR GOLF	£49
PRINCE OF PERSIA	£49
PRO QUARTERBACK	£49
PILOT WINGS	£45
ROBOCOP III	£39
Q BERT III	£45
SKULLJAGGER	£39
SPACE MEGAFORCE	£39
SPIDERMAN	£39
SUPER MARIO KART	£49
SUPER GHOULS'N'GHOSTS	£49
SMASH TV	£39
STARFOX	CALL
STAR WARS	£65
STREETFIGHTER II	£59
TINY TOONS	£54
TKO	£49
TURTLES IN TIME	£49
UN SQUADRON	£49
WINGS	£45
WORDTRIS	£45
WRESTLEMANIA	£45
ZELDA	£49

SUPER FAMICOM JAP SOFTWARE

ALIEN V PREDATOR	£45
ASSAULT SUIT VALKEN	£60
BATMAN RETURNS	£59
COMBAT TRIBES	£45
CONTRA	£36
COSMO GANG (SHOOTING)	£39
EXHAUST HEAT	£41
F1 EXHAUST	CALL
FATAL FURY	CALL
GOLDEN FIGHTER	£45
HUMAN GRAND PRIX	CALL
JAKI CRUSH PINBALL	£45
JOE & MAC II	£45
KIKIKAKI	CALL
KING OF RALLYS (RACING)	£39
MICKEY MOUSE	£41
RANMA 1/2 PT2	CALL
SOUL BLAZER (RPG)	£39
SUPER ADVENTURE ISLAND (PLAT)	£29
SUPERVALIS (FIGHTING)	£29
VOLLEYBALL TWIN	£45
XANDRAS ADVENTURE	£45

SPECIAL OFFERS

TURTLES IN TIME	£28

NEW SNES USA SOFTWARE

ALIENS III	CALL
CALIFORNIA GAMES II	CALL
COOL WORLD	CALL
CYBERNATOR	CALL
LOST VIKINGS	CALL
MONOPOLY	CALL
PUGSLYS ADVENTURE	CALL
SIM EARTH	CALL
STAR WARS	CALL
TERMINATOR II	CALL
TINY TOONS	CALL

PERIPHERALS

DUST COVER (UK/JAP)	£5.99
PROPAD CONTROLLER (UK/JAP)	£15.00
STEALTH JOYSTICK (USA/JAP)	£29.00
CAPCOM 6 BUTTON JOYSTICK	£75.00
TRAILBLAZER JOYSTICK (UK)	£29.00
HONEYBEE CONTROL PAD (UK)	£16.00
SUPER ADVANTAGE J/STICK (USA/JAP)	£54.00
SNES ACTION REPLAY	£45.00
UNIVERSAL ADAPTOR	£15.00
SUPERSCOPE + 6 GAMES	£55.00

NEW RELEASES

TWINBEE (POP'N'WHISTLE)	CALL
DRAGON BALLZ	CALL
DEAD DANCE	CALL
IKARI WARRIORS	CALL
20/20 BASEBALL	CALL
F15 STRIKE EAGLE	CALL
KITARO (PLATFORM)	CALL
BOMBERMAN (5 PLAYER)	CALL

DUE TO THE FLUCTUATION OF THE POUND PLEASE CALL FOR LATEST PRICES BEFORE SENDING MONEY.

ALL IMPORT GAMES NEED UNIVERSAL ADAPTOR TO WORK ON UK SNES.

OUR 2ND CONSOLE CONCEPTS SHOP OPENS SOON IN HANLEY TOWN CENTRE - TEL FOR MORE DETAILS.

SNES CONSOLE + 1 PAD INC SCART LEAD + UK POWER SUPPLY AND PLAYS JAP GAMES **£130** + P&P NEXT DAY

WE ALSO STOCK VAST RANGES OF PC ENGINE/NEO-GEO/GAME BOY/LYNX/GAME GEAR GAMES & CONSOLES

Q Systems

The Super Nintendo Hardware Specialists

THE ADAPTOR!
Mk.3 is only £15.00

It's the only UK/US/Jap Convertor you will ever need!

USA CONSOLE DEAL

SCART Version	£130
PAL (50/60 Hz)	£155
PAL/SCART Version	£165
SCART Version with Stereo Monitor	£549

Call for further details or advice

CONSOLE REPAIRS

Repairs from	£15
Estimates	£10

Please call for more details

PERIPHERALS

Phillips Stereo Monitor	£410
Phillips Monitor	£349
Panasonic Monitor	£299
Datel Action Replay	£43
PAL Convertor	£31
Speakers (pair)	£60
Turbo Touch 360	£24
Stealth Joystick	£35
Auto fire Joypad	£15
Quickjoy SN Pro Joypad	£15
SCART Lead	£15
SCART/Audio Lead	£20
SCART/Stereo Lead	£25
Power Supply	£18
Super Mario World	£25
U N Squadron	£37

All prices include post & packing. Make cheques,P.O's payable to Q Systems, Dept. C, 4 Harvey Road, London Colney, Herts AL2 1LZ
Tel: 0727 826753

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 on 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. Fight your way through all sorts of nasty aliens in this unusual combination of shoot'em–up and adventure. **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 fairytale story–line 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. **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 strategists 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, nor 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 parts 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 get 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

CLUE
American version of that great (ahem) board game Cluedo that makes no effort to warrant the inflated price (£50) over the traditional board based version. **46%**
Pros: Great if you have no friends
Cons: Waste of good chips

COMBATRIBES
More in the way of beat'em-up action from a TV cartoon serial featuring three big lads, Berserker, Bulova and Blitz. **54%**
Pros: Great graphics and fight action
Cons: Animation is a little staid compared to the great SFII

CYBER FORMULA
Looking old fashioned, this is a playable overhead racing game based on a Japanese television show. In addition to the Grand Prix there are a couple of sub-games. **73%**
Pros: Darned challenging and addictive
Cons: Looks a bit out of date

D–FORCE
A drab shoot'em-up with nothing new or exciting to offer. Vertically scrolling, there's very little Mode 7 magic to impress your friends. **32%**
Pros: Your helicopter looks a bit like Airwolf
Cons: Tedious gameplay, lack of action and naff presentation

DAVID CRANE'S AMAZING TENNIS
Apparently the most realistic tennis sim to appear on the SNES, David Crane's Amazing Tennis sacrifices decent gameplay for (almost) orgasmic graphics. **66%**
Pros: Slick graphics with outstanding animation
Cons: No doubles option and the perspective makes it difficult to play

DARIUS TWIN
Darius Twin is a one or two player blaster that's been around for ages, but is still only available on import. For one or two players, it's okay... **54%**
Pros: As always the two player option is good
Cons: Just one more in a dull line of blasters really

DEATH VALLEY RALLY
Play the role of the Road Runner against the warped mind of Wil E. Coyote in the graphically accurate, fast platform romp. **60%**
Pros: Graphics are big, bright and beautiful
Cons: Gameplay sucks and it's as tricky as hell.

DESERT STRIKE
A topical shoot'em-up where you return to the Gulf to give the Iraqis a taste of their own medicine. Loads of complicated missions – a real challenge. **86%**
Pros: Action-packed, graphically excellent blaster with attitude
Cons: Can get a bit hard at times

DINOSAURS
A very cute, very playable platform romp based on the puppet television series. An excellent one or two player game obviously aimed at the younger gamer. **71%**
Pros: Immensely playable and frustratingly addictive
Cons: The six levels are all too easy to complete

DRAGON'S LAIR
Ogle at those marvellous graphics and indulge in a game that first saw the light in the eighties on a laser disk machine. Eminently challenging. **74%**
Pros: Graphics are good with some neat visual effects
Cons: Very repetitive both visually and to play

DRAKKHEN
A massive role–playing game that is set in a bizarre world of polygons. Guide your party of four as they search for the nine dragon tears. **70%**
Pros: The land of Drakkhen is massive...
Cons: But is sadly boring to explore

EQUINOX
An isometric viewpoint arcade adventure from Sony. With cute graphics and splendid challenging gameplay, this is a traditional computer style game missed out on the SNES. **68 %**
Pros: Challenging gameplay with tricky puzzles
Cons: Looks a trifle dated

EXTRA INNINGS
Another baseball sim. This

time, Extra Innings is one of the best. With cute graphics and enjoyable gameplay, it is worthy if baseball's your thing. **73%**

Pros: Cutey cartoon characters and neat animation
Cons: Still another baseball game

EXHAUST HEAT

An enjoyable and fairly accurate Formula 1 driving sim that borrows its impressive graphic style from F-Zero. **58%**

Pros: Stomach-churning visuals thanks to Mode 7
Cons: Lacks two player option and is therefore a bit dull

F-ZERO

The granddaddy of all SNES racers, F-Zero looks brilliant, plays well but is ultimately a little on the bland side. A good friend–impresser. **71%**

Pros: Graphics like you've never seen before
Cons: Not very exciting to play, especially as there is no two player mode

FACEBALL 2000

Uninspiring variation of the shoot'em-up, set in a maze with smiley faces. Based on the odl ST fave Midi Maze it needs more. **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

GOAL!

Jaleco's foray into the soccer sim market fails to deliver anything playable because of the awful control system. Try Super Kick Off or Super Soccer. **42%**

Pros: Loads of stats and options
Cons: Frustratingly unplayable

GODS

Top quality platform game that only has four levels, but they are all huge and bloody hard. Loads of puzzles and different weapons to play with. **83%**

Pros: Big, tricky and some great graphics
Cons: Controls let it down in places

GRADIUS III

Although a very early release on the Japanese Super Famicom, Gradius III still remains a 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

GUNFORCE

Pathetic attempt at a platform shooter that tries too hard with all sorts of little gimmicks and misses out on any playability or presentation. What are Irem playing at? **46%**

Pros: Quite hard in places
Cons: Annoying, no gameplay

HARLEY'S HUMUNGOUS 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 a 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 in 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 master providing for expert supervision. **67%**

Pros: Offers a great game challenge
Cons: Suffers from golf game yawns

JAKI CRUSH PINBALL

The first decent pinball sim on the SNES is quite like some classics on the Mega Drive. Fast on imported machines, it is graphically stunning. **64%**

Pros: The first, different and totally enjoyable pinball game on the SNES
Cons: Maybe too different, and slow on British SNES

JAMES BOND JNR.

A combination of shoot'em-up and platform action, both of which are uninspired, unoriginal and simply under par. Another diabolical licence from T*HQ. **31%**

Pros: Varied gameplay
Cons: Poor in every other respect

JIMMY CONNORS TENNIS

Challenging Super Tennis for the title of best Tennis sim, it comes close but doesn't quite make it in the long run. **85%**

Pros: Accurate and entertaining play
Cons: Too awkward to play at first

JOE AND MAC

Cartoon-style capers with the Cavemen Ninjas, 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

KIKIKAITAI

Bizarre Japanese walk and shoot number with weird graphics and playability that only the japs can get away with. Very odd but very good. **82%**

Pros: You'll be intrigued for hours as you play
Cons: Sounds are the weak link

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 inspired 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

MONOPOLY
Another board game conversion that doesn't offer much to warrant the price. It does more than Clue with a few nice animations but still not worth it. **50%**
Pros: Good presentation
Cons: Better off with deluxe edition of board game

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 2
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: Very good 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 on which to race
Cons: The game is slow, scrolling jerky and ultimately banal

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 by 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 far too bloody hard. Besides, the graphics glitch

ROBOT POLICE
Not Robocop, but just as bad. 'Jack up' your robot lawman to take on the streams of gun-wielding thugs in this lesser shoot'em-up. **14%**
Pros: Bugger all
Cons: The game is a massive rip-off, okay?

ROCKETEER
This graphically excellent film conversion may look as good, 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 of 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 adventure 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 two–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 innovation
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 addictive, 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.

TEST DRIVE II
Your chance to drive some the fastest production cars in the world, stop for petrol and avoid being arrested as you race across the US. Not that good. **58%**
Pros : Occasionally thrilling
Cons: Gets boring, lacks finesse

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 one 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

WARPSEED
A Wing Commander influence is obvious but you generally never fly against more than one opponent, and they take ages to kill. Essentially you've got to save the world. Ho-hum! **80%**
Pros : Great graphics for the battles
Cons: Drags a bit

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 fast gameplay at times. Competitive two player mode. **60%**
Pros: Two player mode, pleasant music.
Cons: Not to be confused with the addictive 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 massive game in every respect. **89%**
Pros: Graphically superb, immensely absorbing and the best RPG on the SNES.
Cons: Diddly squat

That's all folks! See you next month in Super Control!

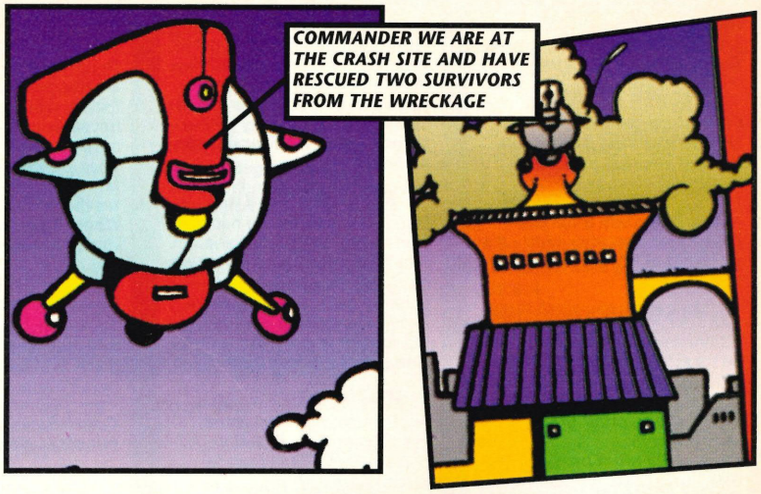


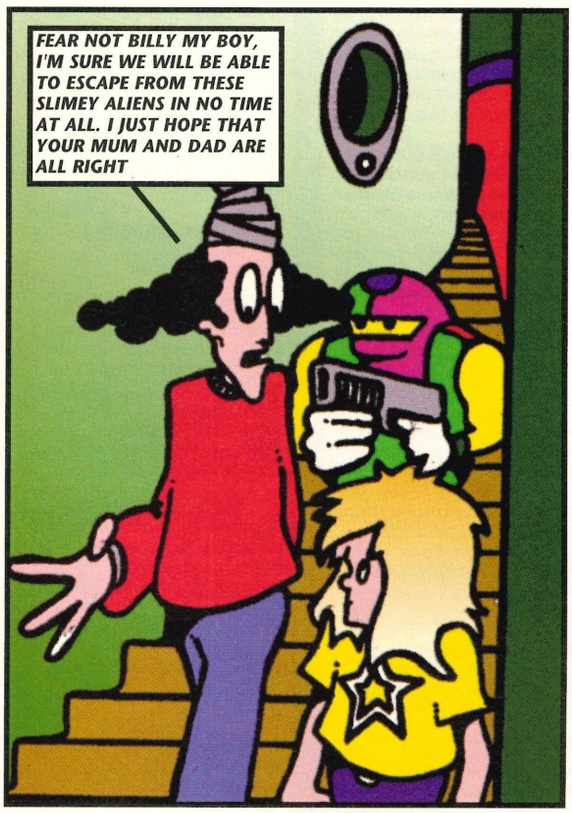
WHAT HAS GONE BEFORE...

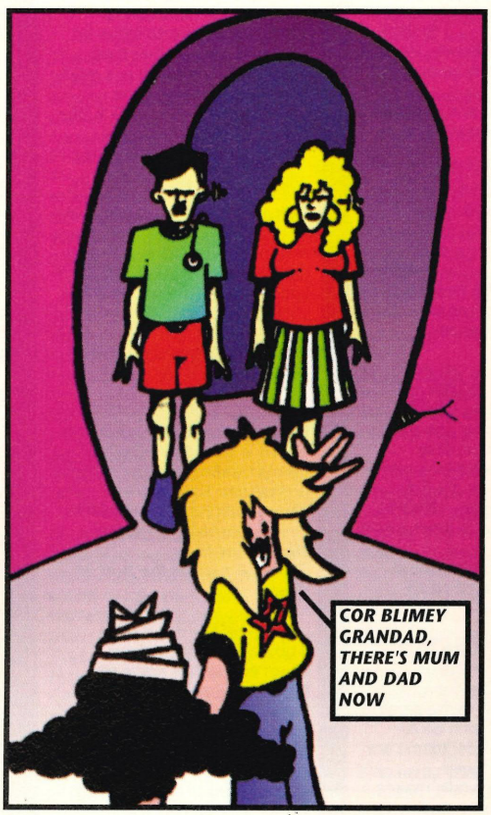
"YOU HAVE GOT BE JOKING, IF YOU THINK THAT I AM GOING TO TRY AND FIT EVERYTHING THAT HAS GONE ON OVER THE LAST SIX ISSUES INTO THIS EXTREMELY TINY BOX, THEN YOU ARE EVEN MORE STUPID THAN I HAD FIRST IMAGINED.

LET'S JUST SAY THAT YOU HAVE MISSED A RATHER LARGE PORTION OF THE STORY AND IF YOU REALLY WANT TO FIND OUT WHAT HAS ACTUALLY GONE ON, THEN I SUGGEST YOU GO OUT AND BUY THE LAST SIX ISSUES OF CONTROL!

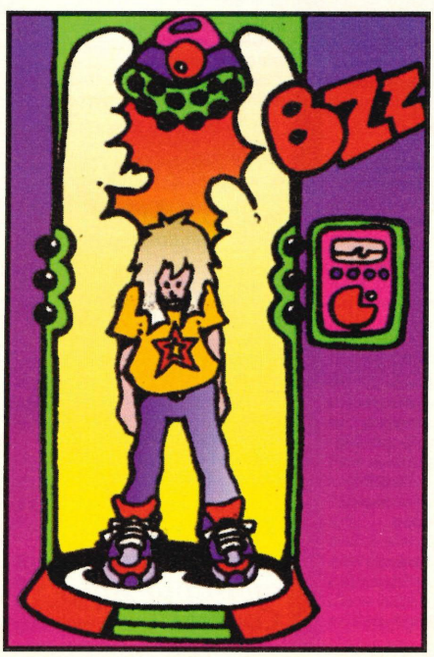
SO WITHOUT FURTHER ADO HERE IS THE LAST EPISODE OF BILLY WILD (DRUM ROLL PLEASE !!!)





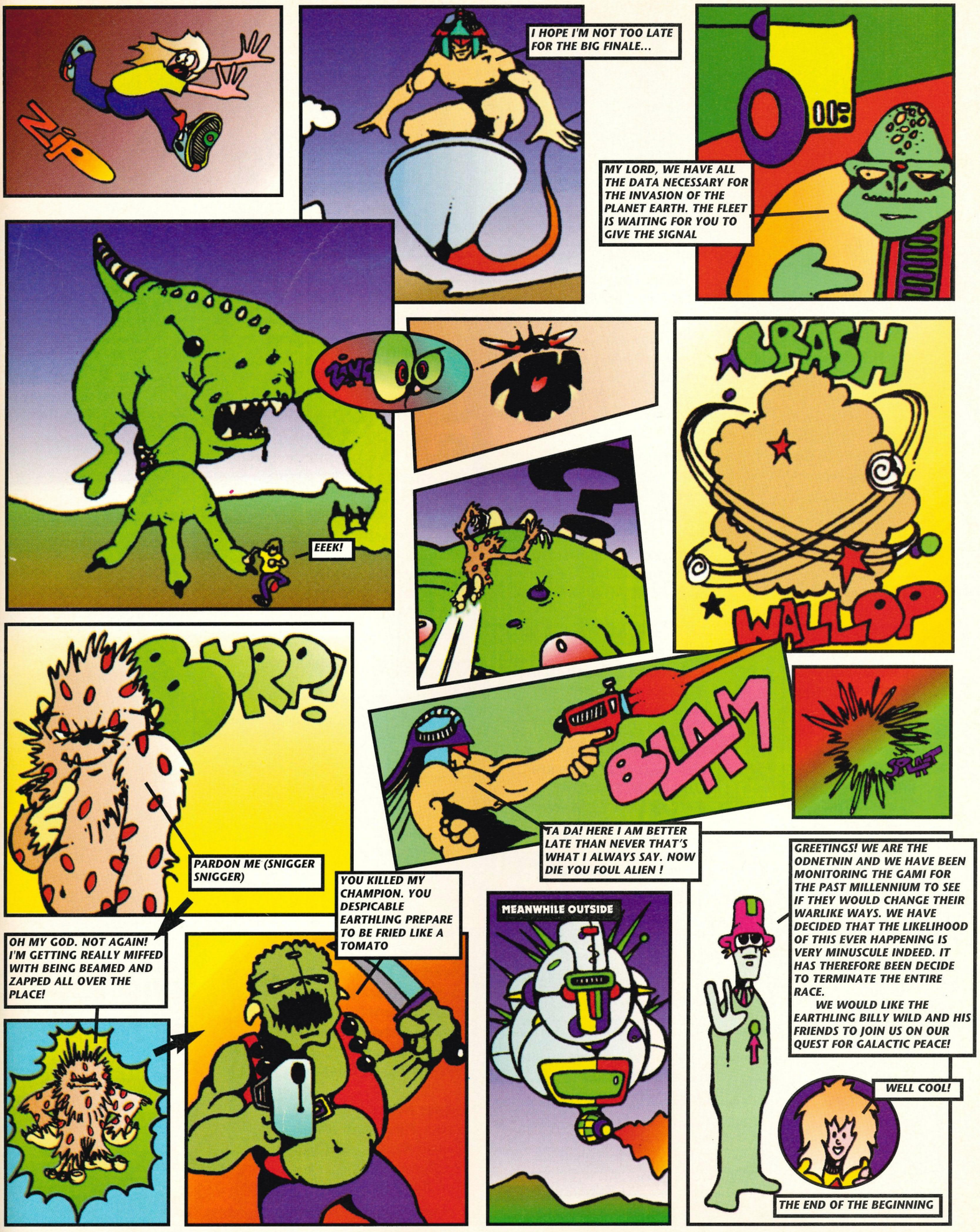











ZIP
I HOPE I'M NOT TOO LATE FOR THE BIG FINALE...
MY LORD, WE HAVE ALL THE DATA NECESSARY FOR THE INVASION OF THE PLANET EARTH. THE FLEET IS WAITING FOR YOU TO GIVE THE SIGNAL
EEEK!
CRASH
WALLOP
BYRP!
PARDON ME (SNIGGER SNIGGER)
BLAM
SPLAT
TA DA! HERE I AM BETTER LATE THAN NEVER THAT'S WHAT I ALWAYS SAY. NOW DIE YOU FOUL ALIEN !
OH MY GOD. NOT AGAIN! I'M GETTING REALLY MIFFED WITH BEING BEAMED AND ZAPPED ALL OVER THE PLACE!
YOU KILLED MY CHAMPION. YOU DESPICABLE EARTHLING PREPARE TO BE FRIED LIKE A TOMATO
MEANWHILE OUTSIDE
GREETINGS! WE ARE THE ODNETNIN AND WE HAVE BEEN MONITORING THE GAMI FOR THE PAST MILLENNIUM TO SEE IF THEY WOULD CHANGE THEIR WARLIKE WAYS. WE HAVE DECIDED THAT THE LIKELIHOOD OF THIS EVER HAPPENING IS VERY MINUSCULE INDEED. IT HAS THEREFORE BEEN DECIDE TO TERMINATE THE ENTIRE RACE.
WE WOULD LIKE THE EARTHLING BILLY WILD AND HIS FRIENDS TO JOIN US ON OUR QUEST FOR GALACTIC PEACE!
WELL COOL!
THE END OF THE BEGINNING

CONTROLLED MARKET

FOR SALE

Gameboy and rechargeable batteries, mags, five games for £90 or will swap for Zelda 3 + Lemmings + F-Zero (SNES). Must have first two, F-Zero negotiable – British games. In West Sussex, preferably Crawley. Can collect.
Anthony Fordham, 38 Broadwood Rise, Broadfield, Crawley, West Sussex, RH11 9SE. Tel: 0293 539689.

Super Scope with six games, excellent condition £40 or will swap for Streetfighter II, Super Probotector or F-Zero.
David Walker, 51 Leighton Road, Penn, Wolverhampton, WU4 4AP. Tel: 0902 335579.

UK Super NES with two joypads, Super Mario World and additional scart lead £100 only.
Matt Saunders,18 Chestnut Way, Burton, Christchurch, Dorset, BH23 7LL. Tel: 0202 471976.

USA Super Battletank and Pilot Wings £25 each, instruction booklets included.
Muzz, 75 Saltburn, Invergordon, Ross-shire, Scotland, IV18 OJZ. Tel: 0349 852177 after 6pm.

SNES UK versions Final Fight and Super Soccer £30 each or £50 both inc. p+p. As new with box and instructions.
Andy Matthews, 4 Gladstone Road, Broughton, Nr. Chester, CH4 ORN. Tel: 0244 531713 after 6.30pm.

SNES Super Scope + six games for £50.
Hugo Toland, Swyncombe, 1A Overdale Road, Ealing, London, WS 4TT. Tel: 081 579 0434 after 4.30pm.

Mega Drive with five games (brilliant), two joypads for £155 ono. Or will swap for a SNES with Street Fighter II + two joypads. I would like everything English or not at all.
Nick Bernhard, 9 High View, Anerley Grove, Upper Norwood, London, SE19 2HU.

WANTED

Your top rate Super NES games. I will pay you a good price for them, please send your list of games for sale and the price required. All replies answered.
Timothy Barnott, 56 Saville Park Street, Halifax, HX1 3EG.

Two classic arcade machines – Space Invaders and Commando, in perfect working order, open to sensible offers or swaps. Buyer collects.
Martyn Large. Tel: 0434 607367 North East area.

Super NES games, buy or swap. Ring with offer.
Jason Kenny, West Yorkshire area. Tel: 0422 347005

SWAP

Final Fight and universal convertor for your Datel Pro Action Replay.
Marc Emmerson,17 Colindeep Lane, Colindale, London, NW9 6DU. Tel: 081 200 6502.

Will swap US Desert Strike for UK Zelda. Must be in good condition.
Ian Denovan, 41 Whiteleas Avenue, North Wingfield, Chesterfield, S42 5PW.

MESSAGE

Wanted, a SNES pen pal. Female age 13-15. Write Now!
David James, 68 Bryn-Heulog, Griffithstown, Pontypool, Gwent, Wales, NP4 5QU.

Gamer Link – The pen pal club for all SNES owners. Send SAE for full details.
S. White, 28 Churchfield, Ware, Herts, SG12 OEP.

Send your free form to Controlled Market at the usual address

CONTROLLED MARKET

NAME .....

ADDRESS .....

.....

.....**POST CODE** .....

DEAR CONTROL, PLEASE PRINT THIS RUDE WORD-FREE MESSAGE

.....

.....

.....

.....

.....

.....

.....

I WANT CONTROL AND I WANT IT EVERY MONTH!

I want it regularly, can you help?

By using either of the two forms below you can guarantee your monthly copy of the original and premier SNES dedicated magazine, already claimed to be the best thing to happen to games mags in years. On the one hand you can subscribe and have it posted through your door every month, or on the other you can reserve a copy with your newsagent. The choice is yours!

The benefits of subscribing:

- **£18 a year's sub gives a saving of £6**
- **A six month sub costs £10 (a saving of £2)**
- **Subscribers receive a free newsletter each month**
- **Free delivery to your door every month**
- **Please state which issue you would like to start from**
- **Subscriptions received after 12 April will commence with issue 11**

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

PLEASE NOTE:
ISSUES 1 AND 2 OF CONTROL HAVE SOLD OUT. HOWEVER, THERE ARE STILL LIMITED NUMBERS OF ALL OUR OTHER FABULOUS EDITIONS LEFT.

CONTROL For SUPER NINTENDO Junkies!

Dear Newsagent,

Please reserve for me a copy of that first class publication, Control, which incidentally is published by Maverick Magazines and distributed fully SOR by UMD (071 700 4600).

My name is .....

Address .....

.....

.....

.....

Post Code .....

(Complete this form and hand it to your newsagent to avoid missing out on an issue of Control)

SUBSCRIPTION TO:

CONTROL For SUPER NINTENDO Junkies!

Name .....

Address .....

.....

.....

Post Code .....

Method of Payment:

❑ Postal Order ❑ Cheque

Payable to Maverick Magazines Ltd

Length of subscription:

❑ Six months (£10) ❑ Twelve months (£18)

Starting with issue: .....

Send to: Subscriptions, Control, Maverick Magazines, Waters Green House, Waters Green, Macclesfield, Cheshire, SK11 6LF

APRIL '93 ISSUE 9

Braving a 40 minute car journey down the M6 with two crazed maniacs from our sister magazine Mega Drive Advanced Gaming, Allie 'Passive Smoker' West finally descended on a bustling WH Smiths slap-bang in the middle of Stoke-On-Trent. This month's questioning revolves around the statements made in a World In Action special focusing on video games.



remote control

Mark and David



Star Performers

Team: So who's got the SNES then?
David Holliday and Mark Ketley: I have!
Team: When did you get your SNES?
DH: For Christmas.
Team: What games have you got ?
DH: Streetfighter II, Probotector, Mario World, Mario Kart.

Patrick Travers

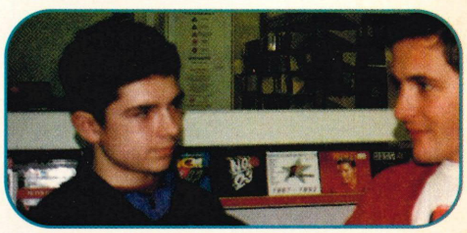


Shop Manager

Interrogation Team: How long has this store been stocking games software?
Patrick Travers: Four years, since the shop opened. Initially in a small way, but we've expanded with the current 16 bit explosion.

Team: What software sells most?
PT: The Sega Mega Drive is our star performer, reflecting the national trend.
Team: How did the console software and hardware sell over Christmas?
PT: Our main problem over Christmas was that demand exceeded supply.
Team: Do you feel that there is an addictive quality regarding games?
PT: I've got two boys who have got a Mega Drive. I think most responsible parents would already be watching for addictiveness and restricting the playing time at home. They play every other day – they enjoy it more having a decent break in between.
Team: How do you feel about this epilepsy scare that's going around at the moment?
PT: Personally, I think the media has made it out to be more than it really is, and until there's medical evidence to suggest it is a problem we will just watch how events progress. We are not issuing warnings or restricting sales to children.

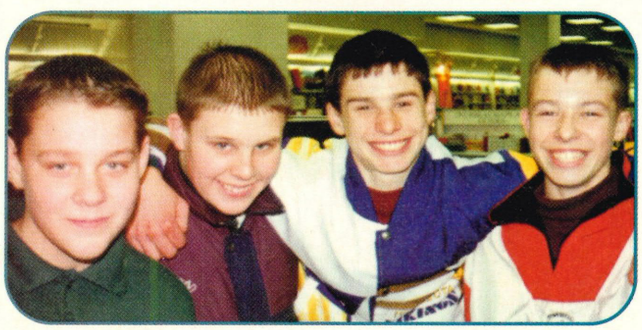
Jamie (We Think) Baker



Lemmings Lover

Team: You've had a Mega Drive a few months now, do you consider yourself addicted in any way to your games?
JB: No. Well, some games like Lemmings.
Team: Did you see World In Action?
JB: No, I missed it. (Look of dismay.)
Team: Does your mum stop you playing?
JB: Sometimes, otherwise I'll play all night!
Team: Does the Mega Drive interfere with your schoolwork at all?
JB: No, I do my homework before.

Benjamin Roberts and The Posse



All Together Now...

Team: What computer or console have you got?
Benjamin Roberts: An Amiga.
Team: Do consoles interest you?
BR: No.
Team: Did you see a program called World In Action a few nights ago?
One of the posse: Yeah, I did.
Team: What do you think about their quotes on addictiveness?
Posse: It's a load of rubbish.
BR: I don't play on mine a lot.
Posse: Do you heck! You're on it all the time.
BR: I'm not!
Posse: You bore everyone...He bores everyone with it at school!
Team: OK, so what do you think about the epilepsy scare?
BR: That's rubbish as well.
Posse: We've seen the warnings but...(he trails off)
Team: Do your parents limit your playing time?
BR: They're all right about it.
Team: So they don't tell you that it's time to get off and go to bed?
BR: No, not really.
Posse: I do my homework first...I make sure that it's done.

Team: What's your favourite?
DH: Mario Kart. (This kid has taste.)
Team: You might have heard about claims in the papers and on tele that kids are becoming addicted to games, how do you feel about that?
MK: Yeah, I saw World In Action on Monday.
Team: What did you think about its claims?
DH: I think it's a load of rubbish.
Team: OK, do you think you're addicted?
DH: I play for about an hour and then I get bored, and then I'll go out and do something else. I think it's stupid to play all day, you're bound to get ill aren't you?
Team: So do you believe it's best to have other interests?
DH and MK: Oh yeah!
DH: This is really only for when you're bored. (Are these kids for real or what?)
Team: There has also been this thing about epilepsy in the papers, has it worried you at all?
DH: I read the instructions and if you don't play it for a long time there's not much to worry about. It's only like watching the television.

Steve Pratt



Enthusiastic Youngster

Team: How long have you had a Mega Drive?
Steve Pratt: (Big think.) I can't remember.
Team: What games have you got?
SP: Terminator II, Sonic II, Desert Strike.
Team: Do you feel like you get addicted to games?
SP: Some of them, yeah.
Team: What do your parents think about it?
SP: My dad plays on it more than me sometimes!
Team: So he's addicted as well? Do you think that's a good or a bad thing?
SP: Bad, 'cause I can never get on it! (At this point Steve looks deeply jealous and upset.)
Team: Do you think your game playing interferes with your school work?
SP: No, because I usually play on it at night or on Saturdays. (A sparkling halo glitters around Steve's head.)
Team: Did you see World In Action the other night?
SP: No, but I've heard lots about it. I don't really believe it's a problem for most players. Not for me anyway. Maybe for my dad though!

Jenny Beardmore

Team: What do you think about this theory that kids are addicted to games?
Jenny Beardmore: I think it should be done in moderation, it's just a form of entertainment after all.
Team: You don't think it causes a problem?
JB: It does sometimes, if it goes too far.
Team: Do you know anyone who's addicted, where it's taken over their lives?
JB: (She grins cheekily at her companion.)
Team: Do you just think it's a media scare?
JB: I think some people have gone too far, and have got to play most of the time. It can influence kids when it's on the tele all the time and in all the toy shops.
Team: Do you think prices are too high?
JB: It causes problems when kids feel they have to have it, but find they don't have the money. They'll want to get the money – it's a vicious circle.



She Had Nick A-Quivering

Steven Ward



With His Opinionated Mum

Team: You said you've had a Super Nintendo since Christmas, how many games have you got?
Steven Ward: Castlevania and Mario, but I want a few more.
Team: Are you here to get a new one now?
Steven's Mother: Well, he's trying to borrow the money off me!
Team: How do you feel about their price?
Mother: Far too expensive. I don't really think he needs another one. (Steven looks really upset and mutters about the need for another game.) Spectrum games were only a few pounds, but now they're £40 and £50.
Team: Did you see World In Action? It was all about addiction to games promoting aggressive and anti-social behaviour in kids. Are you worried about these issues?
Mother: Yes I am. I try to limit his playing. Since he finished school on Friday for half term he hasn't been off it. I'll say he can play in the morning and then later he'll go round his friend's house and play on his machine. So it doesn't matter what I do he's still playing it round there isn't he?
Team: Do you feel that school work could suffer because of these machines?
Mother: Oh yeah, because he's just spending all his time on it.
Team: So do you feel he's becoming addicted to his console?
Mother: I don't know about addicted, more likely possessed! Yes, I am concerned, as he often can't think of anything else to do.

Claire and Nicola



Nick, They're Too Young For You

Team: Do you own a computer or console?
Claire Mitchell: Yeah, I've got a Nintendo.
Nicola Bagley: I've got a Commodore 64.
Team: Do you play on them quite a lot?
Both: Yeah, a fair bit.
Team: Do you feel that you're addicted?
Both: (Laughing.) No, definitely not.
Team: Would you upgrade to a console?
CM: I would like to.
NB: I would, but I think they're a little bit expensive especially with the games at £40.
Team: Did you see a program on Monday night called World In Action?
Both: No, we didn't.
Team: One of the major issues they were going on about was that computer games promote aggressiveness and anti-social behaviour in kids, how do you feel about this?
NB: No, I don't think they're becoming addicted.
CM: Well, maybe a little bit at night when they play them a lot and then fall asleep the next day in class.
Team: Do you limit your playing time and say to yourself that you'll only play for about an hour or so?
NB: I don't really play it that much but I've got a little brother who's eight and he's on it for ages.
Team: Do your parents regulate the time spent playing?
CM: They do if I'm up really late or I've got exams, but not all the time.

SOMEWHERE IN A PART-TIME BLIZZARD...

CONTROL POST

Yet again, you, the punter, give us your appraisal of the burgeoning Super Nintendo scene. Are games too expensive? Who knows, and, indeed, who cares...?

US Connections

Dear Control,

I recently decided to buy Super Star Wars. I went to my local software shop and tried to order it whereupon I was told by the owner that it was not going to be available because Toys R Us in the States had either bought every copy or signed an exclusive deal with Nintendo to have sole rights to sell it.

Luckily I have a friend who lives in Los Angeles and I asked him if he could get me a copy and send it over. My friend eventually found a copy of Super Star Wars in a downtown Toys R Us store and I am now the happy owner of said copy.

So I was wondering if this was all true? More importantly is there any chance of Nintendo doing the same in the UK? If Nintendo do this in the UK I wonder how it will affect prices. It will be interesting to see what happens.

Also, I was wondering if you could print the address of the person or the department at the Office of Fair Trading who is handling the informal inquiry into the price of Nintendo and Sega games, as I would very much like to put forward my views. Boogie 'till ya puke.

Stephen 'Hal' Smith, Stirling.

Control: It is unlikely Toys R Us had complete exclusivity on Super Star Wars, more likely it just bought up the whole first shipment. There is no example of this happening in the UK with the SNES, but Dixons did sign a deal with Nintendo based around a Game Boy game that it sold two months in advance of everyone else.

It is possible that such a deal will happen with a big SNES title in the future. It is unlikely to affect prices though, the only thing that could do that is a successful Monopolies Commission Investigation. However, a similar two year investigation in the States found Nintendo innocent of all allegations of restrictive practices.

At the moment the OFT is only interested in facts, you writing in to them saying 'I think SNES games are too expensive!' is not going to help them much, your best bet at this stage is your MP.

Pure Misery

Dear Control,

Seeing as though I'm not doing much at the moment, I thought I'd write to you lot for a good old moan about the state of the console/software market...

Firstly, I think that a lot of the recent crop of software releases just DON'T cut the mustard. Take Axelay for example – much hyped and rated highly by most magazines ("another stunning release from Konami" wrote yourselves). I bought it and was appalled by its lack of challenge, lastability and variety. The graphics aren't "stunning" – the 3D sections look as though they're rolling over a barrel for God's sake. This "different" graphical approach isn't even a saving grace, the game is really boring.

Another good example of over-hyped rubbish is the recent Super Star Wars. I'm not sure if I'm playing the same game as the one reviewed in all the magazines, but I sure as hell don't like what I see. The game is plagued by horrendous slow-down, is incredibly repetitive, offers nothing new in the gameplay department, and becomes tedious and frustrating after only an hour's play. Sure, it's got great music, but that's no reason to splash out £60 on a sub-standard product. I'm amazed that none of the magazines mentioned this on-screen slowdown as it becomes a crippling factor later in the game.

Other games suffering from over-hype I've found, are; Mickey's Magical Quest (far too easy), F-Zero (boring and linear), Super Aleste (OK for an hour) and Zelda III (the game is certainly not as big as it should be and can be completed in only a couple of days).

I'm no games expert, but one thing I do like to find is VALUE FOR MONEY, and so far I've found very little with Nintendo's current pricing policy (I hope the inquiry into Nintendo's pricing policy severely burns their fingers).

UK game-buyers should do something about this situation, but what? Nintendo have us backed into a corner and most of us are too blind or goddam apathetic to do anything about it. I hear you asking what I'm doing about it – the answer is: nothing. What can one voice do?

Next I'd like to bring up the subject of software developers THQ. Why are they ALLOWED to release games of such poor quality and still charge £40-£50 for their games? What the hell is 'Nintendo Seal of Quality' supposed to achieve? Do THQ pay Nintendo large sums of money to turn a blind eye? Are Nintendo obliged to release such dross? Have Nintendo ever refused to grant their coveted 'Seal of Quality' to a software publisher? I'm sure you'll agree that THQ must be prevented from profiting from their incompetence, although profit I'm sure they will.

The same must apply to all software publishers, there should be no double standards because not everyone is forewarned by reading mag reviews.

Lastly I'd just like to say that there are some fine games out there; Super Tennis, Legend of the Mystical Ninja, SFII, Mario Kart, Super Mario World – just don't believe the hype.

Regards,

Paul Mallinson, Doncaster, South Yorks.

Control: Hey, Paul, like, relax, man! You know, just chill out. All you can do man is believe in what you are as a person, make your own life-judgements, your own life-decisions and your own life-choices. Don't be swayed by other's opinions, all we can do is advise, it is up to you to make the buying decision, no one else, man.

More to the point one voice can make difference. All you have to do is refrain from buying the crap games. Maybe you could start a picket line outside your local games centre, if you feel that strongly – which you so obviously do.

On the same subject THQ is part of one of the biggest toy corporations in the US, it therefore has preposterous amounts of cash to throw around until someone starts buying its games, no matter how sub-standard you feel they are.

The Nintendo Seal of Quality is just given once to a company which can then produce whatever titles it likes. It is an official Nintendo developer, that is all it means. There is no on-going quality control I'm afraid.

Bottom of the Heap

Dear Control

Firstly, congratulations on an incredible magazine. I have one point to make about the current supply of SNES software available.

When you have such a magnificent piece of hardware as a SNES, why is it that the majority of games are complete and utter crap?

Don't get me wrong there are games which lift the SNES head and shoulders above the opposition, and then you have those which drag it down with a thud (Home Alone).

The solution is simple, don't buy anything sub-standard and the software houses will be forced to think long and hard about the games they release and those they reject.

Also when is Nigel Mansell's World Championship going to be released?

Shawn Brock, Eastville, Bristol.

Control: Yes, exactly just what I was trying to tell Paul, before. The process is commercialism – you all go out and buy lots of these SNES things, and a crappy software house says

"There's money to be made here, boys, let's churn out some garbage as quickly as possible and make a killing!" That's the way it goes sometimes folks.

Gremlin, the developer of Nigel Mansell, is keeping quiet.

Pond Hopping

Dear Control,

HELP! I understand that US and Jap games play on my UK Pal machine (with an adapter). My problem is that I am shortly off to the States and while I'm there I want to buy some games as they are loads cheaper, but a friend told me that I wouldn't be able to play them as import games are decoded or something like that.

So are the US and Jap games you buy here the same as those sold on the shelves in Japan or the US? Please help, I've asked in loads of shops but no one knows!

Thanx,

Marc Richards, Worle, Avon.

Control: Your friend is right when he says that foreign games do have to be decoded, but that is what the adapter does. The US and Jap games you can buy over here are identical to the ones you will pick up in their original territories. Just be careful not to buy any crap.

Question Time

Dear Control,

I've just got a SNES with Mario (I'm a bit bored of SFII) and I'm getting some extras for it...

1 Is the Super Advantage worth getting? It looks great!

2 Is Bubsy a 16 Meg game? Two mags say it is, NMS say it's 8 meg.

3 How much do you think Star Fox will cost?

4 What size cart is it?

5 Do Chips like the Super FX go in the cart or in the SNES?

6 Will Super Star Wars cost £60?

7 Have you considered printing the cart size, price and release date of a game on the side of the review?

Your mag is brill, I'll definitely subscribe.

From Reuben, Worthing, Sussex.

Control: 1. We haven't yet given it a full evaluation so you'd better try it out on your favourite games before you buy it.
2. The man from Accolade he say: "16 Meg".
3. £40 – £50 officially, but between £80 and £100 on Jap import. Ouch!
4. 12 Meg.
5. In the cart.
6. More than likely.
7. Funny you should mention that, but you'll have to wait for next issue

Make a Point

Dear Control,

Just a few points on your brilliant mag;

1. Why has your brilliant scoring system changed? In the first three issues everything was marked out of 20, except acoustics which was 10 and entertainment which was 30 so you could see how you got to your final analysis, but now everything is out of 10.

2 In the review of Mario Kart in issue three it got 80% but then in issue five it had 86% (OK, maybe there were improvements from Jap to UK) but when I got issue six it got 94%??? (Just though I'd say I agree with the latter).

3 In issue seven is Super Star Wars official or import because it has the offical symbol but says import?

Yours sincerely,

Steve Tooke, Fordingbridge, Hants.

Control: 1 - Although most of you could understand our system there were a lot who couldn't work out our methods so we decided to make things easier. By changing the scores to marks out of 10 we feel that the problems would cease.
2 - This is one of the exceptions to the rule where we felt that the score had to be improved due to excellent gameplay. After all these months of playing Mario Kart to death we realised that the longevity factor is far higher than we at first thought and therefore decided to represent this fact in the new and improved score.
3 - Ooops! A little bit of a printing error there. The version we reviewed was a British version, although we have played the Japanese version as well.

Answer Now

Dear Control,

This is the bit where I suck up. Now then please could you answer a few questions for me as I need to know them pretty soon.

1. Are SNES Games available in France?
2. How much would they cost?
3. Will they run on my Brit machine
4. If they don't should I get an adapter?

Ben Donnelly, Hertford.

Control: Ben, what happened to the bit where you suck up? You just said you were going to creep but you never did. I'm going to answer your questions anyway.
1 Yes.
2 No idea.
3 Yes, but you might have trouble with the instructions.
4 Either that or throw them away.

What a Corker

Dear Control,

First, I'd like to congratulate you on every aspect of your magazine. Your reviews go into much more depth than other similar mags and you always seem to have more news from around the world and quicker.

However my reason for writing to you is not to constantly praise your mag, oh no it has much more meaning.

I own a SNES and have the two best possible games available, SFII and the almighty Mario Kart. Being a great fan of beat'em-ups I couldn't wait to open your February issue and read the review of Fatal Fury. At first glance I couldn't believe you had given it a massive 85%! "Wait a minute, what's this?" I asked myself as I realised the scoring system had been changed, (for the better I now realise).

Anyway, after checking I found that 85% was still in the fantastic category. So, I thought long and hard, studying the reviews in other (less excellent) SNES magazines when suddenly, in one of these other mags it said it is possible to control the other eight characters as well as the normal three by selecting an easy-to-find option. Sure enough there was proof. Screenshots of player 2 fighting as Tung-Fu-Rue! If this is so will it work on the British version? And surely if it is true the 85% score should be a great deal higher.

Paul Horrel, Keyham, Plymouth.

Control: This eight way thang is a cheat of quite remarkable proportions, but we don't know as yet whether the British version will incorporate the cheat. Either way, we can't rate games on the quality of their cheats.

Round in Circles

Dear Control,

I have been reading your great mag since issue one and I would like to ask you some questions:

1 - Can the Super FX chip have better graphics and sound?

2 - What is sprite rotation?

Andrew Ashton, Knotty Ash, Liverpool.

Control: How could I refuse to answer the questions of anybody who works in the Jam Butty mines?
1. The Super FX chip is designed to speed up mathematical calculations which are always in the graphics. The 3D polygon graphics of Star Fox would not have been possible without the Super FX chips.
2. Imagine a sprite, let's say Mario. Now, if the programmers wanted to rotate it through 180 degrees so Mario was upside down, there would be two ways of doing it. On machines other than the SNES more sprites would have to be drawn to animate the stages Mario would go through to become upside down; 45 degrees, 90 degrees, 135 degrees and so on. But on the SNES the programmer can use sprite rotation which means he can type in a bit of code which tells the SNES to do it for him, and there isn't a need to draw the extra sprites. This make things a lot easier.

Trash it?

Dear Control,

I'd like to say what an excellent job you're doing with your mag and that it's the best mag for the SNES. Also please could you answer my questions? (Well, seeing as you asked so nicely – Jools)

1 - Why did you give Super Mario Kart such a good rating when it is so rubbish?

2 - Can the Action Replay damage the UK SNES in any way?

3 - Are there any games that can't be used with the Action Replay?

4 - Is there a date for the release of the CD?

David Reading, Purley.

Control: 1. Because the office came to a veritable standstill for three weeks while everybody played it. Find a friend or something to play it with, it is much better.
2. No, only if you pull it out when the machine is still on, but all carts will do that.
3. Not that we know of.
4. Nothing definite yet.

Send your letters to:

Control Post
Maverick Magazines
Waters Green House
Waters Green
Macclesfield
Cheshire
SK11 6LF.

SUPERCH







NEW ISSUE ON SALE 29TH APRIL

PRICE £1.95

ARGED

Stand by... Control will never be the same again... we've supercharged the best Super Nintendo mag around to make it a thousand times better. A new magazine needs a new name, and a new look...

Super Control

We've taken the best bits of Control and flung them together with a potent fusion of new ideas to make a sizzling new magazine, a high-voltage input that will reveal your peak-playing power.

What will the continuous power output of Super Control bring you every month...

100% Super Nintendo

100 pages devoted to the most excessive console around

16 page pull-out guide

A live-wire selection of the best players' guides around

Hard-hitting reviews

Lightning sharp editorial that tells you all you need to know

Global reporting

Tune in and turn on to the pulse of all the games news from around the world

Stunning new look

Spine-tingling design befitting a magazine for the ultimate console

Electrifying free gifts

In the forceful first issues we'll be offering a heavenly AI poster, the only tips book you need and more

WIN SEGA MEGADRIVE

MEGA PRIZES

WIN A SEGA MEGADRIVE *PLUS* £200 WORTH OF GAMES!!! CALL

0839 99 44 36

WIN





WIN THE BEST TEN NINTENDO OR SEGA GAMES (ALL SYSTEMS) JUST CALL

0839 99 44 37

NOW!

WIN



WIN A NINTENDO GAMEBOY

CALL 0839 99 44 35



WIN A SUPER NINTENDO

CALL 0839 99 44 34

Call Charges: Calls are charged at 36p per min cheap rate and 48p per min all other times. Make sure you ask your parents' permission before you call. Maximum call cost £2.40, maximum call length 5 mins. Multiple choice competition. For further information & list of previous prize winners write to Awesome PO Box 1650 B1 1AA. Nintendo, Mario Brothers, Gameboy, Super Nintendo, Sega, Sega Megadrive are all registered trademarks of their respective companies. We are not related to or endorsed by them.