INDEPENDENT SUPER NINTENDO MAGAZINE • ISSUE 1 • JUNE 1993 • £1.95 • DM9.50 •

MAVERICK MAGAZINES

SUPER CONTROL

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100% SUPER NINTENDO

PLUS! PULL-OUT TIPS MINI-MAG INSIDE!

TUFF E NUFF
...TO BEAT STREETFIGHTER II?

REVIEWED!
LOST VIKINGS
JAMES POND
BOMBERMAN
TOM & JERRY
BATMAN RETURNS
SUPER STRIKE EAGLE

PLUS!
STAR FOX
SECRET LEVELS!

SUPER SWIV

FREE!
GIANT POSTER INSIDE

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(CTR001)

SUPER CONTROL

This the first issue of *Super Control*, the new magazine for everyone who owns a Super Nintendo. There are loads of reasons for buying *Super Control* and to be honest you won't need to buy any other Super Nintendo mag ever again!

MORE CLOUT

Our review section features more screen shots, more text, more opinions and more of the latest games than any other Super Nintendo magazine available

MORE GAMES

17 of the latest games reviewed and full reviews of this month's official releases. Plus Directory Enquiries – two sections of mini-reviews: one official and one import

MORE PRIZES

The chance to win some fine Manga videos, a wealth of joypads and Bubsy T-shirts

MORE EXCLUSIVES

Scoop reviews of Jaleco's Tuff E Nuff and Nigel Mansell F-1 Challenge, not forgetting the definitive review of the four-player delight that is Super Bomberman

MORE HELP

Our 16 page pull-out players' guides and tips section, Access All Areas, which this month includes Star Wing and Another World

MORE FREEBIES

A giant Super SWIV poster this issue and a cornucopia of assorted goodies in the coming months

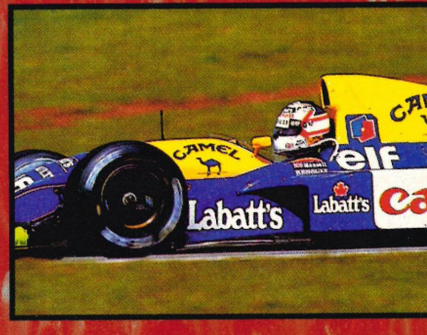
MORE IMPACT

Our team of artists have created as stunning new look for this all-new magazine. As well as being gob-smacking to look at it's also designed to be easier to find the info you need

WHAT'S HOT THIS ISSUE



THE FUTURE OF GAMES p84



NIGEL MANSELL F-1 EXCLUSIVE REVIEW p16

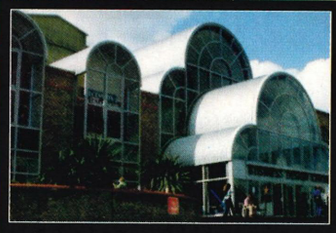


TUFF E NUFF EXCLUSIVE REVIEW p24

PUNCH IN THE THROAT. HOW THE BLOODY HELL DO YOU THINK THIS THING YOU'RE READING CAME INTO EXISTENCE IF

LOOK, I KNOW THIS IS A CONSOLE MAGAZINE BUT THE NEXT PERSON WHO TELLS ME MY JOB MUST BE GREAT BECAUSE I GET TO PLAY GAMES ALL DAY IS GOING TO GET A

The Super Control News



ECTS REPORT

Europe's regular Spring trade show took place at the Business Design Centre in Islington. Super Control was there to track down all the exclusive news including....

- Interplay's Robocop Vs Terminator 6
- Mindscape's Alfred Chicken 11

The Big Previews



HOT SHOTS

Although not quite ready to be reviewed, these games deserve a pre-release examination prior to the full Super Control evaluation.

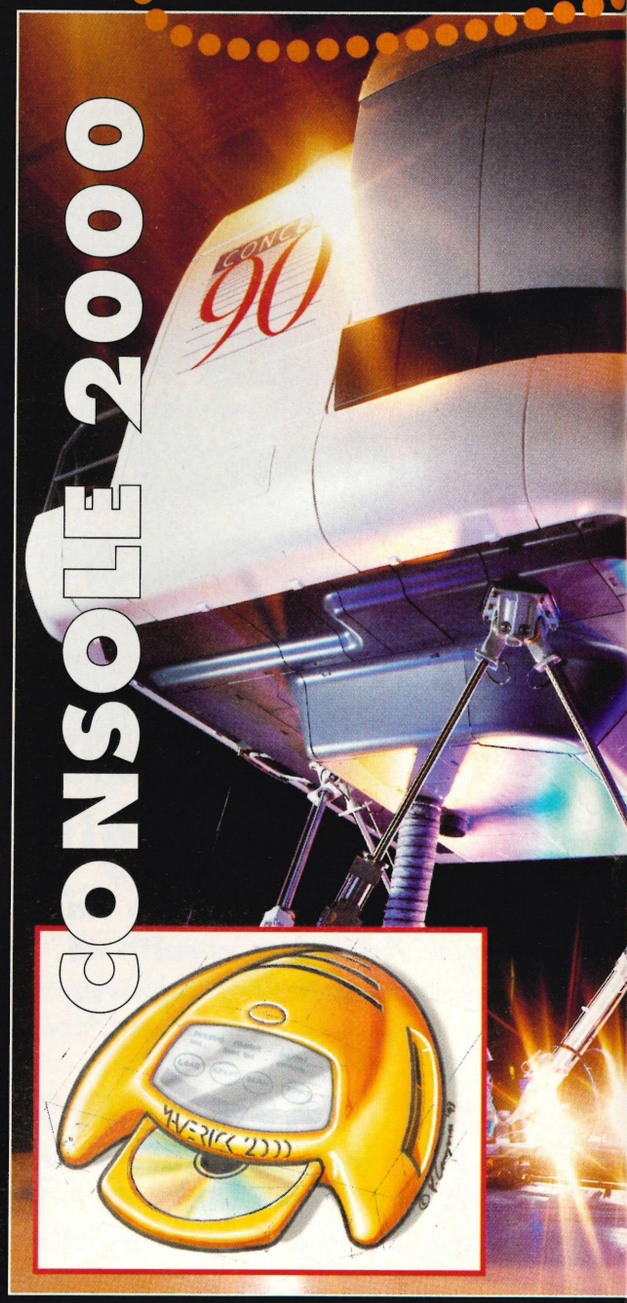
- Obitus, Psygnosis' RPG cum beat'em-up 12
- Mechwarrior, based on the Battletech saga 14



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- WHERE IN TIME IS CARMEN SANDIEGO? 70



Juicy Exclusive Reviews



CAPTAIN CHARISMA

Nigel Mansell F-1 Challenge, developed by Gremlin, has arrived right at the last minute from Japan along with Jaleco's Tuff E Nuff (nice piccy on cover!).

- Tuff E Nuff in blue corner, SF II in red — 24
- Nigel Mansell F-1 Challenge — 16

Players' Guides And More

ACCESS ALL AREAS

- Another World solved and mapped — 48
- King Arthur's World and his Lemming — 52
- Star Wing, nay Star Fox, nay Star Wing, nay...

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PASSION PLAY

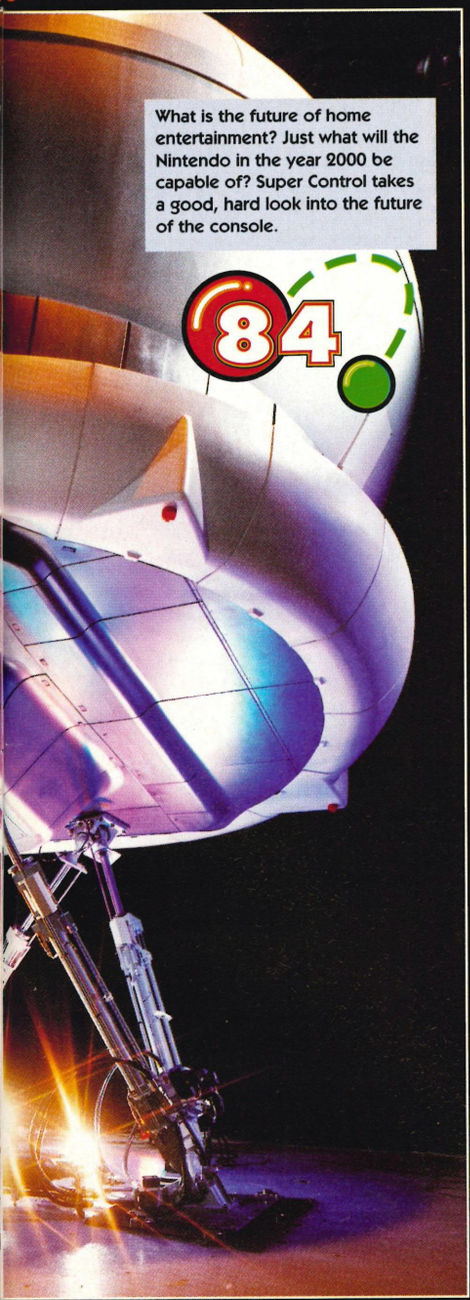
This is the part where we try to understand and solve your dilemmas and minor problems, all in one pull-out section. Calm your fevered brow!

INSTANT RELIEF 56

Oooh! The innuendo! Get your tips out darlin', show us your tips, etc...

CONTENTS

WE PLAY BLOODY GAMES ALL BLOODY DAY? EH? EH? I MEAN WE ALL WORK BLOODY LONG HOURS AND THEN SOME PRAT COMES ALONG...OOOH IT MAKES ME SO MAD!



What is the future of home entertainment? Just what will the Nintendo in the year 2000 be capable of? Super Control takes a good, hard look into the future of the console.

84

In this, the first issue of the excellent Super Control, we give you the chance to win a stash of Manga goodies as well as loads of joypads, courtesy of Powerplay and QuickShot.

COMPETITION CHALLENGE

82





RECORDED DELIVERY

94

Air your views in Recorded Delivery. Amongst this month's letters, we answer your questions about the possibility of Streetfighter III and even sort out your love-life for you.

OFFICIAL STAMP

Check out this month's official reviews in Official Stamp. Fully reviewed and rated are Pugsley's Scavenger Hunt, Super SWIV, Tiny Toon Adventures, Cool World and Jimmy Connors' Pro Tennis Tour.

80



Can't find a review of a game you desperately want? Every SNES title available officially and on grey import can be found in Directory Enquiries, along with a small but informative review.

90

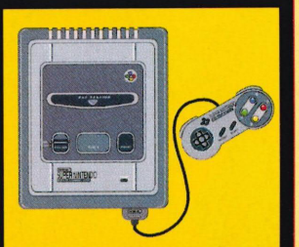


DIRECTORY ENQUIRIES

CLASSIFIED ADVERTISEMENTS

Looking to buy, swap or sell any Super Nintendo goodies? You'll find bargains galore in the classified ads.

88



Trade Show Report



ECTS SPECIAL

Europe's biggest trade show, and we were there as the top software companies from around the world showed their wares

- Interplay reveals huge metal tie-in
- Ocean announces another cute character

Star Fox Secret Levels



BLACK HOLE FOUND

You've seen it on the map, but we've found it and we show you exactly how to find it

- Progammable Joystick
- Lemmings beater from Storm?
- More aquatic fun from James Pond in Crazy Sports

New games



The SUPER Control No

WITH THE AID OF A BOTTLE OF PRO-PLUS

With two of the hottest video games properties around, can Interplay create a decent game to live up to the inevitable hype? Past performance says they can...



ROBOCOP VERSUS TERMINATOR

SPARKS WILL FLY AS THE CINEMA STARS COME TOGETHER

Interplay Productions has announced what could be one of the biggest licensed products this side of Jurassic Park. Based on the comic by Frank Millar who wrote RoboCop 2 and came up with the original idea for Alien 3, RoboCop versus Terminator pits two of the movies' most metallic money-makers in a fight to the death. You will take the role of RoboCop himself as he attempts to defeat the Terminators who are determined to kill him. It will take the from of a shoot'em-up viewed from a number of different perspectives. The hope is that this particular licence will be better than previous RoboCop or Terminator games.

Controlling cybernetic lawman RoboCop you'll need all the help you can get against the massed armies of the Terminators



INTERNATIONAL TENNIS TOUR

Hot on the heels of Jimmy Connors' Tennis, another French publisher has a Tennis game up its sleeve. Loriciel's International Tennis Tour comes on an 8meg cartridge and features what Loriciel calls a "complete environment". This means that apart from the tennis, all the on-court officials and the crowd act just as they should.

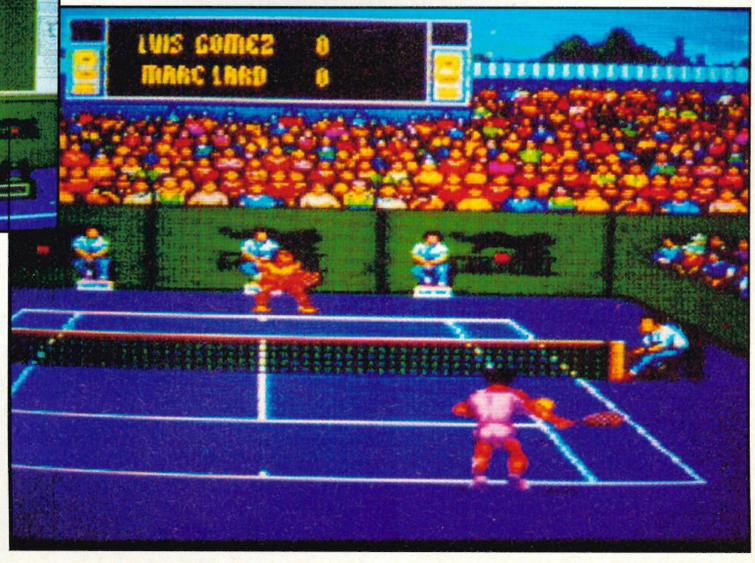
The tennis itself features a training-mode, one-off exhibition matches, and three tournament options including the international Nations Cup. The player can choose from 32 characters when taking part in the game, and will face a selection from those 32 plus another 32 as opponents. It won't however feature a four-player option which may see it losing out to Jimmy Connor's.

International Tennis Tour will be available just in time for Wimbledon and the French Open.



Tennis is popular in France, this being the second game from a French publisher

Your every whim and desire will be catered for with doubles, singles and tournament options available to add variation to the basic game



ECTS SPECIAL

from Empire

SPACE ACE FOR SNES

After Amiga success the SNES gets the Empire treatment, including Space Ace

- Plus the Empire Strikes Back
- Asterix the Gaul
- Bram Stoker's Dracula
- Alfred Chicken

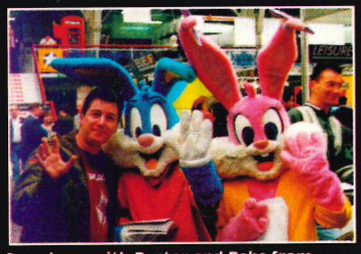
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PAUL'S BIG DAY OUT

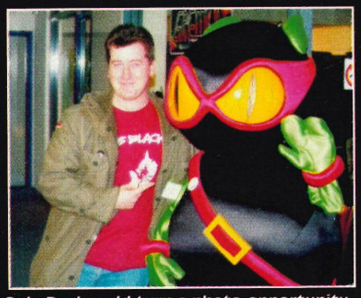
Paul, the newest member of the ever expanding Super Control editorial team was told to go and "press some flesh" while he was at the ECTS show and, "not to come back without pictorial evidence or you're fired ya bugger". This wasn't what we had in mind...



We see Paul here posing with Accolade's Bubsy, the innocent victim of some of the most gratuitous hype since VE Day, 1945



Seen here with Buster and Babs from Konami's Tiny Toons, Paul begins to question the wisdom of drinking that mushroom tea



Only Paul could turn a photo-opportunity with one of the UK's most original characters into a snooze-fest



RENEGADE MAKE THE DEAL

Renegade has signed the world-wide console rights for two of its most successful Amiga titles. Sensible Soccer, developed by UK based Sensible Software and recognised as a superb football simulation by all and sundry has been signed to new, yet big boy in the software industry, Sony Electronic Publishing.

Renegade's latest release The Chaos Engine, which has been riding high in the Amiga charts for some weeks now, has been snapped up by American top geezer Spectrum Holobyte for release on all console formats all over the world.

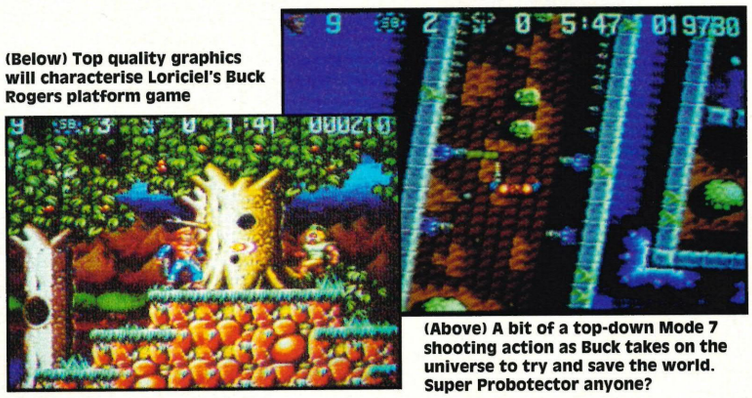
Neither firm has announced a date for either product but we'll let you know as soon as we can.

BUCK ROGERS

The time-frozen hero returns from assorted adventures on computers and consoles around the globe to make an appearance on the Super Nintendo courtesy of Loriciel.

This combination of shoot'em-up and beat'em-up employs a variety of views and approaches, in much the same way as Super Probotector does. Five of the levels are viewed from the side, with our Buck leaping and jumping around some graphically impressive levels. The remaining two levels are Mode 7 spectaculars viewed from above with the playfield rotating around the Buck Rogers sprite. The only previous Buck games on any machine have been RPGs.

Buck Rogers will be released in Europe in the summer.



(Below) Top quality graphics will characterise Loriciel's Buck Rogers platform game

(Above) A bit of a top-down Mode 7 shooting action as Buck takes on the universe to try and save the world. Super Probotector anyone?

SUPER PUTTY: VERY SILLY

SPRINGY, STRETCHY, BOUNCY, BOINGY

With the Amiga original nominated in the 1993 ECTS awards for most original game (It was robbed!), and receiving scores such as 95 per cent in Amiga Format, System 3's Super Putty could well take the Super Nintendo market by storm.

The first game to be approved by Nintendo UK after only one preliminary submission, this tale of a lump of malleable blue stuff trying to save a nation of robots might be just the game to drag the market away from its constant diet of shoot'em-ups and beat'em-ups, and save it from oblivion.

The Amiga version had gorgeous graphics, was highly addictive yet had strangely indescribable gameplay, so be sure to keep an eye out for our exclusive review next month.



(Below) A whole load of the robots you have to save are waiting at the bottom for you to come along and help them out a bit

(Above) This cat pokes his head through the delightful level designs and really gets on your nerves, bless him

MR NUTZ

Ocean is the latest software publisher to recognise that a game with a character as its star is likely to be far more successful than one without. Mr Nutz is the name of this particular addition to the ranks, and is in fact a squirrel.

Predictably he stars in a platform game which involves collecting things and killing some evil-looking bad guys who are trying to stop Mr Nutz from completing his task. Having said that, it is actually programmed by the rather good Ocean France – it was responsible for the blistering Amiga version of the Toki coin-op.

In case you were wondering (although you probably weren't), this is the same Mr Nutz who stars on BSkyB's Games World hosting his own game, Grab Your Nuts. With a talented chap like this on the way, does Mario really stand a chance?!



(Below) The nut-collecting Mr Nutz, a squirrel with an unfeasibly large tail, bounces through the night

(Above) Clearly Ocean is pinning its hopes on the cute-character factor to boost its sales. After the success of Mario and Sonic, it may well be right

STAR FOX ISN'T STAR FOX ANY MORE!

AND WE'VE FOUND THE SECRET LEVELS!

Nintendo has announced that the highly acclaimed Super FX game Star Fox, is to undergo a name change in Europe. The game will now be called Star Wing, so when you go into your retailer make sure you ask for Star Wing and NOT Star Fox. The game remains the same as before, just as playable and just as exciting.

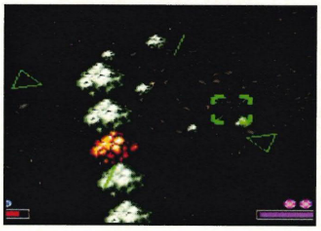
But things simply get better, as we've found the Black Hole and the Other Dimension...

The pictures below show you how to get to the Black Hole and the ones to the right take you to the Other Dimension. To reach the Black Hole, take the middle route and aim for the asteroid belt. To discover the Other Dimension, you'll have to get to the asteroid belt on the bottom route.



BLACK HOLE

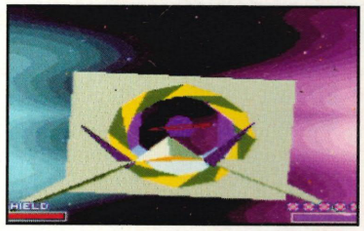
Crash into the red asteroids in the second and third spinning formations



A strange-looking asteroid with a face will appear. Crash into it



Fly through rings when you've collected everything from behind the doors



ANOTHER DIMENSION

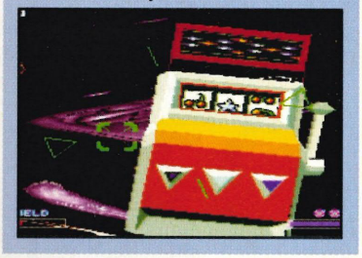
Shoot the large, dark grey asteroid that appears on the right of the screen



An egg will catapult out from the debris, shoot it and then fly into the head or chest of the bird



The fruit machine will appear at the end of the Other Dimension level. Get three 7s to escape



TOPFIGHTER

The Topfighter programmable joystick from Quickjoy is a limited edition described as a 'digital learning action system'. We put it to the test on SF II, Starwing, Another World and Kick Off 2.

Topfighter is capable of storing a set number of moves in its memory, which it plays back when a button is pressed.

It has three programmable buttons on which seven different joystick and/or button combinations can be stored. However, the unit can only replay commands as quickly as they are entered. In the case of Streetfighter, this wasn't quick enough for the special moves to be performed every time the programmed button was hit.

Any of the fire-buttons can be programmed to utilize auto-fire, although on Star Wing, this caused a weak pulse of fire and it was more effective to pound the button rather than hold it down.

The actual stick is very arcade-like in feel and appearance. This made Kick Off more enjoyable to play – changing direction became easy. However, intricate moves such as are needed in Another World are easier to perform on a joypad. In all, £69.99 is too much for a flashy joystick. The programmed buttons are no substitute for good old-fashioned reflexes, and the whole unit is too cumbersome to sit comfortably alongside the SNES.



Topfighter: This is £70 worth of six-button, programmable, LCD display, hardcore, arcade-quality, game controller. And you thought it was just a joystick...

TRODDLERS: LEMMINGS? LEMMINGS WHO?

As if one lot of cute little creatures running around unchecked wasn't enough, Storm will soon be launching another lot (though not with green hair) to keep all you Super Nintendo junkies happy.

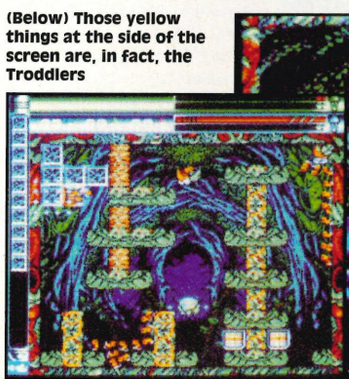
Troddlers is the tale of a band of, erm, Troddlers who have been mysteriously teleported into the real world from their storage facility in Divinius' lab.

There are 175 different levels although 75 of these are two-player only. Each level has its own specific set of instructions that must be completed to the letter. This may involve nothing more complicated than getting the Troddlers home in one piece, but you may have to take on and defeat the zombie-Troddlers. These chaps have been zombie-fied by the teleporter and will do their best to take as many of their 'normal' compatriots with them.

The two-player game will have two options, war or team. In war, the aim of the game is to wipe each other out, and in team it is to help each other out. This game will also be one of the first to use the mouse in this country.

Troddlers will be available towards the end of July priced at £39.99.

(Below) Those yellow things at the side of the screen are, in fact, the Troddlers



(Right) Gorgeous backgrounds, but most levels are only one screen



MORE BASEBALL?

The Japanese love-affair with baseball continues with yet another version of the game for the Super Nintendo, this time from Namco. A sequel to its previous baseball sim (the name of which escapes me right now), Namco seems to have chucked in a load of fictional player-statistics to try and make the game a little different from all the others.

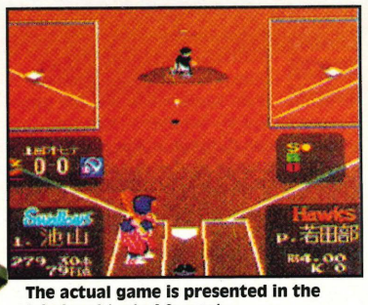
Another attempt at introducing variety into the game comes in the form of some outrageously over-the-top tributes for scoring home runs. For example, one sees a jet-powered Statue of Liberty flying past the stadium. Quite!

Available now in Japan so harass your friendly neighbourhood importer for more information.





Naturally the Japs take a slightly obtuse approach to livening up their games

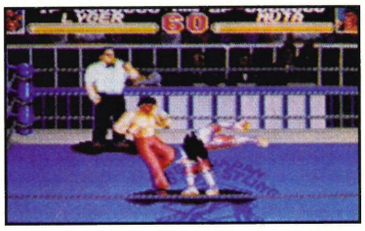


The actual game is presented in the tried and tested format

WRESTLEMANIA

Did you think all wrestling in the world was dominated by those big poofters in WWF? How wrong you are. The Japs have got their very own wrestling league, called New Japan Pro Wrestling and there is a game coming out based on these chaps' exploits. Filling a huge 16meg cartridge, it features at least 10 of the main contestants from the league.

With all that room on the cartridge it promises a huge amount of different moves for each character. The chances of it seeing an official release in this country are slim but we'll let you know if it is worth tracking down on import.



MIGHT AND MAGIC II

The highly acclaimed RPG that started life way, way back on home computer is soon to have its second instalment released by Elite on the Super Nintendo.

The world of Cron has been overtaken by the forces of Chaos (the buggers) who are wreaking havoc across this peaceful land. I hate it when this happens but it does mean you get to play what should be one of the best RPGs of the year.

With 16,000 locations, 96 spells, well over 200 monsters and between 200-300 things to collect, Might and Magic II should fill quite a gap in the UK market. On top of all this it has an auto-mapping feature and you don't need to have played any Might and Magic games before to get into it, or so they tell me.

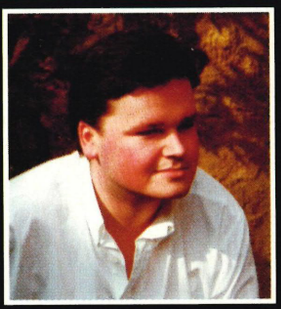
Look out for a review of Might and Magic II in Super Control in the coming months.





WHO'S WHO AND WHAT'S WHAT!

Julian Boardman



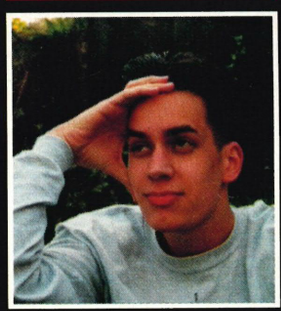
Jools is a stereotypical editor – all deadlines and knicker elastic. However, when the bell goes for home-time he's the first one in bed – with a tray of milk and biscuits by his side.
Games: Fuzzy Duck, Star Wing, Mario Kart (still)
Music: Sugar, Therapy?, PWEI, Wedding Present
Films: Reservoir Dogs, Johnny Suede, Marathon Man, Sunset Boulevard, Double Indemnity
Wimmin: Any female who loves a good, hot curry, Cindy Crawford, Catherine Zeta Jones (If you're reading this Catherine I'll be glad to help you 'get over' John Leslie – just call the office.)
Dislikes: John Leslie, garlic naans, Home and Away

Allison West



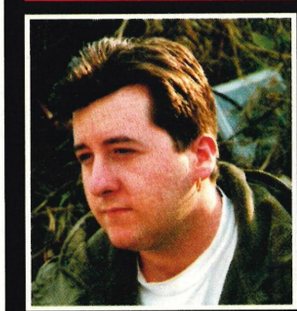
Do you know the way to San José? There are only two people that do – Dionne Warwick and Dionne Warwick's gran. As for **Allie**, she'd probably be able to borrow a copy of the directions from one of her many contacts, and it's this 'Never say die' bulldog spirit that makes Allie as good as Bacon and Egg.
Games: Bomberman, Star Wing, X-Wing on the PC
Music: Queen, Metallica, Joe Satriani, Extreme
Films: Blade Runner, Terminator, Metropolis, Highlander
Blerks: Roger Taylor (from Queen), Nuno Bettencourt, Rutger Hauer, Eddie Vedder, Micheal Keaton, Wolf
Dislikes: Twin Peaks, rave and pop music, curries, tea, Radio One (apart from the Friday Rock Show)

Alex Simmons



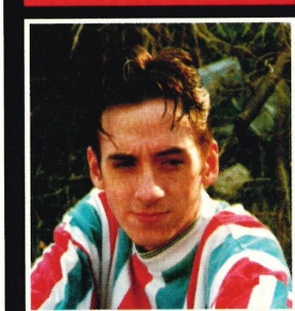
People are people, so why should it be, that **Alex Simmons** is so spawny? Simmons is the original cockney wide boy. He likes to think he's Del, other people like to think he's Rodney. So as we stand round the old Joanna, singing Knees Up Mother Brown, and that one about the Old Kent Road, spare a thought for me old china Al.
Games: Mario Kart, Bomber Man and Lost Vikings
Music: Depeche Mode, U2 and Erasure
Films: Cape Fear, Twin Peaks and most other David Lynch stuff
Wimmin: Sherilyn Fenn, Madchen Amick, Lara Flynn Boyle, Sharon Stone, Winona Ryder, Drew Barrymore...
Dislikes: Hi-Tec trainers, heavy metal, Amigas and answering the phone

Paul Mallinson



Victor Kiam liked his Remington so much, he bought the company. **Paul** bought Control and slagged it off so much, we gave him a job. His expert knowledge of the Japanese video and horror film industry is a miracle cure for all insomniacs. However, he's not all bad, as his ability to say 'Ralph' when he burps shows.
Games: Legend Of The Mystical Ninja, Super Tennis, Dungeon Master on the ST, Dragontorc Of Avalon on the Spectrum
Music: REM, Big Black, The Jesus Lizard, Minutemen, Firehose, NoMeansNo, Slint
Films: Withnail & I, Apocalypse Now, Brazil, any underground horror cinematrocities
Wimmin: Clare-Marie Powell, and maybe Dani Behr if she's lucky
Dislikes: Heavy Metal, curries, Techno & Rave, never having any bloody money

Andy Martin



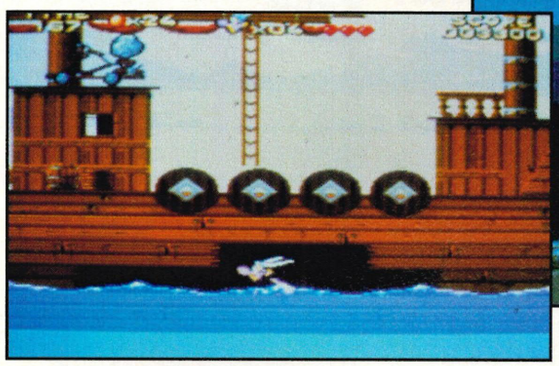
Andy really does take the Leigh Environmental award for leaving his rubbish on everyone else's desks, but we forgive him for this. Andy's shining Mancunian wit is matched only by his amazing ability to lodge a couple of Steak Viennas into his gob at the same time. Ignore any rumours you may hear about Andy's gaming skills – Manchester's silver-tongued Cavalier really can handle a joypad like a professional – honest!
Games: Horace goes Skiing, Hungry Horace, Horace & the spiders
Music: Joe Dolce, Bill Tarmey, The Baron Knights, Black Lace
Films: The Wizard of Oz, Return to Oz
Wimmin: It's what you do at the wimmin baths
Dislikes: Writing things like this

ASTERIX

A HERO WHO'S FRENCH?

Perhaps the best known French funny man other than Jacques Delors, Asterix the Gaul will be appearing on a Super Nintendo near you courtesy of top Gallic publisher, Infogrames. Taking the form of a rather natty platform game, Asterix has to rescue the captured Obelix with the trail taking him as far afield as Egypt, Corsica and many other lands featured in the numerous Asterix books.

From what we saw at the show, the best bit of the game has to be the tremendous character animations that are just like the books, including the way the Roman soldiers fly into the air as Asterix hits them with a 'Paf!'. Keep an eye on future issues of Super Control for more information on what could be a real classic.



The multi-talented Asterix swims his way past the pirate ship, victim of many unfortunate encounters with the super-charged gaul



(Above) What a man, what a guy, what a hero! Can Asterix use his large nose to save the day? (Right) The snowy wastes of the Alps are the setting for one of the levels in Asterix's quest

SUPER EMPIRE STRIKES BACK

With Lucas Arts' Super Star Wars having just made it onto the shelves, we already have the first screenshots of the sequel, Super Empire Strikes Back.

This first shot shows Luke battling with the Wampa on the ice planet Hoth,



one of the guardians from the early part of the game.

Featuring many sequences from the majority of the film, Super Empire Strikes back promises to be far more impressive than the epic Super Star Wars. We've been told of an incredibly good-looking battle between the At-At walkers and the snowspeeders and some great Mode 7 stuff as the Millenium Falcon flies through an asteroid field.

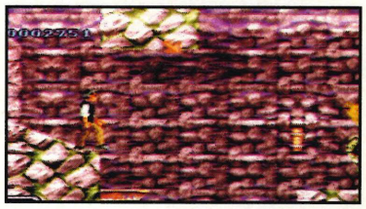
Whether JVC will release Super Empire Strikes Back remains to be seen. No doubt Lucas Arts will wait to gauge the performance of Super Star Wars on the streets before they commit themselves.

Hold your breath for a Christmas release.

DRACULA

Psygnosis is to enter the Super Nintendo market with the licence of the Coppola movie, Bram Stoker's Dracula. The game is programmed by Traveller's Tales, the chaps who did Galahad on the Mega Drive, and is not entirely dissimilar in style to the aforementioned title.

You are put in control of Jonathan Harker as he attempts to defeat the forces of evil and save all those lovely women from being given big hickeys by Gary Oldman. Or something like that, I believe. Out soon folks.





A moody intro just to get you in the mood for some bloodthirsty antics



These devil dogs have a rather disturbing habit of biting your goolies

THE DAYS OF THE EMPIRE

GAZZA, YOGI AND SPACE ACE



Empire, well known for its Dragon's Lair games and successful tank simulations such as Team Yankee and Campaign, has announced its move into Super Nintendo games. Four titles are in preparation at the moment, firstly Yogi Bear featuring the adventure of that roguish inhabitant of Jellystone Park as he tries to save his home from the attentions of a chemical giant determined to disrupt the tranquillity.

Following on will be Gazza, a football game linked to some footballer who apparently plays in Italy now, but I've never heard of him. However I have heard of Graftgold, the programmers, who were responsible for Fire and Ice, and Rainbow Islands on the Amiga.

Gazza's previous outings on assorted computers have met with mixed responses from the consuming public, but hopefully this will meet with a better reception.

I may not know who Gazza is but I now know all about Magic Boy. Designed by the chaps behind Pipe Mania, Magic Boy is a platform game chock full of bonuses, secret rooms and all the malarkey we have come to expect from a decent platform game.

It looks cute, it's very colourful and features a cracking range of power-ups.

All this and more can also be found in Space Ace, a platform/flying/shoot'em-up based on the Laser Disc games of Don Bluth, although a lot more interesting. Instead of just pushing the joypad in the right direction at the right time, the player will actually fly through space in a viewed-from-above shoot'em-up, leap around the planet's surface in a platform game and generally have a bit of a good time. With a line-up like this Empire could really make an impression.



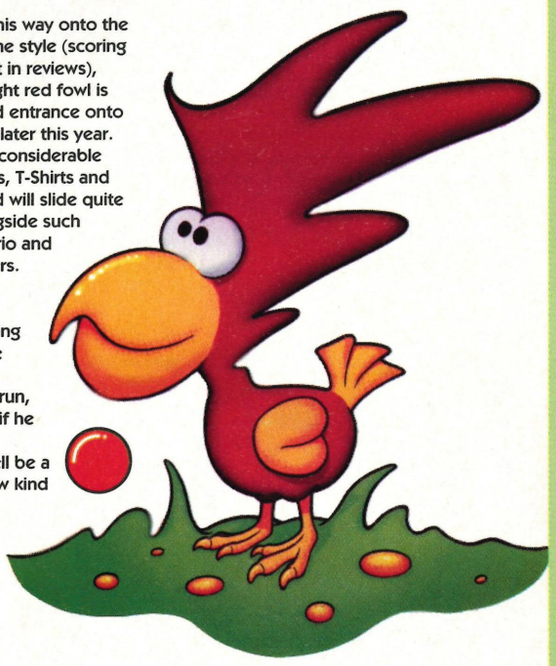
ALFRED CHICKEN

Having clucked his way onto the Gameboy in some style (scoring over 90 per cent in reviews), Mindscape's bright red fowl is preparing to make his grand entrance onto the Super Nintendo market later this year.

Already the subject of considerable hype (check out the badges, T-Shirts and natch, the egg-cups), Alfred will slide quite happily onto the SNES alongside such luminaries as Bubsy and Mario and other such original characters.

The game will take the form of a platform exploration-type thing, testing Alfred Chicken's skills as the spiritual leader of a downtrodden race. He can run, jump, peck and dive-bomb if he gets enough height.

In short, Alfred may well be a new breed of hero, or a new kind of Sunday lunch.



BATTLETOADS IN BATTLEMANIACS

Wow, those crazy shade-wearing reptiles, that aren't a rip-off of the Turtles at all, bounce onto the Super Nintendo this summer in a beat'em-up with a sense of humour, not to mention an incomprehensible press release.

With one or two-player simultaneous play, the game adds some original elements to the pure beat'em-up style, including skateboarding and hoverboarding.

This game is totally different to the Mega Drive version that is doing the rounds on import from the US at the moment, and promises a lot more variety in the gameplay.

Battletoads will be released in July.



(Above) Them thar Battletoads are apparently dead popular with "the kids". Being an old git I really couldn't say (Below) The hoverboards play abig part in this game as one of the 'toads descends into the murky caverns trying to stop several gruesome insects biting his bum



OUR GUIDE TO LIFE

So you've shelled out all this dosh on a console and all it can do is play games, right? Wrong. Follow this occasional series of how to use your console to improve all aspects of your life and you will soon be a better person, a more rounded individual and glad you spent all that money.

PART 1 LOVE

Can your console improve your love life? Will Capcom re-kindle your fizzling fuse, or can Nintendo 'help you reach the end'?

It has long been thought that love and consoles go together like Al and Peg Bundy. The many psychologists actually interested enough to analyse the subject all came to the conclusion – that the only road their research led them to was the exit from the roundabout of life that leads to a bit of undeveloped industrial estate. In short: nowhere.

However, Super Control recently caught wind of a new and stunning field of research into the subject of love and video games. We travelled to Cleckheaton in Lancashire to discuss these new findings with their author, Dr Karl Blodwin. A man called 'unique' by close personal friends and 'clearly off his trolley' by everyone else. His research is only in the preliminary stages and the only information we managed to prise from this gibbering wreck were the following guidelines:

1. Keep your console in your bedroom: "Do you want to come and grapple with Streetfighter II?" is nearly as effective as "Do you want to come and see my etchings?".

2. If it doesn't work the first time (maybe he/she is not the kind of person to do it on the first date), you can always ask "Can I bring it around to your place next week for another session?".

3. Get the object of your desires drunk. Trying to get off with a drunk person is always easier, and even if you don't get what you want you're bound to beat them at the game.

4. Suggest a bet. "If I win I get to sleep with you, if you win you get to sleep with me." This one is usually best used if you have followed the previous instruction. Failing that, Strip Mario Kart offers possibilities for the less inhibited amongst you.

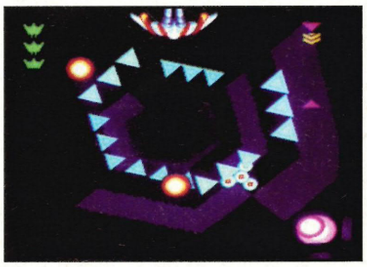
5. Always use a condom, or a femidom, or a bin-liner if you can't find a femidom.

We hope you find this useful. I know Hugh did!

Next time: Drinking.

LAWNMOWER MAN II

Virtual reality? Well, no not really, but a game based on the mind-expanding antics of Jobe and Dr Angelo. It is up to you as either Dr Angelo or Carla to destroy the increasingly powerful Cyberjobe before he can escape from the confines of The Shop's mainframe computer. The game features four fairly standard shoot'em-up/platform levels and a total of nine VR levels. Look for a release towards the end of the year.



TECMAGIK IN BIG NAME DEALS

Previously low-profile console publisher Tecmagik has announced two exceptionally high-profile products for this year. First to see the light of day will be a game based on the antics of everyone's favourite cat named after a diamond, the Pink Panther. We haven't seen much of the gameplay but we can assure you the soundtrack will be superb.

The second is a game based around the man that would give Jean-Claude Van Damme a run for his money, Steven Seagal, star of Under Siege and such straight-to-video classics as Marked for Death and Hard to Kill.

All we saw at the show were the sprites digitized from specially filmed footage of the great ponytail himself going through his motions. They do genuinely look like him and if the rest of the game is of an equal standard it might be rather good.

JAMES POND'S CRAZY SPORTS

James Pond, hero of the Amiga and Mega Drive and star of Super James Pond (reviewed this issue), makes his second appearance on the Super Nintendo later this year with a bit of pre-match training in the form of 10 Olympic-ish events. Anything from the 100 yard splash to leap frog is here.

Other events involve James leaping around on sponges, flipping clams into the air and catching them and trying to feed a bunch of starfish.

After a reasonable performance on the Mega Drive it should do well on the SNES.





Ye olde foreste is chock-a-block with these little sods who'll try and stick you full of arrows before you can say Jockey Wilson



She may be old, she may be haggard, but she is helpful. Bless the old lovey. Thanks to her you'll be able to get much further in the game



A-ha! The exit from the woods, superb! It isn't over yet - the mines are a bit on the tricky side. Keep an eye out for the match

Take a good look at this screenshot. Close the magazine for 30 seconds, then open it and try and spot which item or items are missing



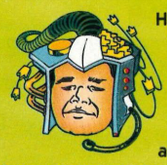
METER-OLOGY



1. Stamina meter: This will determine how long your health lasts without food
2. Health meter: Keep this as high as possible by avoiding trouble
3. Map of immediate surroundings: Useful for keeping track of where you are
4. Object currently in use: Anything from the inventory can be selcted

OBi

HEAD BACK TO THE DARK AGES FO



Hamlet, Shakespeare's 'amiable psychopath', was rather undecided on whether or not to "suffer the slings and arrows of outrageous fortune". At least he had a choice. Wil Mason, hero of Obitus, doesn't.

Not that our Wil is used to these sharp-shafted shenanigans. Being a bit of a middle-class grey suit type in his day job, he doesn't often encounter longbow men trying to attack him as he walks through the town centre. However, Obitus flings our mild-mannered hero into a mediaeval world that he doesn't understand and is bloody keen to get out of as quickly as possible.

To get back to his own time, our reluctant hero has to make his way through an RPG cum beat'em-up built around a combination of mazes seen from a first-person perspective with other sections viewed from the side.

The action starts in a forest which is a maze of interlocking paths. As Wil wanders around, the first thing you'll notice is the rather spiffing animation. Between the evenly spaced junctions the path-side trees are animated in a remarkably convincing manner, giving a more than passable impression of depth as you walk through to the next location.

As you start the game empty-handed you must pay close attention to the floor, where previous travellers have rather carelessly deposited a number of rather handy items. Top of the list in the 'useful things to find' department are a bow and arrows. Fighting the chaps that guard the forest and its treasures could prove a bit difficult without these weapons to hand.

These guards will be holding scrolls which contain loads of information, or interesting wee trinkets that can be traded later in the game for even more useful bits and bobs. If they manage to hit you first you'll sustain damage to your health or stamina, but these can be built back up by eating and drinking.

AN APPLE A DAY

Food isn't a problem in the forest as there are plenty of apples scattered about, but it is worth collecting a few of these for the later, trickier levels. You are able to carry a large number of items which can be used at any time, but they may only be useful at certain places in the game or with particular people.

Should you succeed in finding your way through





He may look rough, tough and a bit handy with that sword of his, but if you're quick enough with the bow he'll soon disappear



The old git with the stick is one of those mystical, enigmatic types who gives you cryptic help that is hardly any use at all

ITUS

R A SPOT OF MEDIAEVAL SURVIVAL

the forest, you'll enter the mines under the castle. Being underground it is a bit dark, but lo and behold, somewhere near the entrance there is a big match which you can pick up and use. Then there was light...

After this the mines are fairly similar to the forest, except the scenery consists of brown clay instead of greenery. The mines contain some very aggressive creatures that are more inclined to rip your head off than give you any helpful information.

AN ENGLISHMAN'S HOME...

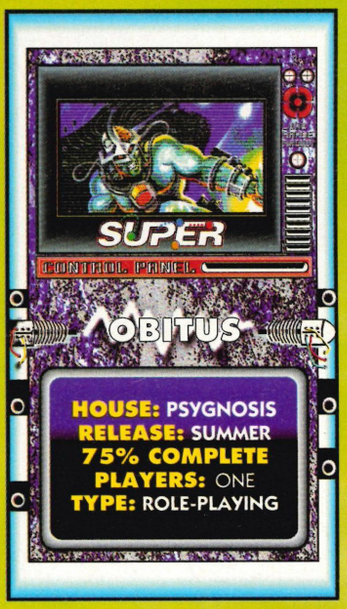
Assuming you get past all these terribly nasty people and find your way out of the mines, you can visit the castle. This section is viewed from the side, with Wil actually on screen. The game retains a feeling of depth and perspective by shrinking Wil's sprite as he walks to the back of the room.

The main gameplay here is avoiding the guards in the castle and finding your way around. There is still a maze element to the castle; the rooms where you can walk to the back will often have various doors, meaning there could be up to four exits from these larger rooms.

Again the trick is to find your way through and collect the necessary bits and pieces. If the exit is found the game will be very close to its climax.

All this wandering about should give Obitus a broad appeal, to both novice RPGers and action fans who fancy something a bit more cerebral in their games. Keep your eyes peeled around July for a full review of Obitus.





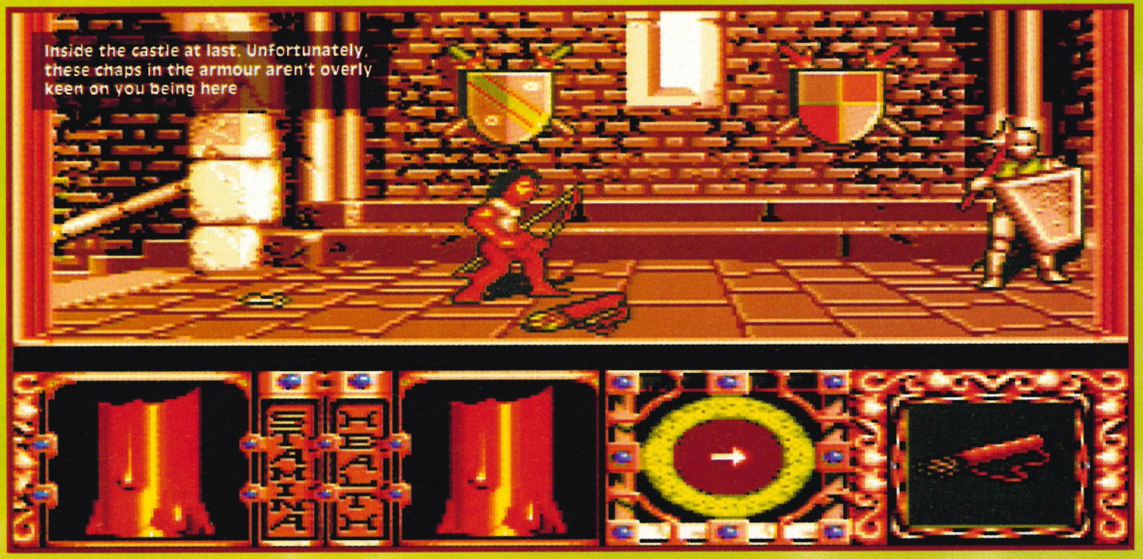


Eeugh! A big angry four-legged sharp-toothed thing determined to enjoy your leg for its dinner



This screen gives info on who you're up against and the opportunity for a bit of trading





MECHWARR

EXPLOSIVE ACTION IN GLORIFIED 3D TECHNICOLOR



These robo-suited super-deformed cretins really leap about the place! Buying extra armour increases your weight and slows you down in the air, so a balance has to be found in order to survive



Close-range combat is not advised because these guys pack some serious destructive hardware and are best dealt with at arm's length!



Ha, ha, boom! Flip that SD-suited geek and turn him into a bag of rusty bolts. There's definitely no messin' with this 'tech monster! Who's next?



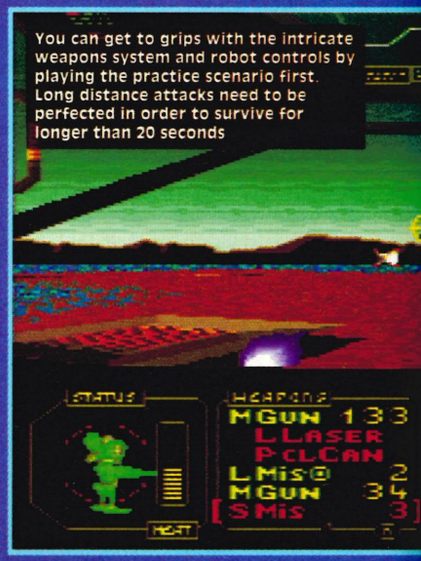
Based on the popular Battle Tech Universe book and game series, Activision's Mechwarrior is the SNES version of the game featured in the world-famous Battle Tech virtual reality centre in California.

The year is 3027. The Dark Wing Lance Cartel rules the galaxy with an iron fist, and futuristic outlaws and dangerous double agents infest the planets and space-ways. As a mercenary on a mission of revenge against the mysterious cartel, the player must jet down to the Battle Staging Centre of Galatea, before engaging the enemy in a furious battle-suited skirmish for victory.

SWEATING BULLETS

Clues as to the evil cartel leader's whereabouts must be gleaned from the outlaws and undesirables within each of the many available missions. The eventual confrontation with this man is your ultimate goal, so unless you are particularly fluent in Japanese, it may be advisable to wait for the translated official version to arrive!





You can get to grips with the intricate weapons system and robot controls by playing the practice scenario first. Long distance attacks need to be perfected in order to survive for longer than 20 seconds

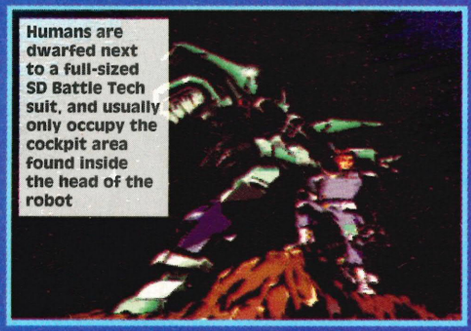
This being the year 3027 and all that, you won't find anyone walking around in a silly spacesuit touting a weapon resembling a pea-shooter – no, these days it's 70-ton, armour-plated, myomer-muscled battle suits and fission-powered, arm-mounted heavy weapons that take precedence.

TECHNO! TECHNO! TECHNO!

As the mercenary of the future, you must strap yourself into the robot exoskeleton and complete the various missions, ranging from riot control and site protection, to night attack, while collecting money along the way.

The more money you can scrape together, the more hardware you are allowed to buy. Improved weapons and protection systems are the key to completing your missions, and money must be spent wisely because, in the age of the future recession, the price of living is extremely high!

Unfortunately, the value of life itself is very cheap here, and the going will by no means be easy. However, information can be collected and deals dealt in the mess room before lift-off, and the all-essential



Humans are dwarfed next to a full-sized SD Battle Tech suit, and usually only occupy the cockpit area found inside the head of the robot



This futuristic cityscape screen allows access to various missions, robots, weapons and tactical information screens. Read up on your mission before diving straight into the action, it's surprising what you can learn from these services



Catch up on all the gossip in the mess room..."Say, did you hear about me and Fred the other day? Yeah, we both turned up to work the other day in the same Battle Tech suit! Ooh, I

IOR



Night missions are quite scary experiences and are full of atmosphere to boot. Within moments of your first encounter, the sky is lit up with lasers, tracers and explosions



This fat metal monstrosity is far too close for comfort. The only thing to do here is either shoot him with everything you've got, or do a runner and fly away!





repair workshop will keep your shields up to scratch.

Once you're powered-up you are released into the impressive Mode 7 virtual landscape and must complete the set mission before you are destroyed by the other Mechwarriors. You can walk, run or fly to avoid the crossfire, and by upgrading your engine you'll find yourself speeding across the landscape in no time at all.

The terrain differs depending on the mission and can prove quite tricky to negotiate, especially if you're surrounded by water, because although you can wade through the depths if necessary, it does slow you down and can affect your weapon efficiency.

A password system combined with battery backed-up saves, should alleviate any frustration caused by losing all your hard-earned cash and equipment upon melt-down, and the fast-paced, diverse, first-person action should get the adrenaline pumping through your system!

VIRTUALISTIC TENDENCIES

The spanky Mode 7 landscapes really add a lot to the game, and the hulking, metal enemies that hunt you down are convincingly animated – the whole game seems very slickly presented.

The virtual reality Battle Tech scenario, already enjoyed by several hundred thousand fans worldwide, and the depth of the strategic and role-playing elements of Mechwarrior should make for an excellent and involving game upon its release in September.

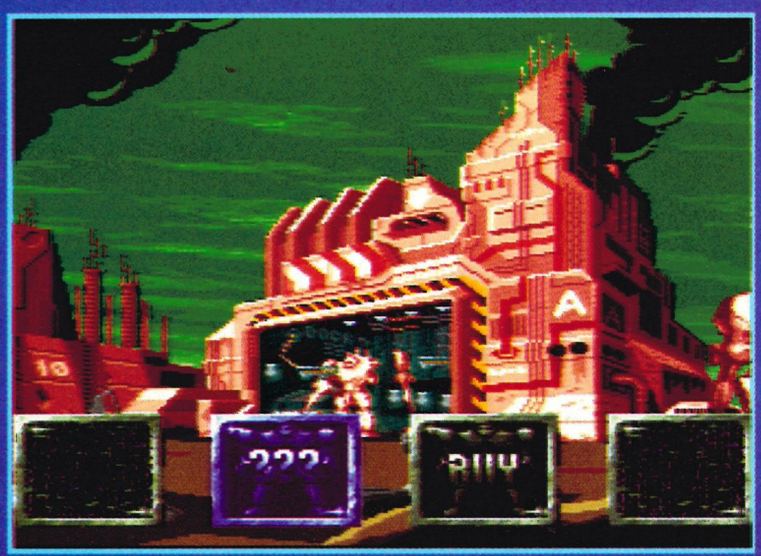
If you're on the lookout for an interactive adventure simulation of super-deformed proportions, look out for Mechwarrior – a 31st century techno-battle to overwhelm your senses



For some reason I think the Head Up Display is trying to tell me something – it's probably along the lines of, "You are about to die horribly, entombed inside a mass of molten metal and plastic"



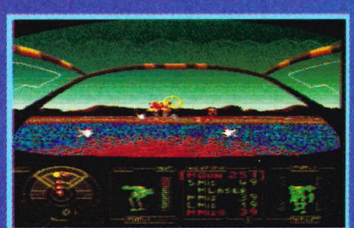
This battle-suited behemoth is very dangerous and very fast. As soon as you catch sight of this guy, drop a load in your kecks and make for the nearest conveniences!



Buy and sell all your essential robot-suit parts from this workshop. Be careful with your money because there is a recession on you know



Battlesuit status screen. All defensive and offensive systems can be monitored from this screen. Weight, heat and engine status statistics all come into consideration too



Stuck on an island in the middle of a lake is not the best place to be. You can walk through water, but this slows you down and also affects your weapon efficiency (depends how cold it is though – ooer!)

REVIEW

NIGEL MANSE

F-1 CHALLENGE

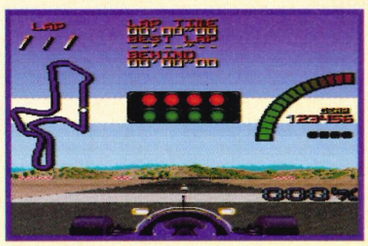
MR CHARISMA RACES ONTO THE SUPER NES



With Mansell placed third in the season, Berger takes his McLaren into first place. Schumacher follows closely behind, driving his Benetton



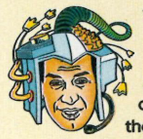
The Lotus twins take first and second place, while Mansell collapses exhausted in third. Who's got the champagne?



Race without qualifying and you'll automatically start at the back of the grid, so it's worth having a go



Simulation mode offers a realistic F-1 race and you'll need to use the brake as much as the accelerator, unlike with most racing games. Ensure you choose the right car set-up



Well, it's a bit late isn't it? Mansell finally makes it onto the Super Nintendo and already he's buggered off to America to race in those poncy Indy cars. What's wrong with good old-fashioned Formula 1 racing, Nige? Did Senna ruffle your racing togs once too often? Was your pay cheque for the next year less than £20 million, you poor thing? Like it or not, Mansell has done a runner, leaving Infocom to pick up the pieces of his sparkling F-1 career and forge them into a spanking new out-of-cockpit racing simulation.

Nigel Mansell F-1 Challenge, although released under the Infocom label in Japan, was actually developed by Gremlin Graphics, the company responsible for Top Gear. Unlike its previous two-player arcade racer, you actually sit inside the cockpit of the car, in Mansell's red 5 Williams Renault to be precise. F-1 Challenge may only be a one-player game, but it features all the tracks from the standard racing season – a grand total of 16.

EERIE INDY-ANNA

Featuring arcade and simulation modes, the game attempts to reach all levels of gamers. In the easier arcade setting, you are actually 'helped' around the course. You may still swerve off the circuit, but fortunately won't spend most of the race on the grass as would be likely to happen on the simulation level.

The simulation game is a slightly more complex version of the game. Your car will suffer more damage from crashes and rams in the simulation game, making it the setting for die-hard drivers who have won the season on the easier level.

From the menu screen, you can choose to compete in a full season or simply drive in a one-off race. Alternatively, you can practice on any of the courses, alter the controls and your driver's name and nationality and finally ask Nige's advice.

WIND RESISTANCE

Advice on what you may ask? Problems with your sexuality? Computer games ruining your social life? Well, no, Nigel will give handy tips on any course you choose. OK, they are all in Japanese on this particularly import version, but I'm sure they mean something really useful if you can understand them! He will also guide you around the track, showing the correct racing line and speed to tackle each corner.

Aside from Mansell's advice, it's best to qualify before you race, otherwise you'll have to start at the back of the grid. Before climbing into the cockpit, there's the opportunity to alter the configuration of your car.

Transmission can be manual or automatic, but I suggest beginners choose automatic gear change because manual gears take time to master, especially on the more complex courses such as Monaco. You can also modify the gear ratio of your car, change the tyres from soft or hard slicks to wets, and increase or decrease the size of your rear aerofoil, thus raising or lowering the grip of the vehicle.

In the driver's seat you have an accelerator, brake, steering wheel and gears, depending on transmission. Unlike many other racing games, the brake actually

CAN'T GET BETTER THAN A KWIK-FIT FITTER



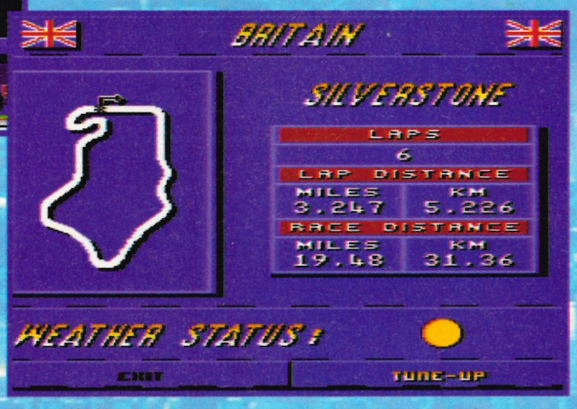
You can choose to compete in a full season or race a single circuit. There are two game modes, arcade and simulation, offering varying levels of difficulty



The right configuration of the car is vital if you're to win races. Changing the tyres and aerofoils alters grip, modifying the gear ratios to suit each course provides increased performance, while selecting manual or automatic transmission is a simple way of changing difficulty



All 16 F-1 grand prix courses have been painstakingly recreated. Each hairpin and straight is like the the real thing



The statistics of each course appear before you race. Make a special note of the weather conditions (bottom right), as you'll need to change your tyres accordingly

ELL

WARNING

Although Nigel Mansell F-1 Challenge is available on import, it will only work on a Japanese Super Famicom and an American Super NES – it won't work on a UK machine, even with a converter! The official PAL version will be released by Gremlin Graphics in September, and will be aptly titled Nigel Mansell's World Championship

has to be used to slow down to take the corners – you can't just skid around a bend at top speed!

There are 11 other cars on the track, all driven by well-known drivers such as Ayrton Senna and Ricardo Patrese. The tracks themselves are true to life, although the same cannot be said for the scenery around the circuits – since when has Monaco been set in the middle of a field of grass?

Apart from the apparent lack of roadside scenery, Nigel Mansell F-1 Challenge is visually slick. The scenery was sacrificed for speed, resulting in the game being very fast while still remaining smooth. The sound is also good, with the token hum of your engine as well as the occasional thud when you crash, and each race is also accompanied by a suitably racy tune.

THE WINNING FORMULA

OK, so we've established the game looks shit-hot, but how does it play? Out of the two modes, I definitely preferred the arcade game. The car is easier to steer and overall it's far more enjoyable. It is a little easy, but you can always switch to manual transmission (or even simulation mode) for a tougher challenge. Compared to other in-cockpit racing sims, I have to say that this is the best I've played.

It doesn't have a two-player option or the arcade 'feel' of some other racing games, but is really a simulation on a different level from the likes of Top Gear. It's more, shall we say, refined. There you have it, a great racing game that deserves to be every bit as successful as Nige himself.



What impeccable timing! Despite Nige sodding off to Indianapolis, how could we forget ever his F-1 performance last year? I suppose we could consider this stunning racing sim as his testimonial! F-1 Challenge is impressively fast, although I think that a little more landscape detail could have been included without sacrificing any of the speed. I found the arcade mode a too easy while the simulation mode was on the hard side – a happy medium would have been preferred! Overall, it is highly enjoyable and I love it. ALLIE

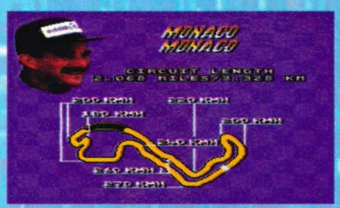


Nigel Mansell F-1 Challenge features a variety of weather conditions. Rain makes driving hazardous, an overcast day could always bring the chance of rain, while a hot, sunny day provides the perfect racing conditions



Speeding through the tunnel at Monaco, the lights fails leaving you in darkness. The track is dimly lit by the light at the end of the tunnel, but it would be much easier if I could just find the switch for the headlights...

DRONES FROM THE COCKPIT



Nigel, taking time out from his Indy car racing, will gladly give tips about the next course, including the appropriate speeds for each corner



He'll then judge your performance. My braking was perfect, but my steering was a little wonky! 87 per cent isn't bad though – move over Nige!



With the briefing over, Mansell takes you out onto the course to show you the correct racing lines and when to slam on the anchors to take the bends smoothly

THANKS TO CONSOLE PLUS (0532) 500445FOR THE REVIEW CART



NIGEL MANSELL F-1 CHALLENGE

HOUSE: INFOCOM
ORIGIN: IMPORT
PRICE: £54.99
PLAYERS: ONE
TYPE: RACING GAME

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

84%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	8
LASTABILITY	6

ENERGY HIGH

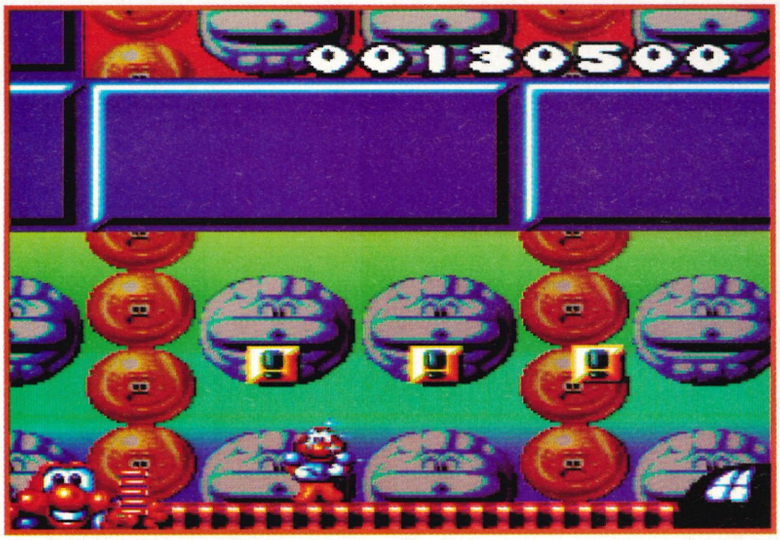
- It's bloody fast
- All the 16 F-1 circuits...
- are here
- Arcade and sim levels

ENERGY LOW

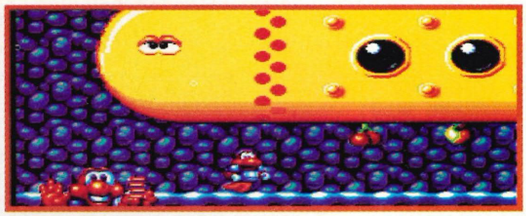
- Quite a serious game
- One-player game only
- Lack of scenery
- Mario Kart's better??!!

ALTERNATIVE SYSTEM

There are a few alternatives, but to be honest, they're not as good. Aguri Suzuki F-1 Driving (67 per cent) has a two-player option but is ultimately dull. There's Test Drive II – The Duel (58 per cent), which isn't an F-1 sim, but is still an in-cockpit racing game. Oh, there's always Mario Kart!



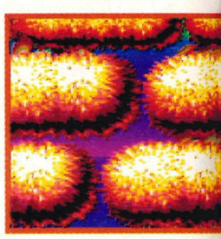
Like Mario you can jump up and knock blocks with your bonce to reveal either desirable bonuses or undesirable opponents. Your move!



With Pond not being able to stay out of water for long due to being an amphibian, water levels have been included in the game complete with subs and sunken ghost ships



You start outside a toy factory. Select stages by standing in front of the huge oak doors not blocked by a padlock





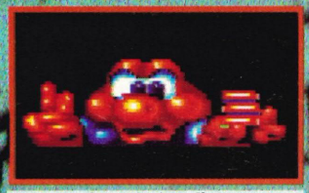
FISH-FACE



Full potency and Pond has all four lives. Happy chappy!



Down to three lives and Pond isn't quite so cheery



Mmmm, down to two lives now and our hero is very displeased



Last night's scampi and chips clearly went down the wrong way



It would seem that the general consensus these days is if you haven't got a sickly cute, instantly recognisable character with a face you'd like to punch advertising your product, it simply won't sell. Everywhere you turn there's another fresh-faced amoeba waiting in the wings longing for recognition comparative to that of Mario and Sonic.

WHAT A LOAD OF OLD CARP

But hark, what approaches from yonder rock-pool? Who slithers and drips up the theatre aisle to this illustrious audition of no-hopers? With a few wrinkles, the odd grey hair and a dubious pair of dentures, our amphibious veteran presents himself. 'The namesh Pond, Jamesh Pond. Underwater FI5H agent – mean, green and part machine!'

The 'green' confused us for a moment as he's obviously been spending his happy retirement days on some sunny Californian beach, but we concluded that 'tanned' doesn't rhyme with 'mean' or 'machine' and obviously wouldn't be quite as punchy!

James Pond has been there, seen it, done it and bought the T-shirt long before half of these new console characters were itches in their developers' underwear. Appearing first on the Amiga and ST at least three years ago, it's surprising that it has taken this long for him to surface for a breath of SNES air.

FILLET OF FI5H

Proving to be a straight conversion of the Mega Drive Robocod game, also released aeons ago, Super James Pond is little more than your bog-standard platform game with superfluous graphics. Collecting lots of different bonuses to increase your score and searching through the maze-like levels for the exits and bonus levels, is hardly anything new.

The levels are huge though and there are a few good guardians to defeat, but mainly there are er, lots of platforms, and as platform games go it's not that difficult either. With surprisingly few scurrying minions standing in my way I got well past half-way through the game in under a day without too much effort – the five continues and a maximum of five lives naturally aiding me immensely!

Included within the game are two cleverly hidden cheat modes (Read next month's tips pages!), humorous enemy sprites, themed game sections and some wonderful modes of transport. Admittedly a flying bath, Icarus wings and a miniature jumbo jet are hardly up to the standards of Bond and Q but they're effective and highly amusing nonetheless.

The levels vary in size and some even vary in design. One section consists of corridors not dissimilar to ventilation shafts where Pond puts his best flipper forward and waddles at high speeds up and down the ramps searching for the exits. However, there are a couple of platforms so your sanity isn't saved completely!

OH MY COD!

The biggest problem I found with the game is the phenomenal boredom rating. Consisting of 14 levels each with numerous stages and dozens more secret rooms inside, the gameplay was getting very tedious indeed. "Oh GOD! Where is that flippin' exit?" continually spouted from my lips.

Having said that, you could keep coming back to James Pond as you do with Mario World. Searching for all the secret levels will take you a good few weeks at least, but you may be disappointed with the extent of these levels as they are hardly as exciting or comprehensive as those in found in Mario.

However, it all looks very nice doesn't it? A lot of effort has been put into the

GENTLY DOWN THE BREAM



The aeroplane is situated on numerous levels and allows Pond to search for secret level exits



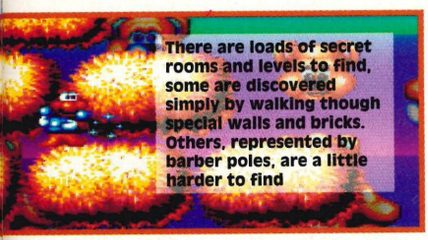
Pond has got a fascination with flying and, like Icarus, is willing to singe his toupee for the privilege



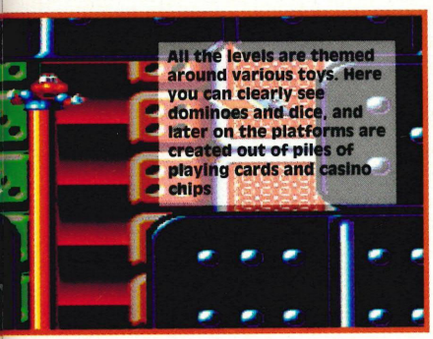
The flying bubble bath gives you the opportunity to search all the little nooks and crannies

SUPER JAME

FROM THE OCEAN TO THE POND, IT'S A NO



There are loads of secret rooms and levels to find, some are discovered simply by walking though special walls and bricks. Others, represented by barber poles, are a little harder to find



All the levels are themed around various toys. Here you can clearly see dominoes and dice, and later on the platforms are created out of piles of playing cards and casino chips



James Pond has a unique and very useful ability to stretch his mid-rift as far as the level allows. If he makes contact with a platform he can grasp hold and shuffle along!

visual presentation and the cute element has been taken to an extreme. The colours are vibrant, the animation is smooth and there's lots of humour, but a proportion of quality gameplay has been forfeited in order to keep the extravagant parallax backdrops rolling by at a reasonable speed.

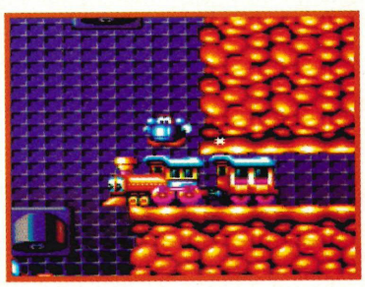
Having said that though, slow-down is highly evident on more than one occasion even when there's nothing on screen except Pond himself. But then on other occasions Pond scoots down hills with a speed rivalling Sonic on the Mega Drive, accompanied by an equally fast and nauseating bouncy tune.

So, to the conclusion. The character is getting old and so too is the gameplay. Unfortunately the spruced-up graphics can't rescue James Pond from being just another multi-platform hopper with a smarmy-grinned character.

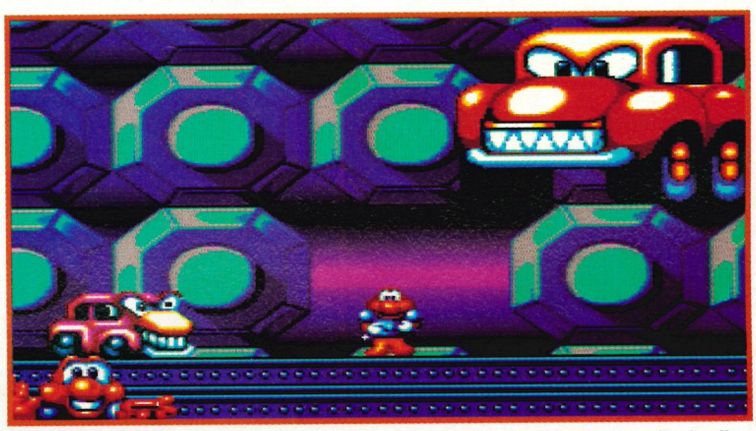
However, it is enjoyable nonsense and keeps you occupied until it's time for dinner, but don't expect much once you've finished eating and are playing again!



The guardians are easy to defeat just requiring a few foot-stomps on their heads. This bear has a dangerous backside and can make fish cakes out of Pond



When stomping on the enemy you can pull down and armour yourself by disappearing inside your shell-suit, this way the strength of the blow is doubled



This Herbie really has gone bananas. Spewing out miniature bubble cars from its deadly mouth, the guardian bounces backwards and forwards trying to flatten you under its chassis

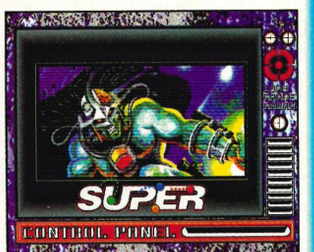


I played the Mega Drive version many times, and whilst it wasn't too bad a game at the time, I definitely think it was overrated. The platform format was unoriginal but the cute touches and high playability lifted the game above average. Now James Pond has hit the SNES, you may be forgiven for thinking that Ocean has totally re-vamped the Mega Drive version by adding better graphics, a touch of Mode 7, and some completely different soundtracks. Unfortunately, this is just a straight port-over from the original with no use made of the extra facilities available. PAUL



ES POND

N-STOP WATER-SLIDE



SUPER JAMES POND

HOUSE: OCEAN
ORIGIN: OFFICIAL
PRICE: £44
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

60%

SUPER CONTROL

SOUND	6
GRAPHICS	8
GAMEPLAY	6
LASTABILITY	6

ENERGY HIGH

- Colourful graphics
- Humorous animation
- Plenty of stages
- Themed levels

ENERGY LOW

- Not enough variation
- Slow-down
- Lack of opposition
- Too many platforms

ALTERNATIVE SYSTEM

If you're looking for cuteness, Tiny Toon Adventures rates extremely high on the cute scale. It has fast-paced action, humour, plenty of stages and is very tricky. Also, Dragon's Lair is good as is Mickey's Magical Quest, but avoid Road Runner!

A NORSE, A NORSE, MY KINGDOM FOR A NORSE



LEVEL 1

Tomator's spaceship is plagued by auto-defence systems which constantly bombard your party with laser fire



LEVEL 2

Watch out for dinosaurs and the cavemen who roll towards you – they can only be shot when they stand up



LEVEL 3

Mummies can only be defeated using Baleog's spear. Keep an eye on the hieroglyphics, they often hold clues

THE LOST VIKINGS

SCREAM WITH FRUSTRATION AND SWEAT FROM EVERY PORE!



Occasionally a game appears which is a piece of programming genius. In recent months Streetfighter II and Super Mario Kart have proved more addictive than any drug. Now it's time to get ready for Interplay's The Lost Vikings. This is another classic that will make you scream with frustration and sweat from every pore as you struggle to tear yourself away from it.

NORSE CODE

Let's be honest, we all love a good platform game, don't we? The Lost Vikings is exactly that...a veritable jumping feast with a side-order of puzzle element to add that extra spice. I'll say it now, The Lost Vikings is one of the best games I've ever played. It has all the essential features of a masterpiece: slick presentation, infuriatingly addictive gameplay and not one, but three (Gasp!)

Flames shoot from the gas pipes and engulf the conveyor belt. Cut off the gas supply by shooting the red pipes with Baleog's bow





extremely cute characters, namely the Vikings Olaf, Erik and Baleog.

Vikings is a game that instantly appeals. It manages to hold your attention through all 36 levels by adding new elements to the gameplay, offering new, trickier puzzles and more challenging action sections.

Tomator, a putrid-green alien superfiend has Viking-napped Erik, Olaf and Baleog. God knows why, but then again, who cares? Materializing on old Tom's space cruiser, the threesome are separated from each other, so the first easy task is to regroup, then find the exit.

Initially you'll control Erik the Swift, but you can switch over to Olaf the Stout or Baleog the Fierce at any time. Erik must leap over the electric floor to reach the exit, while Olaf must block the laser with his shield, or be toasted by the blinding light beam. Finally there's Baleog, who hacks away at the googly-eyed alien to join his companions at the escape tunnel. The three beer-swilling lads can perform a variety of other dazzling actions, but you'll have to examine the panel entitled 'We Three Kings' for the low-down.

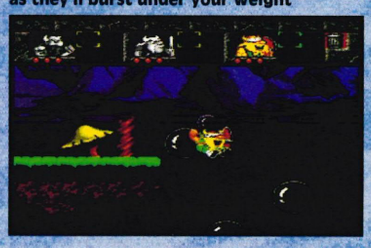
You can control the three Vikings yourself, or team up with a mate. Player one will control the team leader, while the second player will command one of the other Vikings. The screen scrolls around player one, so the second Viking must remain on-screen to stay in control, otherwise he'll just stand around idly. Unfortunately, I found the two-player option a bit pointless. The game remains basically the same in both modes, but you feel more in control when playing solo. I just found the added hassle of a second player frustrating.

With the first level successfully completed, you're awarded a password that allows you to continue your game even after switching off the machine. Obviously a code system is gratefully accepted in a game of this size, and is more effective than, say, a battery backed-up save facility.

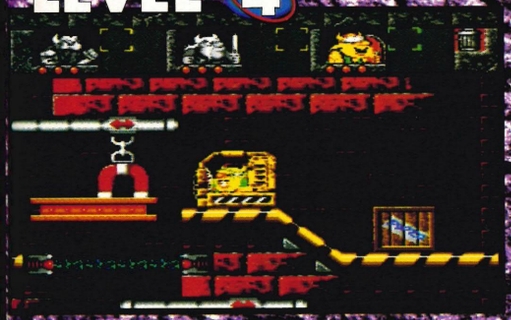
VALHALLA 17

Remember, all the Vikings must reach the exit alive to continue to the next level. Should one die, you must retry the stage. Thankfully the infinite continues allow you to keep trying until you're successful or bored. The initial stage may seem pathetically easy, but just wait until you've progressed past the first few. The game is by no means a pushover – it eases you into the swing of things, then throws some tricky puzzles at you.

Use the bubbles to cross the gooey swamp. Carefully tread from one to another, but don't hang around too long as they'll burst under your weight



LEVEL 4



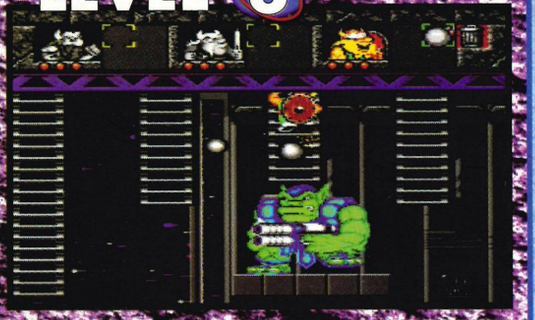
Use the cranes in the industrial zone to move the iron girders in order to activate switches or bridge gaps

LEVEL 5



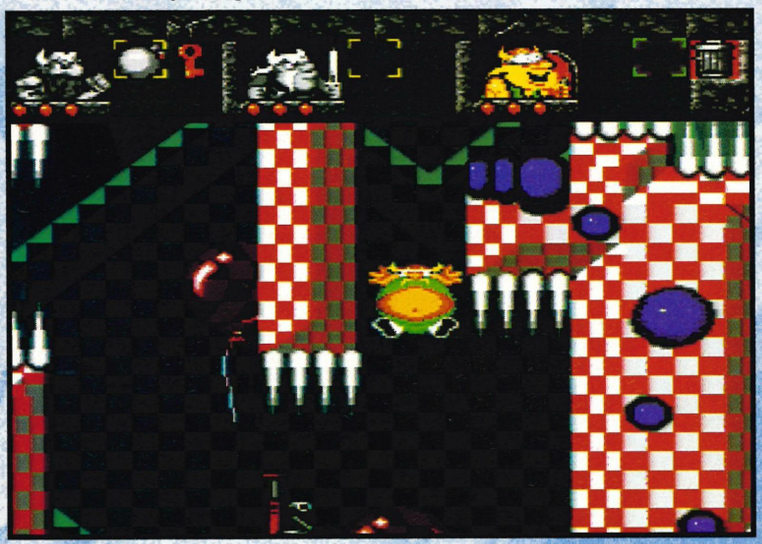
Candy land isn't as sweet as it may appear – pools of boiling chocolate will drag the Vikings under if they fall in

LEVEL 6

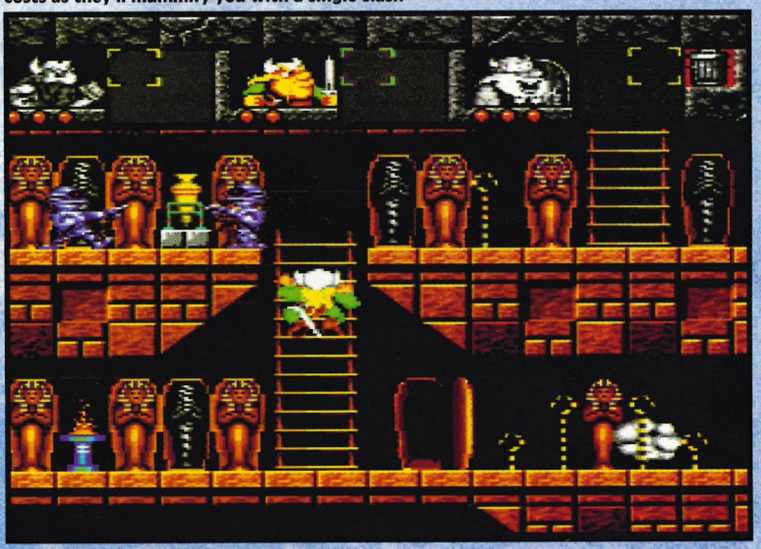


The final confrontation with Tomator. He's big, he's green and he smells. I bet he hasn't got any friends...

Wrapping his lips around Baleog's hose, Olaf fills with gas and floats upwards. Guide the bloated barbarian up through the level without clipping the spikes



Mummies crawl from the tombs and stumble towards the Vikings. Avoid them at all costs as they'll mummify you with a single slash

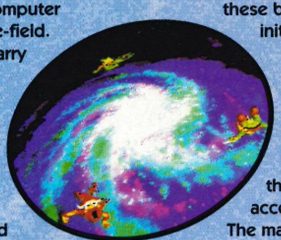


The game moves swiftly on to the next level, which introduces extra factors to the game, such as the assorted power-ups that lie scattered around. Food restores one of your three pips of energy, while the metal talisman adds an extra bar of power to your Viking's health.

Cross-shaped smart bombs are great for nuking the enemy, while flaming arrows, which can only be used by Baleog, are useful for taking out the tougher aliens. Along with fruit and other foodstuffs, cherry bombs are perhaps the most common bonuses. They can be used to knock down walls or blast the enemy, or to destroy Tomator's defence computer which will deactivate the force-field.

Each of the Vikings can carry up to four objects, although you can pass around the items from Viking to Viking if they're standing next to each other.

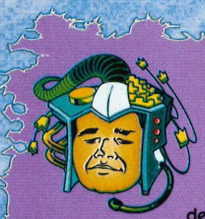
For valuable clues on completing a level, walk up to the 'question-mark' blocks and carefully read their advice. Friendly aliens also divulge information on how to conquer the next section of the level, but these beasties only appear on the initial stages.



As previously mentioned, The Lost Vikings has a strong puzzle element. Only by using the Vikings as a team will you be able to solve the problems and gain access to subsequent levels. The majority of the puzzles only require the party to flick levers in the correct order or find the right key to open a locked door, but the problems become surprisingly challenging later on.

You'll have to use cranes to lift iron girders, which must then be dropped to deactivate an electric barrier. What about the switches you can't reach? Try firing an arrow or use Olaf's hang-gliding shield to allow the fatty to drift across and flick them. Many puzzles may not seem straightforward, but think about them logically and you'll sail through the levels.

Vikings isn't however, just a game for the thinking man. You'll need more than your



Alex wasted an inordinate amount of office time 'reviewing' Lost Vikings – far longer than duty demanded, which is a clear testimony of the addictive qualities of this pleasant surprise from Interplay. I played on it for as long as I could and was amazed by how the time just flew by. It cleverly manages to have huge time-consuming levels, without annoying you when you die and have to do it all again. Forget the two-player option, this is a game that shouldn't be shared.

JOOLS



Spikes can be dangerous to your health, especially if you slip on Olaf's saliva and impale yourself on the spear. To get over this obstacle get Erik to flick the switches at the bottom of the screen and create a bridge across the trap



Cor! I really love those cuddly little Vikings. They may try to act like big men but I know that deep under all those muscles and facial hair they are just big softies! What I find refreshing about this game is the element of team work that is a crucial part of the gameplay – a number of situations arise where the lads have to use their disparate skills a certain sequence in different parts of the level to ensure that all of them get out alive. I think Lost Vikings is one of the most original games I've seen for ages.

ALLIE

REVIEW

THE LOST VIKINGS

fair share of skill to get past the traps and obstacles Tomator has set for you. Pixel-perfect control is needed to direct the boys through the spiked-walls of the Sweetie world – one wrong move sees your Viking impaled on a sharp spear!

The Lost Vikings really is a good game. It's not just the outstanding graphics, or the atmospheric sound, it's mainly because it's so darn playable. OK, it's not quite in the same league as Mario Kart, but then this is a totally different game, isn't it? I can't emphasise how much I liked it!

Your team of bewildered barbarians consists of three Vikings, each capable of performing a variety of actions. You must use the characters as a team to solve the puzzles, which will lead you to the exit and ultimately back home.

WE THREE 'KINGS...

OLAF THE STOUT

Olaf is the burliest of the three Vikings, but has a few problems trying to find a loin-cloth that stretches around his bulging waist! Lard Ass is pretty slow thanks to his bulbous belly, so he carries a shield to protect himself and the others from the enemy. His buckler will stop almost anything, from the gnashing teeth of a dinosaur to a snail's spit. He can also protect himself and his buddies from falling obstacles by raising the shield above his head, or Erik can use the shield as a platform to reach high ledges. The shield can double up as a hang-glider, providing a means of drifting slowly down to the ground. He can also drink 25 pints of lager and gulp down a chicken vindaloo without throwing up. What a boy!





ERIK THE SWIFT

Erik isn't actually a bird with long tail feathers as his name suggests, but is rather light on his feet. OK, Erik can't run as fast as Ben Johnson, but then the Viking doesn't use any 'power-ups'! The skinny barbarian is lacking in grey matter, but can use his

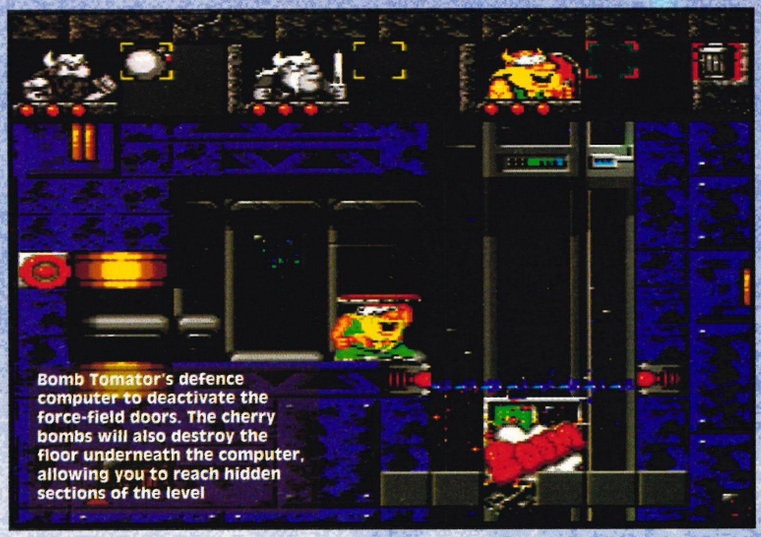




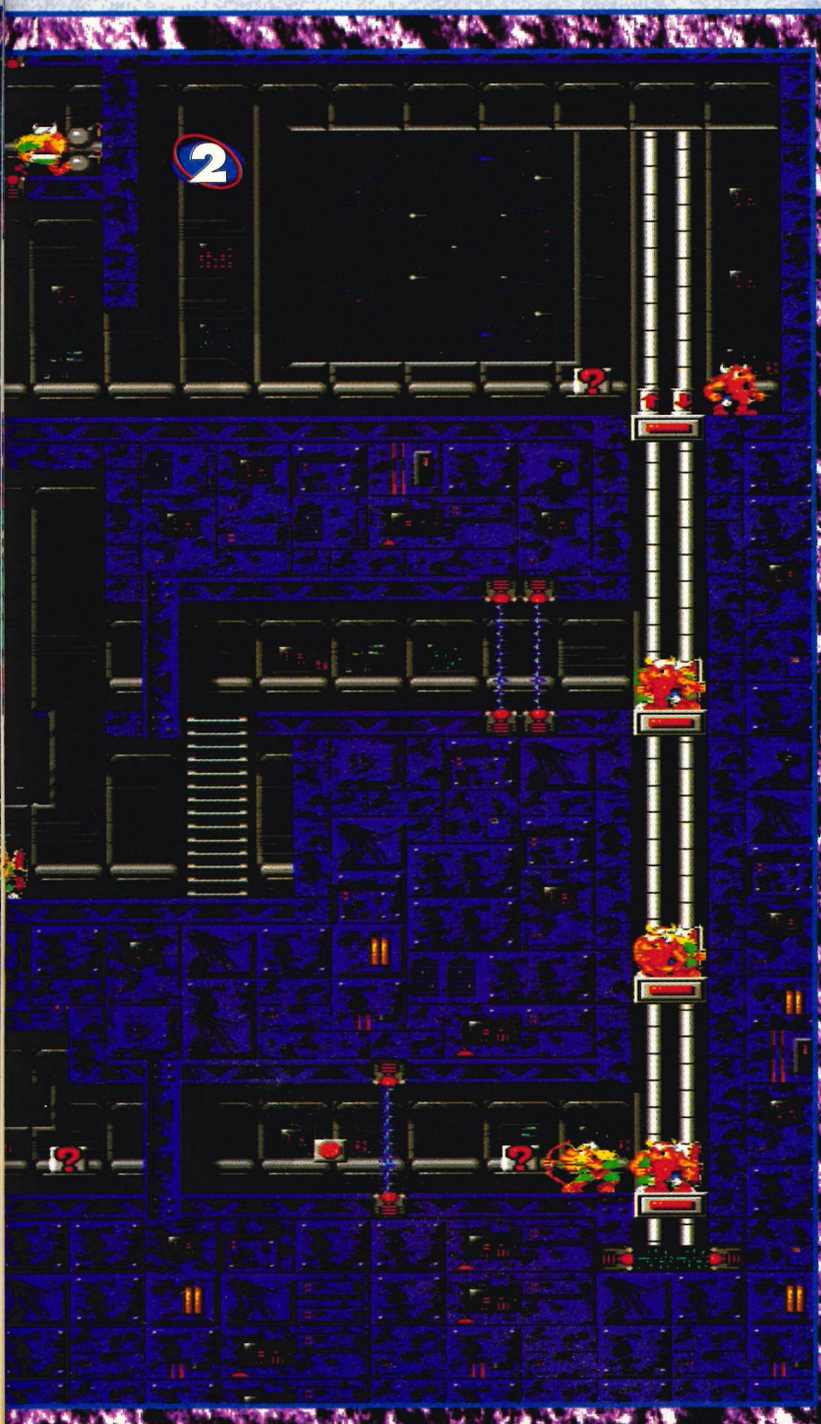
vacant cranium as a battering-ram. Just take a run-up and charge head-first into a wall, then sit back with a glass of water and a couple of paracetamols! Thanks to his agility, Erik can reach high platforms by jumping up to them. This often means Erik must lead the party.

BALEOG THE FIERCE

Baleog is well 'ard. Listing his hobbies as woolly mammoth wrestling and bar-brawling, Baleog the Fierce carries with him a bow and a big sword with lots of spiky bits protruding off it. He is also a seasoned ale drinker like Olaf, but his record only stands at 19 pints. Baleog's role is to protect the other Vikings by hacking away at the enemy with his blade or firing an arrow at them. He can also use his bow to activate switches he cannot reach, or use his seemingly endless supply of arrows to make a nice bivouac.



Bomb Tomator's defence computer to deactivate the force-field doors. The cherry bombs will also destroy the floor underneath the computer, allowing you to reach hidden sections of the level



ALL FOR ONE, AND ONE FOR ALL!

1. Make Baleog charge to the right and shoot the green alien. Clamber up the stairs and deactivate the force-fields by pushing the switch. Chat to the alien, then nip down the steps and up the next ladder

2. Once again, bash the switch to turn off the electricity fields. Go down the ladder once more. Wait over by the elevator, then change over to Erik and Olaf and run to the lift

3. Head down to the bottom of the elevator shaft and shoot the red button with Baleog's bow. Run up to the computer screen and drop a bomb. Stand well back and wait for it to explode, then rush forward to grab the food and talk to the friendly tomato

4. Having returned to the middle level, run left, down the stairs, and activate the gravity lift. Step into the field to climb to the top, then send Olaf along to the left

5. Block the laser fire with Olaf's shield, then bring the other two Vikings up from behind and make them wait on the ladder. Bring Olaf down the steps and stand in front of the laser once more

6. Run Erik and Baleog to the right and onto the next ladder. Once again, Olaf must use his shield to block the laser. Send Baleog in behind Olaf and take out the remaining aliens. All you have to do now is walk to the exit



THE LOST VIKINGS

HOUSE: INTERPLAY
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: TWO
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

90%
SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	8
LASTABILITY	9

ENERGY HIGH

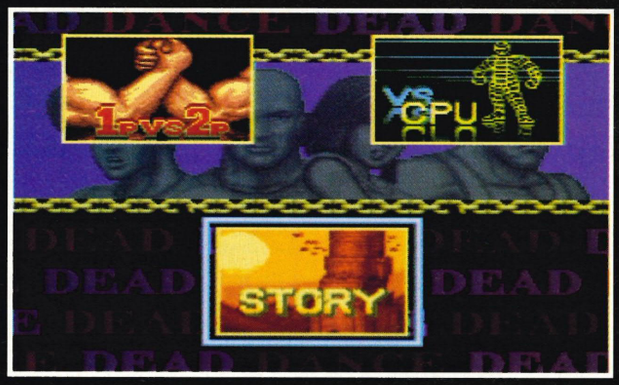
- Presentation is superb
- Extremely addictive
- Humerous touches
- Loads of levels

ENERGY LOW

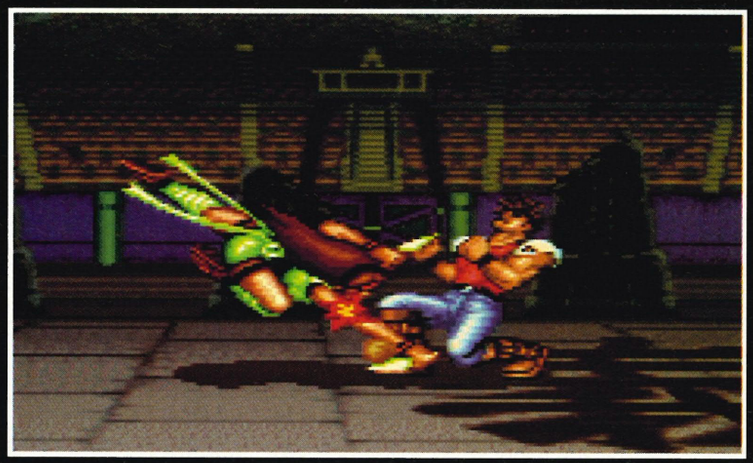
- Two-player option...
- ...is a bit naff
- You'll waste hours...
- ...playing Vikings

ALTERNATIVE SYSTEM

No immediate alternatives spring to mind because Lost Vikings is so original. The nearest comparison is probably Gods (Directory Enquiries 83 per cent) with its combination of platforms and puzzles while fighting off bunches of nasties. It is not as much fun though.



Choose either a practice against the computer, a one-on-one fight against a friend, or slog it through the entire bruise crew



Kotono stabs Syoh in the ankle shrieking "But we were lovers once!". The reply given is "Get outta here woman, you cramp my style!"



Jaleco's Tuff E Nuff, or Dead Dance as it is otherwise known, has been hailed as the second coming of Christ by a number of slavering console freaks... "A serious contender for the beat'em-up crown." "Better than Streetfighter II?!" "16megs of the best beat'em-up action yet." These are strong words indeed. Better than Streetfighter II but, as yet, subject of very little hype? Surely not?

The world has been decimated by nuclear war, the soil is irradiated and unable to sustain life, the population is depleted, and civilisation has been reduced to a system of survival of the fittest. Dust storms sweep the land and the cratered landscapes smoulder with the burning bones of the dead. Ruthless gang-leaders and self-proclaimed dictators rule the land, slaying all who stand in their way. The most powerful collection of mutants have holed themselves up inside a huge, monolithic tower shadowing the ruined city, and from here they prey on the helpless survivors of the war.

NECROMANTICAL SCREAMS!

This is where our four heroes enter the action – Syoh and Zazi, the fighting brothers with similar techniques and special moves; Kotono, the switchblade-toting femme fatale with an acrobatic physique; and Vontz, suspiciously Zangief-like in appearance and technique, but looks infinitely more stupid.

They have, by order of the Japanese High Council of Honour and Vengeance, decided to infiltrate the Tower and depose the evil despots, thus restoring peace to the tormented city. Before entering the Tower the foursome must fight amongst themselves to decide who is the strongest, and therefore most worthy to defeat the Tower Gang.

TOWERING INFERNO

Once at the entrance to the Tower, the chosen combatant must overcome each evil fighter and win their way to the uppermost level to confront the mysterious and powerful Jado, the electro-suited master of the mystical aura (No, he doesn't harness the power of anal methane, in case you were wondering...).

The battles, very much like those in Streetfighter II, are fought over timed, best-of-three rounds. The object is to deplete your opponent's energy bar before they deplete yours. There are no double KOs, and unfortunately no stun moves either, so no easy throws to be had in this game! Alongside the usual kicks,



The player selection screen. Mmm. I'll choose Kotono this time because I like a sharp gal (Groan!), and I like the way she flashes her black panties when she spins!

TUFF E NUF

POST-APOCALYPTIC FIST IN THE FACE



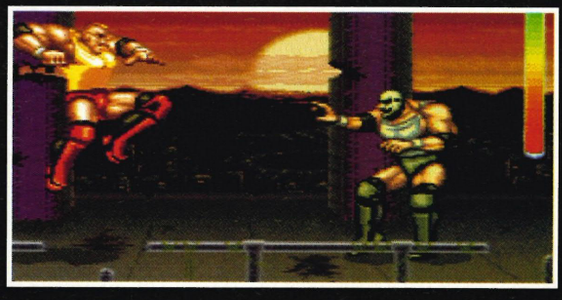
Here Syoh catches Dolf square in the gonads. He's sure to do a John Wayne impression after that blow!



Kotono is about to be hung, drawn and quartered by Sirou. Pushing Down and X will counter this by sticking a punch up Sirou's bottom



It's time to slice and dice. Hey, I heard a rumour that Tuff E Nuff is a serious contender for the Street Combat throne of excellence



Battle of the big guys! Vortz tries to get to grips with the hulking figure of Gajet, but his silly red boots will ultimately be his downfall...

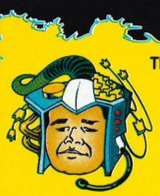


Rei tries a mystical methane move on Zazi's head. The poor fellow unwittingly jumps into the nearby vicinity too!

punches and throws, each character has the ability to initiate a series of special moves, explained in more detail in "Boyz in the Crud" box-out.

This is no great shake for this type of game, but the beauty of Tuff E Nuff is that the further you progress into the game, the more powerful and huge these moves become. Can you imagine being able to quadruple the size of Ryu's fireballs in Streetfighter II?! Well, this is exactly what happens in this game, adding an extra rewarding element towards successful play.

These special moves prove pretty simple to activate, but an expert understanding of timing, counter-attacks and appropriate defensive techniques is needed to triumph. There's no use just jumping in, fists flying, hoping to knock a chunk of energy off the guy because he'll only pulverize you immediately, especially if you're playing in hard mode – which is bloody rock!



This is the closest any game has come in recent months to challenging Capcom's finest. SFII has been around quite a while now and I for one was looking for something else to spend my time on, to make a change. This will do for a time, and while I think Tuff E Nuff is a very special game, I know that I'll bore of this quicker than I did of Streetfighter II. Tuff E Nuff needs twice as many moves and a lot more characters, and the fact that two of the characters share identical special moves is a real waste. Despite this Tuff E Nuff is a great, great beat'em-up.

JOOLS

APOCALYPSE NOW

Three modes of play can be selected at the beginning of each game. Story mode, the main game of the three, is a straightforward fight through all the computer-controlled opponents to reach the summit of the Tower. One player Vs two-player mode allows selection between the four good fighters for a wholesome two-player scrap, and one player Vs CPU is a practice arena against the inhabitants of the evil Tower (except for the final boss!).

Further to this, the three skill levels are there for honing your skills, and a superb VCR-like replay screen allows you to fast-forward/rewind search through the last 10 seconds of the last round, which is ideal for humiliating your conquered friends! Tuff E Nuff offers very much a tactical fight, which is one aspect of a good beat'em-up, which is what this game is – a flippin' great beat'em-up!

At first I was very sceptical about this game, being jealously defensive about Streetfighter II, and didn't like the look, sound or feel of it. However, upon deeper inspection I really found that I was having a hell of a lot of fun playing it! I quickly discovered some spanky special moves, strung together a few working combos and ploughed through the first



"Put those knives down dear!" "If I can't have you, nobody will!" "Look at us, carrying on like this! It's like a scene from Home and Away!"



There are 57 varieties says Heinz and, judging by this punch, this poor old chap is variety 58

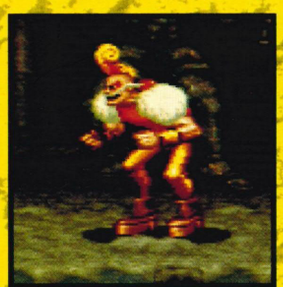


Hey, bazookas don't count! Dolf is a real pain in the butt with his swinging bazooka and battle knife, so it gave me great pleasure to whip his ass!



Please don't hit me with those outrageous stacks! Beans meanz style – NOT! What was Jaleco thinking of when it created this guy?!

RETURN OF THE FIGHTING DEAD





Name: Beans
Origin: USA
Age: 25
Weapons: American sack, power knee, rapid punch
Likes: Glam rock, '70's fashion





Name: Dolf
Origin: Libya
Age: 34
Weapons: Bazooka, combat knife, flying knee
Likes: Gadaffi, guns, everyday terrorism





Name: Rei
Origin: Japan
Age: 19
Weapons: Iron shoes, fire finger, dragon aura
Likes: Origami, fire-juggling party tricks





Name: Gajet
Origin: Unknown
Age: 28
Weapons: Great power, head grab, power charge
Likes: Big boys, flower-pressing, dressing-up





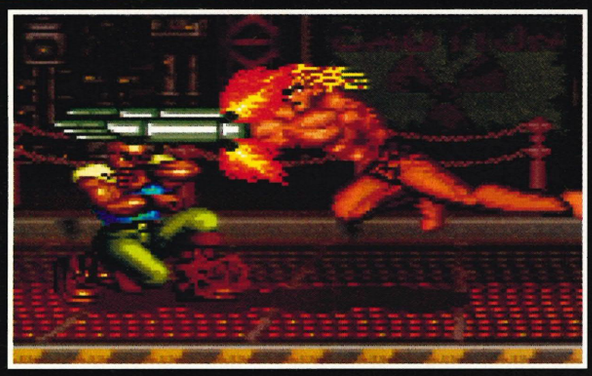
Name: Sirou
Origin: Japan
Age: 31
Weapons: Ninja sword, fire quake, blade beam
Likes: Razor Blades and Asprin





Name: K's
Origin: Germany
Age: 29
Weapons: Weapon arm, electro-stun, rocket punch
Likes: Flower Pressing and Wine Tasting

REVIEW



K's flies in with his patented rocket-arm attack, but Zazi blocks. He then contemplates use of the Frank O'Connor solar plexus technique, but chickens out at the last minute

TUFF E NUFF

few opponents (and a couple of buckets of sweat). This was great – the blood squirts, superb graphics and novel replay mode were just a few of the many excellent creative touches adding to the solid gameplay.

Tuff E Nuff doesn't seem to play with as much fluidity as Streetfighter II, but this is a different game with a different feel, so shouldn't be chastised because of this. The playability is there however, which is the most important factor.

You may have noticed that Streetfighter II has been mentioned probably far too many times in this review. Aside from being in direct competition to 'that game', Tuff E Nuff is also very similar in a lot of respects, and had me wondering whether the guys at Jaleco actually sat down with a copy of SF II and decided what to include in their game!

The background graphics lack the detail of SF II but contain much more animation (the dust storms for example), and the main sprites are not as big, bold and burly as the SF bunch, and lack the immediate character likeability. Huge foreground objects add depth to the scenery however, and many special effects create a superb atmosphere, for example check out the brilliant cloud-strewn fight at the top of the Tower!



I was dumb-struck at first, could this really be the one to knock SF II of its podium? It comes close, there's no doubt about that. The special moves are complex, the action is heated and fast, the graphics and presentation are superb, the game design is almost identical to SF II, but there's something missing. I can't put my finger on it, but the overall atmosphere just isn't quite as electric as SF II. Damn shame because I'm getting sick and tired of SF II's reign.

ALLIE

Tuff E Nuff is not perfect, and is NOT as good as SF II. On a couple of occasions the dreaded stuck-in-the-corner move reared its ugly head, the music is nothing special, and the text interludes become a real pain. Luckily, these are only minor problems in what is otherwise a great game. Unfortunately for Tuff E Nuff, Streetfighter II lives on to fight another day!



Sirou stage: Ninja's room. This place looks more like a vandalized public toilet, especially when you realise what the graffiti is painted with



Gajet stage: Destroyed view deck. You get a pleasant view up here of dead bodies, burning buildings, North Star Kens...



Rei stage: Wooden floor. The nice, polished wooden floor soon becomes covered in blood, proving to be far more slippery than lino in socks!



Dolf stage: ICBM silo. Dolf arrives riding on the back of some huge nuclear warheads – hope they're not primed!



Beans stage: Tower's gate. Dust storms blow radioactive fallout into your eyes, but this shouldn't bother a real professional

BOYZ IN THE CRUD



Name: Syoh
Origin: Japan
Age: 20
Japan's finest fighter. Vowed to defeat the Tower Gang. Driven by vengeance and compelled by honour, Syoh will stop at nothing to see their mysterious gang leader dead



This dragon punch-type move is very easy to pull-off, and proves extremely effective if judged correctly. Care must be taken because Syoh can still be thrown whilst attempting this punch



A powered-up flash punch is a defence against air attacks. It involves walking towards the enemy, and lowering your defences!



A fireball! Fortunately these become HUGE towards the end of the game and can drain a lot of energy upon impact. This one is particularly puny, but these are early days in the game



Name: Zazi
Origin: USA
Age: 21
Zazi is trapped in post-apocalypse Japan and has agreed to help fight the Tower Gang. After a course in dragon punches and fireball throws, Zazi is confident enough to enter the fight



Zazi practises the same fighting style as Syoh, and his high punch is exactly the same. Depending on the strength of the punch button, Zazi can slide quite a distance towards his opponent before flying into the air with his flaming fist



This flash punch is at its lowest power level. When fully powered, a dragon image engulfs the character in a wall of flame



Fireballs prove a very important offensive force. These are very easy to power up and rattle off, but you're incapacitated for a few moments after firing and are vulnerable to a fist in the chops

TOWERING INFERNO



10

K's stage: Factory. It's really hot in here and luckily the puncture in my Doc Martens has now been melted

?

11

No one has survived long enough to reach the top of the Tower. Who is the strange, silhouetted figure bathed in lightning at the top?





1

Syoh stage: The Coliseum. It is here the four do-gooders must begin their fight



4

Vortz stage: The Coliseum. This is the final barrier before confronting the scary Tower Gang



3

Kotono stage: The Coliseum. Why this particular area of the Coliseum belongs to Kotono, I don't know



2

Zazi stage: The Coliseum. Continuing their self-initiated fight for the right to party



Name: Kotono
Origin: Japan
Age: 19
Long-time girlfriend of Syoh, her expert knife throwing skills ensured her a place in the avenging foursome. Her agility and speed are noteworthy, as is her spinning air attack



These throwing knives are fast, deadly and hard to dodge, but jump or be circumcised! They can be thrown at two speeds, and if you follow the sonic boom technique you won't go far wrong



The rushing shoulder charge is effective at close range. It can be good for moving close to an enemy very quickly, allowing a few sneaky low punches



I didn't find the spinning jump to be the greatest move available in a beat'em-up, but it did make me laugh



Name: Vortz
Origin: Holland
Age: 31
A stupid-looking Dutch wrestler competing in a Japanese compo before the bomb dropped. Joined the team after being rescued from the aftermath of the war



This spinning uppercut will counter any flying attacks. It's not much cop from a distance, but get in close and it'll rob your opponent of valuable energy



I've seen this 360 degree grab attack somewhere , but I can't put my finger on it...Get in close, grab your opponent, wiggle the D-pad about a bit



Vor has no flashy special moves. A wrestling shoulder-charge that is useful at close range, but boring to look at

REVIEW



TUFF E NUFF

HOUSE: JALECO
ORIGIN: JAP IMPORT
PRICE: £71.99
PLAYERS: ONE/TWO
TYPE: BEAT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

89%

SUPER CONTROL

SOUND	7
GRAPHICS	9
GAMEPLAY	8
LASTABILITY	9

ENERGY HIGH

- Superb presentation
- Very playable
- Great special moves
- Password system

ENERGY LOW

- Often frustrating
- Text interludes
- Dodgy music
- Quite difficult

ALTERNATIVE SYSTEM

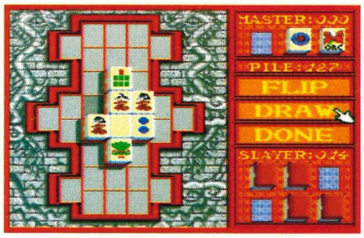
SF II still reigns supreme, but Tuff E Nuff runs a close second. If none of the above are your cup of Q-Tea you could also check out Takara's Fatal Fury and Capcom's slightly boring Final Fight. If you're incredibly stupid or gullible, try T*HQ's atrociously put together, Pitfighter...



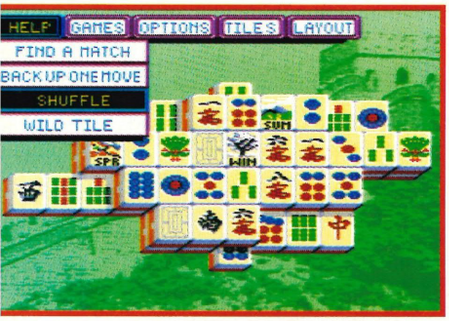
Some special tiles present the player with an animated interlude. These slow the game down a touch and are better turned off

SHANGHAI II
DRAGON'S EYE

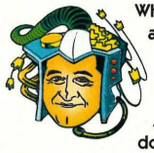
A BRICK-LAYING, DRAGON-SLAYING, BRAIN-TEASING PUZZLE



This time the tables are turned. I am the Master and the SNES is the poxy Slayer



Arghhh! I'm stuck. What should I do now? Restart? Quit? Reset the SNES? Nah – cheat!



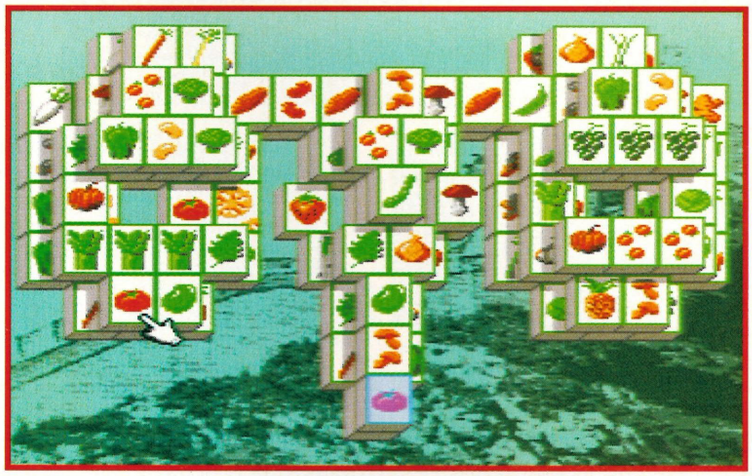
Why do building labourers always end up with the worst jobs on the site? "Mix this, dig that, shift those 2,000 bricks from A to B"? Believe me, I've done it. Picking up those bricks one by one, walking a couple of hundred yards, then neatly stacking them into another pile proved to be a real brain-teaser. Obviously you have to start from the outside with no diving in for the bricks in the middle!

Although this brick puzzle proved to be fun for two hours or so, it hardly seems likely to become a demonstration sport at the next Olympic Games. Luckily for me, Activision came to my rescue. No, not with half a ton of blue bricks and a wheelbarrow, but with its new puzzle extravaganza Shanghai II – Dragon's Eye.

BLOCKED-IN

Adapted from the ancient Chinese tile-removing game ma chiang, Shanghai (also know as mah-jongg) is basically a deviation on the game of dominoes. The aim of the game is to remove all the matching tiles until the screen is clear...if you can.

The most straightforward variation on the theme presents the player with a pile of illustrated tiles, and they must point out matching pairs and remove them from play. A tile cannot be removed if it is blocked on both its left and right sides – the building labourer removing jammed-in bricks from the middle of the pile would soon be given the boot! Well, that's it! Get brick-shifting!



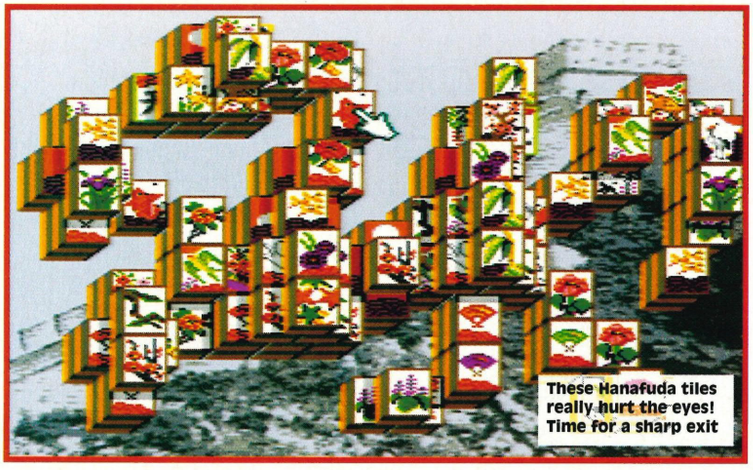
Shanghai is farmer-friendly too. Here we have a splendid arrangement of vegetable tiles in the Ram layout. Check out those turnips, missus!

The cart also contains another puzzler entitled Dragon's Eye, complementing the original Shanghai game. This is more of a two-player game in essence, involving a basic squabble for land supremacy. The building labourer takes the role of the Dragon Slayer, and the evil foreman of the site takes the role of the Dragon Master (he does pay the wages)!

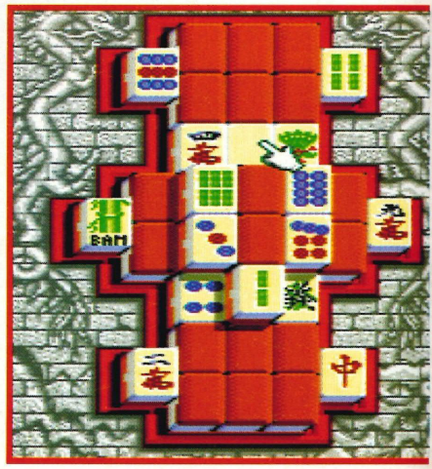
BRICKIN' IT

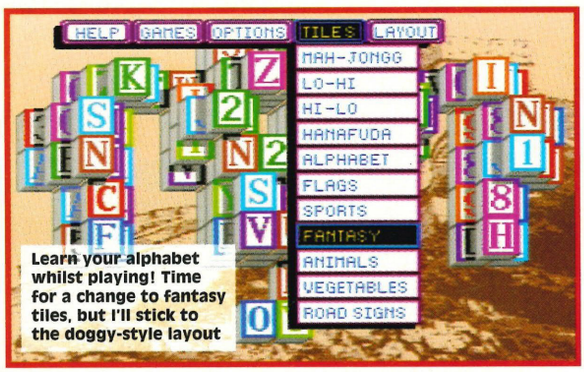
The goal of the Slayer is to prevent the Master from completely filling the board with tiles, whilst at the same time trying to remove all the tiles from the dragon's 'heart' and 'limbs' (the eight grey spaces in the centre of the board). As you may have already guessed, the Master's goal is the exact opposite of this. Being the evil foreman that he is, his theory is that the more bricks he gives the labourer to shift, the more problems the labourer has in shifting them!

But it's not all bricks on a building site – cement, concrete, wood, steel and stone all contribute to the finished product. It's this aspect of Shanghai; the subtleties and options, that enrich the game.

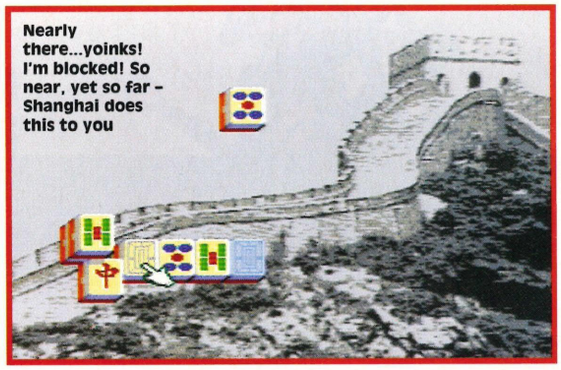


These Hanafuda tiles really hurt the eyes! Time for a sharp exit





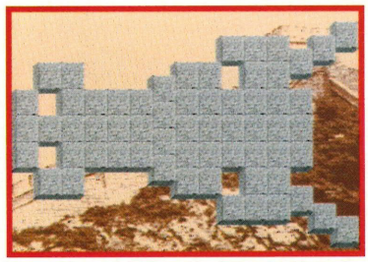
Learn your alphabet whilst playing! Time for a change to fantasy tiles, but I'll stick to the doggy-style layout



Nearly there...yoinks! I'm blocked! So near, yet so far – Shanghai does this to you

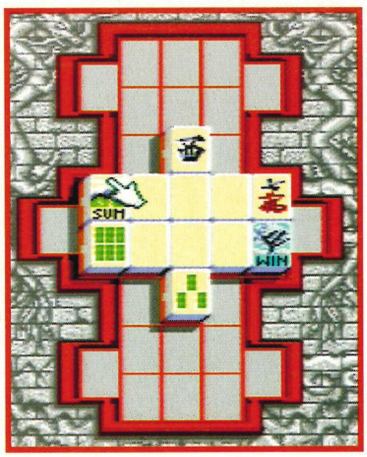


The tournament option involves a lengthy trek through all the different layouts, starting off easy and working up to master level



Horsey layout before the introduction of tiles. It's just so lifelike!

Dragon's Eye is the alternative game on the cart. The Master attempts to fill the board whilst the Slayer removes the tiles



A pull-down menu at the top of the screen reveals a myriad of options for your delight. These range from shuffle – shuffling the tiles into a different order (In effect, cheating!), to tiles – enabling you to choose from a menu of 11 different tile styles.

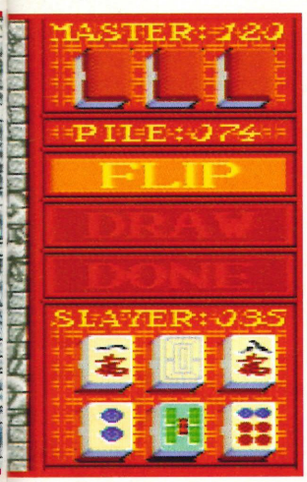
There are 13 different screen layouts, providing more challenging levels as you progress. The first-day labourer is advised to begin on the Shanghai setting, with the more experienced building operative progressing towards the Ram layout. Time limits, replays, head-to-heads, and tournaments broaden the scope even further, but hands-on experience is needed to discover the strategies needed for success.

A BREEZE?

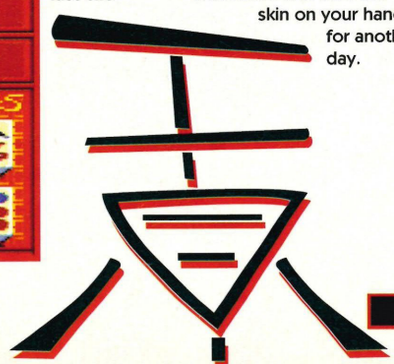
Having shifted a few piles of bricks in my time, I thought that Shanghai would be simple to crack – it's easy to grasp the concept of the game and, apart from the odd gaudy tile design, the on-screen action is simple to decipher.

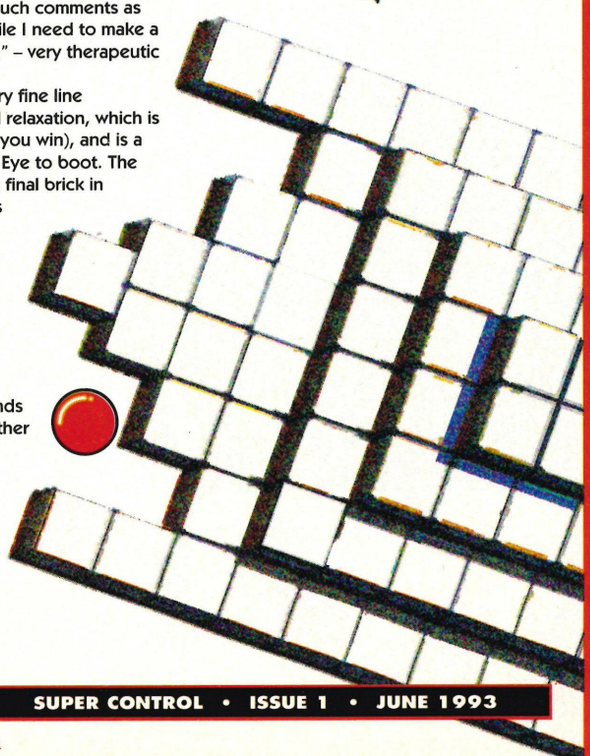
The first few games accustom the player to the controls, but before you know it Shanghai will viciously dig its teeth into your brain and squeeze it very tightly. This leads you to utter such comments as "Arghhh! I can see the tile I need to make a pair, but I can't get at it!" – very therapeutic I'm sure you'll agree!

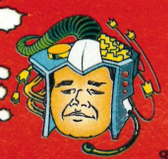
The game cuts a very fine line between frustration and relaxation, which is great for stress relief (if you win), and is a mean game of Dragon's Eye to boot. The two-player option is the final brick in the wall which enhances this great version of an excellent game no end. So if you're longing for bricks to move during the weekend when the site is closed, consider Shanghai as a worthy alternative and save the skin on your hands for another day.



The Master is about to emerge victorious because the board is almost completely filled, except for that one last tile







Paul's right, Shanghai II treads a very fine line between being enjoyable and vexing, but generally manages to balance on it very well. It builds the tension cleverly, gradually moving from a leisurely stroll through a Chinese garden of tiles to a nightmare scenario where you find it impossible after half an hour's concentration and hard work to finish the game. Arghhh!

The two-player game is a classic combination of deception and trauma. Just as you think the Dragon Master is about to win, the Slayer has a good run of tiles and clears half the board! But it does cost a lot of money for what is after all, only a tile game.

JOOLS

REVIEW



SHANGHAI DRAGON'S EYE

HOUSE: ACTIVISION
ORIGIN: US IMPORT
PRICE: £39.99
PLAYERS: TWO
TYPE: PUZZLE

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

66%

SUPER CONTROL

SOUND	4
GRAPHICS	5
GAMEPLAY	6
LASTABILITY	6

ENERGY HIGH

- Relaxing gameplay
- Two player adds a...
- ...certain 'something'
- Quite compelling

ENERGY LOW

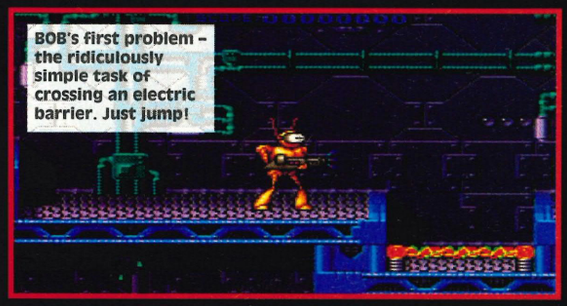
- Designs may hurt eyes!
- Expensive for what it is
- Limited appeal
- Lastability questionable

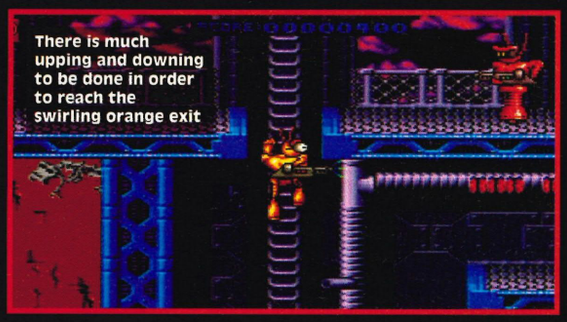
ALTERNATIVE SYSTEM

This is the only English language version of mah-jongg available for the SNES at the moment. If you're looking for alternative puzzles then try Ocean's Push Over or Bullet Proof's Pipe Dream on import. Failing that, the Macintosh version of this game is rather good too! You don't have a Mac? Sorry!

CAN I HAVE A 'P' PLEASE BOB?

BOB





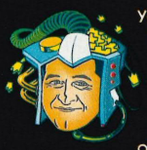




"Feed me!" These plants are obviously rejects from The Little Shop Of Horrors and need their quotient of blood!



Come on, come on! Where are you?! Come and eat napalm rocket alien slime!



You know how it is, you borrow your dad's jet-car for a quick spin through the asteroid belt en route to see your babe-licious girlfriend, when all of a sudden you write off the car on a piece of erratically spinning space-junk and plummet down to the nearest hostile planet in the vicinity...It happens to me all the time, especially on a Friday night after the pubs close.

If BOB, the new Electronic Arts wonder-creation, had kept off the 100 per cent proof lube-oil I'm sure he'd have avoided the problems that I'm having. You see, BOB crash-landed in suspiciously similar circumstances, and now finds himself stranded on the unfriendly planet Goth. His salvation in mind, he must traverse the hostile terrain and pick up some alternative transport in order to reach his schwinging blind date.

BOB'S FULL HOUSE

Armed with little more than a basic arm-mounted cannon, a big punching fist and his shining wit, BOB must find the swirling orange exit hidden deep within the maze-like recesses of each level. The evil denizens of Goth aren't having any of this trespassing lark and try everything in their power to waste the poor old robot. BOB isn't completely defenceless because scattered around the platforms are a selection of useful goodies to be had, in either weapon or remote form.

Remotes are useful little items that help BOB out of the trickiest of situations, with effects ranging from trampolines that enable him to reach previously unreachable heights, umbrellas to slow those long falls, shields for protection, helicopter hats enabling brief flying jaunts, and floating smart bombs for the handy nuclear fallout.

The usual spreader guns, heat-seeking missiles and laser blasters can be grabbed for a limited time, and rare 1-ups make an appearance every now and then, awarding BOB with another chance to meet the love of his life.

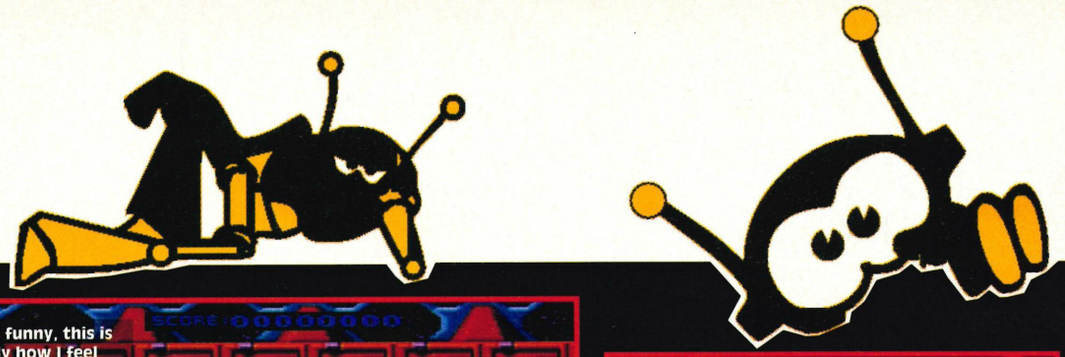
Like all good robots, the more his ass is fried the more BOB's batteries discharge and he must boost them inside a recharger at every opportunity. The powers that be have also decided to impose a strict time limit upon the poor bucket of bolts, so quick thinking, a dextrous hand and plenty of patience is required to progress.

The first 10 levels are a fairly gentle introduction for the virgin BOBer, although the sluggishness takes some handling. After these easy levels it just gets bloody silly! Hard? I've seen softer diamonds! It's not too pleasurable an experience either, as frustration sets in quite early and the slow



BOB needs more imagination in the level designs, even well into the game it relies on heavy-handed enemies who need a good few shots to kill them, instead of presenting you with intricate mazes. Yes there are absolutely loads of levels but in most of them all you have to do is walk to the right, shoot a few uglies and you reach the exit. BOB could have been so much better if some time had been spent designing some decent levels and adding some variety to the gameplay. However, as it is, it is merely a wasted opportunity.

JOOLS







Jetpod maze japes. Every 10 levels or so BOB is strapped into his pod and must quickly reach the exit before the time limit ticks away





"Yoinks! Dad's going to give me a flipping good belting for this! I'd better stick an atlas down my pants to avoid his slipper whacks!"

joypad reaction really hampers the proceedings further. Fortunately, a password system allows access to previously conquered levels.

On the positive side, there are loads of little touches that lift this above your average platform shooter. BOB's animation is full of character – he flips his head, blinks his googly eyes and struts his funky stuff! His weapons are pretty unimaginative, but the remotes add to the game and the helicopter hat reminded me of a game I used to play called Wurlynurd which was programmed by the same guy (Chris Gray) who did BOB – old ideas never die!

A LOT LESS BOBER THAN A HOVVER

Early in the game the graphics are neat but functional, but the novelty soon wears off as the game progresses and the graphics get worse. The Anciena levels are crap, and their accompanying sprites are untight and unsmooth. Oh no, the sound chip is assaulted again! I've had enough of bleeping SNES soundtracks, I want orchestral sound! I also want a bacon cheeseburger, and I want you to take this cart and file it under 'It's OK, if you like a masochistic challenge, otherwise go and spend your money on something better or you deserve an enema'. OK?



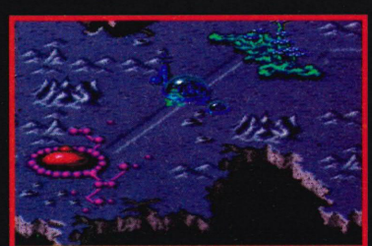
Pressing Start brings up the weapon/remote selection screen. Here you can access passwords and keep an eye on your inventory



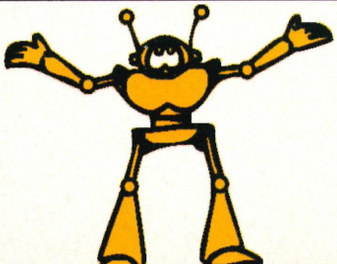
A luscious example of the the game's better graphics, here displayed in the Bladerunner-esque cityscape of the Domed City



Picking up these icons will provide both a recharge of batteries and a super-duper guided-missile gun too!



Having blasted the last alien level to kingdom-come, BOB then moves on to the Domed City









HOUSE: ELECTRONIC ARTS
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

69%

SUPER CONTROL

SOUND 4
GRAPHICS 6
GAMEPLAY 7
LASTABILITY 5

ENERGY HIGH

- Very challenging
- Nice graphical touches
- Password system
- Takes ages to complete

ENERGY LOW

- Tough/frustrating
- Slow responsiveness
- Unimaginative graphics
- Repetitive gameplay

ALTERNATIVE SYSTEM

Super Probotector is a damn fine platform shooter, as is the sprawling space adventure Super Star Wars. Other quality considerations include Mindscape's Gods, Capcom's Super Ghouls and Ghosts, and NCS Masiya's spectacular SD shoot'em-up, Cybernator.



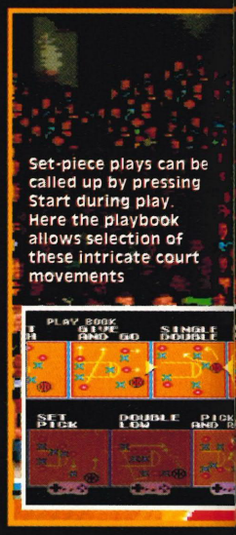
The guy on the side-line with the number one over his head is Michael Jordan, and he's just about to take a throw-in

Aw, come on ref, I didn't do anything! I tripped over my laces, honest! He got in the way!





Fouls inside the penalty area result in free throws. Each basket is worth a paltry one point



Set-piece plays can be called up by pressing Start during play. Here the playbook allows selection of these intricate court movements

MORE OPTIONS AND STATS THAN YOU COULD SHAKE YOUR SHO

TECMO SUPER N BASKETBALL



Slam dunk that ball! The neat animated slam dunks are satisfying to watch and quite varied too



Basketball is a very fast-moving, high-scoring game. The concept is simple enough – your team must pass, dribble, bounce and throw the ball into their opponent's basket, suspended on a backboard at the opposite and of the court. Couldn't be easier, eh? Not quite.

NBA rules tend to complicate things, with their backcourt, travelling, five second, 10 second and shot-clock violations. They do tend to disrupt the flow of the game, but rules are rules, and the fact that this is officially endorsed by the American NBA means that what the NBA says, goes!

WHAT'S IN THE BASKET

Tecmo's NBA Basketball is absolutely crammed with options, team and player statistics, and more team choices than you can shake a pair of soiled sports underpants at. One or two players can slog through an entire league season, the length of which can be altered or totally pre-programmed and saved on battery backup. Alternatively, you can choose to take the role of coach and sit gathering weight on the bench. One-off friendlies can be played for practice, and choosing the All-Star challenge option pits the best players in the league against each other.

Game speed, difficulty, period length and music can all be toggled before picking up a ball, and if you're feeling particularly thorough the personal statistic file of every single player can be called up for inspection at any time.

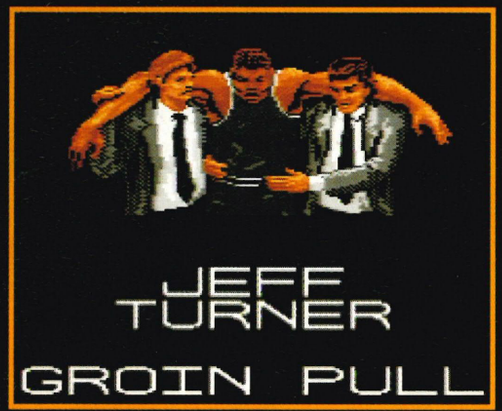
Play is split into four timed-quarters and no time must be wasted if you wish to win, because before you realise which colour your players are, the opposition will have already pumped multiple balls into your baskets! Unlike the numerous football sims on the market, the player nearest the



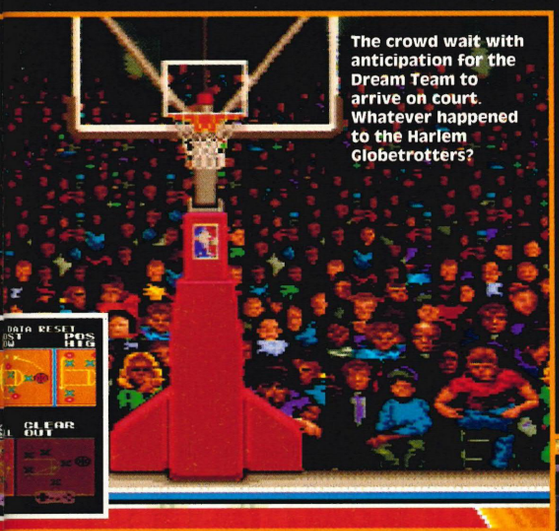
A 'magic' tip off. Jools just said, "Could it be magic?" (as in Take That), but I'm not bloody writing that!



Michael Jordan's personal stats screen. As you can see from this useful info, erm...he's called Michael Jordan



Jeff Turner's been pulling his groin again – hasn't anyone told him he'll go blind?







TS AT...

BA

ball isn't automatically selected for control. In Super NBA, pressing the X button selects the best player in the vicinity; whilst nimbly pushing left or right in conjunction with A, highlights the furthest player in said direction. Such nifty moves are handy when your opponents make one of those quick breaks that catch you out with only one guy back in defence!

TAKEN TO COURT

During play the team also has access to a further number of options aside from the usual time-outs and substitutions. A set piece from a selection of 'playbook' moves can be initiated by pressing Start. This is great for all you armchair basketball fanatics out there, but could I get my moves to work? Erm, no.

As I pointed out earlier, the rules tend to bog things down a little during play. The inclusion of deliberate fouls adds a modicum of fun to the proceedings, but the referee spots every single dirty body-check. It was at this point that I wished there had been an option to increase/decrease the strictness of the ref as this would have made the game more of a riot. There's nothing quite like playing dirty and getting away with it!

Every time a foul is committed the ref appears on screen and clear, sampled speech informs the player of their 'mistake'. The efficiency of the referee ensures that this becomes very annoying after a while, and in such an option-laden game, surely an option to stuff the ball up the ref's arse wouldn't have been asking too much?

Gameplay is easy to follow because the graphics are clear and do their job. Animated cut-aways interspersed between the action are infrequent enough not to grate, and the slam dunk animations are particularly satisfying when you're on a roll.

Good passing combinations gel your team together and are simple to execute, but I found stealing the ball to be a bit of a hit-or-miss affair, which is what it's like in the real-life games – you can't steal all the balls all of the time!

OPTION CITY

Tecmo NBA is an excellent simulation of a ball-busting game, but in a way fails because of this, as it isn't instantly accessible and takes some getting used to. The amount of options available are a plus factor, but unless you're either a basketball fanatic or American, you'll not care too much for the large amount of (pretty useless) team and player statistics. This is not to say that this is a bad game, it isn't, in fact it's a damn fine one that unfortunately dives a bit too deep for its own good.





Personally I hate basketball, it's a bit poncey and reminds me of all those awful netball games at school! However, I actually enjoyed this sim with its fast player-responses and hectic action. I agree with Paul though that the referee's interferences and ridiculous number of rules gives the game a monotony factor and the Americans' passion for stats is quite worrying. But on the whole this is one of the slickest basketball sims to surface. The intricate sprite animations including swinging on the baskets, add a certain je ne sais quoi to the overall presentation. Rather spiffing, what!

ALLIE



TECMO NBA BASKETBALL

HOUSE: TECMO
ORIGIN: AMERICAN
PRICE: £49.99
PLAYERS: TWO
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

83%

SUPER CONTROL

SOUND	7
GRAPHICS	7
GAMEPLAY	8
LASTABILITY	7

ENERGY HIGH

- Two-player option
- Battery back-up league
- Great presentation
- Loads of stats

ENERGY LOW

- A bit over-complicated
- Stats not much use
- Annoying ref screens
- Can be frustrating

ALTERNATIVE SYSTEM

This is probably the best basketball game on the market at the moment, but if for some reason you don't like the look of Tecmo Super NBA, try Hal's Mode 7 bonanza, Super Basketball. Another option is to wait for the release of EA's Bulls Vs Blazers if you like.

REVIEW

THANKS TO CONSOLE PLUS (0532) 500445 FOR THE REVIEW CART



Every now and again the Mallet Man guardian smashes his mallet into the ground causing small fragments of masonry to fly off at obscure tangents across the screen, resulting in bodily damage if you are hit



Whilst pulling numerous bizarre and fairly grotesque faces, the clown manoeuvres around the screen shooting lightning bolts from his ear-holes. Not the happy kind of red-nosed clown I used to meet when I was a kid!



This chap reappears throughout the levels posing more of a threat each time you meet him. Here he's in an industrial grappler that zips across the screen. Pray he doesn't grapple yer balls, I mean bombs!



A PC ENGINE CONVERSION BURSTS ON TO THE SNES IN

SUPER BO



BIG BITS

Out now on import, Hudson Soft's Super Multitap four-way adapter it's not as expensive as you may imagine. Available for the reasonable price of around £35, the adapter allows four players to link up and play the same game simultaneously, ideal for Bomberman's four-player battle mode.

However, when Bomberman is released over here in the summer Hudson Soft is considering packaging the four-way adapter with the cartridge for around £60, so at least UK players won't be left out in the cold. However, this isn't confirmed as yet.

But is it worth the money? We believe it is, as the facility offers developers greater scope for far more exciting and enjoyable multi-player participation. As you know, Super Bomberman makes use of the facility, as does Jimmy Connors Pro Tennis Tour (Bet you didn't know that!) soon to be released here in the UK, and more games will no doubt follow in hot pursuit.

Whereas the Super Scope was a bumbling fad, the Multitap is a far more serious piece of equipment with oodles more gaming potential. This is definitely the way forward for console games of the future.



How can anything even remotely related to a bomb be described as Super, I mean bombs are hardly a laughing matter now are they? You would think we've had our fair share of violence by now but, out of all this unfortunate tragedy and gloom Hudson Soft has found a humorous element lurking and it's called Super Bomberman '93.



The world map indicates how many levels are left to complete in the normal mode. As you can see there are six levels and they all increase in difficulty

Tasteless as it may sound, Super Bomberman is a gift, a real breath of fresh air. In both the one and multi-player options your aim is to destroy obstacles and numerous enemies simply by laying your bombs, waiting for the blast and praying that the licking flames from the explosion won't burn you to a Lego-fritter!

Despite the characters' slight resemblance to Lego men, Super Bomberman is a highly original concept. Perhaps the only legitimate comparison that could be made would be to bring the old classic Pac-man into the conversation. The simple graphics, the basic design and the absorbing gameplay of Pac-man are all aspects featured in this new game.

Like its ancient forefather, Super Bomberman has a phenomenally simple game design and a magnetic aura that keeps you locked into the gameplay for hours. When Bomberman is up and running (or Bom-Ber-Man as we phonetically prefer to call it here in the office), a small crowd of enthralled gamers encircle the SNES in question praying that their turn will be next.

SUICIDAL TENDENCIES

The basics of the game are so simple to understand that even next door's budgie could fathom it out, in fact it's so simple it makes you wonder if any real thought has been sunk into Bomberman's development at all. It is only upon playing that you begin to realise how much effort really has been included with the key word here being captivating.

Again in comparison with Pac-man, you can move in any direction around the single- screen maze, restricted only by the arrangement of walls and obstacles. The

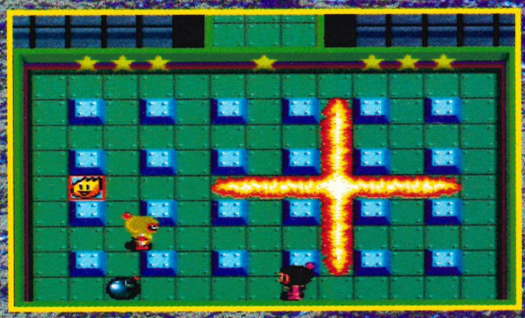


Battle Mode – Starting off in the four corners of the screen you must quickly get out of your secluded section, collect as many bonuses as possible and plan a cunning strategy

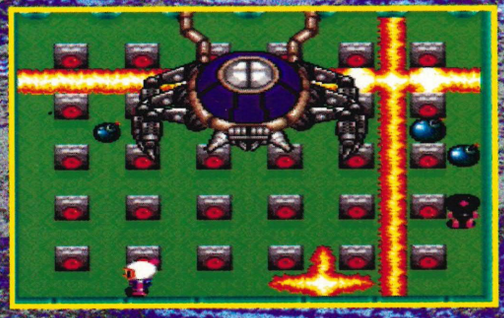
Once the screen is virtually clear it is harder to trap your opponents. The secret is to follow them and as they drop a bomb you must drop one as well to trap them in between



This fella is deceiving at first, letting you believe that you just have to continuously bomb him. Not so! This guy can only be killed by pushing him onto the lightning field surrounding the screen



This Bomberman is a real mean mutha! In the simultaneous two-player mode you'll find he's quite easy to defeat, but if you're playing it on your own he can prove to be a trifle tricky to overcome



The spider found lurking at the end of level six is pretty daunting and one of the biggest sprites in the game. He's easy to kill, but don't get too flippant as there's another surprise waiting for you around the corner!

AN EXPLOSION THE SIZE OF HIROSHIMA

VBERMAN





This level found in the battle mode starts you off in the centre of the screen. The first one out of the barricade gets all those goodies

mazes change in design from level to level and it is important at all times to consider the location of your opponents, as well as their bomb-dropping habits.

With three gaming modes – a one or simultaneous two-player mode or the battle mode, Bomberman certainly has longevity. The basic one or two-player game of six levels, each with seven stages, requires you to destroy various enemies with your fizzing bombs while searching for the exit. A customary guardian makes a celebrity appearance at the end of each level. These guardians are quite large in comparison to the size of the screen and are usually wielding some bizarre weapon.

CRASH, BANG, WALLOP

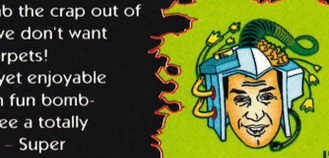
By strategically laying bombs next to the obstacles littered around the screen, the blast will travel horizontally or vertically through the alleyways incinerating anything that happens to be in the way, be it animal, vegetable or mineral. By carefully planning your movements you can lay your bombs and trap other players until only one player remains.



One of Bomberman's best aspects is that it is the first game to use the new four-way adapter, explained in more depth in Big Bits. This is for use with Bomberman's battle mode, and gives a maximum of four players the chance to bomb the crap out of each other – not literally, we don't want blood on your mother's carpets!

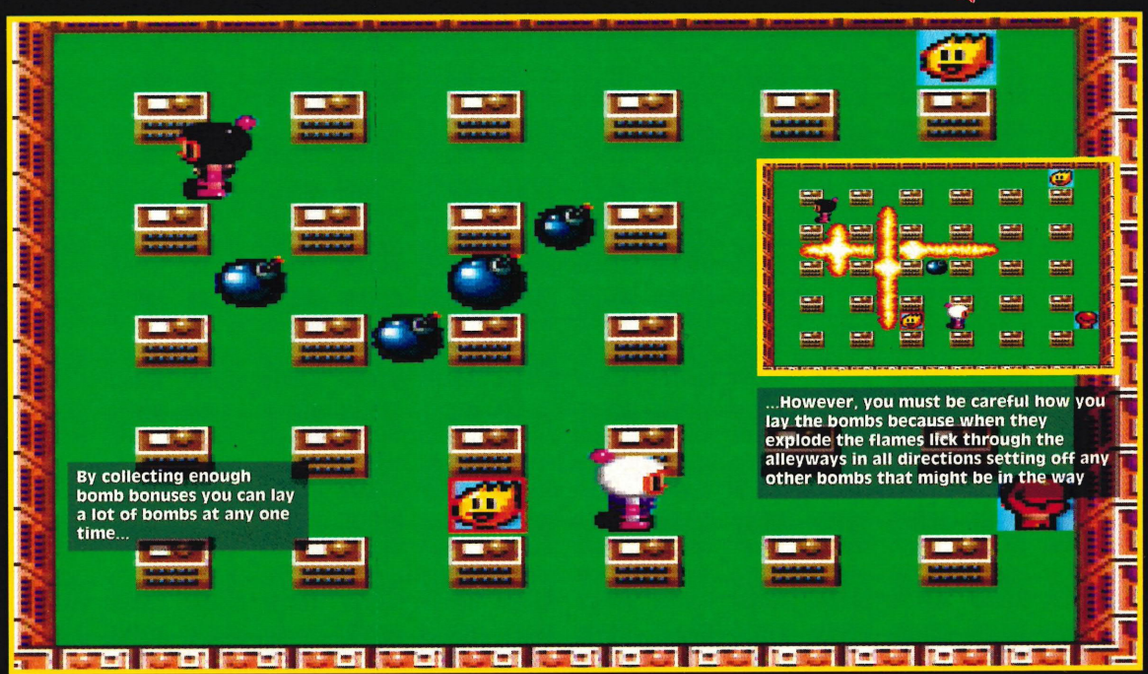
Where a once simple yet enjoyable game offering the basics in fun bomb-blasting existed, we now see a totally different side to this game – Super Bomberman's battle mode is a pretty vicious affair!

Like the standard mode, you start in the corners of the screen. Each player is given one bomb only, leaving you unable to lay another bomb until the first one explodes. However, other bombs as well as various bonuses can be picked up as you progress thus giving you the opportunity to accumulate a phenomenal arsenal. For more info, Gizmos and gadgets takes you through the useful items that can be picked up.



For once I agree with Allie! Super Bomberman is a great game, in the same league as the likes of Mario Kart. I've loved the game ever since it was released on the PC Engine, but the Super NES game is a vast improvement over all the previous versions because it's just got so many more bonuses and options. The one-player mode is okay, but the game really excels in the multi-player battle mode where up to four players can bomb the crap out of each other simultaneously. It's true what they say – simple games really are the best.

ALEX



By collecting enough bomb bonuses you can lay a lot of bombs at any one time...

...However, you must be careful how you lay the bombs because when they explode the flames lick through the alleyways in all directions setting off any other bombs that might be in the way

REVIEW

SUPER BOMBERMAN

In a series of battle rounds, the game becomes a survival of the fittest rampage. Each player tries to outwit the other, waiting for your opponent to make a stupid mistake enabling you to make your final move. The gameplay increases in intensity, with each player captivated by the action until they reach a climax...only two players remain, the time's running out, there's no more bonuses or bricks to destroy, it's simply one on one!

A situation could arise where one player can drop six very powerful weapons in swift succession, keeping the others pinned down: nerves will be racked and massive sighs of relief will be heard as players just dodge a stream of implacable flame.

Then one of you makes a mistake, you cringe as you realise what you've done and can do nothing but watch your little Lego-man evaporate in a puff of smoke as the orange and gold flames lick at his nether regions. It's all over. This is a very stressful game!

As when playing Mario Kart, the two-player or multi-player option is far more enjoyable than the normal mode due to the competitive gameplay. Don't get me wrong, the normal mode is still highly enjoyable with the bomb-blasting action constantly keeping the gamer amused and enthralled with its increasing difficulty, but the multi-player mode has that certain edge.

The gameplay may well be exciting and addictive but what of the graphics? The design is very simple, placing most of the emphasis on the gameplay but the lack of intricacies in the graphical content does not look shabby or unprofessional. Far from it.

CHERRY BOMBZ

Viewing the levels from above with a slightly skewed perspective on the Lego-men, the graphical representation of the playing area isn't as basic as it could be. For those familiar with the PC Engine version, and later the Amiga version entitled Dynablaster, you will no doubt be surprised to witness new and more elaborate levels.

Super Bomberman is a simple game. This can evidently be seen in the clean, colourful graphics and in the fluid and humorous sprite animation, but it also smacks of class.

In fact, the whole game deservedly gets a euphoric round of applause from all here in the office, in appreciation of its magnetic gameplay and basic design. Even the music, which happens to be identical to previous versions bounces along in a splendid hum-able fashion, in beat with the explosive action.

Overall it's bloody fantastic. This is a fun, challenging piece of dog-eat-dog action that is at once hilarious and addictive, and never more so than in multi-player mode. Downfalls? Mmmm, it could get a little tiresome in the normal mode as the multi-player option really is the most enthralling or at least the most competitive aspect of Super Bomberman. However, it's fun while it lasts and this one will certainly last for a very long time!



At first I was a complete ignoramus concerning Super Bomberman. I had never seen the game, never mind played it. Now, having picked it up and sampled its hilarious multi-player bombing delights, I'm totally bloody hooked! The game is so simple it's unreal: drop your parcels of TNT and head for the nearest safe haven, hoping in the process that the other players end up with smouldering short and curlies! I love everything about this game; the humorous little touches, the abundance of options, the dinky graphics, the sickeningly-cute music, and the fact that it's bound to start fights here in the office!

PAUL



Some of the enemy sprites are quite impressive such as these large knights for example, who are able to move through all the obstacles

GIZMOS AND GADGETS

Various icons and bonuses appear throughout the game to give you a fairer chance against the enemy. This is where we show you what's what...



FLAME – Collect these to increase your flame length



BOMB – The more you have of these the more bombs you can lay at any time



KICK – By moving into a fused bomb you can kick it down the alleyway



PUNCH – Allows you to chip bombs over walls and other obstacles



ROLLER-SKATE – Gives you more speed around the screen



GOLD FLAME – Instantly gives you maximum flame length



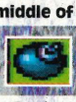
TIME BOMB – Gives remote control bombs that can be activated any time



FLACK JACKET – Allows you to stand safely in the middle of any explosion



SKULL – Who knows what lies beneath the skull? Usually it's a booby prize



RED BOMB – Destroys anything destructable within the flame's length



CLOCK – Adds extra time to your time limit



WALK THROUGH WALLS – Obviously lets you walk through walls!



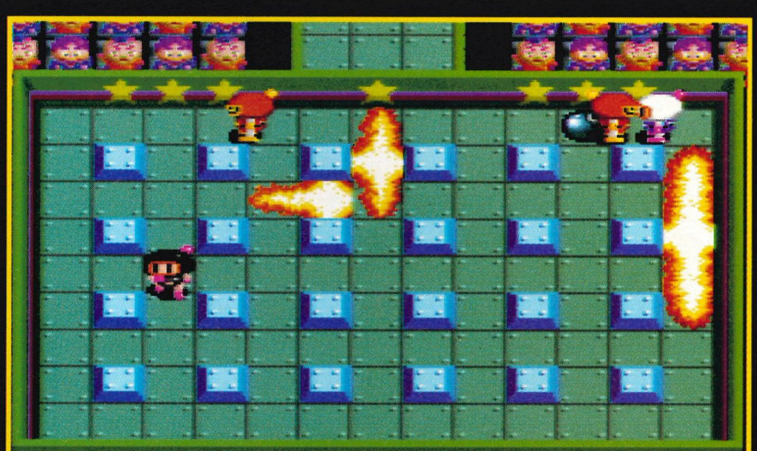
WALK THROUGH BOMBS – Obviously lets you walk through bombs!



ICE-CREAM – A lovely 50,000 points! Woooh!



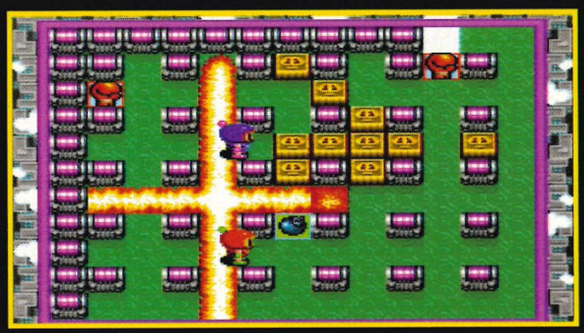
EXTRA LIFE – Doh, thicky!



This Arena level is not in the battle mode but in the normal mode. You have to destroy all the evil Bombermen who are threatening your lovely world



The idea in the normal mode is not to blow the crap out of each other, but to help one another to defeat the enemy. Also, remember not to blow up the exits or you'll get more trouble than it's worth!



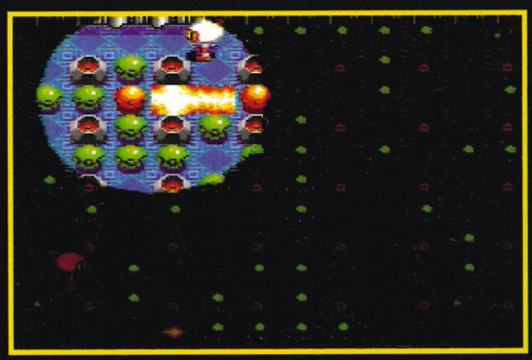
Bonuses improve your chances against the enemy onslaught, especially the flame bonus which can increase your bombs' flames to phenomenal lengths



Depending on how many bomb icons you pick up, you can lay X number of bombs at the same time, and sometimes the number can get very silly



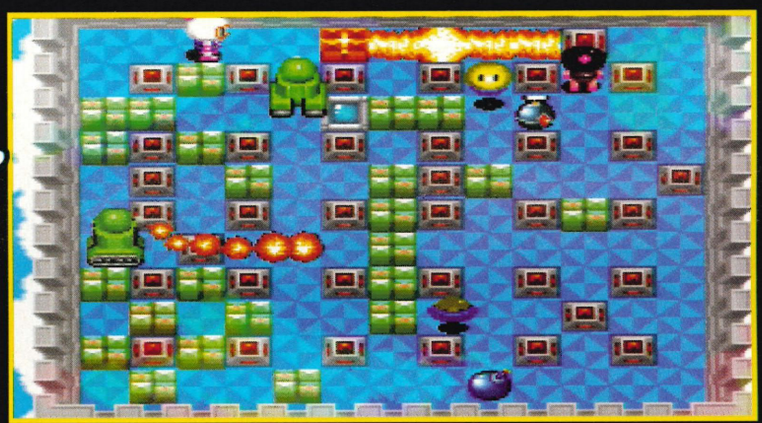
The warp-holes transport you between various positions without either you or your opponents knowing where you're going to appear



The spotlight level is probably one of the hardest to get to grips with. Most of the screen is darkened at any one time



(Below) Who's who? Bomberman has lots of surprises in store, you never know what the enemy is going to do next



A few of the enemies are considerably large like these tanks which shoot fire through walls and obstacles. However, it doesn't matter how small or large they are as they're all tricky to kill





(Above) This is the scoreboard. Golly jeepers!



(Right) During the battle mode you can have any combination of computer and human players, including playing against three other computer players if you so wish



Some of the levels like this early woodland level are very simple in design, but the later levels get a little more intricate and maze-like



SUPER BOMBERMAN

HOUSE: HUDSON SOFT
ORIGIN: JAPANESE
PRICE: £45
PLAYERS: FOUR
TYPE: ARC. ACTION

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

92%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	8
LASTABILITY	9

ENERGY HIGH

- Exciting action
- Simple gameplay
- Four-player mode
- Addictive quality

ENERGY LOW

- Dodgy control system...
- ...at times
- Repetitive normal mode
- Erm, that's about it!

ALTERNATIVE SYSTEM

There isn't an alternative to Bomberman unless you start talking about Pac-Man, but of course that hasn't been released on the SNES as yet. However, Kemco's Ka-Blooey (42 per cent) is the closest you'll get in the way of a bomb-dropping comparison, but it isn't very good!



BATMAN



Controlled by the Penguin, the emperor penguins launch rockets at you that explode as they hit the ground. These explosions can kill you as well as the clowns



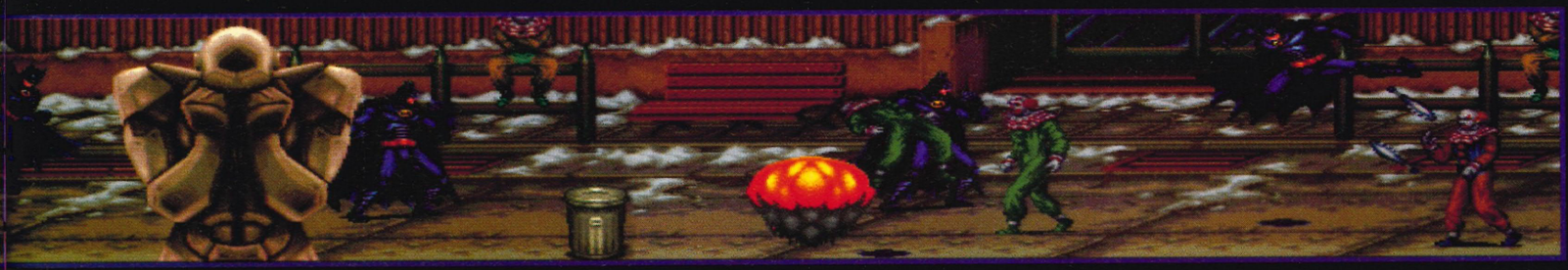






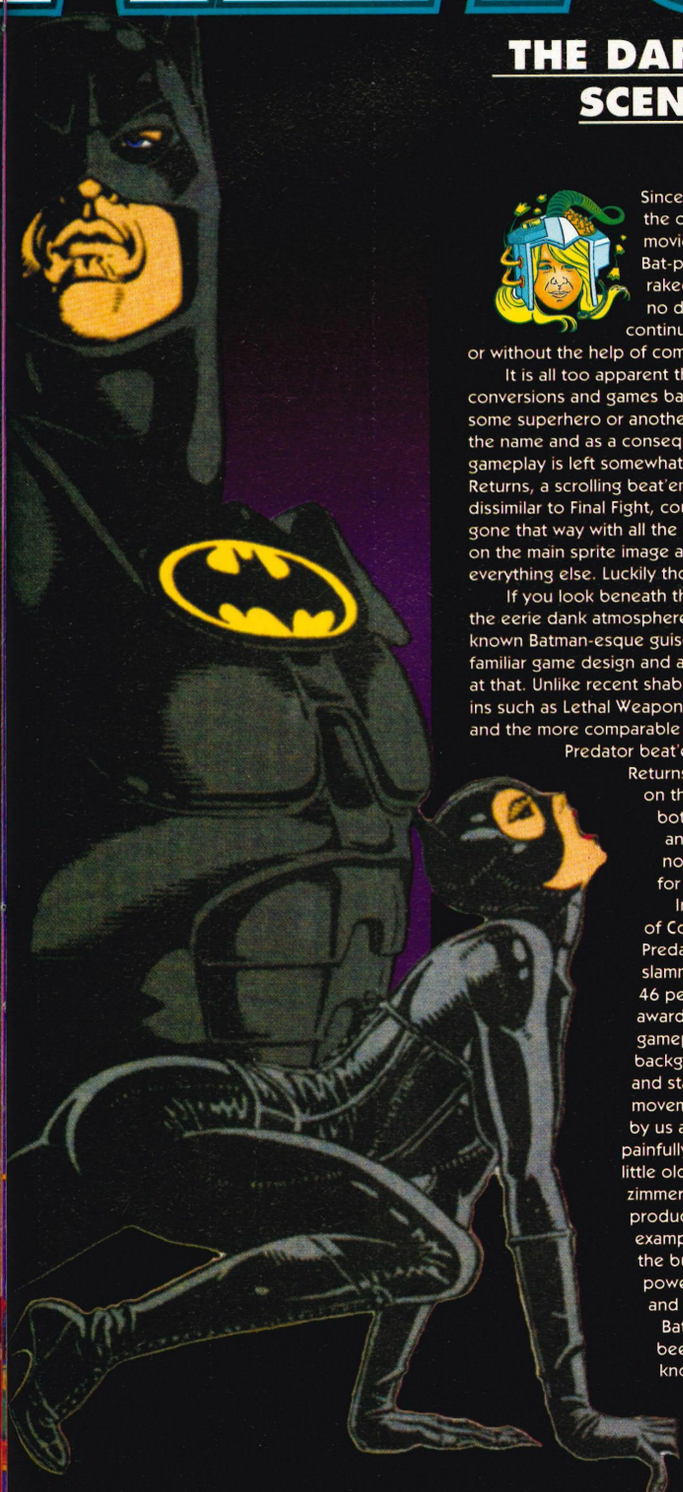
The higher difficulty levels see this section getting quite tricky. However it's always fun to get behind the wheel of the Batmobile no matter what





RETURNS

THE DARK KNIGHT RETURNS TO THE COMPUTER SCENE WITH YET ANOTHER FILM LICENCE



Since the release of the original Batman movie in 1989, the Bat-phenomenon has raked in millions and no doubt will continue to do so with or without the help of computer games.

It is all too apparent that a lot of film conversions and games based around some superhero or another, rely heavily on the name and as a consequence the gameplay is left somewhat limp. Batman Returns, a scrolling beat'em-up not dissimilar to Final Fight, could easily have gone that way with all the emphasis resting on the main sprite image and sod everything else. Luckily though, it hasn't.

If you look beneath the gothic facade, the eerie dank atmosphere and the well-known Batman-esque guises, there lies a familiar game design and an enjoyable one at that. Unlike recent shabby licensed tie-ins such as Lethal Weapon, Road Runner, and the more comparable Aliens Vs Predator beat'em-up, Batman Returns concentrates on the quality of both the graphics and the gameplay, not forsaking one for the other.

In the last issue of Control, Aliens Vs Predator received a slamming verdict of 46 per cent which was awarded for its lack of gameplay, shoddy background graphics and static sprite movement! Described by us as "shuffling painfully along like a little old man with his zimmer-frame", this product was a prime example of deceiving the buyer through the power of a familiar and successful title.

Batman Returns has been released in the knowledge that the name alone should sell at least a couple of copies, but it proves to have more depth. In comparison to Aliens Vs Predator, Batman has a greater variation of end-of-level guardians, its graphics are far superior, the sound is outstanding and the gameplay is far more challenging.

The inclusion of a graphically superb driving sequence resembling the design of Top Gear is a shock to the system, but also improves the gameplay no end. The landscape zooms by at an incredible speed and the smoothness with which it does so is quite surprising. However, being hassled by missile-wielding bikers as you drive the Batmobile over gently swerving roads isn't ridiculously challenging, but at least it's variation!

Closely following the plot of the film, the adventure takes our heavily armoured and well 'ard Batman sprite (What a cod-piece he has too!) through the gothic streets of Gotham City, battling against the Red Triangle Circus Gang, minions of the dastardly Penguin.

Both the Penguin and Catwoman make cameo appearances as guardians in the later levels, equipped with their customary umbrellas and whips respectively. Both of them are bloody hard to kill despite their choreographed movements, as they defy all laws of human endurance – there is no way that Danny DeVito could take quite as many Bat-arangs in the gut as his evil little sprite can!

CAPE FEAR

Even on the basic difficulty setting (of which there are five), the various minions and guardians pose a considerable threat, requiring more than just a couple of punches to have them seeing stars. However, the seven-lives option and the three continues give you more than a fair chance of progressing a considerable way through the various levels.

On the higher settings the action gets noticeably harder. More enemies with larger energy levels appear on screen left, right and centre requiring far more punches and collisions with the Bat-arang to sustain any real damage.

As with nearly all scrolling beat'em-ups the main character's offensive movements are not fully controlled by the player. You can throw a Bat-arang or use the grapple easily enough, but performing a standard punch activates an automated computer response, whereby Batman will then perform one of his numerous moves ranging from a cape twirl to a double head slam!

Unfortunately, this lack of variation and combination strains the game's enjoyment factor somewhat, but this is hardly a new fault in this style of game. Even the classic Final Fight suffers from a lack of character moves so I guess this is just something we'll have to live with.

The action is pretty fast with all the sprites performing lightning-quick moves be it a jump, a punch or a kick thus keeping you constantly on your toes. Probably the most noticeable evidence of this speed is in Catwoman's agile cartwheels and lunges.

P...P...PICK UP A PENGUIN

Graphically Batman Returns is very juicy, capturing all the dark gothic ambience present in the film and the comics. Sticking closely to this design and visual image, the Batman sprite actually looks like the Michael Keaton portrayal and the landscapes are recognisable as the ones out of the film. Huge gothic statues loom ominously in the background with the dank atmosphere being captured through a careful use of dark, muted colours.



Konami is a stickler for snazzy presentation, and Batman Returns continues this tradition. The graphics drip atmosphere and are given great depth through use of foreground statues that scroll smoothly along. Elfman's original score has been perfectly reconstructed electronically, adding hugely to the game. As Allie said, this is not the most original interpretation of a film, its main aim being to sell the game by the bucket-load not create an original new game style. It mirrors Double Dragon and Final Fight a little too closely.

PAUL



(Above) The Stungun Clown holds Selina Kyle, aka Catwoman, as a hostage. Use the grapple to pull a large lump of masonry off the wall behind him and watch what happens!



(Below) The Strongman is really a bit of a wimp and can't confront you without having a couple of puny clowns to back him up



(Below) Catwoman again reveals her rubber-clad form to Batman, this time with an audience! Can you rescue the Ice Princess in time?



(Above) In the film this is the part where Michelle Pfeiffer straddles a fallen Michael Keaton and provocatively licks his face....unfortunately there's none of that here!

BATMAN RETURNS

Attention to detail shines through in the sprite representation with each character easily recognisable but it's the little things that are impressive – 'Oswald Cobblepot For Mayor' posters adorn some of the street walls and although they are quite small you can still see all the detail. Also Batman's cape swings gently every time he grinds to a halt and even his mouth opens and shuts depending on the ferocity of his movements! Such things may not seem much, but all these little touches add to the presentation.

Even digitized stills from the film have been included between levels thus telling the story of the film as you progress, just in case you're unsure of what is happening! And do you remember the bit in the film where Batman pulls a lump of masonry on top of a clown whilst using the grapple? Well, even that is included in the game.

The pièce de résistance of Batman Returns has to be the sound effects and the outstanding music. It has been lovingly reproduced in a way that rivals the Star Wars in-game music. All the eerie and dramatic interludes, including the main film title music, swirl around you, dragging you into the heart of the action. Even the crashes and bangs appear to have been copied straight out of the film.

ARKHAM ASYLUM

Whereas Aliens Vs Predator consisted of only five levels most of which were tedious and drawn-out, Batman Returns has seven levels thus creating greater variation. They aren't as long and therefore don't get quite so boring, but there could have been more scope in the number of different opponents so you're not continuously looking at the same faces over and over again.

Also, it would have been nice to see another driving section, this time incorporating the Bat-wing as it flies through the sewers while searching for the Penguin.

The major downfall however, is the unfortunate lack of a two-player option as a one-on-one challenge. Aliens Vs Predator does have the head-to-head bout in its favour, even if it is executed abysmally!

The gameplay itself is fast-paced, challenging and entertaining. Batman Returns is not merely a name without a face, a body without a soul, it is a pleasure to look at, and is easy and entertaining to play. Instead of being all mouth and no trousers, Batman Returns proves itself to a worthy game and not just another weighty name.







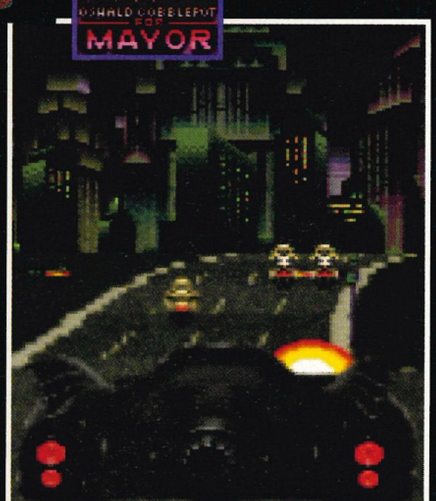


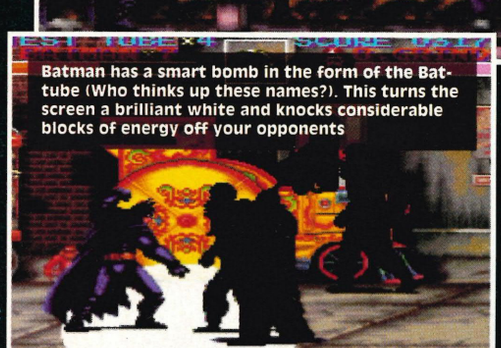
















Batman Returns heralds, well nothing new. It seems that all of Konami's efforts have gone into producing a good-looking product, while the gameplay itself has been neglected. Like all beat'em-ups it's an easy game to get into, but once you're in there, nothing more is offered. The only real references to the film are the lavish intro screens and the story updates between stages – the game itself is little more than a standard fighting affair that the computer controls the majority of. In all, a mediocre game dressed in a tight rubber suit. But without the body.

ANDREW



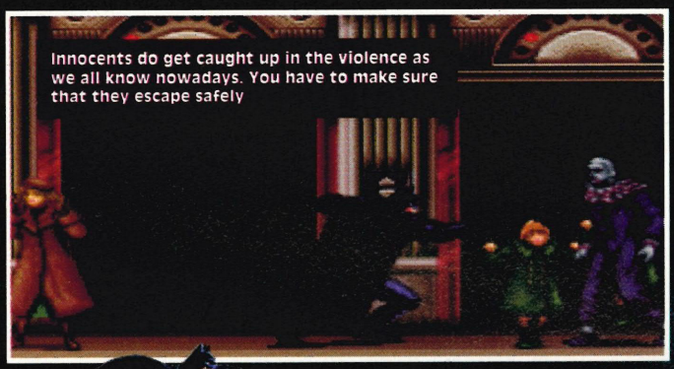
(Above) With the high-rises of Gotham looming on the horizon, the Penguin's surveillance van winds in front of you while missiles are rapidly launched

(Below) The Organ Grinder (Oh yeah?) is not as boring as he at first appears. Watch out for his box of tricks and the weapon he conceals within!





(Above) The Penguin never bathes without his rubber duck. Come to think of it, I doubt if he ever bathes at all!











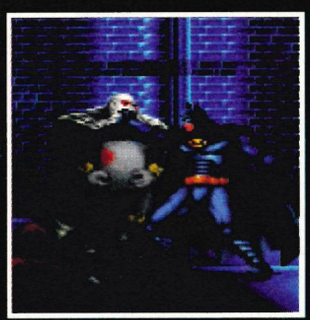
Considering their size it's a wonder the fat clowns can jump that high, don't you agree?



















BATMAN RETURNS

HOUSE: KONAMI
ORIGIN: JAPAN
PRICE: £54.99
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

79%

SUPER CONTROL

SOUND	8
GRAPHICS	8
GAMEPLAY	6
LASTABILITY	6

ENERGY HIGH

- Gorgeous graphics
- Impressive soundtrack
- Varied enemies
- Five difficulty settings

ENERGY LOW

- No two-player mode
- Computer-automated...
- ...moves and attacks
- No Bat-wing

ALTERNATIVE SYSTEM

Any scrolling beat'em-up will suffice as an alternative to Batman, but that doesn't mean to say it'll be as good! However, the classic Final Fight is still a great game and as for the newies, Rival Turf 2 is also quite enjoyable. Also, you could consider Turtles In Time if you're into film licences!

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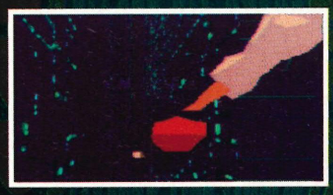


52 KING ARTHUR'S WORLD

Jaleco's tale of mediaeval puzzling is exploded as we show you what to do with Arthur and his knights

48 ANOTHER WORLD

The full solution to the second half of this superb game of interdimensional interaction



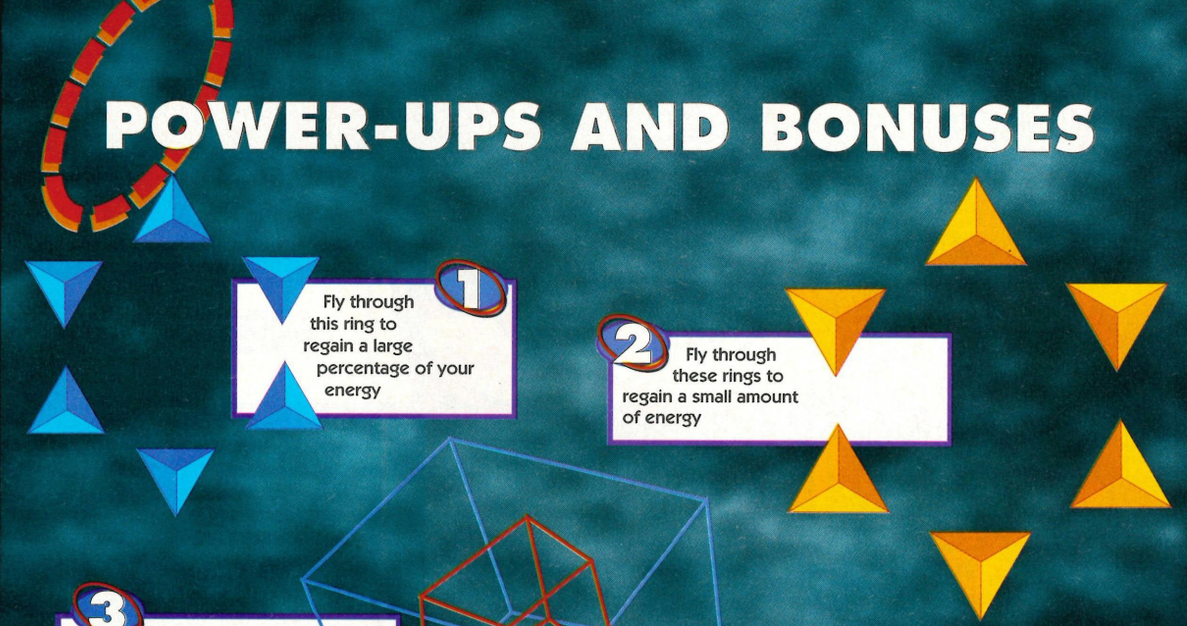
INSTANT RELIEF

56 MEGA TIPS PAGE

STAR WING

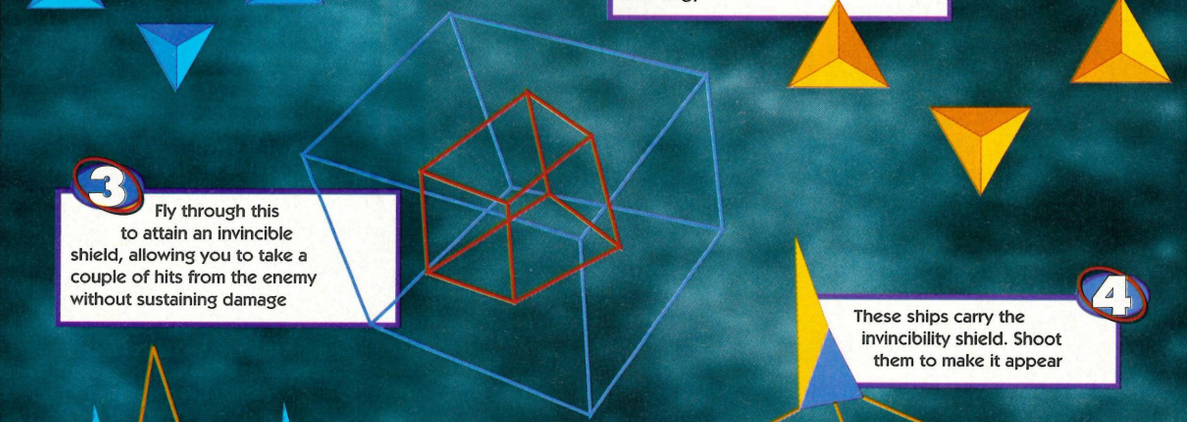
HERE'S SOME DAMN FINE HELP ON HOW TO FLY TO VICTORY

POWER-UPS AND BONUSES

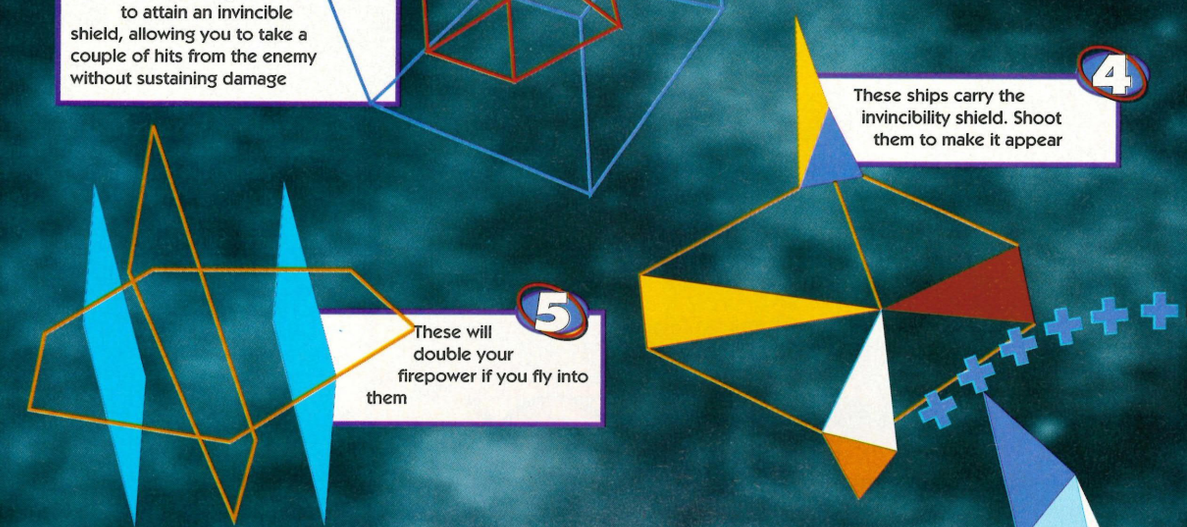


1. Fly through this ring to regain a large percentage of your energy

2. Fly through these rings to regain a small amount of energy

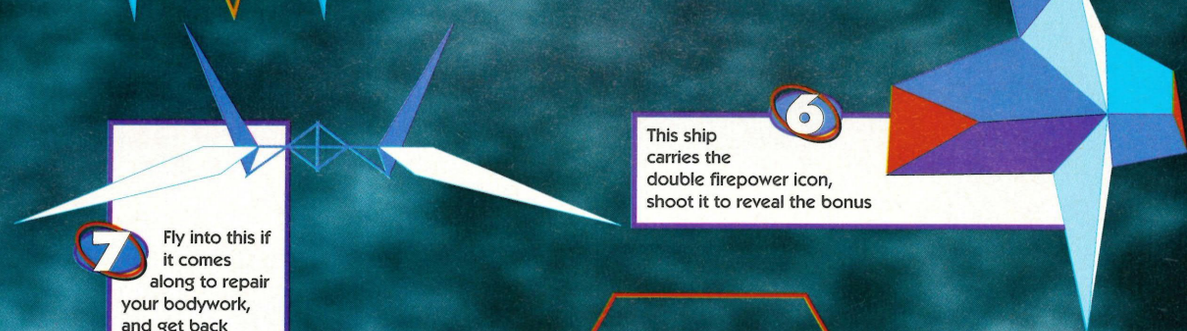


3. Fly through this to attain an invincible shield, allowing you to take a couple of hits from the enemy without sustaining damage



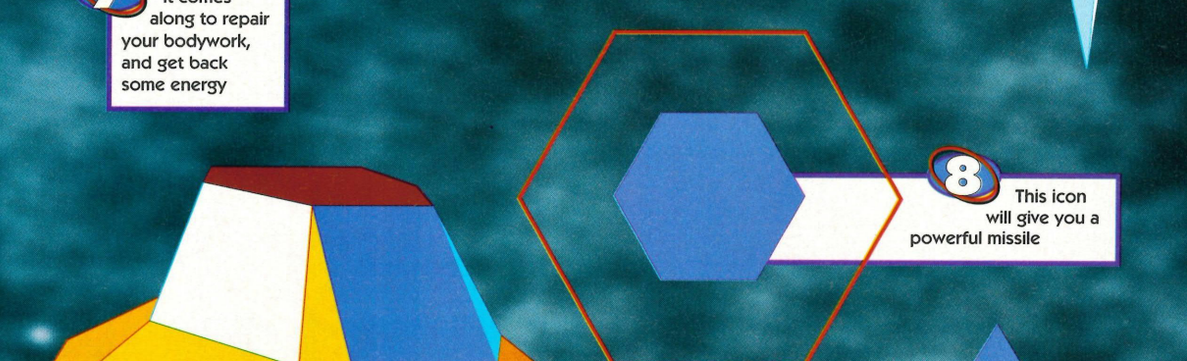
4. These ships carry the invincibility shield. Shoot them to make it appear

5. These will double your firepower if you fly into them



6. This ship carries the double firepower icon, shoot it to reveal the bonus

7. Fly into this if it comes along to repair your bodywork, and get back some energy



8. This icon will give you a powerful missile

9. Shoot these to reveal a missile icon

10. If you shoot all three diamonds, fly through the ship that appears in the middle. This will give you an extra life



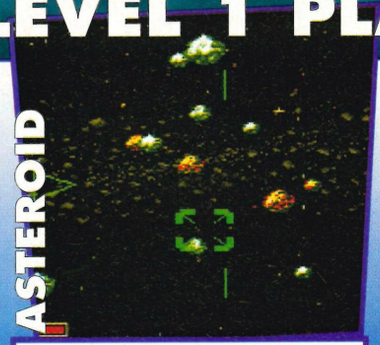
Star Wing (previously known as Star Fox) is a fantastic futuristic shoot'em-up, as good as Nintendo promised. With three game routes to undertake, each with a different difficulty level, Star Wing has a lot to offer in the longevity stakes. The 3D graphics are quite outstanding and rotate with precision and fluidity while the music captures the fast action and the intensity of the gameplay.

94%

LEVEL 1 PLAYING TIPS



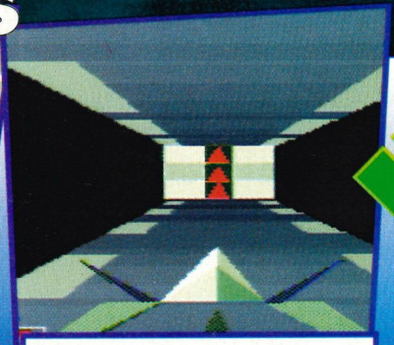
The easiest way to get through these falling pillars is to fly at the top in the centre, as they can't hit you here



Shoot the red asteroids and dodge the stone-coloured ones. Apart from this you should shoot everything that moves



When you fly inside a spaceship press select to draw your ship back. This gives you more time to react and also a better view



The arrows indicate which way the doors will open. Shoot them in the middle to change this direction – either up or down – to make passage easier



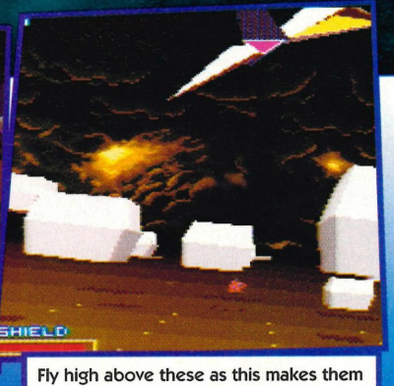
Fly through this circle without firing at it to receive two missiles that appear soon after



Concentrate on shooting these homing bombs as they appear very frequently and do a large amount of damage



Shoot these big blocks to point the arrow in the direction you want the block to turn



Fly high above these as this makes them easier to avoid. Don't go down for bonuses unless you feel very confident as it's very risky

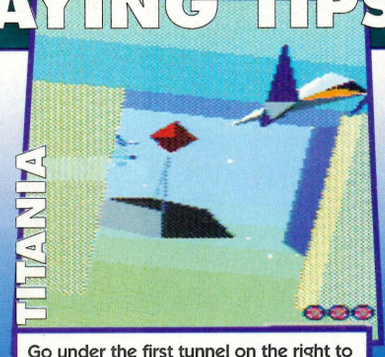
LEVEL 2 PLAYING TIPS



Stick to a middle route through here and only make minor steering adjustments or you'll hit the rods



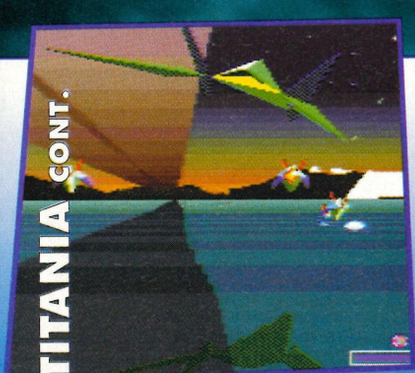
Keep pressing the brake button to give yourself more time to steer and dodge these rods



Go under the first tunnel on the right to get this icon which clears away the snowy conditions, giving you a clearer vision



Go in low for these Insectors but veer off at the last second. Try to kill them in this manner before you fly past them or they'll shoot you from behind which makes their fire difficult to avoid



Cross from left to right and keep firing to get rid of these amphibious craft



Spin continually using button L or R when travelling through this cluster of space amoebae or they'll stick to you and waste you

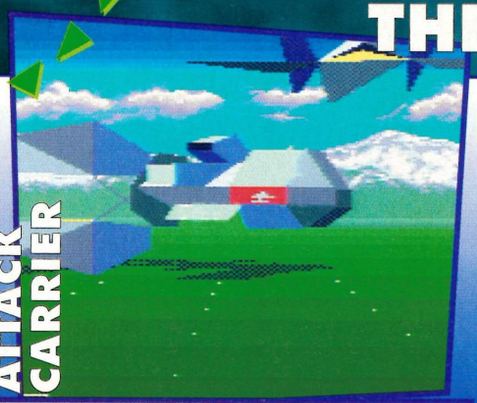


Leave these big gliders unless they're heading straight for you because they seem to home in on you more when you fire at them



When you reach these aliens on hover ships the trick is to wait until they come on screen, then press brake to make them fly on by. This gives you a longer time to shoot them and stops them bashing into you

THE BIG BAD BOSSES

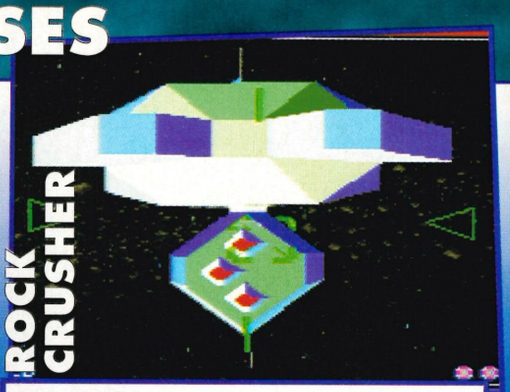


ATTACK CARRIER

Get into this position and be ready to blast the flashing red section of this carrier

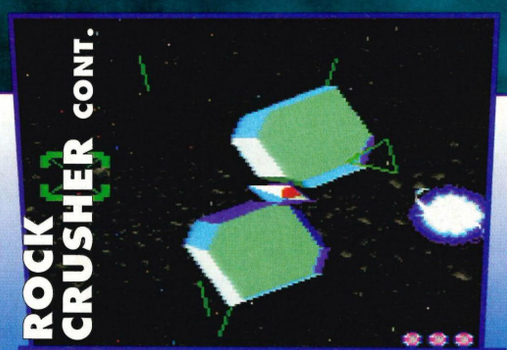


Now move over here and blast the red sections when they appear. As long as you're rapid with the fire button this is really easy



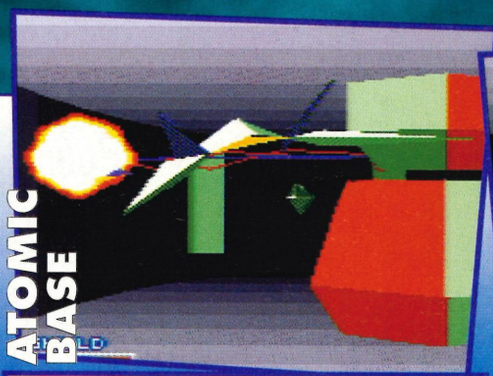
ROCK CRUSHER

Shoot the small red diamonds on both panels as quickly as you can. Be ready to dive under the main body of this craft when it is destroyed



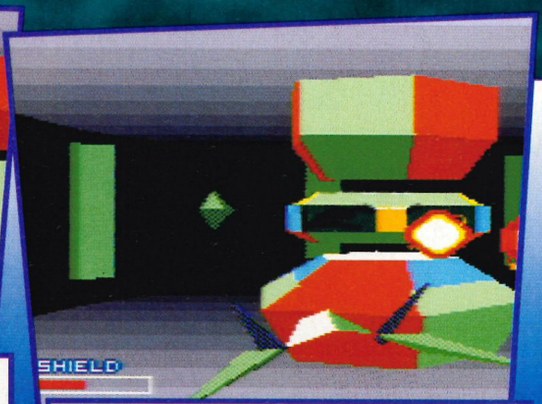
ROCK CRUSHER CONT.

Now keep on shooting the centre of this smaller craft but watch out for the bullets and missiles it fires. Remember to use your own missiles as you can inflict a large amount of damage if you score a direct hit on a boss



ATOMIC BASE

When you get inside here don't move up or down at all. Just stick in your original position and move to the left then to the right (quote, the Stereo MCs), to take out the diamonds at the end of the electrified vector lines



All you have to do is blast the central pivot to destroy this base



DANCING INSECTOR

The only time you can harm the Insector is when it levels out and turns red, but beware of the fireballs that scorch towards you



PHANTRON

Keep firing at this menacing craft and when it splits into three, concentrate your fire on the bottom two ships. Use missiles to do the job more efficiently. You can't shoot the third craft as it flies away to get ready for another battle on the surface of Venom



PHANTRON II

Begin by firing at the bottom two craft and then single out this vehicle. Be ready to dive under its legs when it jumps at you

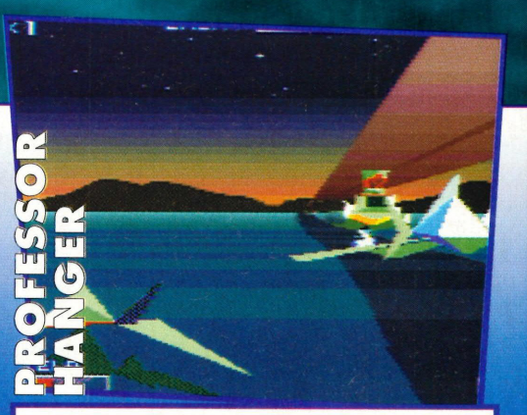


PHANTRON II CONT.

Shoot the centre of all these foes, using missiles to cause maximum damage to them



Watch out for the leg which this phantron blasts towards you or you'll be a goner!



PROFESSOR HANGER

Stay on one side until it fires the two missiles, then move over to the other side to avoid them. Keep on firing at the top-centre of this villain

PROFESSOR HANGER CONT.



When it duplicates itself into three, get up in the top-left or top-right corner to avoid it. Soon you'll have finished it off. Au revoir professor

PLASMA HYDRA

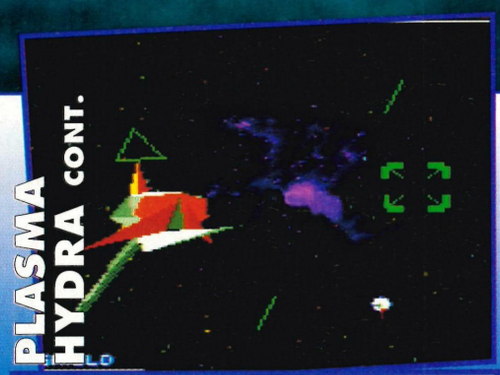


Aim for the tips of its arms at first



Dive then rise repeatedly, and stay in the centre when it revolves towards you or you'll catch a nasty whack

PLASMA HYDRA CONT.

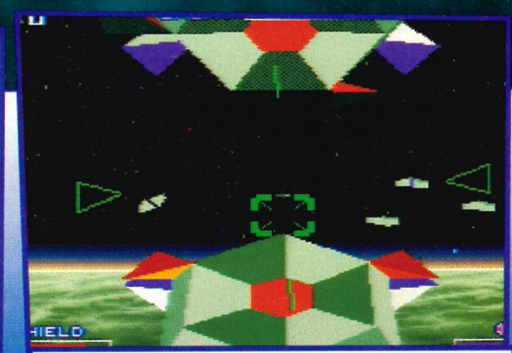


If you keep shooting the tips of its arms it'll soon be left temporarily armless (ha, ha – the old ones certainly are the old ones). You should be able to finish it off with rapid bursts of fire and well-aimed missiles

METAL SMASHER



Shoot at the centre of these crushers. When they come towards you, brake and pull up just before they close, to prevent yourself being squashed



The second time it tries to crush you, brake just before you reach it and pull over to the left or right to avoid it. Keep on blasting away until you blow one away leaving the other vulnerable. Just be careful as it fires laser rings that cause a lot of damage

GALACTIC RIDER



Be ready to let loose a missile just after this craft opens its bay door. This will cause a lot of damage to it



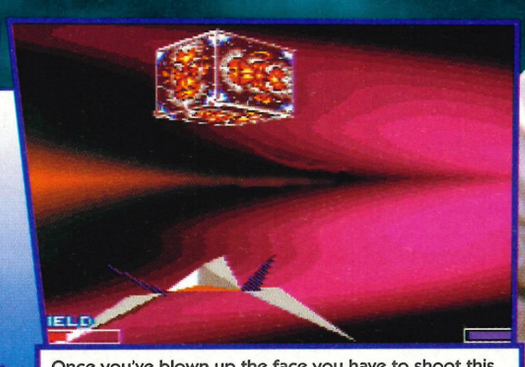
When it comes very close and tries to hit you, the best option is to brake at the last minute which gives you enough time to manoeuvre around to the other side. Keep on firing and launching missiles when the bay door opens and this rider will soon take a nasty fall



ANDORF



Shoot at the eyes when they're blue to blow up this face. When it spews out the big blocks use a figure-of-eight movement to attract the blocks one way, then cross over to the other side

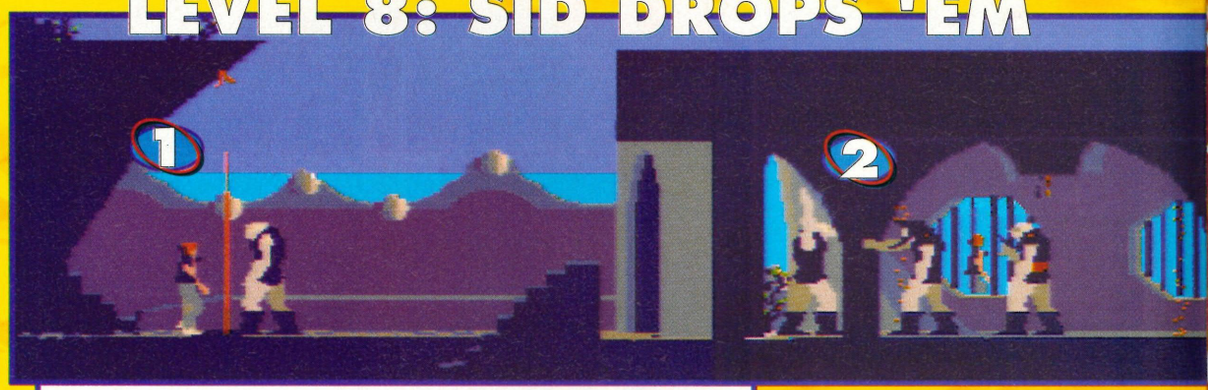


Once you've blown up the face you have to shoot this block. Save up missiles to use for this. You'll have to repeat the process a few times as the face reforms. Soon you'll have disinfected the galaxy of evil scum. Congratulations!

ANOTHER WORLD

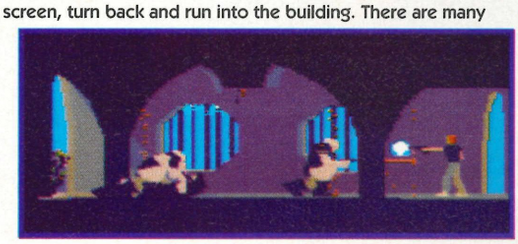
SURVIVING THE ROUGHER AREAS OF THE ALIEN PLANET

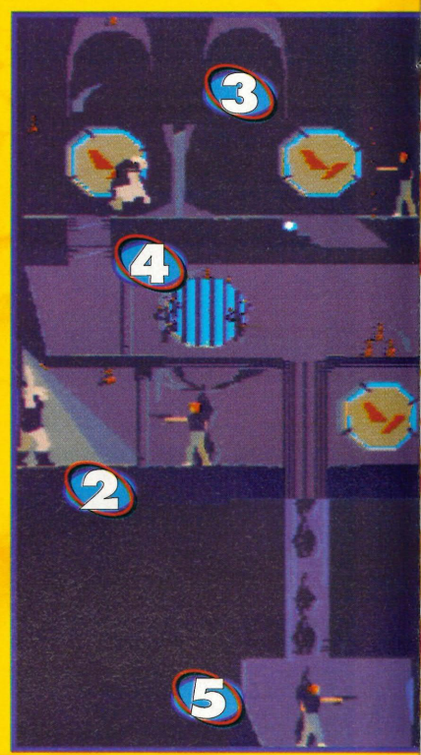
LEVEL 8: SID DROPS 'EM



1 As the level opens, the guards below will trap themselves in. They will return though, so be prepared. Sid will leave the screen to the right. Don't follow him – run to the left of the screen, turn and run back along the little path behind the building

2 Inside the building, Sid is being held at gunpoint. Carry on running until the next screen, turn back and run into the building. There are many ways of killing the guards and this Controlled method is our favoured method. If you see the Controlled method mentioned again, this is what we advise: As the guard(s) appear build one shield for each guard. Then step forward one pace and build a powerful shot to take out their shield. Now shoot as fast as possible to despatch them, remembering to keep an eye on your own shield's condition all the time. Ensure you're quick though, as you'll only have a limited amount of time





3 Having beaten up one of the guards, Sid will run off screen. Follow him and you will come to a steep drop. Sid will turn and beckon to you. Walk towards him and he will lob you across the gap. Once over, turn and face him

4 Sid will attempt to follow you, but unfortunately he is a somewhat fat alien and just breaks the canopy and is left hanging by a thread. Ha ha! Looks like you're on your own, kid. Leap out and fall down the hole, but prepare for a shoot-out

EXIT TO STRESSBOMBS AWAY!

LEVEL 9 PART 2:

1 Run for your life. Pulling that lever has opened the dogs' cages, and now they're mad. You, being a bit cheesy, can run through all this mayhem. However, three guards will follow you shooting as they go

2 Don't mind him, just run, run, run! Any hesitation now will prove fatal, so keep on running!

3 Push up when you're under this hole and leave them behind. It is possible to turn and kill the guards, but why wait around for that? Be thankful that you're at the end of the level, it's all plain-sailing from now

4 Walk left, activate the auto-door and carry on walking. The magic lino of doom will appear and Sid will be saved! Now follow him and transport to the next level



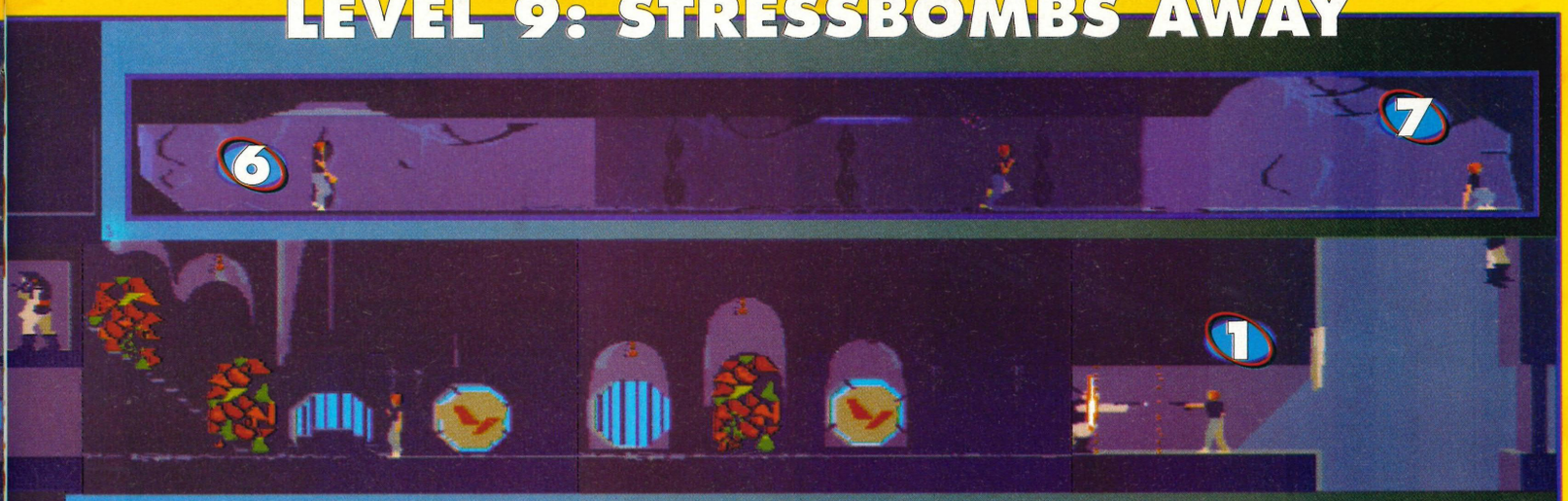


Having played this game previously on the Amiga, I was looking forward to seeing a new, improved version. However, this SNES version of Another World proved to be very similar to the Amiga game which was a major disappointment. For novices to the game, there are some challenging points to Another World, but it's still not a patch on Mario, despite its cinematic feel.

79%



LEVEL 9: STRESSBOMBS AWAY





DON'T GET CHEWED

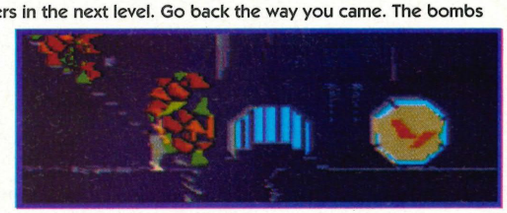
1 The moment your feet hit the floor, proceed with the Controlled method to kill the guards. Once they're dead, exit the screen on the left-hand side and keep waliking until the following screen

2 Walk past the stairs and into the next room where a guard will be locked in. Walk slowly towards him and activate the auto-door. Don't walk through the door, simply stand and raise your weapon (!). The guard will raise his arms and flick a switch above him, disabling the auto-doors. Don't panic, just leave the room the way you came in

3 Run up the stairs. At the top, turn, jump the gap and face the guard behind the door. Build a shield, step forward and blow away the door with a power shot. The guard will start lobbing bombs that will simply roll down the stairs. Allow four of them to drop and then shoot the guard. Now jump across, stand on the transporter and push down on the D-pad

4 As you enter, proceed with the Controlled method to shoot the guard opposite. He will shoot the door down for you. Walk to the transporter and push down again

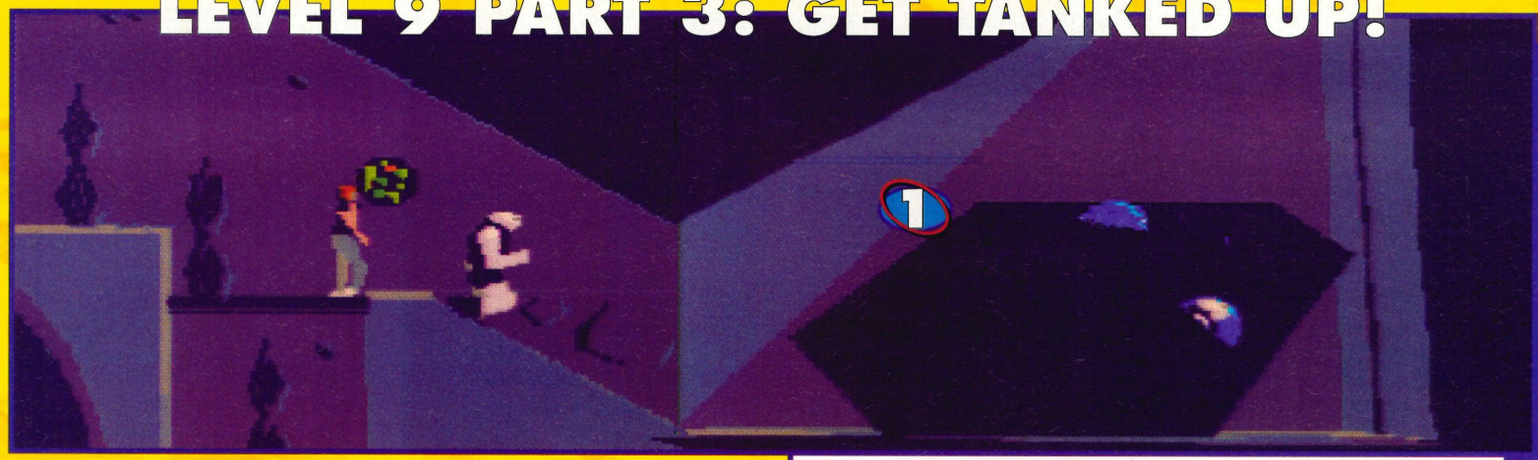
5 You'll appear in a small room. Shoot the wall because this turns off the sense-lasers in the next level. Go back the way you came. The bombs that rolled down the stairs should have blown a hole in the floor. Simply drop down it. If there's no hole you'll have to restart the level

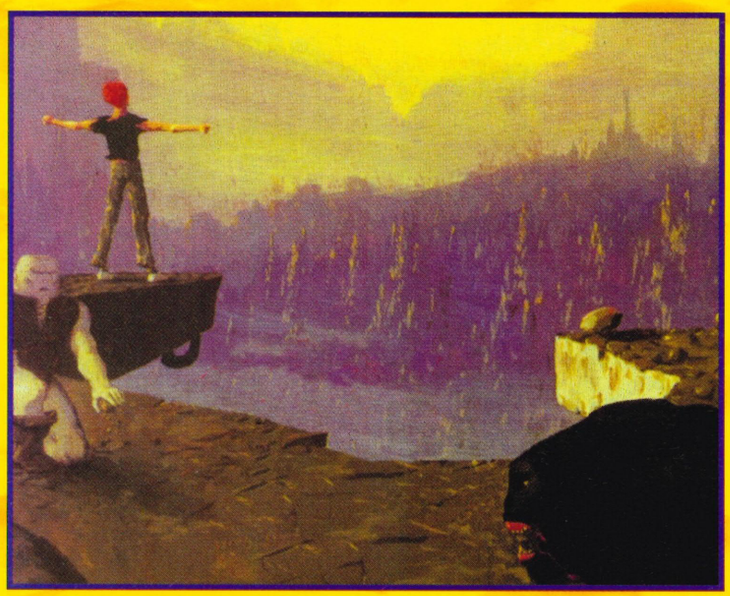


6 You'll land in a deserted room. To the right is a room with three sense lasers which react to movement. Shooting the wire previously has switched off the lights, making it easier for you to leg it through the room. Start running and don't stop until all the lasers have fired, then stop dead or you'll risk running to your death

7 Providing you have stopped in the darkened room you should be OK. Walk slowly and carefully until you can see Lester again. The moment the screen becomes light, stop still again. Now leap over the gap, walk to the lever and pull it. Walk back to the gap, leap over it, turn around and fall down the hole

LEVEL 9 PART 3: GET TANKED UP!

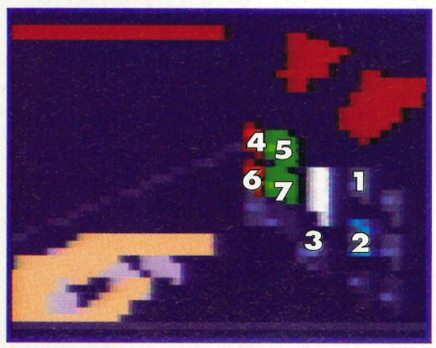




1 Keep moving, following Sid. You will stumble across a tank. Clamber in and make your escape to freedom. It's just you, Sid, a tank and the open road...

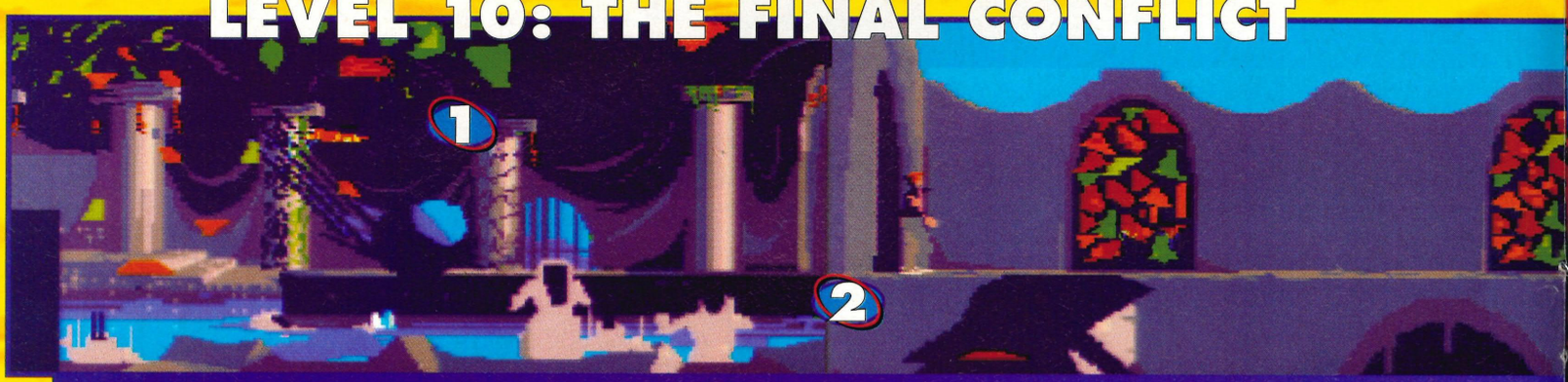
2 Oh dear. Lester and Sid pull themselves up into the cockpit. A piercing light momentarily blinds them both – they've found the Gladiator Arena

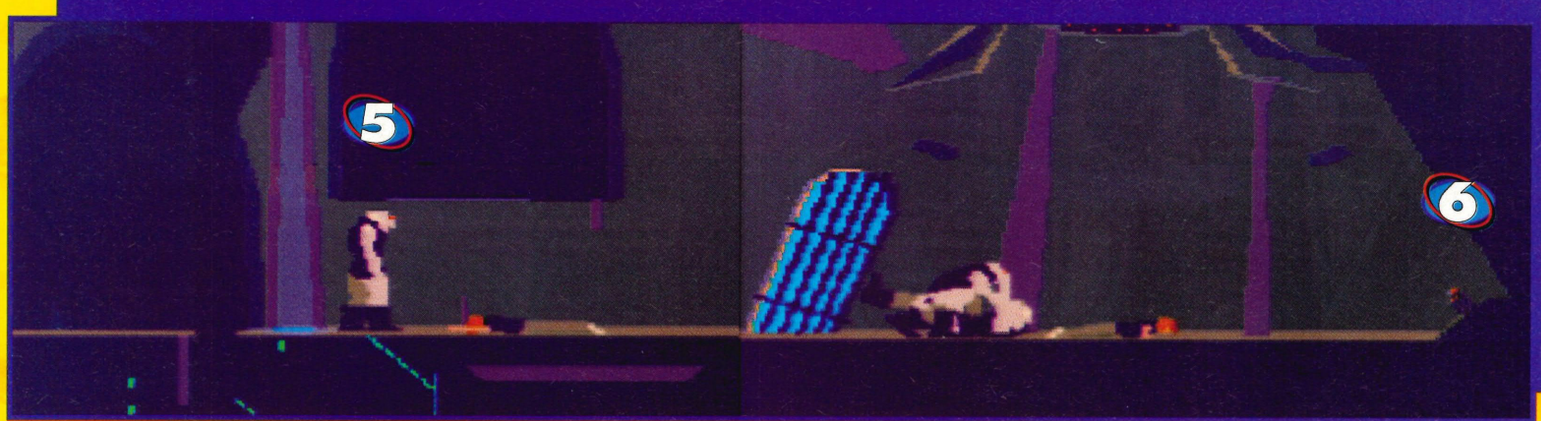
3 An unfamiliar control panel faces you. Fortunately, Super Control has printed the correct key combination. Oh joy! Simply push the buttons in numerical order. Only two buttons appear at first, you need to press them to make more appear. You can fire rockets at the guards, but just remember that you have limited time

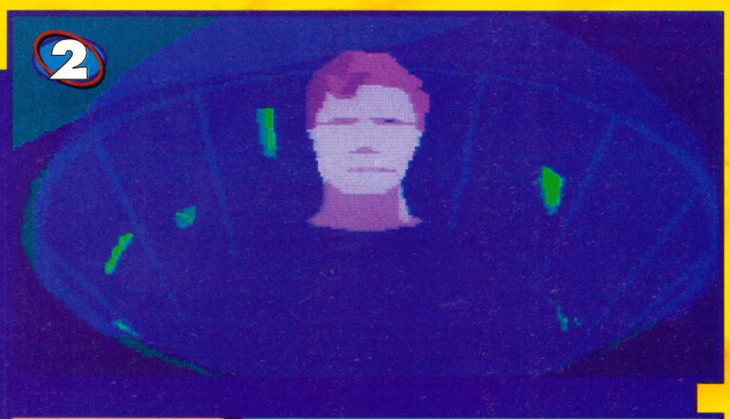


4 Push the flashing button and the escape pods are jettisoned. Your escape is made, surely you must now be safe? Well, I'm afraid it's a big fat NO. This is the beginning of the end

LEVEL 10: THE FINAL CONFLICT











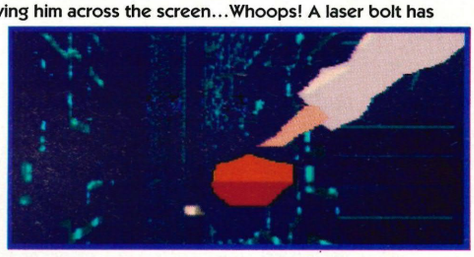


1 The pod lands slap bang in the middle of the annual alien beach-party. As you emerge from the wreckage, begin to run and don't stop until you've left the screen

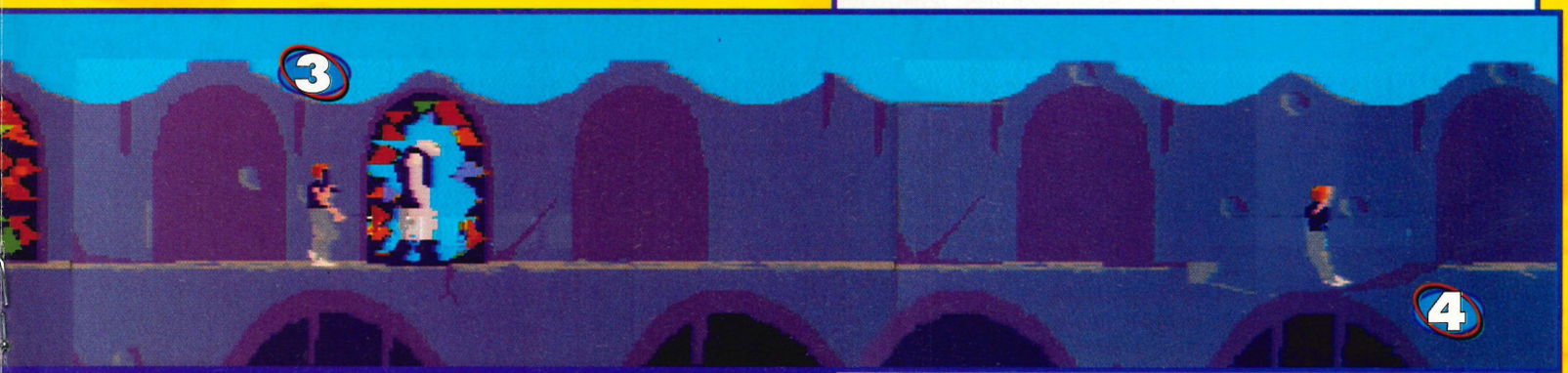
2 As you enter the next screen, build a shield and proceed with the Controlled method to shift the six guards that appear. Be patient, stay cool and you'll kill them easily. Once clear, run on

3 Sid will smash his way through a window and begin to run. Follow him into the next screen, he'll show you the way. Keep moving

4 Carry on following him across the screen...Whoops! A laser bolt has gone and blown a big hole in the floor, and guess who goes and falls to his death? Just when you think your goose is cooked, a mighty hand plucks you to safety!



5 However, it isn't Sid. This guy has had quite enough of your escapades and decides to give you a kicking





6 The guard will kick you into the final room. As he approaches to finish you off, Sid appears and lays into him. Push right and Lester will crawl towards the control panel on the right. Don't worry, there's plenty of time to get there! Once reached, wait for the guard to throw Sid over the edge and advance on you. As he walks under the skylight at the middle of the screen, push the b-button twice.

The guard will be fried in a blaze of light and the transporter activated. Now push left and crawl back towards the centre of the screen. You will be transported up onto the roof. The nightmare is over and freedom beckons. Good show all



7 Lester appears on the roof with a mighty eagle standing astride him. Too weak to grab its outstretched wing, he lies still. Sid appears from below and scoops Lester up. Slowly, they climb aboard the Eagle's back. It outstretches its mighty wings and carries the pair away. They have escaped, but what lies ahead?

KING ARTHUR'S WORLD

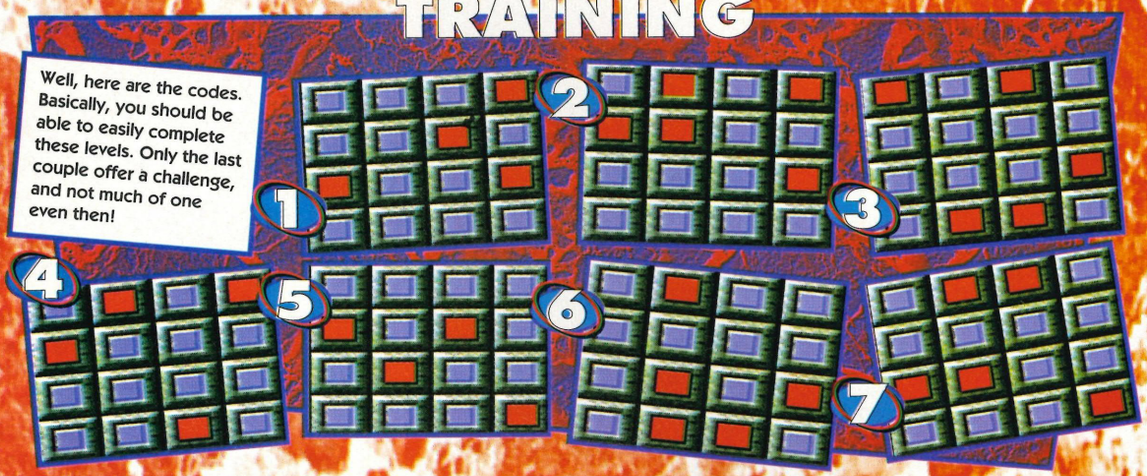
KING HENRY'S WIVES, KING ALFRED'S CAKES, TIME FOR...

King Arthur's World, although painfully slow at times, still rates as one of the better SNES releases as well as one of the most frustrating. So, I strapped on my thinking-cap and these tips are the result.

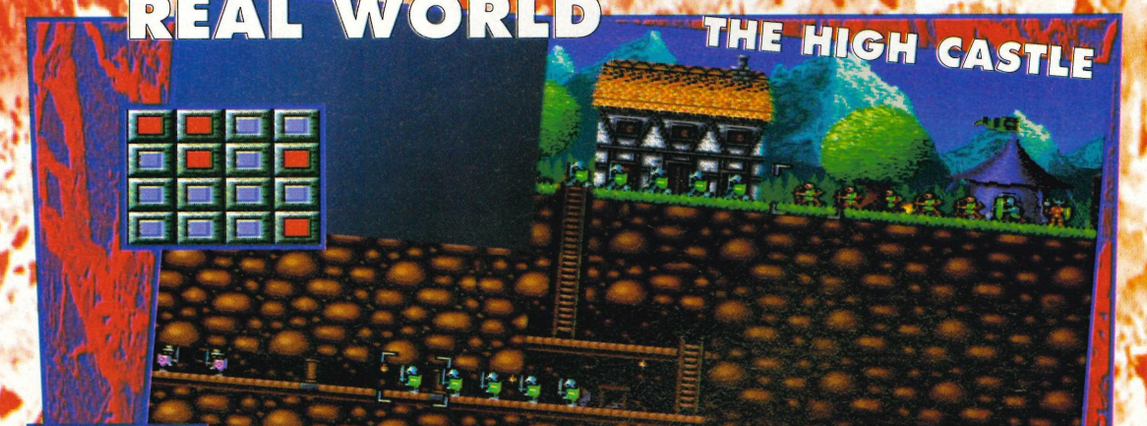
I haven't mapped the game as exploring is half the fun in KAW, and unlike Another World for instance, fast action is rarely needed providing you keep your head. Instead, I offer you some advice and useful level codes. Use them well, and good luck!

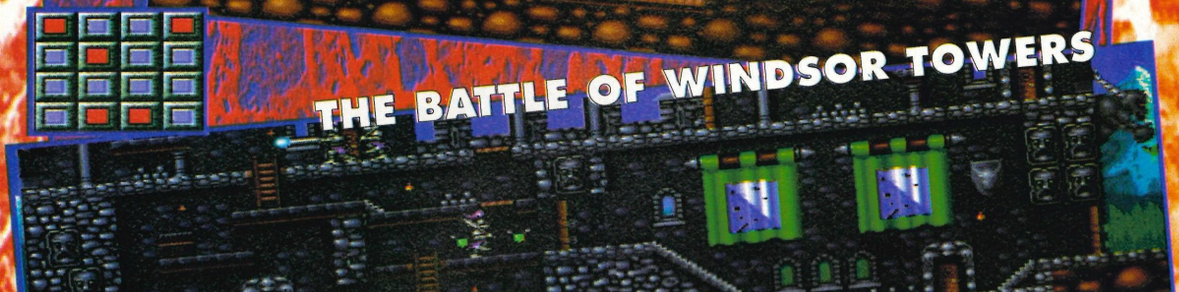
TRAINING

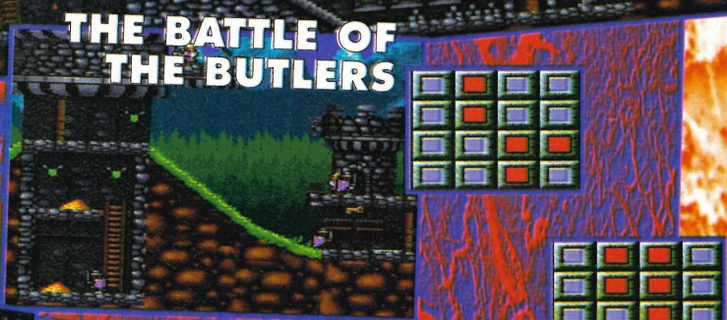
Well, here are the codes. Basically, you should be able to easily complete these levels. Only the last couple offer a challenge, and not much of one even then!



REAL WORLD









Knights – Basically the same as your own knights, so when opposing knights clash the honours are usually even. Whenever possible, use archers to wipe out groups of knights at long range



Slingers – Are a pain in the bum. Knights can kill them with one blow, but slingers are quite capable of knocking out a few of your knights from long range. Again, use archers to kill them from a distance



Big Knights – When possible, leave these until last and then send in some shielded knights or a Dark Wizard to finish them off. Big Knights are almost always locked in rooms. If you ever come across one that isn't, send in the archers to get rid of it. Remember you have an infinite supply of arrows



MacOgre of the Highlands – Quickly send out a team of builders, build a catapult and rain bombs onto him. Add some archers if you like. You should get rid of him very easily



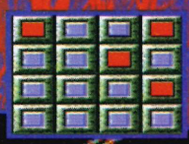
Well, snaffle my tuck, this game is very LONG! King Arthur's World grabs your attention and is not a bad game, but is unfortunately let down by treacle-off-a-spoon speed. As the game wears on and the levels get bigger, exploring becomes more and more tiresome – not good news considering that exploring makes up about 50 per cent of the game. KAW is basically a poor variation on Lemmings.

79%

GOBLIN UNDERWORLD



CAVERN ONE



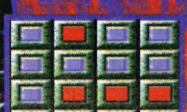
CAVERN TWO



CAVERN THREE

CAVERN FOUR





Goblin Soldiers – These little gits carry flame-throwers which can do an awful lot of damage to troops, especially troops climbing ladders. Either rain arrows onto them or use magic. On no account send unshielded knights or Arthur into a fight against more than three Goblin soldiers. It's also worth remembering that your soldiers' shields will reflect fire. Try using this when in a tight spot



The Goblin Steam Hammer – Use a catapult and some archers. If there are a few goblins knocking about at the beginning of the level, see them off with some soldiers



Goblin Foot-soldiers – Strong fighters, foot-soldiers can and will take out a good few of your soldiers if you're not careful. Whenever possible, position a team of archers above them and rain arrows onto their heads. Even arrows that hit the roof and fall straight down will kill anything they land on. Alternatively, use a team of shielded knights or a Wizard

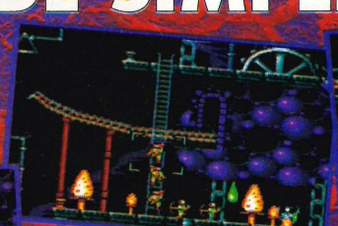


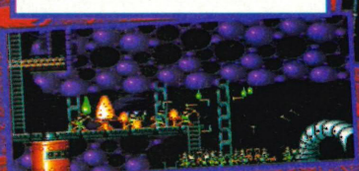
Trog Demons – These are one of the toughest enemies throughout the whole game. I advise using an apocalypse spell should you see more than one on the screen at once. Standing Arthur on a platform gives you the best protection from them. Should you need to leave any of your troops in one place for a while, ensure they are stood on a platform and they'll be safe

ARCHERY MADE SIMPLE

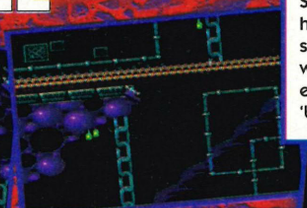
Archers are the real mainstay of Arthur's army. They are the only troops capable of killing enemies above, below or ahead without the need for close combat. They are also very few in number as the game wears on, so leaving them standing around is not a good idea. Here is a little tip for sending archers or indeed any troops back to the tent quickly and safely

Here, the archers are raining arrows onto some goblins to clear a path for the knights. Notice that arrows that fly up and hit the roof still fall and kill enemies below





Job done, and the archers are commanded to go back to the tent



Now, scroll the screen in any direction with the L or R buttons until the archers can't be seen

Scroll back and the archers have gone. They are in fact safely back at the tent! This works with any of the troops except Arthur, who has no 'back to tent' command



CLOUD WORLD REALM

CLOUD ONE

CLOUD TWO

CLOUD THREE

CLOUD FOUR

CLOUD FIVE

CLOUD SEVEN

CLOUD SIX



Mutant Acid-Sprayers – Are very tough in battle and are usually positioned well out of your archers' reach. Wizards are the answer to mutants. Kill them off with one spell or send in some shielded soldiers



Zombies – Pretty easy to kill off, however zombies will always take out at least one of your knights and turn him into a zombie too. When this happens, stand your next soldier over the zombie and hack him down the moment he rises



The Demon Overlord – The biggest bad guy in the game, yet easier to defeat than you'd expect. Knights are useless against him because he flies everywhere, and your Dark Wizard has no power to defeat him. The answer lies in your soldiers. Send out a soldier and a team of archers. Now, bring out a White Wizard to shield them. Teleport them across to the other cloud and walk them over to the far left of the screen. Turn your soldier around and activate him. He will protect your archers, who should be positioned behind him, from the Demon's flames. Find the best angle and let loose with as many arrows as possible. Should your shield run out and the troops be killed, repeat the procedure. You should destroy the Demon easily every time



Cannon Snails – Absolute sods. Wizards are pretty useless against them, as are soldiers. It's hard, but try your best to take them out with a catapult or some archers

KING ARTHUR'S ARMY



Barrelmen – Useful for blowing doors open and for correcting your platform-building mistakes. Barrelmen also make good scouts for unexplored areas and secret doors should there be enemies behind them. Simply leave a present and send them back to the tent



Engineers – Vital for the army's survival, engineers are responsible for defending, attacking and moving everything from A to B. Treat engineers the same way you treat Arthur – should you need to move them anywhere, ensure a clear path lies ahead. Should the number of engineers fall to four, pray that no more die!



Knights – Strong and durable, knights should always be first out of the tent should any enemies be nearby. Use them to clear passages for the rest of the army and as scouts. Watch their numbers carefully



Archers – Heroes of the army, archers are like gold dust and should be treated accordingly. They are capable of wiping out masses of enemies and guardians whether they be above, below or in front of them



Dark Wizards – Are very mean. Use their spells only when absolutely necessary



Wizards – Have excellent but limited powers. The shield is their best spell, and the energy replenishment spell comes in very handy after a battle!



Soldiers – Sinfully neglected, soldiers can save valuable lives when used as scouts and cannot be matched when it comes to defending from acid, fire or just plain combat

PLATFORMS ARE TRENDY



The humble platform has more uses than you may think. Requiring only one engineer to build a platform, it is a very versatile piece of kit, for instance...



...For keeping troops safe from trog demons



...For reaching any objects out of reach



...For defending troops from slingshot or acid (But not fire!)



...For bridging laser-controlled floor holes, which troops may have trouble getting over

DARK WIZARDS

Dark Wizards are well hard. Capable of wiping out huge numbers at once, they should be used wisely. However, their spells only work on the section of screen where they stand – or do they?...Try this:



1. Here stands old Merlin, ready to nuke a couple of cannons and a few mutants. OK, select the apocalypse spell and get ready to cast it. Firstly, scroll the screen along (L or R)



2. Once you reach a good number of enemies, cast the spell and watch them melt. Notice that the wizard isn't on the screen, yet the spell still works! This works with any spell



3. Here, Merlin launches a fireball. Using L or R to track the fireball's progress, you can assess how much damage was done

HANDY HINTS

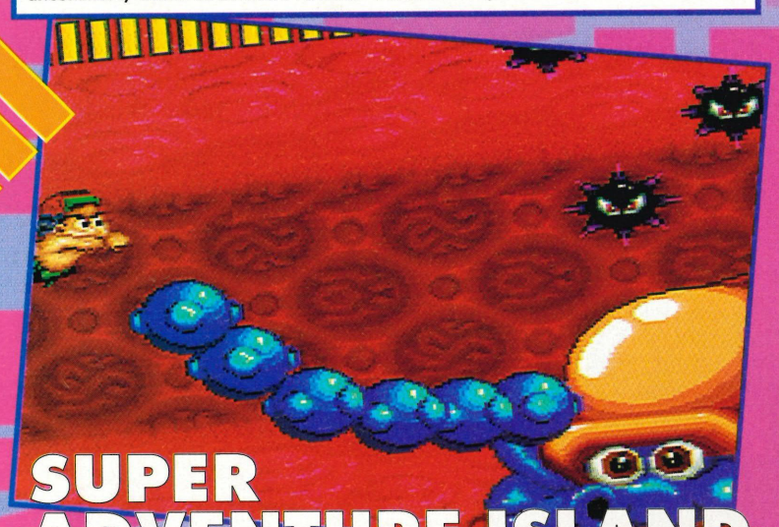
Remember that when troops have been sent back to the tent, or when wizards and builders have completed a task and made their way back, the moment they leave the screen they are classed as 'back at the tent'. Even if they fall to an apparent death, providing they fall out of view, they will still be listed as alive at the tent.

When secret doors are opened, send a soldier through to scout for possible danger on the other side. Soldiers are usually high in number, and can defend themselves for some time from attack. Should the door lead to nowhere, send them back to the tent and scroll them off the screen.

It's also worth knowing that platforms and pit-barrels need to be used together on occasion to bridge certain gaps.

INSTANT RELIEF

HI ooo Tips, cheats, caustic soda. Call it what you want baby, girl I call it love – as that classic New Kids' ditty says. Although none of the amazingly talented games players here at SC would even ponder wrestling with strange joypad combinations for four hours, just to see M Bison get his kit off or something, I do believe that there are people out there who allegedly live, breathe and eat what are uncommonly known as software verrucas. Onward and upward...



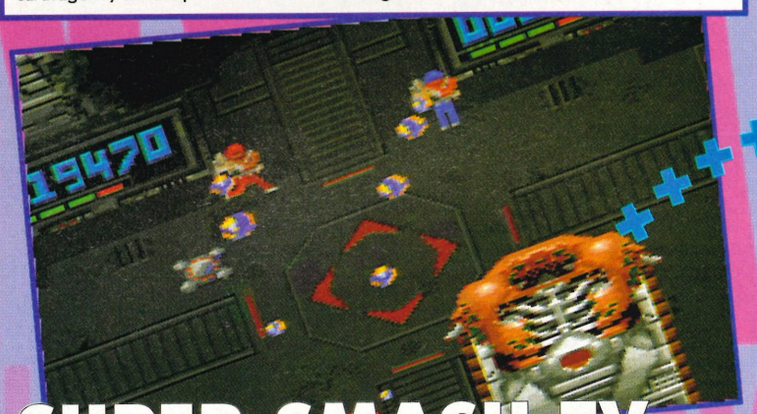
SUPER ADVENTURE ISLAND

Level selectmungus goings on in this creamy Hudson Soft offering. After the title screen, the attract mode will begin – that's the bit with the story of the girl being turned to stone. When it appears, press START. Wow, it's the title screen again. OK, hold down L, keep it down and push RIGHT on the D-pad, again keeping it held down. Do the same with the X button and when all are held down, push START. Blimey O'Reilly Carol Smiley, you can now choose a level to play on.



Q*BERT 3

Fairly useless, but this one scores three out of 10 on the amusing scale. Go to the options screen and hold down L and R together. Release them and a programmer's screen should appear from the bowels of the cartridge. By a mere push of SELECT the background colour can be altered. Rejoice.



SUPER SMASH TV

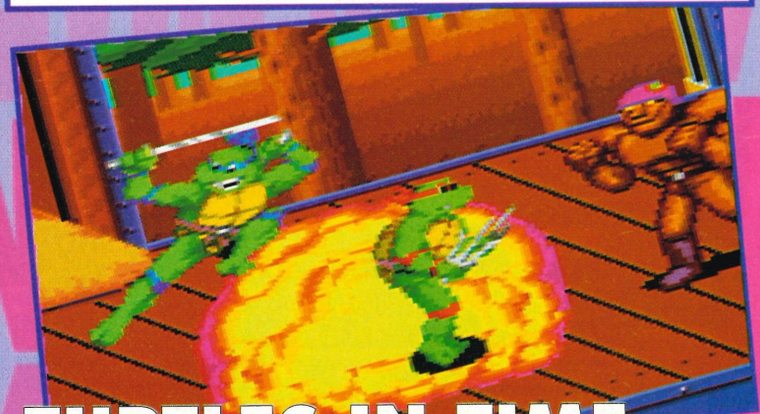
Fresh from the bottomless Topfighter joystick box of Smash TV cheats, comes a cheesy whiff of a speed-up thingy. Go to the skill/player selection screen and press LEFT, RIGHT, LEFT, UP, R, R. The fella from the promenade arcade at Blackpool will shout 'BINGO!' and when the options have been chosen, the new go-faster game will begin.



BART'S NIGHTMARE

Never mind Bart, it would seem that this game is causing bad dreams a-plenty for many of you lot. Therefore, try this softone-tastic extra lives thingy to ease those sleepless nights, courtesy of a certain Donna Malone from Manchester.

Choose the yellow door to the Itchy and Scratchy level and proceed to the lamp that shoots light bulbs. Grab the weapon that lies next to it and let rip with some firepower into the lights. The first two should give you a couple of free 1-ups.



TURTLES IN TIME

To choose a boss from any level to play against, wait for the title screen to appear and press UP UP UP, DOWN DOWN DOWN, B, A + B to choose which tortoise you want...cowaboredom!

CELEBRITY TIP

This month's celebrity tip comes direct from the USA from one of, get this, the CLINTON household. It's not from Bill, Hilary or Chelsea, it is in fact from...the Clintons' cat who has sent in these codes for Roger Clemens' MVP Baseball.

Select the New York Buffaloes as your team, use these codes and play ball:

Seven games left in the season, and tied with the Lumberjacks –
CGDPNW RBO255 LC8O9C CMBBGS

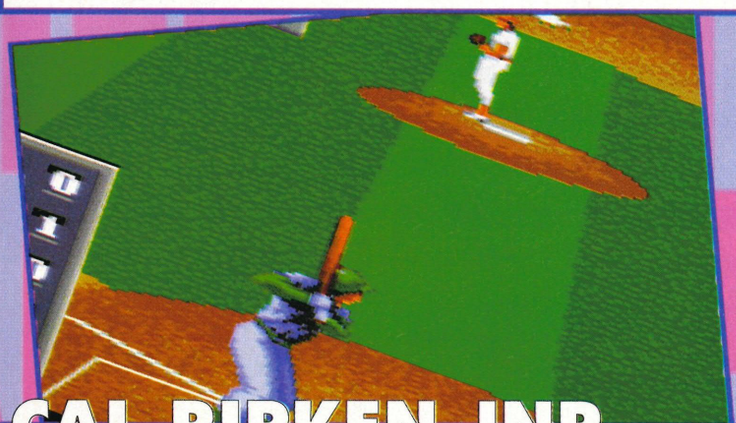
In first place, leading by four games with three games left –
*G5M34 GLO2XN NK819C CMBB6M

NL East Champions, due to play Cincinnati for the Championship –
DHDWON SLO59N NMR29C CMBBTM

Draw 2-2 with Cincinnati in the Championship –
GDBQ2V FVBBBB BBBBBG CMBBCJ

NL Champions ready to play Kansas for World Championship –
KB5BZV FBCBBB BBBBBG CMBBHD

Finally, 3-1 ahead in World Championship – GBDFW2 F3BBBB BBBBBL CMBBG*



CAL RIPKEN JNR

Oh, I do like to be beside the seaside. Oh, my old man's a dustman. Oh me, Oh my, I hope the little lady comes by. Oh my god, yet another code for a baseball game.

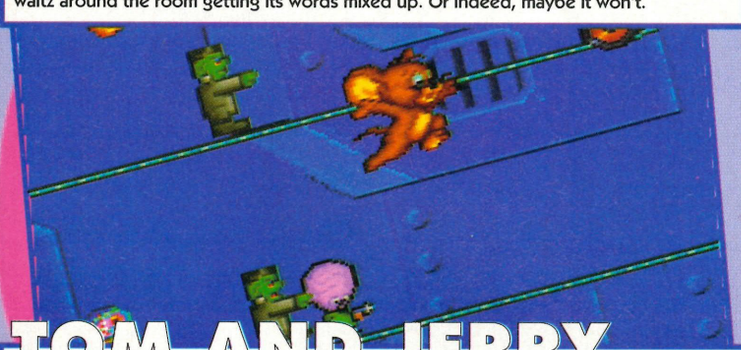
To play in the championship game as Atlanta against, erm, Atlanta (reserves, I presume) try this code: RCCJKJBDSPKDGGGFFRC.



RIVAL TURF

Here's a pleasant secret warp for a very lukewarm, cloudy cider kind of beat'em-up. For it to work, you must have battered at least 30 enemies, otherwise skip this. For those of you remaining on the fourth level with 30 enemies lying dead, push up at the first door you come to, and hey nonny nonny it's the boss-type chap at the end of the level! Waheyhey!

Also, should you get a high score, try pretending your name is CHRCONF. If the SNES believes you, a character configuration screen will pop up like Tatty Bogle and waltz around the room getting its words mixed up. Or indeed, maybe it won't.



TOM AND JERRY

Here's a couple of cheatmungus AR codes from our very own Paul 'phenomenal' Mallinson. Enter the following: 7E15 4804 – For infinite lives or 7E12 8E04 – For infinite energy. Free copy of T&J for you Paul. Ha ha ha!

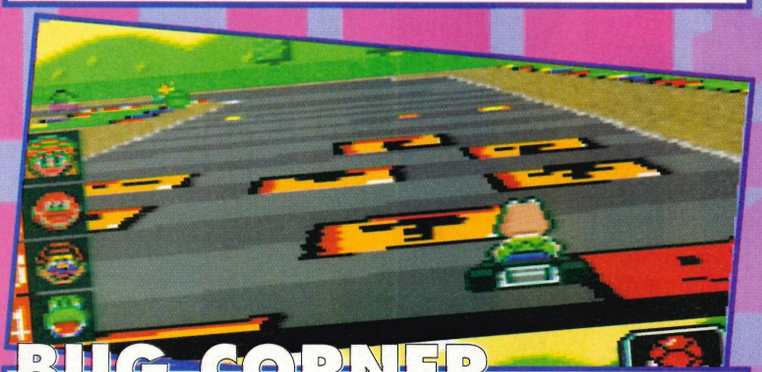


STREETFIGHTER II

Once again, SFII appears in the Action Replay bit.

7E0C 0000 – The INVISIBLE Street Fighter! Five out of 10 on the mildly amusing scale
7E0C 323E – Low-height, wide-arc, dragon punch
7E0C B911 – Fast fireballs
7E0C B912 – Slow fireballs

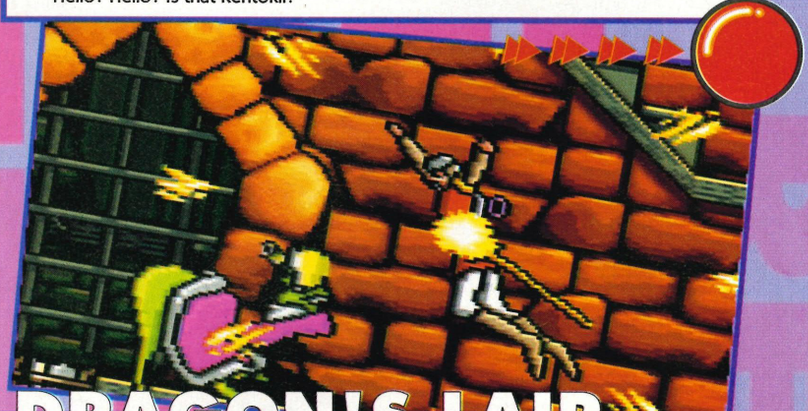
Simply change the last four code digits to 7E0E for two-player fun.



BUG CORNER

Oh dear, shame on you game testers. This month it's Super Mario Kart and a bug in Battle Mode. Select one or two players, lose all of your protective er, balls, but keep your finger on the accelerator. You'll continue karting about even though you've lost!

Hello? Hello? Is that Rentokil?



DRAGON'S LAIR

More Action Replay frolics, this time giving YOU the player:

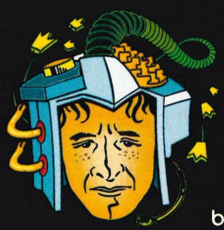
Phenomenal shields – 7E0F F903
Infinite lives – 7E0F EB02
Infinite time – 7E0F F605

MY ONLY FRIEND, THE END

Why not send some of your tips, guides, bugs or cheats to Super Control? We solemnly swear to send you a game of your choice for the creamiest tip attached to the best answers to these questions: 1. Name the Clintons' cat. 2. Tell us who Jools' favourite Coronation Street character is and why.

All letters should be sent to: Andy 'Lurpak' Martin, Super Control, Maverick Magazines, Waters Green House, Waters Green, Macclesfield, Cheshire, SK11 6LF. All post to arrive no later than the next issue, and don't forget to mention which game you want. Until then, play on, play on, no foul committed!

NEXT MONTH in ACCESS ALL AREAS



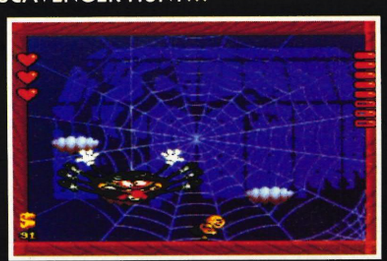
Hold on to your hairpiece Mr Daniels because next month's AAA is positively overdosed on beautician-type guides for the latest and greatest SNES games. Level three of STAR WING...



gets a full manicure and pedicure, TINY TOONS...



cops for a facial and PUGSLEY'S SCAVENGER HUNT...



gets its hair done by Andrew Collinge and introduces 'This Morning' for a week in the summer*.

If that doesn't bop your baloney, there's a STEAK VIENNA of tips featured in Instant Relief. Such treats must not be missed so make sure you beg, steal or borrow a copy of

SUPER CONTROL

*Information correct at time of going to pub.

COMPO FANCIES NORA BATTY

Why not send in some maps, guides, tips, bugs or comically de-faced pictures of Dave Gahan into Super Control? Why, Why, Why, Delilah? Consider the possibilities – Super Mario Kart, Streetfighter II, Star Wing, Super Bomberman – creamy games and make no mistake about it, but why-oh-why must these so called software companies charge such high prices, especially when it's cabbage soup and tripe for dinner? Ah, it's a tragedy, when the feeling's gone and you've got no one. You said it Maurice, but here at Super Control we understand, care, and most of all, want to help. So, whenever you send something to Instant Relief or AAA, let us know what game would really melt your cheese. If we print your work, Hot Chocolate will perform their smash hit 'Everyone's A Winner' in a special handing-the-game-over ceremony held in your honour*. Here at SC, we care with a chair, and a couple of pears.

*Information correct at time of leaving pub.

KILL YOUR CONSOLE!

You can't always get what you want. How right Mick Jagger was. For those of you who are genuinely stumped by a game, Access All Areas gives you...some telephone numbers. And remember what wise man say – man go to bed with itchy bum, man wake up with smelly finger...

OCEAN HELPLINE – LEE EDMONSON	061 839 0999
NINTENDO	0703 651010
GAME GENIE HELPLINE	0843 231088
DATEL (ACTION REPLAY)	0782 744707
ELECTRONIC ARTS	0753 549442
BRITISH RAIL ENQUIRIES (MANCHESTER)	061 832 8353
ACNE GRID – 24HR PIZZA	55378008
AUNTIE VERA JUGGLES HER COCONUTS	0898 700 334

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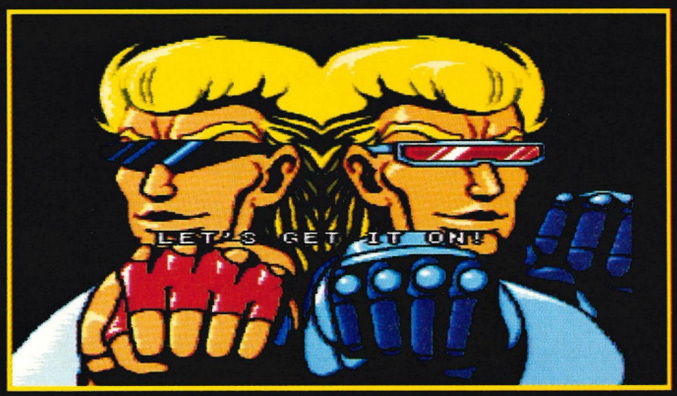
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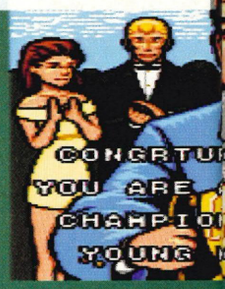


Yeah, right – whatever you say is fine by me...These console combatants are far too cocky for my liking, but I'm not going to say anything!



A bridge too far? Leta's cat-like claws look like they are capable of providing a great defence against Steven's flying kicks

The congratulations message begs the question; "But was it all worth it?". Of course it was!





'Street' combat in the jungle? I could mention a certain other game that falls into this trap...

WATCH OUT FOR NICE GUY EDDIE!

STREET

PICK THE BONES OUT OF THESE...



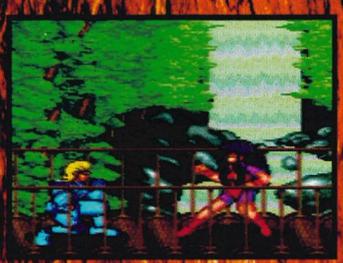
Ryu...er, sorry, Tyrone and his fiery balls. Watch out for his dashing shoulder charge or you'll end up stunned



Killer juggling sticks are the order of the day for Dozo. They twist, stretch and spiral in your general direction



Helmut, the skateboarding robot with breath from hell. Armed with a multitude of devastating weapons, this dude favours his ball and chain punch, insecticide spray (!) and frag-grenades for maximum effect



Female interest comes in the guise of the steel-taloned Leta. One of the more acrobatic members of the opposition, Leta prefers somersault attacks coupled with supersonic pounces to shred her opponent



GI Jim's sword is so sharp, you'd have to get up really early in the morning to catch it out – in fact you'd have to stay up all night!



CJ is a throw-back from some obscure sci-fi TV series, armed with a number of Cyclops-like power moves. Flash Gordon had nothing on him...



In an age of heavy censorship, an apparent abundance of violence on the streets and ten-a-penny pro-censorship groups popping up all over the place, it may seem strange that the world of games playing is swamped with guns, gore and fists in the face. There's nothing wrong with this – in fact it's all jolly good fun. In my eyes it's better to vent your frustrations on your SNES, not little old ladies!

All this frustration-venting seemed like a perfectly good idea – a couple of hours on Irem's new beat'em-up, Street Combat, and I'll be as limp as a lettuce (if you'll pardon the phrase). Or so I thought...

IT'S TIME TO SLICE AND DICE!

Not noted for beat'em-ups, Irem is taking a pretty big leap into a genre that is supremely difficult to conquer. With the likes of Streetfighter II, Final Fight and the soon-to-be-released Final Fight 2 doing the already established rounds, Street Combat enters the ring facing exceedingly strong opposition.

Street Combat is at its simplest, a one-on-one punch'em-up with the option to take on a friend for a bit of head to head – no thrills, no spills...just fists (and feet).

The player is given the choice of two alter egos to play, both called Steven (Steven?), who must fight his way to victory against six evil opponents and a couple of bonus stages. Energy bars determine the winner and the rounds are not timed, but then most of you had probably guessed that anyway.

The action takes place in various locations, ranging from deep jungle foliage to a bridge above a waterfall – arghhh! Wait a minute, what's this jungle and waterfall lark? Where are the titular 'streets' then? Maybe the programmers of Street Combat live in more varied climes than the cobbled streets of sunny Macclesfield?

In your fight you come up against the demented opposition who attack in various guises, and come complete with their own individual killer combos – some downright nasty, others totally laughable.

Fresh from the ghetto comes Tyrone, a muscular black guy with red pointy ears and a repertoire of Ryu-like fireballs, karate chops and dashing shoulder attacks. I soon made mincemeat out of this guy, as I did Dozo the Clown who made for a mild attack of comic relief, with his silly retractable juggling sticks and his poncey 'fireball' (if you can call them that) moves.

The suspiciously Guile-like GI Jim tried his best to dispatch me with his sword, but wasn't up to matching my swallow-like martial arts skills so he was quickly replaced by the fourth opponent, Helmut.

Although Helmut, being a robot, began to show promise with his ball and chain attack, grenades, fire breath (Do robots suffer from halitosis?) and skateboarding antics, he just wasn't up to it and gave up leaving me with Lita, the penultimate baddie. She had me on my toes for a minute or two – her claws took some beating, as did her pretty little face!

Finally the mysterious CJ presented



Even Stevens (sic) or one horse race? I wouldn't put my money on either one



The two-player mode offers a little light relief, but then so does a good half-hour sitting on a toilet after a large curry





VS



Choose your warrior! Yer pays yer money, yer takes yer choice...



All mouth and no action. If they fought as good as they talked, Street Combat would be fairly good

COMBAT



Street Combat is dire on every level. The game offers very little challenge in the gameplay department, and the opposition are worthy of derision – the final combatant, CJ, is a walking disaster area. Not much attention has been paid to graphics and sound which is a waste for a SNES game – no use has been made of the machine's capabilities whatsoever. In such a saturated area of the SNES market, a game needs to be pretty special to be worthy of consideration, but up against the likes of Streetfighter II, Street Combat pales into insignificance.

ANDREW



CJ demonstrates to Steven the joys of the jump-suit, coming off far worse in the process. Phew, those feet smell! It was a nice try though and that colour really suits him!

himself before me and quickly began delivery of a variety of acrobatic defensive moves. It seemed that this guy was going to head in the same direction his pals had...

If all these formidable opponents weren't enough you are also faced with a number of bonus stages, the first of which had me completely dumbfounded. The object? To hit Happy the dwarf as many times as possible in the 60 second time limit. Surreal!

Imagine playing Streetfighter II with a breeze-block as a joypad, and you may get some distance to understanding how Street Combat feels to play. Yes, it's a brick – and a damn soft one at that. It took all of 10 minutes to complete in easy mode, but felt a hell of a lot longer. The harder difficulty levels provide a few more offensive moves from the opposing players, but the game is made no more playable or challenging.

RUMBLE IN THE JUNGLE!

The range of moves available is outstanding (hmm?!) – few ineffective kicks and punches coupled with some highly dubious 'special moves' and horror of horrors, no blocking moves!

Needless to say, it didn't take me long to suss out the 'one move conquers all' routine – namely the jump in, multiple punch attack. Going on to find the throw move really was an unexpected bonus! At least other more successful beat'em-ups require some amount of timing and skill to complete, it's just a shame this one doesn't!

If these points weren't enough, Street Combat is also a graphical and aural travesty. In places the animation is an absolute joke – witness the final combatant, CJ who is the most awkward-looking, jump-suit wearing fellow I ever saw! Also the dour background graphics add nothing to the atmosphere. The final nail in the coffin is delivered courtesy of the blackboard-scraping music that truly redefines the word 'muzak'!

The two-player option and variety of skill levels offer nothing to rescue Street Combat from the bin. You won't come out of this fight alive!





The bonus stage; this bizarre interlude recreates the sport of 'dwarf-bashing'. Simply bludgeon Happy the dwarf into submission for a huge points bonus



Cut down to size by the 'cunning' GI Jim and his ground-shattering power-sword. This guy really cuts the mustard



REVIEW



TOM &

WITH A BIG MOVIE ON THE WAY TOM



Question: Why do cats hate mice?

Answer: Because they get to hog an entire game to themselves, that's why!

Tom and Jerry are team players and the potential is certainly there for a smart SNES game based on both characters and their relentless squabbles. It therefore seems rather puzzling that the programmers at Hi Tech Expressions decided to plump for a Jerry-heavy game, with suprisingly few sightings of good old Tom.

If you're an avid Jerry fan this game presents you with plenty of Jerry-related japes, as he leaps from platform to platform and from tree to tree. Yes, it's a platform game folks! In some sudden flash of inspiration the game's designers came up with this amazingly original concept for a computer game. How unusual, especially for a licensed game. Okay, okay – enough sarcasm! Platform games are great if done well, but to my horror Tom & Jerry turned out to be a complete floater.

Unfortunately Tom wasn't the only thing I found lacking in the game. Where were the beautifully drawn Warner Brothers' cartoon characters, the precarious platform layouts to test our skills and the action to hold our interest?

Playing either Jerry as player one, or his nappy-filling cousin Tuffy as player two, the rodents start out on a quest from their mouse hole deep in the heart of the city. Tom isn't present at the outset, but his brief appearances as the end-of-level guardians (complete with his army of spiteful friends), ensure that each of the 13 levels present some sort of challenge at least.

The difficulty curve shoots skyward midway through the game, but the challenge presented doesn't compare to, say, Mario World. Succeeding at this game is not a matter of playing the game with a dextrous or skilled approach, it's more a case of surviving against increasingly overwhelming odds.

CAT-ASTROPHY

No brain power is required to succeed in Tom & Jerry. It's a fairly straightforward A to B-type platform game, avoiding the badly-defined sprites as you progress! The collision detection had me screaming at the screen – true, the inertia took some getting used to, but I'm sure the sweat on my hands had absolutely nothing to do with the annoying habit Jerry had of falling off platforms whenever he bloody well felt like it!

The first glimpse you'll see of Tom is on the appallingly drawn title screen and from then on in both visually and aurally it's a one-way trip down the pan. The 'trash' backgrounds on level two's Building Site scenario look more like screen corruptions than anything else I've seen! The sprites are some of the worst I've ever known on a SNES game, lacking definition, style and colour.

The Jerry and Tuffy incarnations are OK I suppose, but when a supposedly state-of-the-art SNES game looks more like one of the many NES platform games on the market, you know you're in for a rough ride.

JERRY & ICE-CLEAM

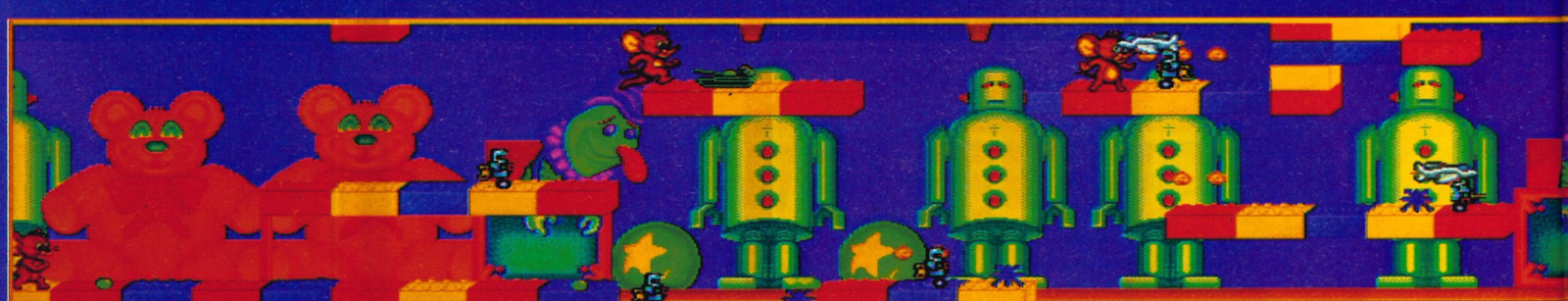
The recognisable Tom & Jerry theme is in there, which managed to conjure up a smile on my weary face. However, it's hardly a particularly orchestral or accurate arrangement of the T & J theme, sounding a bit beep, bleep, bleepy!

As mentioned earlier, Tom is not seen much until fairly late in the game when he appears as the end-of-level guardian towards the end of the stages. Despite being a bit of a Tom fan myself, this really didn't bother me that much because the game is absolute rubbish from the outset!

There are no redeeming features that I can think of about this game, and there's absolutely no way I'd recommend that anyone buy it! Unfortunately, Tom & Jerry must go down as one of the biggest wastes of a superb licence to date.







JERRY

AND JERRY ARE BACK IN FASHON



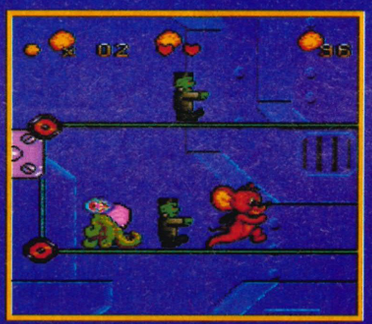
I'm sure a lot more could have been done with this if anybody had bothered to spend some time on it. There's over 50 years of cartoon heritage to plunder and all that is produced is a dull platform game that really has nothing more to do with Tom and Jerry than the Two Ronnies have to do with comedy. What happened to Jerry trapping Tom's tail in a mouse-trap? Or Tom putting Jerry between two slices of bread and trying to eat him? Tom and Jerry lacks imagination, flair and the possibility of anybody enjoying it. A waste of a license with great potential.

JOOLS



A rare appearance from old Tom! Unfortunately he only appears here on the level interlude screen







Is that a cockroach? Whatever it is, it's taken a severe disliking to Jerry and is swiftly moving in to nip his nuptules!







TOM AND JERRY

HOUSE: HI TECH EXPRESSIONS
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: ONE/TWO
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

35%
SUPER CONTROL

SOUND	1
GRAPHICS	3
GAMEPLAY	4
LASTABILITY	5

ENERGY HIGH

- Later stages challenging
- Main sprites are OK
- It's got a nice box...
- ...and it's sunny outside

ENERGY LOW

- Dire graphics and sound
- Unoriginal gameplay
- Tragic waste of a licence
- It's being released

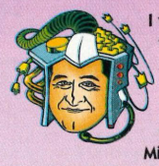
ALTERNATIVE SYSTEM

The SNES isn t short of the odd platform game and there are many better alternatives worthy of consideration. Super Mario World offers 50 times more enjoyability and challenge than T&J. Interplay's Lost Vikings is a current fave and Super Star Wars stands as the best licensed platform-leaper.

REVIEW

IT'S OFTEN BEEN SAID THAT THE BEST FORM OF DEFENCE IS ATTACK...

SUPER STRIKE EAGLE



I was never one for blindly following patriotic war campaigns in the past; war is bad as we all know...Patronising generalisations aside, Microprose's new flight 'sim' Super Strike Eagle treads the same fine line between authenticity and plain old bad taste as did EA's Desert Strike. Is it really a necessity to base such games on painful, true-life conflicts such as the Libyan air-strikes or the Gulf War? Then again, you could also argue that this is 'only a game' and that I'm wittering on about irrelevancies anyway.

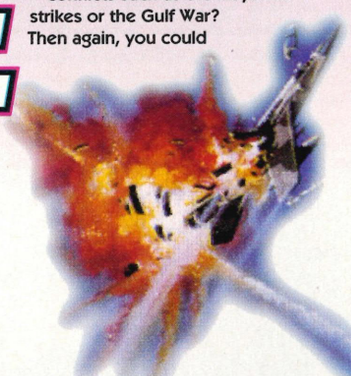
Morally sound or not, Microprose has had a seriously large amount of people waiting anxiously for this SNES conversion. Its past record has been very impressive, having released some of the finest flight sims, such as Gunship 2000, B-17 Bomber, Stealth Fighter and F-15 Super Strike Eagle III which is the big brother of this game.

Now, since hearing it'd got its sweaty programming fingers on the good ol' SNES, the thought of Mode 7 sorties, seat-of-the-kecks dogfights and nail-biting landings had me moistening my trousers in anticipation.

FLYING TONIGHT

Super Strike Eagle straps the player tightly into the seat of the F-15, touted as the greatest combat airplane in the world today. You are then sent out to right wrongs within five different combat scenarios throughout the globe.

The F-15 is armed with a selection of offensive weapons; Sidewinders are short-range air-to-air missiles and are used to great effect against hapless enemy fighters; Amaramm and Sparrow missiles offer greater range to the pilot; and for the essential air-to-ground raids, Mavericks, Rockeyes and Paveways are the tops.





And here's one I destroyed earlier! The flaming tanks smoulder below me

A rare occasion: two enemy fighters decide to appear in front of my cannon sights, the poor misguided fools!



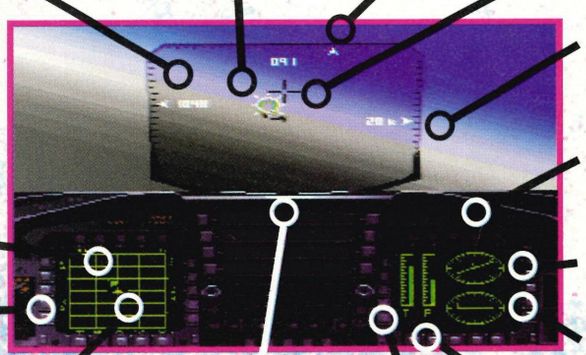


The Weapons Systems Officer (WSO) screen details your mission objectives before sending you into the fray

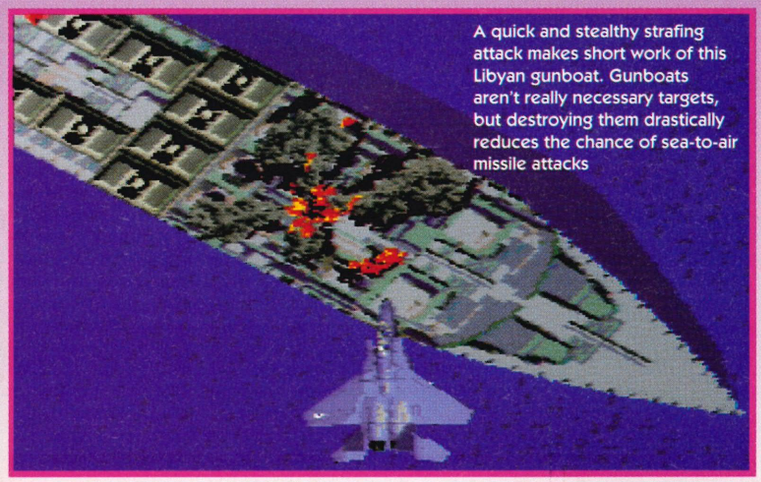


A stratospheric dogfight ends up with one splashed bandit and one more kill point on my fuselage!

All weapons and flight systems are monitored and controlled inside the cockpit using the computer-controlled Head Up Display (HUD). This, amongst other things, makes targeting enemies much easier and leaves the player to get on with flying the plane.



HEADS UP DEARIES!



A quick and stealthy strafing attack makes short work of this Libyan gunboat. Gunboats aren't really necessary targets, but destroying them drastically reduces the chance of sea-to-air missile attacks

Your fighter is also armed with front-mounted cannons which, if you're skilled enough can take out the odd sleeping enemy fighter, or ground installations on low-level strafing runs. Defensively the F-15 is not so well equipped, carrying only flares and chaff to confuse incoming enemy missiles. In this game the best form of defence is attack...Roll out the clichés!

All weapons and flight systems are monitored on the cockpit's Head Up Display, an in-depth analysis of which can be found in the Heads Up Dearies! box. For further weapons info the Weapons Systems Officer (WSO) screen can be called up either by the pilot or a second player in the two-player mode.

TOP GUNNERS

Following a short mission briefing and after seeing a satellite representation of your chosen combat theatre, you must then guide your fighter from target to target. If enemy aircraft approach within attacking range, the display automatically reverts to the out-of-cockpit view until either all threats are eliminated or you are dead. When your F-15 comes into range of a selected ground target, the view changes yet again to a Mode 7 overhead landscape and all targeting is left to the computer. All you are required to do is to point in the right direction at the correct height and press fire when the time comes!

TALLY HO CHAPS!

Each theatre requires the destruction of approximately 20 strategic ground installations shown as red dots on the map, amongst the various other non-targeted HQs and airports. SAM sites tend to surround the more important targets in the game, and airports locate themselves in the most annoying of places, giving rise to higher frequencies of air attacks and a lot of farting around on the satellite map!

The trick is to fly a minimal number of air attacks by deciding which non-essential installations need destroying quickly, such as the airports and SAM sites, and which to leave alone. A primary target that actually affects the gameplay upon its fiery destruction is the Nuclear Power Plant. Once this is destroyed your plane becomes irradiated and must return for immediate attention. The Irradiation Game Panel gives a step-by-step



Friendly airfields are very handy when you're flying on fumes, but are just as bloody difficult to land on as the aircraft carriers!



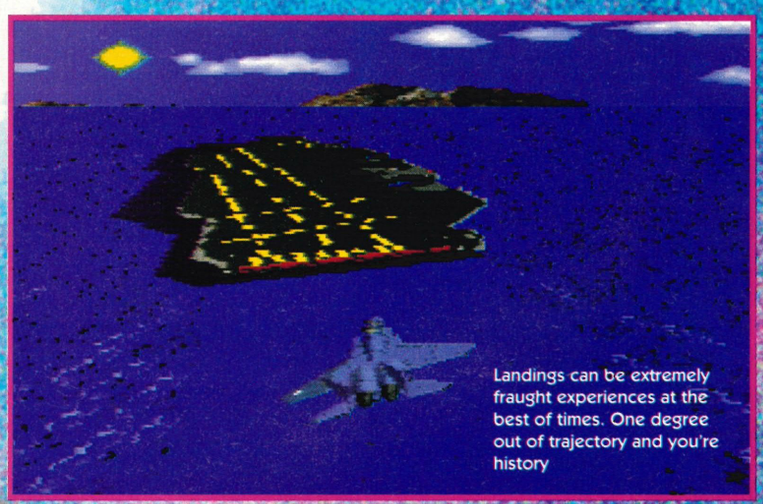


REVIEW

Super Strike Eagle is hardly the superb flight simulation I was hoping for – it's more of a shoot'em-up based around an American war plane. This makes it a very shallow game which involves simply flying around, shooting some MiGs and bombing enemy ground targets. This doesn't really make for absorbing gameplay.

Graphically, Super Strike Eagle is actually quite good. The Mode 7 chip works overtime to create the visually impressive landscapes which scroll and scale, albeit jerkily. Sonically, the digitized speech is distorted and the sound effects comprise of little more than the drone of your engine. Strike Eagle could have been more in-depth, but sadly Microprose seems to have gone for the disappointing, easy option. Another dull blasting game, and overall a real let-down.

ALEX



Landings can be extremely fraught experiences at the best of times. One degree out of trajectory and you're history

THE IRRADIATION GAME...



Taking out a nuclear power plant provides an interesting diversion to the normal flow of events

The satellite representation of the combat theatre details my F-15 as it approaches the nuclear power plant

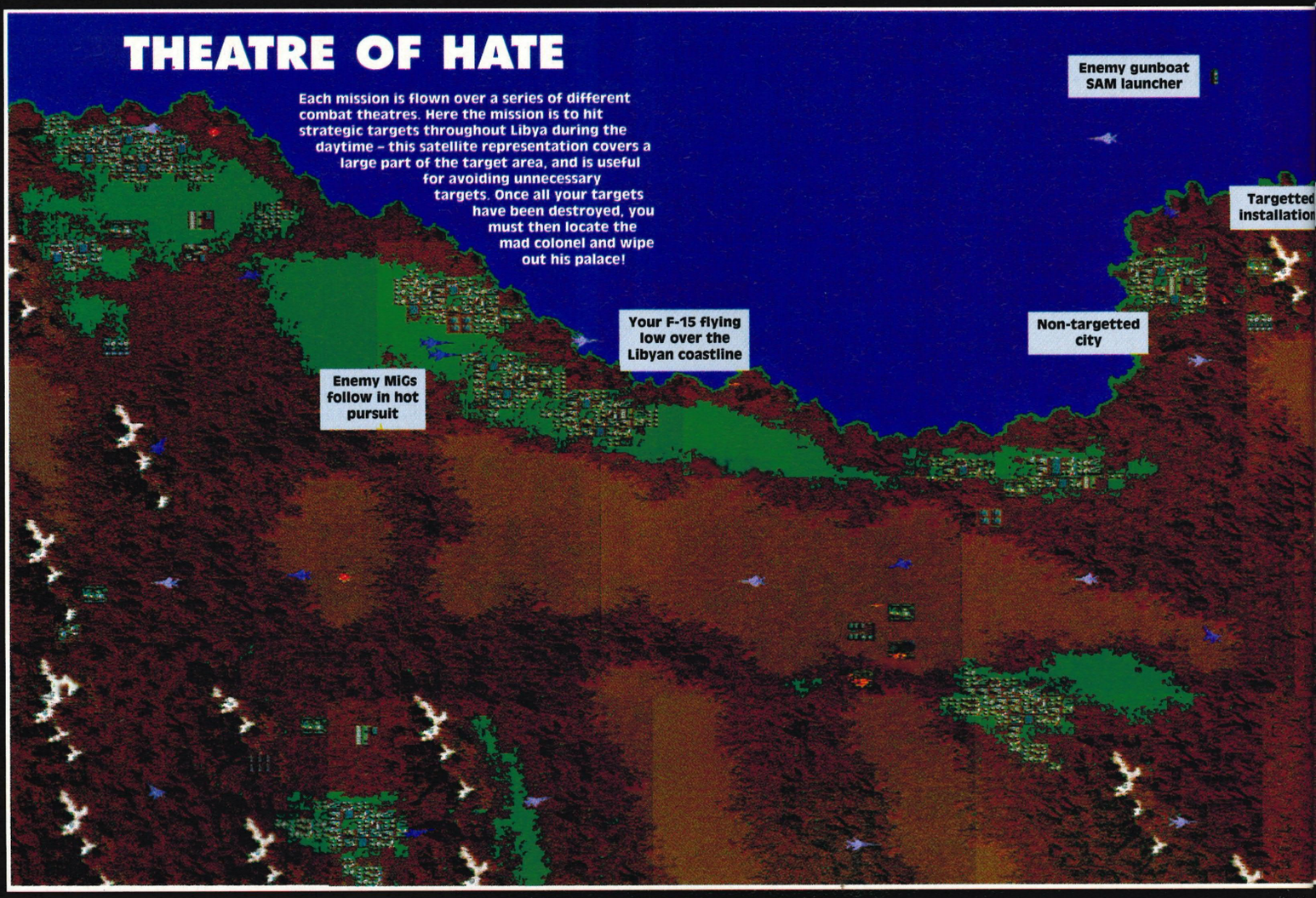


Once within range, the ground attack sequence takes over. The missile is launched and meltdown is imminent!



The resulting explosion irradiates my plane, requiring a swift return to base for a quick de-tox

THEATRE OF HATE



SUPER STRIKE EAGLE

nuclear destruction guide.

Another important strategic factor worth remembering is that your fighter is only allowed a limited number of refueling stops per campaign, so a sharp eye must be kept on damage percentages and fuel reserves to successfully judge a return to the aircraft carrier. Friendly airbases are few and far between, but can be found littered around the extremities of the combat theatre, so remember to actually reserve some fuel in order reach them!

Mastering a textbook landing is a huge factor in winning the game – one crash, be it at the beginning of a campaign or the end of a theatre, and it's back to the drawing board I'm afraid with no continues!

I found this lack of continues extremely infuriating, especially when having destroyed all my required targets, I approached the final landing bathed in sweat, only to crash in a swirl of flames because I was a couple of degrees out upon landing. Practice makes perfect (almost), but as there's no option to practise this delicate manoeuvre, this makes things a little tiresome. However, niggling intricacies such as landing gear, flaps and brakes are dispensed with which simplifies things a little.

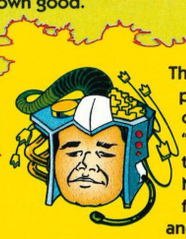
Super Strike Eagle is an arcade-orientated game which is much more simplistic than the ultra-realistic, complex simulations for which Microprose is renowned. As far as the average SNES gamesplayer is concerned this is no bad thing, but if you're a dedicated flight sim purist then you'll probably find Super Strike Eagle sadly lacking in both depth and realism.

The repetitive nature of the game soon becomes apparent upon completion of the first couple of scenarios. The aerial dogfights are uneventful, sedate experiences and are very bland to look at. In contrast, the air-to-ground sorties are a good laugh for a while and I could almost feel my underpants pulling tightly up my bottom as I rammed a wad of missiles into an enemy SCUD site at MACH 2! After the thirtieth-or-so attempt the novelty wore off and I was left feeling cold by the whole event.

A password system allows access to previously conquered theatres, and the game certainly plays better than it looks. The graphics appear very rough around the edges and the Mode 7 landscapes appear very flat, are dull and move slowly on a UK SNES.

However, the game does prove to be quite challenging at times, especially when attempting a landing as previously mentioned, providing you have the patience! Aside from the clear speech; the music and sound FX add little to the fight – a game like this is obviously screaming out for a driving, adrenaline-pumping soundtrack, but unfortunately the chance is missed here.

Super Strike Eagle is indeed one big missed opportunity. It's hardly the supersonic experience we were expecting, and is far too repetitive and shallow for its own good.



The move from pure flight sim on other more "serious" formats to the 'Super Nintendo-friendly shoot and bomb'em-up' hasn't really worked. As Paul says, it gets repetitive after some time, and I never felt any kind of excitement on any of the missions at all. You just feel so detatched from the action. The dogfights are yawnsville entirely, the bombing runs are never more than a walk in the park and the only thrill is when you try and land the thing. Sure, the Mode 7 stuff is impressive, but it needs more than fancy graphics to make a game.

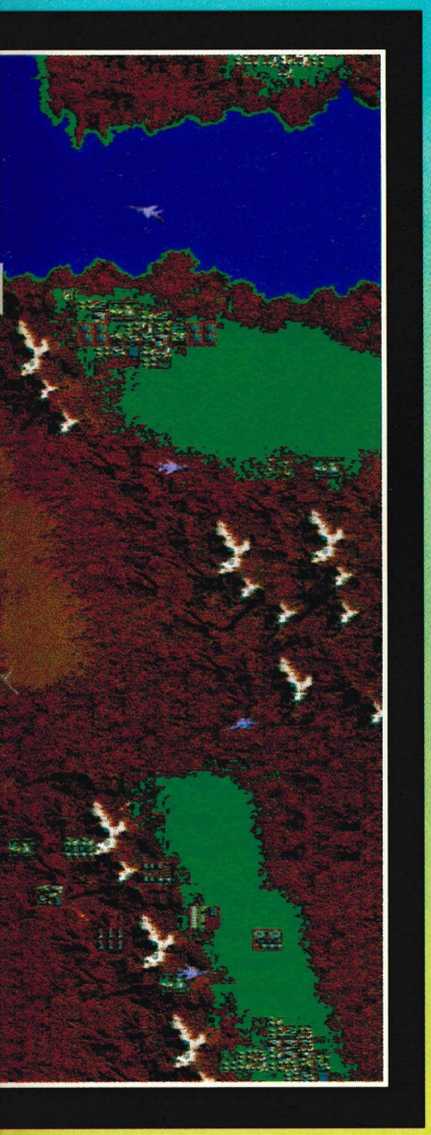
JOOLS



The engines ready themselves for a swift take-off from the aircraft carrier. Make sure you kick in the afterburners, or a quick dip in the drink will result!



The enemy MiGs have locked onto my exhaust heat and are about to launch their missiles in my direction – evasive action is necessary, plus a heavy dumping of flares and chaff!





This selected combat theatre is the Gulf War. Here the player is required to take on the might of Saddam and his army in an attempt to free Kuwait

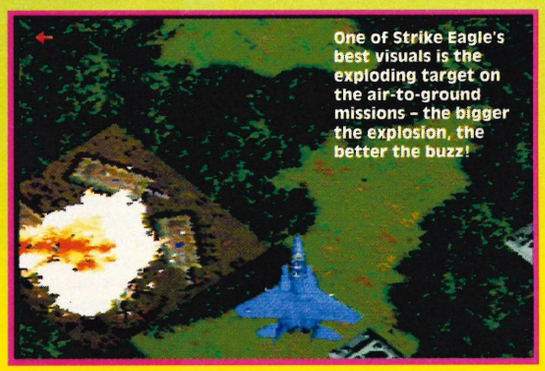


These missions are pretty fly-by-night affairs (Groan!) but can prove pretty meaty at times. This tricky manoeuvre involves delivering a maverick in the direction of Gadafi's palace!





Low-level missions attract a lot of enemy gunfire – hitting the flak will result in mounting damage



One of Strike Eagle's best visuals is the exploding target on the air-to-ground missions – the bigger the explosion, the better the buzz!





How low can you go? Amazing graphics are seen when you scrape this close to the desert...when you're about to crash



The Libyan air defences are working overtime with their SAM launchers, but I bet they don't get time an' a half from Gadaffi

THANKS TO CONSOLE PLUS (0532) 500445 FOR THE REVIEW CART



SUPER STRIKE EAGLE

HOUSE: MICROPROSE
ORIGIN: AMERICAN
PRICE: £54.99
PLAYERS: ONE
TYPE: FLIGHT SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

59%

SUPER CONTROL

SOUND	4
GRAPHICS	5
GAMEPLAY	5
LASTABILITY	4

ENERGY HIGH

- Thrilling at the outset
- Plenty to shoot
- Some nice graphics
- Clear speech

ENERGY LOW

- Rough graphics overall
- Sparse soundtrack
- Repetitive gameplay
- Limited scope

ALTERNATIVE SYSTEM

The SNES isn't overrun with flight sim-type games at the moment, but the best cart in the genre has got to be Pilotwings. If you'd prefer a more sci-fi edged dogfight, you could try Star Wing or Wing Commander, but stay away from Blazing Skies because it isn't really very good.



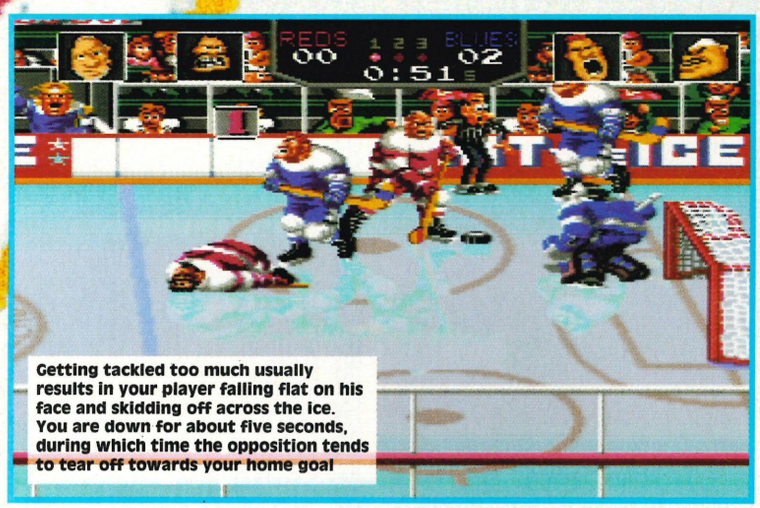
HIT



The start of the action always begins with a Face Off, this is the only rule evident in this strange adaptation of ice hockey



(Below) Because you cannot alternate between players, you often find that the action screams off either left or right without you, and your player is nowhere to be seen



Getting tackled too much usually results in your player falling flat on his face and skidding off across the ice. You are down for about five seconds, during which time the opposition tends to tear off towards your home goal



Unlike Electronic Arts' splendid NHLPA Hockey, Hit The Ice veers off at a rather obscure tangent, featuring only three players instead of the customary seven, and abandoning all the rules in the process. Considering the subject matter that's involved, I was suprised to find that Hit The Ice bears more of a resemblance to Streetfighter II than hockey!

Fundamentally, Hit The Ice has all the major features of a standard hockey simulation. There is a nice pale blue wash representing the ice, all the players wield large sticks and there's some high pitched white-noise depicting the blades cutting over the ice, but that's where any similarity ends.

OK, now I don't mind variation or even obscurity – I own a couple of Salvador Dali prints for God's sake, but this has pushed my patience to its limit. Speaking as a punter, if I wanted an ice hockey sim and spent my dosh on this, I'd be very disappointed and for that matter if I was after a beat'em-up I'd buy a beat'em-up!

Everybody knows that there is often fisticuffs involved in ice hockey. However, forsaking all the rules and leaving wild, brutish oafs to career recklessly about the ice punching, kicking and pummelling anything that moves with their special moves (I use the term lightly) is a little bit excessive.

HOLIDAY ON ICE

Another problem I have with this game is that it is very disjointed. The basics are fine – you've got six teams to choose from, numerous gaming options, including one and two-player head-to-heads and tournament rosters, but unfortunately the overall atmosphere of the game is wrong. Why? It all boils down to the horrendous in-game control method which is geared more towards a beat'em-up on ice as opposed to a sports sim.

If you could control more than one player, I would have given this game a fair break (I'm all heart), but you can't, so I won't. When playing EA's NHLPA (reviewed in issue seven, 84 per cent), you can control any player you like, whereas Hit The Ice favours a more static approach, by only giving you control of one character leaving the other players on your side under the computer's command.

Admittedly, only having three players per side narrows down your choice anyway, but it would have been nice if they had given you the choice of who to control instead of serving up a like it or lump it situation – this tends to leave you feeling frustrated, bewildered and completely unsatisfied.

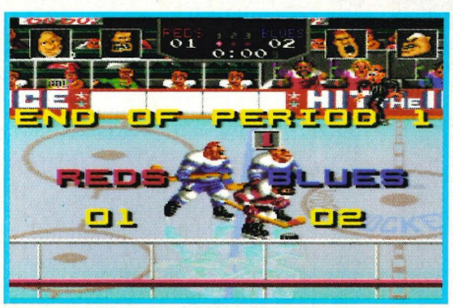
However, here comes the crunch...you can influence your team mates' actions but not their movements! Confused? You should be! All it means is when your team mate has managed to collect the puck you can make him pass or shoot it, while the computer still controls his direction and movements.

N-ICELY DOES IT

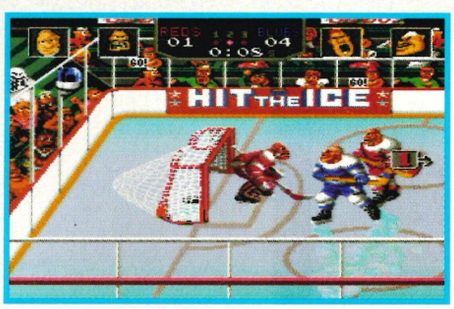
When the puck gets near the goalie he will move in synch with the captain, but only up or down in front of the goal area – not very user friendly! Also, the computer isn't very intelligent and often lets the puck slip through its guard, leaving you screaming

CONVERTER TROUBLES

We used the American version of Hit The Ice and while it worked perfectly on an American machine we had a few problems on a UK SNES. Naturally the slow down was a problem but the main worry we had was in the horrendous glitching apparent on all the sprites. In places the glitching got so bad it was extremely difficult to differentiate between the various players making any gaming progress almost impossible.



At the end of each of the three periods the current score is displayed on a large scoreboard. This is accompanied by rapturous audience applause – naturally!



Each player has a special, but not very impressive move. Some have cyclone slaps while others have a unique pummelling action. All players have power shots that whack the puck into the back of the net



If the action is a bit lethargic, small distractions appear on the ice in an attempt to liven the game up. This somewhat bizarre addition comes in the form of a small red octopus!



Bundle! When all the players descend upon the same screen space it is quite difficult to differentiate between the individual characters, especially when you're using a converter and the sprites are glitching horrendously



THE ICE

THIS IS HOCKEY WITH A MAJOR DIFFERENCE.



At the beginning of your game and at every subsequent period start, you are presented with this rather lovely score board informing you of your current progress. However, if you're not doing too well at least you can quickly skip it to avoid the embarrassment!



I wasn't convinced by this game from the outset, and I agree that its design is very disjointed. Not having played it in the arcades I cannot comment on the resemblance between the two, but if this version is anything to go by, then the arcade version can't be that impressive. The control methods are clumsy and extremely frustrating, especially when you cannot switch between the players. The lack of rules makes the game somewhat tedious too. The idea and concept of Hit The Ice is novel in theory, but in practice it isn't that successful. I think we need more of an equal combination of this and NHLPA for it to really work.

ALEX

obscenities at the screen and slamming the joypad on the floor!

I SCREAM

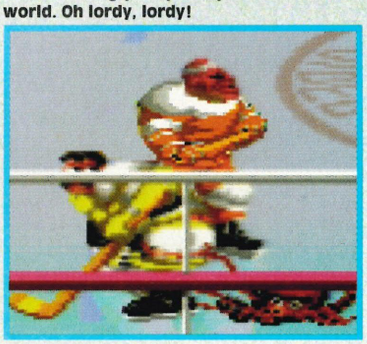
The gameplay is not unimpressive due to the fact that this is quite an original idea, with humorous graphics. However, the violence is only fun for a limited time, the scrolling is jerky and it gives an impression of clumsiness. The problem is that it doesn't know what sort of game it is, resulting in a lack of gameplay. This, together with the unresponsive player reactions and the bizarre control method never makes you feel like you're actually very involved in the game.

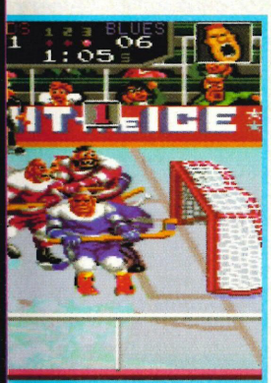
Where NHLPA delved deep into the complicated cogs and mechanics of the ice hockey time-piece, Hit The Ice simply glances at the hands and carelessly scratches the watch face. Hit The Ice may adopt an individual approach, but that's no justification for abandoning the fundamentals of the sport altogether.

Hit The Ice offers practically nothing in the way of longevity. You have very little to strive for despite the tournament roster and you are left feeling unfulfilled, bored and more than a little annoyed at the amount of money you've just forked out for a so-called sports sim.

Initially it is difficult to get to grips with the control system and when you have finally fathomed it out, you are left hopelessly searching around for something more challenging than the game is capable of giving. Where's NHLPA?

If you manage to get in the way of the octopus who happily scuttles across the ice, it will leap up and pull your strides down bearing your peachy bum to the world. Oh lordy, lordy!







Fight, fight, fight, fight! Sometimes you'll aggravate a player so much he just has to get those gloves off and give you a good seeing to!



A little bit of Mode 7 exists in the tournament map which rotates and scales out of view. It's quite sad to see Mode 7 used so feebly, it shouldn't be included just for the sake of including it!



HIT THE ICE

HOUSE: TAITO
ORIGIN: AMERICAN
PRICE: £TBA
PLAYERS: TWO
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

38%

SUPER CONTROL

SOUND	5
GRAPHICS	5
GAMEPLAY	3
LASTABILITY	3

ENERGY HIGH
- Humorous animation
- Minimal digitized speech
- Various game modes
- The octopus...

ENERGY LOW
- Tedious gameplay
- Limited controls
- Unresponsive moves
- Too clumsy

ALTERNATIVE SYSTEM

We have praised EA's NHLPA Hockey no end in this review as we all feel that this is by far one of the finer ice hockey sims. We have never come across another hockey sim with the level of violent action as seen in Hit The Ice and therefore we cannot recommend a game with the same qualities as this.

SUPPLIED BY BITS & PIECES (0625) 501810



Using the Chronoskimmer to scan the area, you find an old guitar. To be exact, a Chittaron. Scan further and you'll find out more about the location of the thief



There are 48 locations in time, ranging from olde England to modern-day Tokyo. Use witnesses and informants to track your suspect through time

UNUSUAL TITLE FOR AN UNUSUAL GAME SUCH AS WE'VE NEVER SEEN ON THE SNES BEFORE



Just who is Hi-Tec Expressions trying to kid? An educational history game – how boring? Surely the Super NES is made for better things, like blast-abulous shoot'em-ups with piles of Mode 7 effects. But a history game? Basically, Where in Time is a history lesson disguised as a game. Very sneaky. But is Carmen Sandiego as boring as it theoretically sounds? As much as I hate to say it, no it is not.

DOIN' THE TIME WARP

For one thing, you don't have an ageing teacher wearing a tattered brown suit, rambling on about the Tolpuddle Martyrs or the Corn Laws. In fact, Carmen Sandiego takes a very different approach. As a sort of space-age Inspector Morse, your task is to track criminals across time. Equipped with your Acme Chronoskimmer (as endorsed by Wile E Coyote), you can travel anywhere in investigation, you can warp back to 11th Century America to chat to Red Indians about the latest fashions, or materialise in ancient Greece and rant about philosophy.

Signing into the Acme Detective Agency, Special Agent Diane (Of Twin Peaks fame?) briefs you on your assignment. She informs you what treasure has been stolen, when and where it was nicked from and the gender of the suspect.

With little else to go on, the obvious place to start your investigation is the scene of the crime. A reasonably naff picture indicates your location, while OK-ish sound sets the scene. For instance, if you're in China, you'll see a Panda bear chewing on bamboo shoots to the sound of oriental music – very atmospheric!

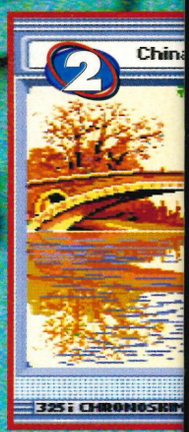
By questioning witnesses, you can find out valuable information as to the thief's appearance. This task is easily done using the simple point-and-click menu system, which can be easily used by youngsters as well as older gamers. Finding out the thief's

WHERE IS CARMEN

TRY WALKING IN MY SHOES...

1. A Kaifeng pagoda has been stolen from China in the year 1044. Don't hang around, warp to the scene of the crime now
2. From beating a witness around the head with a large stick, you find out that the suspect was a man who has hazel-coloured eyes. He also wanted to attend Pirandello's play. Hmm...
3. It's obvious he ran off to Italy, to the year 1956 to be exact. An informant tells you he went to hide out in a Cistercian Abbey, and that he likes novels by a famous American writer
4. Entering the evidence into your Chronoskimmer, you find out that the criminal is one Nosmo King. He should be imprisoned for his name alone, but you're going to nick him for grand theft
5. Hiding in the Cistercian Abbey, eh? He's in 11th Century France (Thank God I've got an encyclopaedia). Scanning the area, you find a Japanese pot from the 16th Century
6. It was pretty obvious where he'd gone – Japan, 1550. In the land of the rising sun, a witness informs you he's nipped off to greet Drake's Golden Hind (sounds dodgy), so it's off to England
7. You finally meet Nosmo King, running around England in 1589. All you have to do now is send out the capture-droid to grab him. Hurry, because time is running out





...AND FOLLOWING IN MY







sex, colour of their hair and eyes and their favourite author and artist helps build a detailed picture of the criminal.

By gathering the evidence in your Chronoskimmer, you can narrow down the suspects until you have a definite culprit. However, it's unlikely you'll find the crook at the scene of the crime. You must follow the criminal to the location they travelled to next, and that means asking more questions.

Interrogate an informant and they'll reveal more details as to the culprit's whereabouts or their identity. Lastly, you can use the Chronoskimmer to scan the immediate area for evidence – this often uncovers an object which ties in with the suspect's hideout.

A STITCH IN TIME

Tracking the criminal is no easy task as the clues won't necessarily be straight-forward. The witness may only remember little things the crook said. Maybe the suspect wanted to attend Rembrandt's beer and cheese festival or perhaps they left to greet Sir Francis Drake's Golden Hind. This means you'll have to travel through time to 1589 when the Golden Hind docked in England, but Rembrandt's party didn't take place until 1645, in Holland.

Questioning takes up a heck of a lot of time, and Acme only give you a few hours with which to solve each case. Keep your interrogation to a minimum – when you know the identity of the suspect, concentrate on finding them. Likewise, if you know their location, focus your attention on identifying the thief.

If you're on the right tracks, you'll keep finding VILE henchmen. These thugs lurk in locations the thief has visited, so if you're not greeted by one of these time wasters, you took a wrong turn at the last era.

Providing you have the identity and location of the crook, you can send out a capture-droid to dash around the naff backdrops for a few seconds and then grab the suspect. Cross your fingers and hope you've not nabbed an innocent bystander, because the Acme chief won't be too happy if you have. Thankfully, you're awarded a code for each successful mission so you can continue your investigation even if your fail to solve the case.

Your ultimate aim is to crack 80 cases. That's quite a lot, so this is no easy game to beat. Unfortunately, the assignments are all very similar, so you may get bored before reaching the end. The game is still quite a good 'educational' package, and well worth looking into if you're a worried parent who wants your child to get more from their machine! I think kids will prefer something with more action. Oh well, 79 more assignments before retirement...



Carmen Sandiego is a remarkably clever way of teaching history and how to use reference books to all sorts of people. Even a well-educated adult, while probably having enough historical knowledge to follow the criminal through the locations, will need the encyclopaedia to work out the clues that reveal the criminal's identity. Yes, the graphics are a bit cheesy, but they give it a kitsch feel not entirely dissimilar to the pink panther cartoons, and I rather like them. However, as the number of different criminals and clues is limited, bright youngsters will soon be able to do this with their eyes closed.

JOOLS

E IN TIME

EN SANDIEGO?





FOOTSTEPS









Starting the racing season, you'll begin in a group C car. The car itself is quite robust and is therefore the perfect vehicle for beginners



The computer-controlled cars will streak past you at the beginning of each race, even if you line up at the front of the grid. From fifth place on the grid, you end up in twelfth by the first corner. You've only got four laps left to overtake the other cars

F-ZERO REVISITED

EXHAUST HE



Sequels generally aren't as good as the original product. Take movies for example. The first Star Wars film is arguably the best, and the original Batman is much better than the overrated follow-up. But console games are a slightly different kettle of fish as the sequels are usually superior with only a few exceptions. The Mario games just get better and better, and many other games like Pugsley's Scavenger Hunt are a vast improvement over their parent game. So what about Exhaust Heat II?

Seta's Exhaust Heat II looks like F-Zero, plays like F-Zero and is in fact remarkably similar to Nintendo's flagship racing game, except it's based around modern-day grand prix cars rather than futuristic skimmers. It's more of an arcade racing-game rather than a full blown simulation; there is no gear change, you've just got the steering wheel, accelerator and brake. I find games that concentrate on fast racing rather than realism far more exciting, and therefore welcomed the somewhat simplistic controls with open arms.

PEDAL TO THE METAL

Initially, it is wise to practise on any of the courses before actually descending onto the circuit, to familiarize yourself with the car and the race track. In the practice mode there are three cars and any of the courses to choose from. More info on cars and courses in Life in the Fast Lane box.

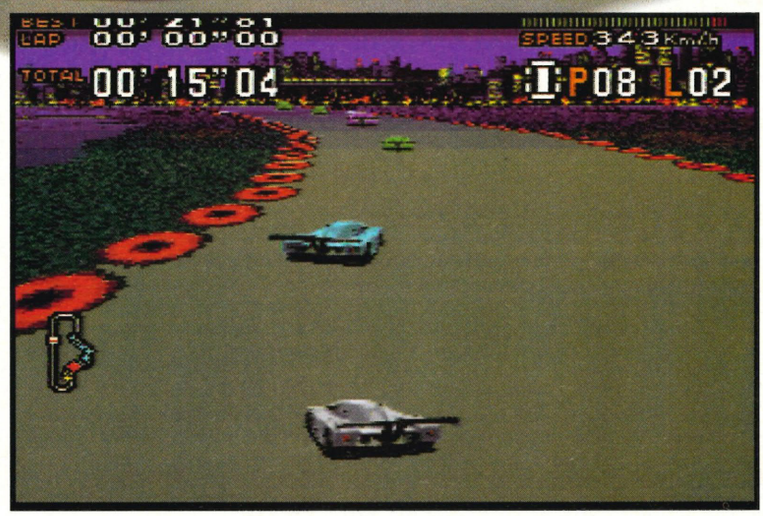
Alternatively, you can jump straight in at the deep end and begin the racing season. As a beginner, the only car at your disposal is the group C prototype with the Formula 3000 and F-1 cars out of reach until the first eight courses have been won. The game includes a heck of a lot more than eight courses, featuring accurate representations of all 16 grand prix tracks as well as loads more. This, of course, adds variety to what could otherwise be a dull game.

After signing to a team, a lump sum of cash is given to the driver. Some of the money must be spent on the racing fee, but the remaining capital can be spent on improving your car. In the garage you're given the choice of changing the set-up of your racer or visiting the laboratory.

In the lab, a professor (Who is obviously mad because he has a tendency to dribble and boast in Japanese about his pants moustache!) asks how you want to spend your money. When given sufficient payment, the prof will develop new technology for your car including improved front and rear wings, new tyre compounds and more powerful engines. Obviously the more money handed over to him, the better the end result.

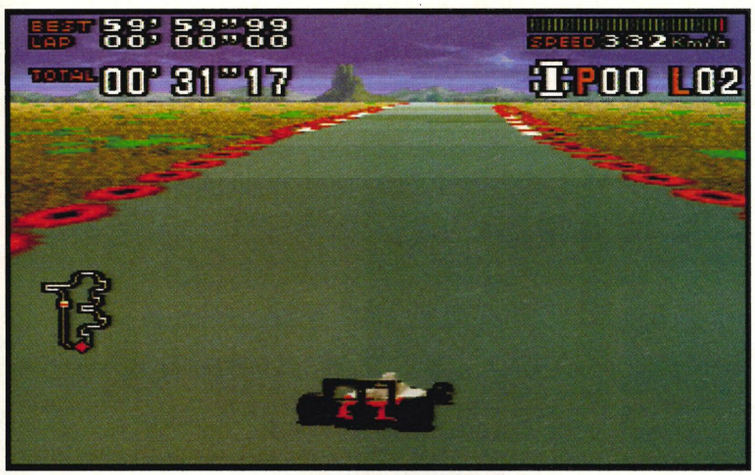
When the car has been tuned and tweaked for the first race, the choice must be made of where to race. There are eight circuits in each of the three classes. The first course is always free but the prize money is low. Choose one of the harder, more expensive tracks and the reward if successful, will be huge.

Before racing you must qualify for a place on the starting grid. There are an unlimited number of qualifying laps but the car starts to deteriorate after the first five or so, so it's best to keep the laps few but fast. You can also choose how many laps the race can consist of, ranging from as little as three to as many as 60! With only a few laps the only real challenge is passing the other cars, but competing in a race set over 10 laps or more there is the additional worry of changing tyres in the pits. The pit scene is rather simplistic and you have very little control over your crew – just sit back and watch them waste precious lap-time.



The variety between tracks is excellent. Many of the courses are in the desert or in the middle of plush green land. You'll also have to race as the sun sets on the horizon

On the grid, the red lights change to green to signify the start of the race. To present more of a challenge, the computer-controlled cars streak out ahead, so your car will probably end up in fifth place by the first corner, even if you managed to gain pole-position in the



Selecting the practice option allows you to familiarize yourself with the courses as well as all three cars. Obviously you practice alone .and don't have the added danger of opposing cars to deal with



Pulling into the pits, the McLaren team start to pull apart your car as soon as you grind to a halt. You don't have much control over the pit crew, so all you can do is sit back and pray they change the tyres quickly!

EAT II



Well, erm, these are the results. As you can see, I'm pretty darned good because I came first. In fact I bet I can beat anyone at this game...



Exhaust Heat II moves blindingly fast. The Seta DSP has really souped-up the speed, and this thing moves far faster than any SNES racing game I've yet seen. But is that all this new coprocessor has been used for? It seems a bit of waste incorporating this spanky new chip just to boost the speed a little. All this dashing about is fine by me, but upon playing I found the game a rather empty experience. Sure, there are cars to overtake and corners to weave through but that's about it. Give me a two-player head-to-head option any day, and I'll show you real skid marks!

PAUL

practice session. Gear change is automatic, so acceleration and steering around the other cars are the main skills required. This is often easier said than done as they often sway wildly around the track and even ram your vehicle from behind – that is if you manage to pass them in the first place.

The condition of your car also deteriorates just by racing. Taking a corner too fast or swerving onto the gravel that lines the corners, wears down its tyres. Only a little damage is taken by skidding and ramming, but wear and tear soon adds up over a series of laps. Damaged aerofoils lead to poor handling, as do worn tyres. The status of your car is indicated at the top of the screen and if something needs replacing, the diagram will flash, advising you to stop at the pits on the next lap.

NO PRIZE FOR SECOND PLACE

Prize money is awarded for finishing in fifth place or higher, but progress to Formula 3000 and ultimately Formula 1 can only be made by coming first in each race. By practising and winning the initial races, the prize money from these can be used to improve your car, effectively making the last few circuits easier.

With the group C cup under your belt, the next season begins. Any winnings are not carried over – your bank balance is reduced to a few thousand and you must start from scratch. Thankfully there is a save option that stores up to three games at a time.

Exhaust Heat II is a great improvement over the original, but doesn't really

JUST LAST WEEK I CHANGED THE OIL



By visiting the garage, you can change the settings of your car. By investing money in developing new technology, you can improve your car's engine, tyres and both front and rear wings

Rambling on about something in Japanese, the mad professor is the man responsible for inventing improved spare parts for your car. The more cash you give him, the better the end result will be





Formula 3000 and F-1 cars are more complex than their group C counterparts, and spend longer in the lab. As well as improving the engine, tyres and the aerofoils, you can also get the professor to work on the braking system and suspension

MORE SKID-MARKS THAN YOU'LL FIND AT SILVERSTONE



Group C. The easiest of all the classes, the group C tracks are fairly straightforward. You'll be able to win the season without even using your brakes. The courses are mild-mannered and the opposition are pussycats



Formula 3000. The courses are slightly more complex but still fairly easy. Watch out for the opposition, they use dirty tactics and try to ram you off the road. Keep an eye on the track map as the chicanes tend to sneak up on you



Formula 1. The eight F-1 circuits are pretty tough as each course is littered with hairpin bends and chicanes. Complete the season and you'll have the chance to race on all 16 real-life F-1 tracks



The status of your car is indicated by the diagram at the top-right of the screen. If you've sustained damage to your tyres through ramming or hard driving, the diagram will flash, advising you to visit the pits ASAP



To progress to the next class, you must win all eight races in your current division. Providing you have enough cash to stump up the entry fee, you can race each course as many times as you like

EXHAUST HEAT II

offer that much over F-Zero. The similarity between the two is extraordinary but thanks to Seta's revolutionary chip, Exhaust Heat II is slightly faster. I found F-Zero to be a bit on the dull side, but EHII is slightly more exciting for a couple of reasons. The first is that there are far more opposing cars, making it much more fun as you weave up the field. There are more courses too, and the three racing divisions make for a challenging game.

But I can't help thinking that still more could have been done to improve the game. I'm a great believer in two-player games, and I think a two-player option would have made Exhaust Heat II far more entertaining. As it is, Exhaust Heat II soon becomes tiresome. There may be a large selection of courses, but after the first season I didn't really have the enthusiasm to compete further.



You can't deny it's quick! I mean it really is bloody quick. This newfangled chip really seems to do the business when it comes to whizzing the Mode 7 tracks around. However, once the novelty of the speed has worn off you start looking around for something else, something more. The two-player option has been mentioned, but what about more tracks, or different cars? Initial tracks are far too boring, it takes too long just to get to the interesting Formula 1 bit. I really think it could have been much better.

JOOLS

LIFE IN THE FAST LANE

GROUP C



The group C car is the Robin Reliant of the Grand Prix world. OK, it may have a top speed of over 300km/h, but that's nothing compared to the Formula 1's impressive performance.

A group C car can sustain a surprising amount of damage, so it doesn't really matter if you spin into a barrier at Mach 1. A little money goes a long way in developing the group C car, and a few thousand will help improve all the aspects of the car, namely the front and rear wings, the tyres and the engine

FORMULA 3000



An improvement over the group C car, the Formula 3000 is by no means the Ferrari of the racing world, it's more of an Escort XR3i. It does look like a bit like a Formula 1 car but doesn't have the speed, the acceleration, the handling...

Compared to the group C car, this baby drives like a dream. It is a better performer all-round, but is less robust and demands more investment when it comes to improving the car

FORMULA 1



To drive in the Formula 1 division, you must moan about your team mates and fellow drivers, demand ridiculous wads of cash and ramble on about head gaskets and twin camshafts. Oh, you also have to be pretty good at driving.

The car itself is far more complicated than the others, so you must spend more money to increase performance. There are six F-1 teams to race for including McLaren, Williams, Ferrari, Benetton and more

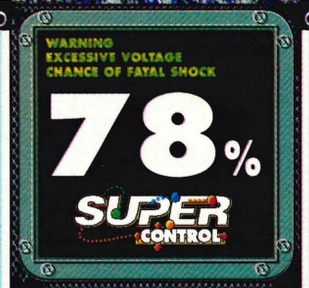


Pulling out of the pits in your McLaren Honda, you rejoin the race in fourth position. On your tail is the rest of the pack, but you'd better concentrate on catching the first three cars as there are only a few laps left



EXHAUST HEAT II

HOUSE: SETA
ORIGIN: JAP IMPORT
PRICE: £75
PLAYERS: ONE
TYPE: RACING GAME



SOUND	6
GRAPHICS	8
GAMEPLAY	6
LASTABILITY	7

ENERGY HIGH

- Graphically outstanding
- Loads of tracks
- Save facility
- Choice of three cars

ENERGY LOW

- Lacks two-player game
- Soon gets a bit boring
- Far too similar to F-Zero
- Offers nothing new

ALTERNATIVE SYSTEM

Well, there's F-Zero. I've commented on the remarkable similarity between the two games. I would say Exhaust Heat II has the slight edge thanks to Seta's DSP chip which makes the game run faster, and there are also more courses. However, I suggest you stick with Super Mario Kart.











It's big, it's bad and it's got four legs! Sounds like my mother!





Sugar and spice and all things nice, that's what little girls are made of, right? Pop N Twin Bee must be female then, because there isn't a single piece of nastiness in this shoot'em-up, and enough sweetness and light to give even the most hardened Mars Bar addict a sugar rush.

It all starts on the title screen, where a steadfastly cute girlie pouts and simpers and from there onwards the cute factor increases exponentially as you progress through the game. Aside from the saccharine sweetness of the graphics in the main game which I'll come to in a minute, the end of each level features disturbingly cute set-pieces where a girl kisses a boy and make him blush or worse, he'll be so enamoured with her that his eyes will turn to hearts. Ugh.

BEE MY BABY-BEE

The game proper starts off fairly quietly. When you select the formation of your ship's outriders you'll notice what you are actually flying is a robot with gloves. It possesses a cartoon-character chubbiness that isn't entirely befitting a so-called machine of death and destruction. This is just a hint of the orgy of cute and cuddliness you are about to encounter.

Once you've selected which of the seven difficulty levels you fancy, you dive into the biggest cute-fest this side of a Barbie convention. Viewed from above like all the best vertical shoot'em-ups, the first thing you'll encounter are the smiling clouds that give you bonuses in the form of bells if you shoot them. Shoot the bells and they change their colour and type of bonus. Your flying robotic piece of chubbiness needs these bonuses to power up, without them it is nothing more than a rotund relic in charge of an extremely weak gun.

The targets for these guns, be they powered up or not, range from little smileys (the old Acid House symbol) ensconced aboard floating platforms, to little birds that do their level best to fly into you. Whatever they are though, they all retain that quintessential niceness that characterizes this whole game.

SHOOT TO KILL

The 'enemies' are not all airborne, the exquisite backgrounds (Congratulations to the graphic artist, there are some truly gorgeous backgrounds in this game.) are populated by a number of cuties and cuddlies determined to blow you out of the sky. The first level for example features walking pineapples of all things, not to mention plants that fire golden bullets, and of course more of the smileys which this time bounce.

To shoot these ground targets you have to use the homing bombs. Just hit the bomb button and the weapon is dispatched to the nearest suitable candidate for destruction – what could be easier? You can fire your main gun and drop bombs at the same time, taking out targets in the air and on the ground without too much trouble. Probably too little trouble.

There is a third weapon available as well, a sort of smart bomb that sends miniature versions of your podgy automaton bouncing around the screen destroying everything they hit. These are collected from the bonus clouds and are very useful when things get a tad hectic on screen.

BEE-BOP-A-LULA

Well, so far so good. Pop N Twin Bee is the cutest game this side of Parodius and you'll no doubt swing between being nauseated by the graphics and being in complete awe at the sheer gorgeousness of the backgrounds. Like Parodius it offers a lot of variety in the pick-ups and you have to work hard to keep them because every time you get hit you lose something you've collected.

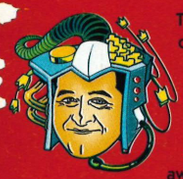
Unlike Parodius though, it is ultimately boring despite there being plenty going on, loads of shots being fired and lots of imagination having gone into the whole thing, especially the guardians. The bombs and the two different weapon types don't seem to be able to liven things up and even a simultaneous two-player game doesn't come close to generating much excitement.

The game isn't particularly easy – it does get very difficult in places but I could never get involved in it, never became addicted, never once did I feel the need to get straight back in there once I'd been killed. It didn't get the adrenaline going like Super SWIV or Axelay.

One particular section sees you

POP N

JAPANESE AND SUGARY



The unadulterated cuteness of Konami's new shoot'em-up may not be everyone's cup of tea, but should definitely win an award for graphical style. The graphics are great, the gameplay however, isn't. I suspect that Twin Bee is aimed at the younger market because challenging it ain't, and cute it is. I must say that I loved the smart bomb, the arms on the side of the ships, and the cute enemies, but the game as a whole left me in need of more to do – on a few occasions I just sat there waiting to be attacked, which shouldn't happen in this sort of game! Very disappointing.

PAUL



The maximum number of outriders (four) spinning around your robot. You can select which formation they will take at the beginning of the game

attacking a huge and heavily-defended aircraft as it flies below you. This section must last a good 10 minutes but never really presents a challenge because the attacks come slowly and predictably, and you could almost play it with your eyes closed even on the harder settings. After lulling you into this false sense of security along comes a bloody hard guardian.

Once you get killed by it and go for a continue, you are unfortunately put back to a point where you have to do all that nonsense with the aircraft again. I couldn't face it and just went and did something less boring instead. As shoot'em-ups go, this would make a great Disney cartoon.



The electric barrier at the bottom moves up and down the screen, but isn't as difficult to avoid as you may think





After the intense boredom of the aeroplane, you meet this stupendously dangerous guardian who flies around the screen trying to ram you





Arghhh, death by a thousand laser beams. Only in this game could such a situation actually be survived



POP'N TWIN BEE

HOUSE: KONAMI
ORIGIN: JAPANESE
PRICE: £65
PLAYERS: TWO
TYPE: SHOOT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

53%

SUPER CONTROL

SOUND 8
GRAPHICS 8
GAMEPLAY 5
LASTABILITY 6

ENERGY HIGH

- Incredibly illustrated...
- ...backgrounds
- Quality sprite graphics
- Simultaneous two-player

ENERGY LOW

- Fails to inspire any...
- ...kind of involvement
- Not addictive
- Too cute to stomach

ALTERNATIVE SYSTEM

I've mentioned Parodius – a shoot'em-up that has the same off-beat graphical style but is far more interesting to play. If you are after a good blaster there is Super SWIV, which is probably the antithesis of cute. Or KikiKaitai (known as Pocky and Rocky) which is a weird Japanese game.

TWIN BEE

BEYOND BELIEF, CAN YOU STOMACH THE CUTENESS?



By pressing pause you can see how many enemies surround each camera installation. All enemies must be destroyed before you can attempt to defeat the camera itself



Before each level the General gives info about his tactics. The manual suggests you take heed of this, however we believe that there's not enough gameplay to warrant any tactics!



TOYS

SHOW-TIME AT CHEZ WILLIAMS



Toys, both as a film and a game, is complete and utter twaddle. The film hardly boasted a riveting plot, and although its lack of depth held absolutely no promise for exciting gameplay, somebody, somewhere decided nevertheless to scrape the depths of the barrel very hard indeed.

And here's the proof: an abysmal excuse for a game that offers about as much excitement as watching the clothes in your washing-machine go round! The biggest joke of the game has to be the fact that there are only four levels. Yep, that's right, you're paying 50 big ones for this and you only get four levels which, I add, are far too drawn-out.



Robin Williams' evil uncle has taken charge of Zevo Toys in an attempt to make Leslie Zevo (Williams) grow up

TOYS 'R' US

The first three levels see you as Leslie Zevo wandering around a 3D isometric landscape presented in the form of a factory floor, cafeteria and warehouse, which are drawn very badly with a minimal use of colour and detail. The game offers a very hard challenge indeed with its over-abundance of unpredictable enemies and your uncontrollable weapon system making it somewhat unplayable.

Dressed in some groovy burgundy velour strides and moving uncannily like a Thunderbirds puppet, the Williams' sprite strolls merrily along armed only with 'good' toys. Accompanied by a nauseating and grating tune you must collect gift boxes, scattered around the levels, to increase your arsenal of racing cars, spinning-tops, bowling balls and water bombs.

The evil toys move randomly across the factory floors and both the enemy toys and good toys have their own uncontrollable, individual responses when activated. The spinning-tops twist and twirl until they hit something, the racing cars do figure-of-eights around you, while weapons such as the peanut gun and custard pies are only effective when trying to overcome airborne toys such as helicopters and jets.

You only have five pips of energy on top of your five lives so you have to be careful where you tread, but this is easier said than done because the number of enemies attacking can get ridiculous at times. Eventually you feel like you are battering your head against a brick wall because as soon as you've killed one toy, another one immediately bites at your heels.

If you manage to get through these irritating sections you eventually run into the security cameras situated within a chevroned area. After defeating the first-line defences you get a chance to crush the camera – this is where things get really tedious. This is marginally more impressive in the graphical stakes as the action transports you to a fairground with the elephant head camera acting as a water-cannon target.

Using a cross-hair you must fire jets of water into the elephant's eyes. This causes the camera lens to open, allowing you to deplete its energy which is indicated by a small bar. However, to make things really dull the head moves in all directions and a laser shoots from the elephant's trunk making it hard to get anywhere fast. With a minimum of four cameras in any one level you can see how mind-numbingly tedious this so-called action can get.



CHILD'S PLAY

That's about it – for three long and heinously banal levels you are submitted to the same frustrating gameplay, with only the increasing speed of the elephant head and the strength of the enemies as justifiable variation.

If you finally make it through to the last level, beating down your nausea and boredom, you will at long last see a change. In a diabolical scrolling endeavour, your



The intermittent screens between levels do look quite nice, and if the whole game had been designed using this perspective then we might have had a decent adventure on our hands



All manner of military hardware has been let loose inside the factory, most of which does not move in a predictable fashion. The manual tells you to try and work out which toy is most effective against which enemy



SIZE OF AN...

1. You have to shoot the elephant's eyes in order to open the camera lense, but this isn't as easy as it sounds because the elephant head moves all over the screen
2. If one eye is shot the lense will open for a few seconds, but the head will continue to move. However, if you can shoot both eyes the head will stop moving making your job a little easier
3. The elephant's trunk is in fact a laser which powers up while the eyes are open. The laser pulsates and you know when it's going to fire as the blips get quicker and quicker
4. The camera's energy status is indicated by a small bar at the top of the screen. Each time you shoot the open lense with your water pistol the bar will decrease in length
5. Like all good water pistols, and that includes the rather splendid Power Soakers, your water doesn't last forever so watch this bar carefully. If it runs out, you're dead!

little sprite climbs underneath a small toy jet and swoops across the Manhattan skyline, avoiding swarms of helicopters as he goes.

The aeroplane's fuel depletes rapidly and it is only by flying through what look like giant springs can you remain airborne. This level is far too long and it is damn near impossible to avoid the array of helicopters because you have no means to shoot at them, your only defence lying in the nimbleness of your thumb as you weave in and out of the helicopter's path.

Once through this level, you realise that all your effort and the pile of hair on the floor was all for nothing. The end sequence is a complete waste of time, totally unsatisfying and you find yourself thinking 'Why?'.

Actually, 'Why?' is the question that springs to mind after playing Toys. Why did anyone bother to design it? Why pay £50 for it? Why waste your time playing it? And why have I just wasted my time reviewing it?



Hanging from the bottom of a toy plane you must manoeuvre yourself between the helicopters and avoid the top of the Manhattan skyline. Bloody impossible without some sort of cheat!



You must try and refuel your plane at every available opportunity, but the collision detection is a little skew-whiff thus making it very difficult to get through the ring without slowing down to a dead halt



Toys is dross, crap, big jobs – call it what you will, it all smells the same! First you'll notice just how plain and flat it looks. The sprites are dull and lifeless at the best of times, and the backgrounds take the soggy biscuit for being unimaginitive! The second thing you'll notice is that it's far too hard. Your weapons are ineffective and have a mind of their own, and the enemies are just too good against the shambling figure of a sprite that you control. Third you'll notice that you've just spent £50 on this, and wish you hadn't.

PAUL



TOYS

HOUSE: ABSOLUTE ENTERTAINMENT
ORIGIN: IMPORT
PRICE: £54.99
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

36%

SUPER CONTROL

SOUND	4
GRAPHICS	4
GAMEPLAY	3
LASTABILITY	3

ENERGY HIGH

- Nicely drawn ...
- ...intermittent screen
- The hat in the clouds...
- ...on the intro

ENERGY LOW

- Flat in-game graphics
- Too long-winded
- Lack of levels
- Very hard

ALTERNATIVE SYSTEM

Anything, absolutely anything will suffice as an alternative to this, apart from Home Alone that is! The nearest we came up with was Super Smash TV and even that's way off the mark. Hmmm, it's definitely not an easy one but Paul suggests Super Ghouls 'n' Ghosts. Why? It beats me!

OFFICIAL STAMP

A ROUND-UP OF THIS MONTH'S OFFICIAL UK RELEASES

TINY TOON ADVENTURES

Cartoons are brilliant, aren't they? Relaxing after Sunday lunch, watching the Tom and Jerry double bill is the highlight of my week (reviewers lead a somewhat dreary life). Konami's platformer is based on the Warner Bros' characters, namely Bugs Bunny and Daffy Duck's younger relations, the Tiny Toons.

Tiny Toon Adventures is a cute platform game based around Buster Bunny. He's a rabbit and does rabbity-type things; he jumps everywhere, dashes about and has it away with other bunnies. Hang on a minute, Buster doesn't do that, he's far too young. Anyway, Buster must save the world (or something along those lines) from the wrath of a supreme evil being, a fiend so foul you wouldn't sit next to him on a bus. It is, of course, Duck Vader (cue screams of terror).

Tiny Toon Adventures is set over six stages and has two game types. The trainer mode features only a handful of levels and is therefore extremely easy. The normal mode is harder, as you have to defeat guardians at the end of each stage. I use the term 'guardians' loosely, as they're far too cute to be evil!

The first is Dizzy Devil (related to Taz). This psychotic spinner needs feeding and is wreaking havoc in the Looneyversity kitchen. Just throw a few cakes into his gaping mouth to defeat him. The other guardians also have weak spots which you must concentrate on. For example, the cute Frankenstein-furry-thingy can only be beaten by kicking nuts and bolts at him.

There is a lot of variation between levels. The first few are pretty easy but visually quite impressive; the backgrounds are bold and well-drawn, Mode 7 has been used to good effect on some of the guardians and the animation is excellent.



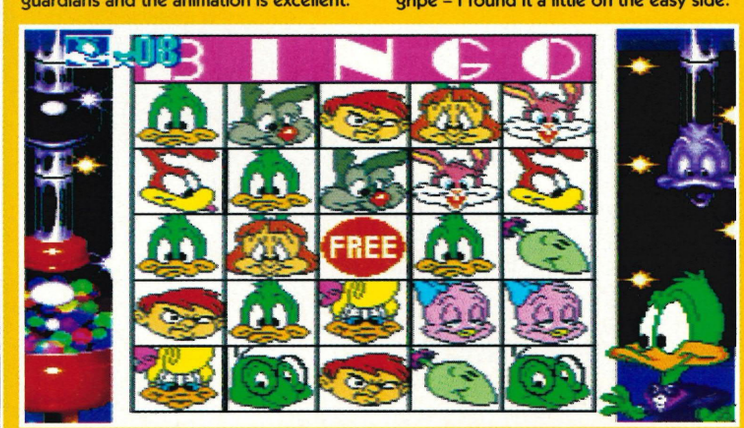
All of your fave Warner Bros characters feature in Tiny Toons but where is Wile E Coyote?

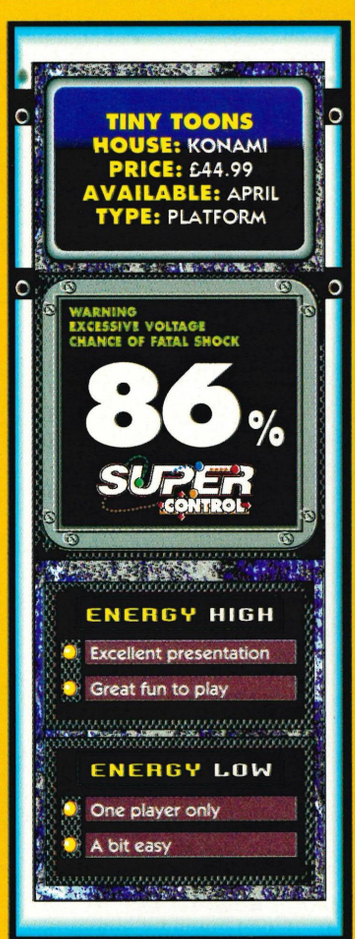
The sound is also neat and is suitably bouncy to match the cute gameplay.

Other stages include an American football game, balloon-hopping across the skies and riding a runaway train. The levels are divided into smaller stages, with a passcode awarded each time you finish an entire section.

There are five bonus stages, and if you successfully complete them you will be awarded extra lives. Games appear after each level, ranging from Furrball's racquetball challenge to Hampton Pig's moving tile puzzle. These stages are well executed and are fun. The racquetball scene is graphically excellent and Plucky Duck's bingo game is amusing.

Tiny Toon Adventures is therefore one of the finest SNES platform games. It combines superb level variety with addictive gameplay and tops it off with outstanding presentation. I've only one gripe – I found it a little on the easy side.





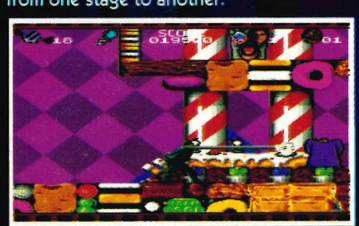
COOL WORLD

House: Ocean
Price: £44.99
Available: April
Type: Platform
Energy High: Erm, the graphics are OK, I suppose
Energy Low: Very frustrating, awkward controls, little variation...the list goes on

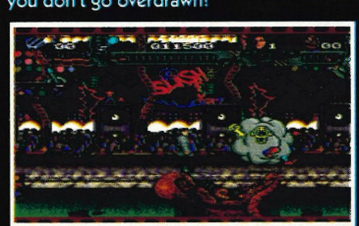
Cool World is a platform game based on the dire movie starring the cartoon Kim Basinger. From the perspective of a complete sexist and lecher, the picture of Kim's cartoon alter ego posing on the cover of the box at just the right angle to determine whether her underwear originated in M&S or Knickerbox is superb. Read this before you get all hot and bothered though.

You're Deebs, artist and creator of the Cool World and you must stop Holli Would (the divine Miss Basinger), from entering the real world because this will upset the harmony of both worlds, or something daft like that.

Featuring colourful cartoon-style graphics, you'll spend most of the game guiding Deebs through the seven levels. Most are platform sections, although a pretty naff car scene allows you to travel from one stage to another.



Each of the levels features a variety of different characters taken from the film, including the miniature policemen which rush around maniacally, arresting you for loitering if you stand still for too long. You'll have to fork out bail money to escape from your cell, but this can only be grabbed by exploring each of the stages. Your cash may even get nabbed by one of the many muggers that lurk in the dark back-alleys, but fortunately the bank is a safe haven for your dosh. However, mind you don't go overdrawn!



Deebs himself looks drab, walks stiffly and is quite awkward to control. The car scene is a pathetic attempt to add a little

PUGSLEY'S SCAVENGER HUNT

Otherwise known as Addams Family 2, Pugsley's Scavenger Hunt is another Ocean platform game, but this time it's surprisingly good.

The game is essentially the same as the original Addams game, but has improved graphical effects and provides more of a challenge. Like the original Gomez adventure, the game has six levels, in each of which Pugsley must recover items which his sister, Wednesday, has hidden. Scattered around the mansion, each of the objects is protected by a boss. These are defeated, like the other enemies, by stomping on their heads.

Obviously the game is more complex than simply bouncing around the intricately drawn backdrops, but that is the basis of it! Each of the long stages is packed to the brim with gruesome creatures which hack away at your three hearts of energy. There are simple puzzles to be solved by activating switches, and traps to be disarmed by walking over pressure pads and head-butting blocks. Depending on difficulty, you have one to three bars of energy, with up to seven lives and a number of continues.

Each member of the Addams Family will help Pugsley in his quest, apart from Wednesday, of course. Fester lurks in the laboratory as well as in the eerie cellar, while the towering Lurch stumbles around in the rat-infested attic. Granny peers into her crystal ball in her dingy den and Morticia awaits Pugsley on the very last level, the icebox.

All sort of weird guardians protect the kooky objects Pugsley must find. The spider's venom must be extracted from the gigantic arachnid that haunts Fester's lab, while the mouldy cheese can only be taken after the huge albino rat in the loft has been defeated.

The 'normal' underwear is hidden inside the possessed washing machine, while the dragon's fire can only be grabbed by extinguishing the fire-breathing lizard that lurks inside Granny's crystal ball.

By using continues rather than a password system, the game is much harder than the first and therefore offers more longevity. The six levels seem impossibly difficult initially, but a little practice is all that is needed to gradually progress.

Presentation is first rate – the backgrounds are quite superb, with the Pugsley animation being particularly notable. Sound is equally impressive with a series of suitably lively tunes bouncing along in time with Pugsley's escapades. Above all, the game is fun to play and it offers a challenge. A definite improvement over the first game.







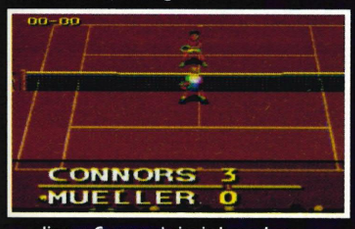
variation, and at best, the game is diabolical. It's frustrating to play, the presentation is lacking and as for the £45 price tag – you've got to be joking.

41%

JIMMY CONNORS' PRO TENNIS TOUR

House: Ubi Soft
Price: £44.99
Available: April
Type: Sports Sim
Energy High: Four-player mode, an accurate tennis sim
Energy Low: Initially awkward to control

Although Jimmy Connors is getting on a bit now, the fading tennis star is very popular (and very old) in America, and is still thought of as sufficiently 'with it' to endorse this tennis game.



Jimmy Connors' sim is based on Amiga's Pro Tennis Tour and looks very similar to Super Tennis at first glimpse. It has one major difference from the aforementioned SNES classic – up to four players can compete simultaneously with the aid of Hudson Soft's Multitap.



The Multitap won't be available officially until late summer but a few calls to some grey importers (check the reviews for numbers) should locate one. With four players this game really comes into its own.

You can play a one-off exhibition match or enter a world tour, on one of six court surfaces (including Antarctic and desert). A variety of shots can be played including smashes and lobs, volleys and passing shots as well as slow and fast balls performed by putting spin on your shot.

But is it better than Super Tennis? Well, Jimmy Connors has the four-player option which is a great laugh if you have a Multitap and three friends, but it isn't as instantly accessible as Super Tennis. It all depends on what you want from a tennis simulation. If you want a straightforward game that's easy to play, you're better off with Super Tennis. If you prefer something that requires more skill, a game with a little 'meat', then I suggest Jimmy Connors – with four players it's ace.

85%

SUPER SWIV

House: Storm
Price: £44.99
Available: April
Type: Shoot'em-up
Energy High: Two-player option, challenging gameplay
Energy Low: Not a shoot'em-up for beginners

Super SWIV has been around on one format or another for years now, the SNES game being one of the last versions to appear. However, it was well worth the wait as SWIV is one of the finest vertical shooters on the 16-bit Nintendo. Featuring six extremely tough levels, this isn't a game for beginners.

You may remember its predecessor on the C64 and Amiga, the highly acclaimed Silkworm, Many elements will be familiar, although not too familiar to Silkworm fans.



Two players can compete simultaneously, one driving a Jeep and the other controlling a helicopter. The levels change drastically throughout the game, taking you through deserts and across volcanic wastelands before launching you into the air for the fourth stage, where both players change their vehicles for supersonic aircraft.

A shoot'em-up just isn't complete without guardians, so Super SWIV has its fair share of big bosses. Ranging from gargantuan airborne battle stations to underwater gun emplacements, all are armed to the teeth and require buck-loads of fire to destroy. Concentrate on their weak spots and use your smart bombs.

Loads of power-ups can be collected to beef up your vehicle's weapon, as well as a selection of powerful nukes and extra lives. Weapons that can be bolted onto your attack vehicle include scatter guns, flame-throwers and laser beams, as well as the standard bullet shot. The bombs, which appear in limited supply, vary from homing missiles and nukes, to spiralling flame-walls.



You only start with three lives and the same number of continues, so gaining an extra life every 50,000 points is a much needed bonus.

Overall, Super SWIV is just an ordinary vertically scrolling shoot'em-up, but it is well executed. The graphics are clear and crisp with very little, if any slow-down. It offers pure and simple blasting action – nothing more, nothing less.

85%

COMPE CHALL

SUPER CONTROL HAS A MANGA-LICIOUS SELECTION OF VIDEOS AND POSTERS TO GIVE AWAY TO 10 LUCKY, LUCKY PEOPLE OUT THERE IN UNDERPANT READERLAND.

Since the Island World video release of the phenomenal Akira in the autumn of '91, Japanese animation or Anime (pronounced Animay) as the Japanese call it, has become an extremely popular and trendy subject to become involved in.

Super Control has no less than 10 splendid copies of the epic Fist Of The North Star video – the animated feature on which the SNES beat'em-up was based. Plus a further 10 glorious copies of Manga's latest occult fantasy adventure, 3X3 Eyes, AND (Yes, there's more!) 10 3X3 Eyes posters! Yoinks!

GET SCRIBBLING!

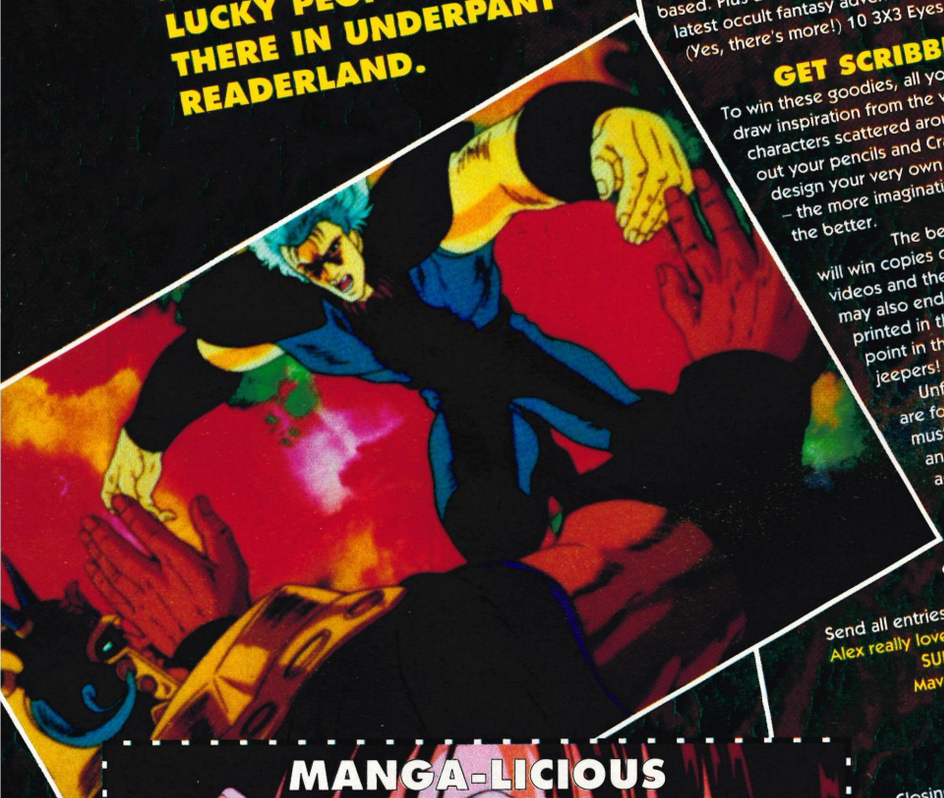
To win these goodies, all you have to do is draw inspiration from the various Anime characters scattered around the page, get out your pencils and Crayolas and design your very own Anime character – the more imaginative and colourful, the better.

The best 10 entries will win copies of both of the videos and the poster, AND may also end up being printed in the mag at some point in the future. Golly jeepers!

Unfortunately, both videos are for over 18s only, so you must be at least 18 to enter, and your entries must be accompanied with your signature adorning the 'declaration of age' slip supplied alongside this competition.

Send all entries to:
Alex really loves Manga videos, honest!
SUPER CONTROL,
Maverick Magazines,
Waters Green House,
Waters Green,
Macclesfield,
SK11 6LF.

Closing date is June 15. Get scribbling!









MANGA-LICIOUS GIVE-AWAY

NAME .....

ADDRESS .....

.....

.....

.....

I'M OVER 18, HONEST GUV (SIGN HERE) .....

SEND TO: SUPER CONTROL, MAVERICK MAGAZINES, WATERS GREEN HOUSE, WATERS GREEN, MACCLESFIELD, CHESHIRE SK11 6LF.

ETITION

ENGE



Oh joy, yet more splendid give-aways. We're just too, too generous...

Powerplay, top British manufacturer of top British joysticks has expanded into the Super Nintendo market. Its impressive joypad for the Super Nintendo, the Competition Pro, has everything the gamer could possibly need and we've got a load of them just begging to be sent to some lucky readers.

Each of the six buttons has an individual switch controlling turbo and auto-fire and there is a slow-motion function to boot.

Retailing at a modest £16.99, you can win one of 10 of these little beauties at absolutely no cost whatsoever, by answering these unbelievably simple questions:

1. Prohibition in 1930's USA banned what?
a) Alcohol
b) Bubble gum
c) Nose-picking

2. Which type of Rugby is professional?
a) Sevens
b) League
c) Union

3. Which lager is probably the best in the world?
a) Stella
b) Budweiser
c) Carlsberg

As if this joypad jollity from Powerplay wasn't enough, Quickshot begged us to give away some of its kit as well, and lots of it...

QuickShot has three Super Nintendo joypads in its range, starting with Supercon 2B, its basic Super Nintendo joypad that has six buttons and a generous six foot of cable.

Next is the Supercon 2, again with six buttons plus a dual speed turbo fire button and a slow-motion function.

Finally there's the top-of-the-range Super Nintendo joypad the Invader 2, again with six buttons, plus turbo fire switches for A, B, X and Y and a hands-free auto-fire.

We have five of each of these to give away. The first five entries out of the hat will each win an Invader 2, the next five a Supercon 2 and the third five a Supercon 2B each.

All you have to do is answer these questions:

1. Which year does Hong Kong return to the Chinese?
a) 1997
b) 1998
c) Never if Chris Patten has anything to do with it

2. Name the star of Under Siege.
a) Steven Segal
b) Jean Claude Van Damme
c) Rick Moranis

3. How does a radiator work?
a) It radiates heat
b) It's full of hot stuff
c) It doesn't and you can never find a plumber when you need one



SEND YOUR ANSWERS ON A POSTCARD TO THE USUAL ADDRESS, MARKED 'POWERPLAY COMPO' OR 'QUICKSHOT COMPO'. CLOSING DATE - JUNE 15.

THE FUTURE'S SO BRIGHT...

JULIAN BOARDMAN STEPS INTO A VIRTUAL TOMORROW



The awesome Concept 90 is the latest generation of flight simulator. Much of the technology in this will soon filter through to the domestic scene

VIRTUAL REALITY: COMING SOON

So you think your Super Nintendo is the bee's knees, eh? The mutt's nuts? The vicar's sugar tongs? Well, it might be at the moment, but what about at the turn of the century in a mere seven years time?

The state of the art in affordable home entertainment machines across the world is the Super Nintendo. There are eight million in Japan, nearly three million in the US and by the end of this year there will be nearly two million in Europe.

The home entertainment machine of the year 2000 will no doubt be a very impressive machine judging by the rate of innovative progress in this field. But what exactly will it be capable of?

W Industries is the world's leading supplier of virtual reality machines to public entertainment sites across the globe. From its base in Leicester, it has developed a commercially viable VR system that can involve the player in a true virtual world. Virtual reality surely must play a leading role in the successful home machine of the future. Dr Jon Waldern, head of W Industries shares his thoughts:

"There will be a very strong home market with low-cost cartridges or CD machines, and we believe that VR will take over from existing flat video screens. Games players at home will be immersed in a VR experience where they can communicate and become totally involved."

If we assume that virtual reality is to be a major part of a home machine, the graphics will have to be something really special. Perhaps those with experience in commercial simulation, another area of VR, have some thoughts on this subject? Companies such as Hughes Rediffusion and Marconi have been at the leading edge of commercial and defence simulation respectively, but both are now moving into public space and arcade markets.

ALTERNATIVE REALITY

Paul Spence, Hughes Rediffusion's Corporate Communications Manager sees the biggest advances of the future coming in the standard of the graphics. He says, "The advanced real-time polygon graphics that we are using are already starting to make their way into public-space entertainment, with the Virtuality machines as a very good example of this."

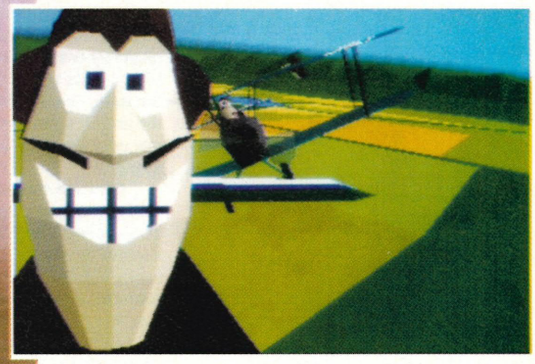
Hughes Rediffusion's Commander machine used very cheap in-house processor boards to produce graphics that had not long ago cost millions. Hughes' collaboration with LucasArts in the States produced Mirage, a complete unit which could be linked in groups of from four up to 64, thrusting the player into the Rebel Alliance battling against the Empire. It seems likely that the graphics and level of detail seen in Hughes' simulators today, may well be reproduced in the home machine of seven years hence.

Graphic realism will be paramount to these machines, and while they will no doubt be capable of impressive sprite-based games, the current trend towards multi-media and virtual reality will demand games that accurately create or reproduce a virtual world. Texture mapping is the way forward for this realism, but enormous processing power is needed to be able to do it swiftly and effectively.

Dr Jon Waldern believes that this is not far away, "One of the most astonishing things about the computer industry is the remarkable growth and advances in technology. In only a couple of years the processing power available will allow applications such as VR to become far more sophisticated in how they use their graphics. It is all a question of time."



The UK is the world leader in commercial virtual reality systems. From their base in Leicester, W Industries produces a number of systems for clients all over the world. This hardware – the helmets and the motion sensors, is not far away for the home user





(Above) This kind of equipment, though cumbersome is not far removed from the virtual reality unit for the home. The waist-high band is for safety reasons, but the manufacturers of the initial home units will probably insist that the user sits down while wearing the VR helmet

(Above right) A shot from the latest of W Industries' VR game, Flying Aces. In this you compete with other players sitting in the Virtuality machine, linked together at the same sight. A simple modem link will enable players of a home machine with VR capability to enjoy the same thrill of shooting down opponents in mid-air, or working together to solve puzzles

(Right) A virtual reality machine yesterday

TOP CD FACTS 1

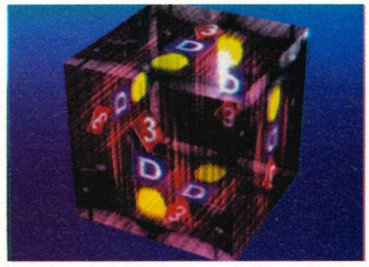
CDs actually wobble quite a bit while they are being played. This is due to the Earth's rotation and is more pronounced the further from the equator you get!

THE FUTURE IS NOW

There is however one machine that may well make all this speculation redundant, namely the 3DO. With a graphics potential that is unrivalled, the capability for full-motion video (genuine stuff that puts the Mega-CD in the shade), and a whole range of built-in Cinematic Software Tools, this machine will blow the socks off anything else. With a capability for millions of colours on screen at once and a number of 3D manipulation effects allowing objects to be scaled, warped and rotated in real-time, this will leave the programmer free to concentrate on other things.

Whether the software will be any good to actually play remains to be seen on its launch in the US this November, but you can guarantee it will look spectacular. For example, a programmer could take a photo of a mountain-top and then add animation that looks like fog or thunder; or could alter the lighting effect to make the sun move from east to west at a natural rate, and all the while the shadows and the colours change as they would in reality. All this would save hundreds of hours in development time, and take up a lot less storage space.

But if it hopes to satisfy the market toward the end of the century, it will need all this plus the capacity to create a virtual world where you could wander around freely. There are question marks over its capacity to handle this, as Dr Waldern explains, "It is a platform that is very strong technically for 2D multi-media graphics, but I don't however see an application for 3D



This moving image is bread and butter to the forthcoming 3DO machine. Graphical effects like this are easily created and leave the programmer free to devote more attention to the game coding itself. Based around a CD and some brand new custom graphical and audio technology, 3DO may well be the machine of the future. All it needs is a VR add-on

GLOSSARY OF TERMS

TEXTURE MAPPING
The process of taking a flat piece of artwork and mapping it onto a 3D polygon (q.v.) based object – see the Andross cube in Star Wing

POLYGON
An object created in the computer's memory and moved and displayed as if it was 3D. Most of the objects in Star Wing are polygons

SPRITE
A flat object moved around the screen by the computer. The spaceship in R-Type and the fighters in Streetfighter II are sprites

MULTI-MEDIA
A rather nebulous term describing the combination of graphics, video and music

3DO
Brand-new standard for multi-media that might just take over the world

VIRTUAL REALITY
A computer-generated world or reality that the player can wander about in and interact with

VIRTUALITY
A commercially available virtual reality system built by W Industries in Leicester. It leads the world in the VR market

FEATURE

THE FUTURE'S SO BRIGHT...

graphics. The engine at this stage of development isn't really organized in such a way that will allow you to create the sort of 3D needed to create a virtual world." Note the use of the phrase, "At this stage" – there are plans for assorted add-on cartridges to upgrade the machine in the future, and it would not be overly optimistic to expect some kind of VR add-on when the technology is ready.

CD FACTS 2
They cost less than £1 to produce when over 10,000 are made. Who said the record companies are making a killing?

MASS STORAGE

So, if we assume 3DO or a machine like it will be in every home at the end of the century with millions of colours on screen, a number of built-in effects to make graphic manipulation easier, the smoothest photo-realistic animations you'll ever see and really big games, what will be the chosen storage medium? CD is the only likely candidate at the moment.

Nimbus, the main CD manufacturer in the world, has just developed a new CD which can store 2.25 hours of full-motion video. This is a hell of a lot of information, and this presents the possibility for twice as much game code on any one CD than is currently available.

Already the Mega-CD game Night Trap is on two CDs, but this is due to the amount of moving video images stored on them. If the machine can do some of the graphical work and the CD can store far more, the games will become a combination of very high-quality moving sequences with far more inter-activity than is currently available.

The games will probably move in two directions – firstly, there will be the graphically stunning arcade games – beat'em-ups and shoot'em-ups that look incredibly realistic and secondly, interactive adventures. These will have stunning set-pieces but with limited freedom in what the player can do and exactly how much wandering about can be performed in each location.

WORLD OF ILLUSION

Then along comes virtual reality. To provide a VR experience that will fully immerse the player, there will have to be a headset with LCD screens at just the right distance from the eyes, like the Virtuality equipment in the arcades. Only with a headset like this can your vision be fully engrossed by the game.

Combine the graphic power of 3DO with the texture mapping and 3D environment technology of a Hughes or Marconi simulator, and you will have some pretty intense virtual reality stuff. For example, a game not entirely dissimilar to Star Wing, but infinitely better looking, seen through the headset LCD screens with full spatial stereo sound, would be an incredible experience – you'd feel like Luke Skywalker!

Realism is what the machines of the future have to be about, and games will no longer just be games, but experiences – a whole new dimension in gaming. The low cost of powerful processors and the exponential way that new technology is developing, means that it is difficult to predict just how realistic and how big the games will be. All we can do is look at the most advanced material available today and take it from there.

Rest assured the home machine of the future will take you to places and worlds you never thought possible. I can't wait.

TOP CD FACTS 3
No one knows when the Super Nintendo CD-Rom drive is coming out, nor how much it is going to be or if the games are going to be any good, alright?

CD FACTS 4
CDs play from the inside towards the outside edge

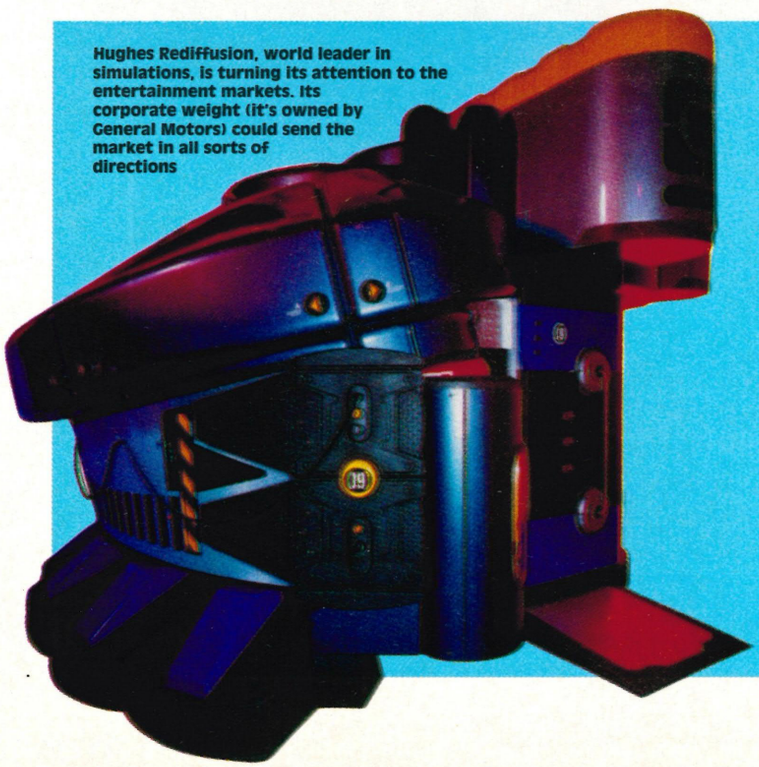
THE GAMES MACHI



The internal chip set is perhaps the most difficult part to predict. Rest assured that the custom graphics and sound chips will be able to create better graphics and hi-fi stereo effects, with very little effort on the part of the programmer. This will leave a lot of space for the actual game code

This is the infrared receiver for the control pads. For basic games the pads will be very similar to the current SNES model. For more complex games, it would seem likely that a control panel with 10 or 20 buttons will be available as an add-on

The only viable storage medium available for the game machine of the future has to be the CD. With technology advancing it may be possible for read and write CDs to be used, so that games' positions can be saved. Naturally it will also play audio and video CDs



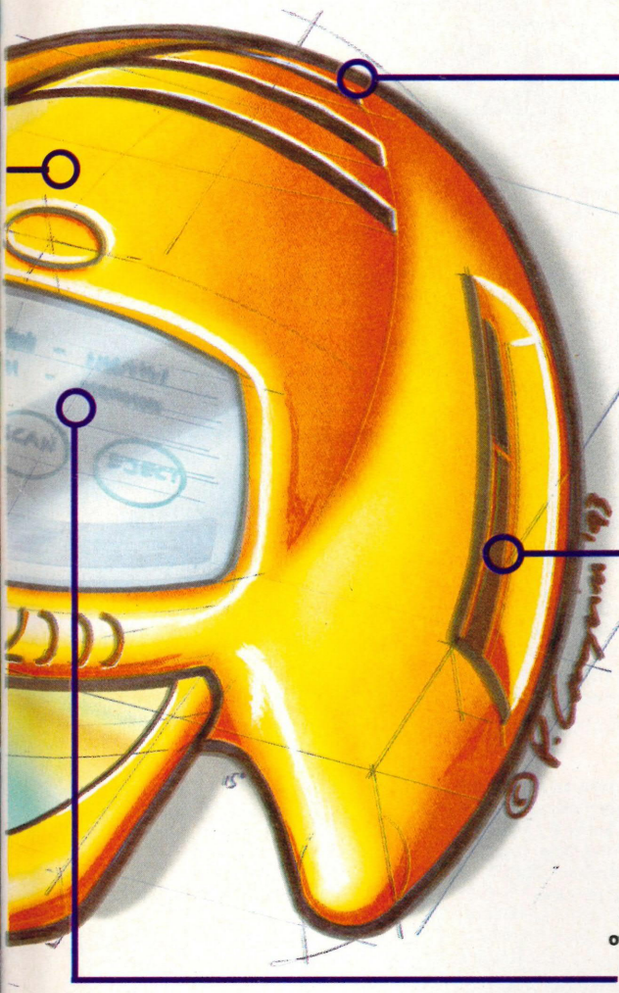
Hughes Rediffusion, world leader in simulations, is turning its attention to the entertainment markets. Its corporate weight (it's owned by General Motors) could send the market in all sorts of directions

A COUPLE OF MILLION



The Mirage (left) is the result of a collaboration between Hughes Rediffusion and Lucas Arts, the computer entertainment side of Lucas Film. The user walks inside and is plunged into an alternative reality as a rebel pilot in the Star Wars universe. (Above) These fast-moving textured graphics are the kind of thing that will be very easy for the machine of the year 2000

NE OF THE FUTURE



At the rear will be the standard video signal output ports and audio outports enabling sound to go through a hi-fi or headphones

This port at the side is normally concealed by a panel that slides up inside the machine. Housed here are the ports for expansion units like VR, and possibly a smart card for saving game positions (if CDs can't do it). Also here will be the modem connection port (in what ever form BT dictate)

As well as the infrared receiver, this front panel will also house other information lights such as the CD-active light, a light indicating whether the VR expansion is connected and the power light



This cable connects to the VR add-on unit which collates all the input from the motion sensors and the game, and plugs into the VR expansion port

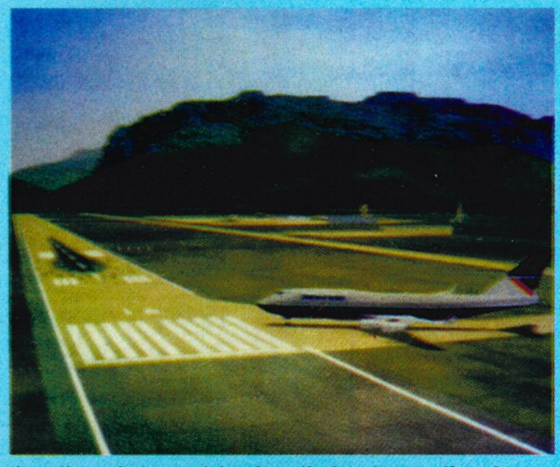
The VR helmet features two LCD screens placed at the optimum distance from the eyes to give full wraparound vision. Stereo headphones carry the sound, and the microphone can bypass the processor and go straight through the modem link for communication to other linked players, or into the processor for a low-spec voice recognition system

WHAT'S IT ALL ABOUT?

These artists impressions give an idea of what the console of the year 2000 might look like. The main unit is a CD-based machine with expansion ports for assorted add-on units.These would include a VR unit of which the headset above is a part. The controllers would be infrared and very sensitive to give the player a large degree of freedom. It would connect to a standard TV and hi-fi and be an integral part of any home entertainment centre.

UID NOW, BUT A LOT LESS IN A FEW YEARS TIME







These three photos are taken from the latest generation of commercial flight simulators constructed by Hughes Rediffusion. While the 3D motion hydraulics will be difficult to fit into your front room, the quality and level of detail seen in the graphics is of the standard that the top-flight home machines at the end of the century will be capable of. In seven years time there may well be a machine that can run these graphics at speeds of up to 50 frames a second – quicker than eye can see and exceptionally smooth

CLASSIFIED ADVERTISEMENTS

Wanted: PC Engine CD Rom Drive, Super CD Card, CDs, games, etc. Will buy for cash or swap for SNES games.
Jim, 42 St Werburgh's Road, Chorlton-cum-Hardy, Manchester, M21 1TJ

Wanted: Hat Trick Hero by Taito, Japanese cartridge. Will offer best price or exchange for another cartridge.
Stuart Robertson, 1 Dungoil Avenue, Cumbernauld, Glasgow, G68 9BQ

Wanted: Irem Skins or Mickey's Magical Quest. Will swap for Dragon's Lair or Super Mario Kart.
Craig Thornton, 10 Dalderby Crescent, Mettleham, Lincoln, LN2 2QB

Wanted: Desert Strike SNES game with box and instructions for under £30. I will buy the best offer. Write or phone now!
Tim Hillyer, 8 Yew Tree Close, Eaton Bray, Dunstable, Bedfordshire, LV6 2ED
Tel: (0525) 220163 evenings/weekends

Wanted: SNES and Famicom games to buy or swap.
Brian Usher, 58 Crown Street, Inverness, IU2 3AZ
Tel: (0463) 221173 after 7pm

Wanted: SNES (and Mega Drive) games bought, sold and exchanged. American and English games only. Why not give me a ring?
Martin Goletto, 56a Maidstone Road, Rochester, Kent, HE1 3BS
Tel: (0634) 844999 Sun to Fri 6-9pm

Wanted: SF II Free! Nahh, just kidding so you would read this! I want your instruction booklets, up to £5 paid for each! If interested write to:
Daniel Kuness, 44 Minster Road, Bromley, Kent, BR1 4DZ

For Sale: Irem Skins – unwanted gift, as new £30. Probotector (UK) as new £28 ono.
Lewis Polden, 2 Greenfield St, Rhyl, Clwyd, LL18 3NP
Tel: (0745) 353092 ask for Nick

For Sale: SNES, eight games including Streetfighter II, Super Probotector and Turtles IV. Also includes two joypads. Will sell for £250. Nine months old.
Simon Miller, 44 Poulteney Drive, Quorn, Loughborough, Leicestershire, LE12 8EY
Tel: (0509) 413260

For Sale: Jap games – SMB4, Gradius III, Super Tennis, F-Zero, Joe & Mac, Actraiser, R-Type 2, Geoman – £25 each. Streetfighter II – £40. Area 88, Final Fight, Prince Of Persia, Axelay, Contra III, Ranma 1/2 – £30 each. Good condition. Bombuzal, Musya, World Boxing – three for £35.
Chieu Ha, 63 Clare Street, Northampton, NN1 3JE
Tel: (0604) 231337 after 5pm

For Sale: Final Fight (Jap) £20, Pilot Wings (US) £25, Parodius (Jap) £20, Turtles 4 £25, SN Propad £15.
Anthony Squires, York House, New Street, Ossett, West Yorks, WF5 8BW
Tel: (0924) 274335 after 11am

For Sale: Bargain games – Contra III (US), Axelay (Jap), Mystical Ninja (Jap), Bart's Nightmare (US), Super Tennis (UK). All boxed and as new, £29 each. Will swap.
Michael Emmerson, 34 Green Lane, East Molesey, Surrey, KT8 0PN
Tel: (081) 941 5750

For Sale: SNES games, mint as new. Parodius (Jap), Contra III (US), Castlevania IV (US), only £25. Modem as new £75.
Toby Smerdon, 5 Kipling Place, St. Neots, Cambs, PE19 3RG
Tel: (0480) 474677

For Sale: USA Games SNES games. Mario – £20, Streetfighter 2 – £35, or £50 for both. Monkey Island II for Amiga – £15, ZX Spectrum games – very cheap!
Chris Priestly, 28A High Street, Standlake, Witney, Oxon. OX8 7RY
Tel: 0865 300184

For Sale: Super Nintendo, six months old with warranty, 11 great games including SF II, Mario World, F-Zero, Super R-Type, Madden Football, WWF Wrestling, Chuck Rock. Worth £650+, will sell for £395.
A.J.Williams, 11 Manor Farm Road, Wakefield. WF4 3PQ
Tel: 0924 258026

For Sale: Brand new Atari Lynx II very good condition. Also, two games – Ninja Gaiden and California Games all for £79 ono.
Charlie Lewis Basson, 96 Tredington Close, Woodrow South, Redditch, B98 7UR
Tel: (0527) 20859

For Sale: I have the SNES Streetfighter II package for sale, I'll throw in Wing Commander and a Universal Game Convertor for £150 (all in showroom condition). No time-wasters!
Neil Truckle, 21 Roberts Road, Salisbury, Wilts, SP2 9BY

For Sale: SNES games. Zelda (UK) £32, Castlevania IV (UK) £34. Both games are in excellent condition and are complete with instruction books. Real bargain!
Gavin Matthew, 40 The Causeway, Crossens, Southport, Merseyside, PR9 8JB

For Sale: SNES game – King Of The Monsters (US), unplayed, boxed and with instructions, will sell or swap. SNES mags 50p each. Wanted Super Star Wars, Joe & Mac, Mario Kart or Fatal Fury, will swap or buy.
Stephen Brocklehurst, 27 Castle Drive, Summer Hayes, Willenhall, WV12 4QY
Tel: (0402) 602253

For Sale: US SNES games to sell – Sim City £25, Super Ghouls 'n' Ghosts £25. Also, Game Boy, R-Type £11, Turtles 2 £15, and Star Wars £18. Phone, quick!
Peter Fenn, 8 Bromley Lane, Chislehurst, Kent, BR7 6LE
Tel: (081) 467 3512

For Sale: SNES games (UK). Super Tennis £30, Super Soccer £25.
Ronan O'Driscoll, 3 St Malachy's Road, Glasnevin, Dublin 9, Ireland

For Sale: SNES USA carts – Star Wars £35, Mickey Mouse £35, Streetfighter II £30, UN Squadron £25, Super Mario £20. Will sell or swap.
Ranjan Bhattacharya, 3 Wensley Close, Harpenden, Herts, AL5 1RZ

Swap: My Mario Kart and Castlevania IV (PAL) for any of the following: Super Ghouls 'n' Ghosts, Super Mario World, UN Squadron, or other quality titles (must be PAL).
Simon Taylor, 8c Glenacre Road, North Carbrain, Cumbernauld, Glasgow, G67 2NY
Tel: (0236) 732917

Swap: SNES games for £5.
Andy Snook, Westover Farm, Wooton, Fitzpaine, Bridport, Dorset. DT6 6NL
Tel: 0297 60451 after 5pm

Swap: Would anyone like to swap F-Zero for Pilot Wings or Top Gear (preferably Pilot Wings)?
Ashley Gribble, 166 Waltwood Road, Llanmartin, Newport, Gwent, NP6 2EY

Swap: Joe & Mac for any WWF game, Top Gear or Lemmings.
Andrew Baker, 40 West Crescent, Beeston, Rylands, Nottingham, NG9 1QE

Swap: Super Tiny Toons for Star Fox (now known as Star Wing). Also, swap Sega Game Gear (hand held) for SNES games.
Peter Tenny, 6 Buriely Road, London, NW6
Tel: (071) 267 2251

Swap: Yo! Would anyone swap a game (no sports sims please) for my Mario 4 and £5-£10 depending on the game.
Rory MacSweeney, Maugh, Dunmanway, Co. Cork, Ireland
Tel: (023) 45379

Message: Yo, Wrestle Maniacs! Want to be a wrestler? Here's your chance. Join the ultimate PBM (!). With over 100 moves to choose from. For more info on the WWF send a SAE.
B. Walton, Oakwood, East Lane, East Horsley, Surrey, KT24 6LJ

Message: Yo! Dudes! The ultimate club for gamers – join now! Free swaps, club fanzine, help and more. Gamer-Link! The penpal club for all the Super Nintendo junkies! Send SAE for details.
S. White, 28 Churchfield, Ware, Herts, SG12 0EP
(Please can we have a copy of the fanzine? - Super Control team)

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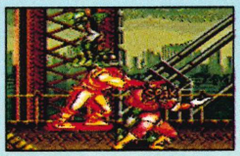
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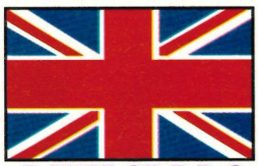
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Listed below are the games currently available officially in the UK, and are fully compatible with British PAL machines.

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▲ **A unique game with loads of things to do**
▼ **Slightly too easy**

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Tough platform romp with superb presentation and slick visuals. Enjoyable, but a question mark over the longevity. **81%**
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▼ **Won't take more than a few days to complete**

ANOTHER WORLD
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▲ **Gob smacking graphics**
▼ **Far too easy**

AXELAY
KONAMI • £44.99
Glorious shoot'em-up with astounding graphics and plenty of action to keep you enthralled. Another stunning release by Konami. **84%**
▲ **Amazing graphics and action**
▼ **Some glitching in places**

BART'S NIGHTMARE
ACCLAIM/LJN • £44.99
An hilarious journey into the warped mind of Bart Simpson. Comprised of many sub-games, you must help Bart find his homework assignment. **83%**
▲ **Whacky humour and a unique combo of sub-games**
▼ **Maybe too weird for some gamers!**

BLAZING SKIES
NAMCO • £39.99
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 a 4 meg cartridge! **63%**
▲ **Visually amazing and loads of missions**
▼ **Shallow gameplay makes it very boring to play**

COOL WORLD
OCEAN • £44.99
Ocean's dodgy conversion of a dodgy film casts you as a 'noid in a seven level world full of Toons. It's a dire platform romp with okayish graphics and above average sound, but the gameplay sucks. **41%**
▲ **Graphics and sound are all right**
▼ **Very frustrating and ultimately tedious**

DEATH VALLEY RALLY
SUNSOFT • £49.99
Play the role of the Road Runner against the warped mind of Wile E. Coyote in the graphically accurate platform romp. **60%**
▲ **Graphics are big, bright and beautiful**
▼ **Gameplay sucks and it's as tricky as hell**

DESERT STRIKE
ELECTRONIC ARTS • £45
A topical shoot'em-up where you return to the Gulf to give the Iraqis a taste of their own medicine. Loads of missions – very challenging. **86%**
▲ **Action-packed, graphically excellent blaster with attitude**
▼ **Can get a bit hard at times**

DRAGON'S LAIR
ELITE • £44.99
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%**
▲ **Graphics are good with some neat visual effects**
▼ **Very repetitive both visually and to play**

DRAKKHEN
KEMCO • £49.99
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%**
▲ **The land of Drakkhen is massive...**
▼ **But is sadly boring to explore**

EXHAUST HEAT
OCEAN • £44.99
An enjoyable and fairly accurate Formula 1 driving sim that borrows its graphic style from F-Zero. **66%**
▲ **Stomach-churning visuals thanks to Mode 7**
▼ **Lacks two-player option and is therefore a bit dull**

FINAL FIGHT
CAPCOM • £49.99
Classic beat'em-up action with Guy and Haggar. Just wander down that street and pan everybody in this accurate conversion. **75%**
▲ **Almost like the real thing**
▼ **And just as boring**

F-ZERO
NINTENDO • £39.99
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%**
▲ **Graphics like you've never seen before**
▼ **Not very exciting to play, especially as there is no two-player mode**

GEORGE FOREMAN'S KO BOXING
ACCLAIM • £49.99
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%**
▲ **There are quite a few fighters to box against**
▼ **Appalling graphics and boring as hell to play**

HOME ALONE
T*HQ. • £44.99
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%**
▲ **None whatsoever**
▼ **The game**

HOME ALONE 2
T*HQ. • £44.99
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%**
▲ **Well, it's a bit better than the first...**
▼ **But it's still a complete load of crap**

JAMES BOND JNR.
T*HQ. • £44.99
A shoot'em-up/platform cocktail, James Bond Jnr is uninspired, unoriginal and simply under par. Guess what? It's another diabolical licence from T*HQ. **31%**
▲ **Varied gameplay**
▼ **Poor in every other respect**

JIMMY CONNORS TENNIS
UBI SOFT • £44.99
Challenging Super Tennis for the title of best tennis simulator, it comes close but doesn't quite make it in the long run. **85%**
▲ **Accurate and entertaining play**
▼ **Too awkward to play at first**

JOE AND MAC
ELITE • £44.99
Cartoon-style capers with the Cavemen Ninjas, Joe and Mac. An enjoyable one or two-player platform romp that soon becomes a little repetitive. **72%**
▲ **Humorous graphics with slick animation**
▼ **Insufficient gameplay variation**

JOHN MADDEN '93
ELECTRONIC ARTS • £45
Electronic Arts return with the '93 version of John Madden. With more plays than ever before, it's better than the original but over-complicated moves make it boring. **72%**
▲ **Good, realistic graphics**
▼ **Too complicated and unexciting to play**

KRUSTY'S SUPER FUN HOUSE
ACCLAIM • £44.99
Help Springfield clown Krusty rid his fun house of the invading rodents in this addictive puzzle-cum-platform game. **81%**
▲ **Loads of intricate levels**
▼ **Krusty's sprite is really annoying!**

LEMMINGS
SUNSOFT • £49.99
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. **86%**
▲ **Great fun in both one and two player modes**
▼ **Joypad controls are tricky to master**

LETHAL WEAPON
OCEAN • £44.99
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. **58%**
▲ **Bloody good film trilogy**
▼ **Doesn't resemble the films at all, disappointing graphics.**

MARIO PAINT
NINTENDO • £59.99
Coming complete with the SNES mouse, Mario Paint is a very basic and fun to use art package. **52%**
▲ **Quite a laugh, and the mouse is handy**
▼ **Too simple, entertainment is limited**

NHLPA HOCKEY
ELECTRONIC ARTS • £45
Electronic Arts dabbling on the ice hockey front is incredibly animated and realistic. From power-plays to punch ups, statistics to sin bins. **78%**
▲ **Incredibly realistic ice hockey simulation**
▼ **Maybe too realistic**

PAPERBOY 2
MINDSCAPE • £39.99
Abysmal concept, dire presentation and non-existent gameplay make Paperboy II one of the worst games ever. **12%**
▲ **Erm... there aren't any**
▼ **Unadulterated dross**

PGA TOUR GOLF
ELECTRONIC ARTS • £45
Presentation is first class on this ropey conversion. The view follows the ball as it streaks up the fairway. **70%**
▲ **Good visuals**
▼ **Like the real thing, PGA gets very tiresome**

PILOTWINGS
NINTENDO • £39.99
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. **86%**
▲ **Gorgeous Mode 7 graphics and loads of things to do**
▼ **Once you've completed each task, I doubt you'll return to Pilotwings**

PITFIGHTER
T*HQ. • £39.99
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%**
▲ **None**
▼ **The game**

POPULOUS
IMAGINEER • £44.99
Play God and order your minions to cause severe destruction to the other deity's villagers! **80%**
▲ **Highly original and playable**
▼ **Is frustrating in the long run**

PRINCE OF PERSIA
KONAMI • £54.99
Twenty levels of pure quality platform romp makes up the dungeon which you have to negotiate. You have to be quick with your wits and your sword to rescue the princess. **84%**
▲ **Some of the best animation I've seen**
▼ **Gameplay is frustrating at times**

PUGSLEY'S SCAVENGER HUNT
OCEAN • £44.99
The sequel to the original Addams Family is an improvement on the first game. Based on the cartoon series, there's six levels of gorgeous graphics, the sound is ream and it's great fun to play. Smart. **85%**
▲ **It's challenging, the presentation is slick and it's thoroughly enjoyable**
▼ **It's bloody hard**

PUSH OVER
OCEAN • £39.99
A cerebral domino game much in the vein of Lemmings and Krusty's Super Fun House. Picking up and moving blocks was never so much fun. **79%**
▲ **Challenging gameplay, cute graphics and a good laugh**
▼ **A little simplistic looking**

RACE DRIVIN'
T*HQ. • £44.99
The SNES conversion of the popular arcade machine. Race around three courses and challenge the current champion, the Phantom. **21%**
▲ **Three tracks on which to race**
▼ **The game is slow, scrolling jerky and ultimately anal**

RIVAL TURF
JALECO • £44.99
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%**
▲ **Two-player simultaneous action**
▼ **Unexciting and graphically flawed**

ROBOCOP III
OCEAN • £49.99
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%**
▲ **Yeah, right**
▼ **It's far too bloody hard. Besides, the graphics glitch**

SIM CITY
NINTENDO • £39.99
Create your own city, then watch as it falls apart at the seams. You can become mayor of cities that have had disasters in the past, then try to make them blossom again. **85%**
▲ **Very user-friendly, very addictive**
▼ **Doesn't really use the machine's capabilities**

SPIDERMAN & THE X-MEN
ACCLAIM • £44.99
Initially quite enjoyable, Spidey soon becomes boring becuase it's so bloody hard. Okay, it features the web-slinger and a few of his X-Men mates, but the fact remains that this

game is B-O-R-I-N-G! 60%
▲ A load of Marvel characters are here
▼ It's really very tiresome, tough and ultimately tripe

SPINDIZZY WORLDS
ACTIVISION • £44.99
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%
▲ An old classic
▼ Looks like coloured Game Boy graphics

STAR WING
NINTENDO • £44.99
Star Wing is the first Super FX game and is visually orgasmic. Featuring three difficulty levels and one heck of a lot of polygons, all you have to do is shoot everything. 94%
▲ The graphics are gorgeous and the sound is groovy
▼ It's only a flash shoot'em-up, really

STREETFIGHTER II
CAPCOM • £64.99
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%
▲ Slick graphics, immensely playable and for two players
▼ Slows a little on British machines

STRIKE GUNNER
ACTIVISION • £44.99
A one or two-player vertical blaster, Super Strike Gunner is a bit dull and lacks serious shooty action. 70%
▲ Okay in two-player mode
▼ Visuals are repetitive, a little boring to play

SUPER ADVENTURE ISLAND
HUDSON SOFT • £44.99
A platform-cum-beat'em-up romp through sunny islands and tropical seas. Graphically, it's superb and the sounds are toe-tapping too! 78%
▲ Pant-swingingly good sound and lush graphics
▼ Where's the challenge?

SUPER ALESTE
COMPILE/TOHO • £44.99
This visually impressive shooter is now officially available, and is one of the better blasters – non-stop action and loads of power-ups. 70%
▲ Excellent graphics with not a hint of slow-down
▼ The massive power-ups make it a bit easy

SUPER BATTLETANK
ABSOLUTE • £44.99
More of a shoot'em-up than a tank sim, the objective of this Gulf war tie-in is to blast the enemy in your M1 tank. 54%
▲ Nice presentation with the occasional digitized graphic innovation
▼ Shallow gameplay

SUPER CASTLEVANIA IV
KONAMI • £44.99
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%
▲ First class graphics and challenging gameplay
▼ A bit dull at times

SUPER GHOULS'N'GHOSTS
CAPCOM • £39.99
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%
▲ Very challenging, lush visuals and atmospheric sound
▼ No password system or battery back-up

SUPER KICK OFF
ANCO • £44.99
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%
▲ Quite playable once you've mastered the controls
▼ Difficult to play with a joypad - you're better off with a stick

SUPER MARIO KART
NINTENDO • £39.99
Mario Kart is by far the best game ever. Why? Because it's so playable, it's funny, it's addictive, the graphics are great... 95%
▲ Everything about Mario Kart is perfect
▼ Not a single flaw

SUPER MARIO WORLD
NINTENDO • £44.99
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%
▲ Loads of levels, one of the most playable games ever
▼ Graphics are perhaps a bit basic and repetitive

SUPER PROBOTECTOR
KONAMI • £44.99
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%
▲ Action-packed, a visual feast and a treat for one or two players
▼ Suffers a little from slow-down

SUPER R-TYPE
IREM • £44.99
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. 71%
▲ Some of the best shoot'em-up graphics seen on the SNES
▼ Major league slow-down, too easy

SUPER SMASH TV
ACCLAIM • £39.99
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%
▲ Good, harmless fun
▼ Basic graphics, mindless gameplay

SUPER SOCCER
NINTENDO • £39.99
The first footie title officially available, this game relies on snazzy Mode 7 rather than gameplay. The result is a mildly absorbing footie game. 61%
▲ Excellent visuals
▼ Gameplay is lacking

SUPER SWIV
STORM • £44.99
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%
▲ Constant action with great, smooth graphics
▼ It's bloody hard

SUPER TENNIS
TONKIN HOUSE • £39.99
The best tennis simulation ever, loads of moves, singles or doubles plus a one or two-player option. There's a variety of computer opponents. 91%
▲ Simply the best tennis game
▼ None

SUPER WWF
ACCLAIM • £44.99
Boring conversion of the shite American sport. Eight WWF stars are included, but all perform in the same manner. 56%
▲ Nice, big beefy graphics
▼ It's like the real thing – crap

TEST DRIVE II
ACCOLADE • £44.99
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. 58%
▲ Occasionally thrilling
▼ Gets boring, lacks finesse

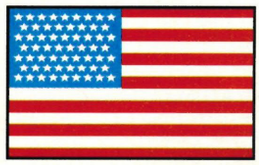
TOP GEAR
KEMCO • £44.99
This Lotus-style one or two-player racer is fast. Slick graphics and smooth scrolling make for great fun either on your own or with another. 85%
▲ Excellent presentation, very playable
▼ A bit easy on one-player mode

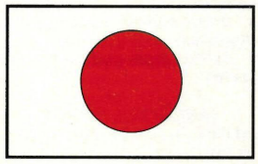
TURTLES IV
KONAMI • £44.99
This is a pretty good beat'em-up from Konami, based on the teenage turtles. The graphics are virtually faultless, the animation is first class and it's quite a good laugh to begin with. 75%
▲ Visually stunning and initially great fun
▼ Too easy and boring once you've mastered the moves

ULTRAMAN
BANDAI • £39.99
This really is the pits. It's a one-player beat'em-up up based on the Japanese superhero, Ultraman. It's a laugh at first, but then you realise you forked out £40 for it. 44%
▲ Quite amusing
▼ Unfortunately you'll be laughing at the poor quality of the game.

UN SQUADRON
CAPCOM • £49.99
Superb conversion of the coin-op. Loads of levels, heart-pounding action and brilliant graphics – a worthy purchase. 82%
▲ Fast action with loads of levels and gorgeous graphics
▼ Slight slow-down

ZELDA III
NINTENDO • £39.99
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%
▲ Graphically superb, immensely absorbing and the best RPG on the SNES
▼ Diddly squat





IMPORT

All the games below are available through independant retailers nationwide, but you'll need a convertor or a Japanese Super Famicom or an American Super NES to run them.

AGURI SUZUKI F1 DRIVING
LOZC • £40-£45
One or two-player racing sim with Mode 7 on overtime! Neat graphics, but ultimately yawn-invoking. 62%
▲ Split-screen two-player mode
▼ A bit dull really

ALIENS Vs PREDATOR
IGS • £45-£50
Two of the most famous movie monsters, Giger's Alien and the Predator, team up for the scrolling beat'em-up. Defeat the alien army as the Predator in the solo game, or challenge an alien friend in the Streetfighter-type head-to-head match. 46%
▲ Some of the graphics are good, especially the alien bosses
▼ It plays like a snotty tissue - a wasted opportunity

ARCANA
HAL • £35-£40
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%
▲ Visually pleasing
▼ A bit easy, best left for RPGers

ASSAULT SUITS VALKEN
NCS MASIYA • £50-£55
Graphically impressive shoot 'em-up with lots of level variation, masses of enemy sprites and huge guardians. Great fun to play and very challenging. Hardly original, though. 73%
▲ Good graphics and fast action offering a challenge
▼ Slight glitching, drab tunes and lacks real originality

ASTRAL BOUT
A-WAVE • £35-£40
A pretty dire wrestling style beat'em-up with little enjoyment factor. WWF is dull, but this is ridiculous. 36%
▲ Decent selection of moves
▼ The best is the off switch

AUGUSTA MASTERS GOLF
T&E SOFT • £40-£45
More T&E Soft golf rampages, this time well presented at the annual Augusta Masters Championship. Accurate and enjoyable. 73%
▲ Just like playing the real thing
▼ You might as well pitch and putt

BATTLE BLAZE
SAMMY CORP • £35-£40
Standard run-o'-th'-mill beat'em-up from Sammy. Features everything you'd possibly want minus frills. 47%
▲ Good laugh for about ten minutes
▼ Sadly it's so mediocre it'll bore the pants off you

BATTLE GRAND PRIX
NAXAT • £35-£40
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%
▲ Packed with scantily clad girls
▼ Tiresome, dull and er... crap

BEST OF THE BEST
ELECTRO BRAIN • £45-£50
A Kick Boxing/karate challenge with over 50 moves available for selection in the ring – a strategist's fighting game. 55%
▲ Accurate kick boxing game
▼ It's slow and control method is awkward

BIG RUN
JALECO • £30-£35
Coin-op conversion only available through Japanese import. Race across the desert in this Paris-Dakkar racing simulation. 11%
▲ Erm...
▼ Everything

BILL LAIMBEER'S COMBAT BASKETBALL
HUDSON SOFT • £30-35
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%
▲ Two-player option...
▼ Which is as crap as the one-player mode

BLAZEON
ATLUS • £40-£45
A typical style shoot'em-up with no special extras, nor slick and novel graphics. Just your average parallax shooty. 28%
▲ Not much really
▼ Most things. It's quite shoddy

BLUES BROTHERS
TITUS • £50-£55
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 well. 84%
▲ A tough, challenging and enjoyable romp
▼ There simply aren't enough levels

CACOMA KNIGHT
DATAM • £40-£45
The age old classic Qix comes alive on the SNES. Try to fill parts of the screen to restore it to its former glory. 42%
▲ Classic gameplay
▼ Sluggish and pretty easy

CALIFORNIA GAMES II
DTMC • £44.99
One to eight players can compete in five radical events set in the sunshine state, including snowboarding, hang-gliding, jet-surfing, skateboarding and bodyboarding. 59%
▲ The eight-player option is... um... novel
▼ Unfortunately, I don't think there are eight people that would want to play this dreary game

CAL RIPKEN JR BASEBALL
MINDSCAPE • £40-£45
Another baseball simulator which happens to be very similar to the rest. Choose from 19 teams and compete against a friend or the computer in either one-off exhibition game or a league. 54%
▲ Good graphics and sound, two-player option
▼ The computer is too good, flawed rules

CHESSMASTER
MINDSCAPE • £40-£45
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%
▲ Quite challenging and a pleasant change
▼ Why pay £50?

CHESTER CHEETAH
KANEKO • £45-£50
A very strange looking platform romp with massive sprites, bold colours and plenty of humour to keep you amused. 57%
▲ It's funny if you like that sort of thing
▼ Irritating aspects in the game and too easy to complete

CHUCK ROCK
SONY IMAGESOFT • £45
A stone-age home computer platform game that has been transformed to the SNES with cartoon graphics. There's plenty of belly laughs. 78%
▲ An excellent game in terms of playability
▼ Appears pretty samey after a while

CLUE
PARKER BROTHERS • £45
American version of that great (ahem) board game Cluedo that fails to

DIRECTORY ENQUIRIES

warrant the inflated price over the traditional board game. 46%
▲ Great if you have no friends
▼ Waste of good chips

COMBATRIBES
TECHNOS • £40-£45
More beat'em-up action from a TV cartoon serial featuring three big lads, Berserker, Bulova and Blitz. 54%
▲ Great graphics and fight action
▼ Animation is a little staid compared to the great SFII

CYBER FORMULA GPX
TAKARA • £35-£40
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%
▲ Darned challenging and addictive
▼ Looks a bit out of date

D-FORCE
ASMIK • £30-£35
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%
▲ Your helicopter looks a bit like Airwolf
▼ Tedious gameplay, lack of action and naff presentation

DARIUS TWIN
TAITO • £30-£35
Darius Twin is a one or two-player blaster that's ages old, but is still only available on import. For one or two players, it's okay for a while... 54%
▲ As always the two-player option is good
▼ Just one more in a dull line of blasters really

DAVID CRANE'S AMAZING TENNIS
ABSOLUTE ENT. • £40-£45
Apparently the most realistic tennis sim to appear on the SNES, David Crane's Amazing Tennis sacrifices decent gameplay for (almost) orgasmic graphics. 66%
▲ Slick graphics with outstanding animation
▼ No doubles option and the perspective makes it difficult to play

DINOSAURS
IREM • £40-£45
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. 76%
▲ Immensely playable and frustratingly addictive
▼ The six levels are all too easy to complete

EXTRA INNINGS
SONY IMAGESOFT • £40
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. 70%
▲ Cutey cartoon characters and neat animation
▼ Still another baseball game

FACEBALL 2000
BULLET-PROOF • £40-£45
Uninspiring variation of the shoot'em-up, set in a maze with smiley faces. Based on the old ST Midi Maze it needs more. 18%
▲ The box artwork is okay...
▼ But the game itself is diabolical

FATAL FURY
TAKARA • £55-£60
Originally a Neo Geo beat'em-up, plenty of moves, characters and backgrounds make this a cut above the rest. 83%
▲ Challenges Streetfighter II...
▼ But fails

FINAL FANTASY II
SQUARE SOFT • £35-£40
Although visually bland, FFII is a competent RPG that features atmospheric sound and absorbing gameplay. 72%
▲ An addictive RPG blessed with a save game facility
▼ Graphically poor

FINAL FANTASY MYSTIC QUEST
SQUARE SOFT • £40-£45
Following on from Final Fantasy, FFMQ is an RPG aimed at the beginner. Easy to pick up, hard to put down. 71%
▲ Simple control method makes FFMQ an immensely absorbing game
▼ Combat system is a bit boring and it's a tad easy

FINAL FIGHT GUY
CAPCOM • £40-£45
Exactly the same game as Final Fight, but without Haggar. More of the same without the better character! 75%
▲ Still enjoyable
▼ But only half as much

FIRE DODGEBALL
SUNSOFT • £30-£35
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%
▲ It's quite novel
▼ So different it may not appeal

FIST OF THE NORTH STAR
SHOEI • £35-£40
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%
▲ Big sprites and the Ooh Addy Addy Addy Ah bit
▼ Otherwise it's pretty pants

GOAL!
JALECO • £40-£45
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%
▲ Loads of stats and options
▼ Frustratingly unplayable

GODS
MINDSCAPE • £45-£50
Top quality platform game that only has four levels,, but they are all huge and extremely hard. Loads of puzzles to solve and weapons to play with. 83%
▲ Big, tricky and some great graphics
▼ Controls let it down in places

GRADIUS III
KONAMI • £30-£35
Although a very early release on the Japanese Super Famicom, Gradius III still remains a playable blaster that suffers only from the SNES's slow-down. 70%
▲ Unlimited blasting action topped with persistent aliens
▼ Slight slow-down problems at times, and a bit dated

GUNFORCE
IREM • £40-£45
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%
▲ Quite hard in places
▼ Annoying, no gameplay

HARLEY'S HUMUNGOUS ADVENTURE
HI-TEC • £40-£45
A platform game of microscopic proportions aimed at the younger generation. 17 levels but little in the way of a challenge for us oldies. Cute graphics and bright colours. 60%
▲ Humourous sprite animation, colourful graphics and entertaining gameplay
▼ Little longevity and aimed at younger children

HOLE-IN-ONE GOLF
HAL • £35-£40
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%
▲ Incredibly easy to get into – just pick up the pad and play
▼ Not very realistic

HOOK
SONY IMAGESOFT • £45
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. 75%
▲ Gorgeous visuals
▼ Too easy and too dull

HYPERZONE
HAL • £30-£35
A tedious shoot'em-up that is quite well presented. It's different, but apart from that it's pretty naff. 18%
▲ F-Zero-esque graphics
▼ Unbelievably tedious

IMPERIUM
VIC TOKAI • £40-£45
A mediocre shoot'em-up that suffers from being nigh on impossible! 51%
▲ Challenging shooty
▼ You'll never finish it without cheating

JACK NICKLAUS GOLF
TRADEWEST • £40-£45
Tradewest's dabbling on the SNES front is actually quite an enjoyable affair with the old master providing expert supervision. 67%
▲ Offers a great game challenge
▼ Suffers from golf game yawns

JAKI CRUSH PINBALL
NAXAT • £45-£50
The first decent pinball sim on the SNES is quite like some classics on the Mega Drive. Fast on imported machines, it's visually stunning. 64%
▲ The first, different and totally enjoyable pinball game on the SNES
▼ Maybe too different, and slow on British SNES

JOE AND MAC II
DATA EAST • £45-£50
More cartoon style capers in this graphical and gameplay improved version. Early evolutionary times offer a challenging gameplay. 79%
▲ Looks great, plays well and is a good laugh
▼ Where the hell is the two-player option?

JOHN MADDEN
ELECTRONIC ARTS • £40
A dodgy SNES conversion of the Mega Drive American Footy sim. 43%
▲ Quite accurate, I guess
▼ Slow, dull, and excessively boring.

KA-BLOOEY
KEMCO • £40-£45
AKA Bombuzal, Ka-Blooey is a puzzle game in which you must survive within an explosion of bombs. 42%
▲ Well designed levels
▼ Fails to hold the player's attention

KIKIKAIKAI
NATSUME • £45-£50
Bizarre Japanese walk and shoot number with weird graphics and playability that only the japs can get away with. Odd but very good. 82%
▲ You'll be intrigued for hours as you play
▼ Sounds are the weak link

KING ARTHUR'S WORLD
JALECO • £45-£50
Send in the foot soldiers to fight their way across 23 battle fields in this mediaeval Lemmings clone. Just send in the wizards and zap the enemy! 79%
▲ Quite playable after you've mastered the controls
▼ The sprites are miniature and it's so goddamn slow

KING OF RALLY
MELDAC • £40-£45
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%
▲ Runs smoothly with minimal glitching, good music
▼ No two-player mode, drab graphics and poor action

KING OF THE MONSTERS
TAKARA • £40-£45
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%
▲ A neat variation of the beat'em-up
▼ Lack of moves and limited gameplay

LAGOON
KEMCO • £35-£40
Borrowing elements from Zelda, Lagoon is another RPG on the SNES. Not as slick as Final Fantasy or Zelda – not as challenging either. 52%
▲ Okay-ish presentation
▼ Not very exciting – a specialised game best left for avid RPGers

LEGEND OF THE MYSTICAL NINJA
KONAMI • £45-£50
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! 85%
▲ Addictive and above all, it presents a long term challenge. Two-player option
▼ Virtually unplayable if you own the Japanese version

MAGIC SWORD
CAPCOM • £40-£45
Converted from a sub-standard coin-op, it's hardly surprising that this conversion of the platform romp is below par. 61%
▲ You'll like it if you enjoyed the arcade parent
▼ Suffers from major league slow-down

MICKEY'S MAGICAL QUEST
CAPCOM • £45-£50
A bright and colourful platform romp featuring the world's most famous rodent. Change characters and cast magic. 84%
▲ Looks great and is really enjoyable to play
▼ Sadly, it's too easy to complete

MONOPOLY
PARKER BROTHERS • £45
Another board game conversion that doesn't offer much for the price. It does more than Clue with a few nice animations but still not worth it. 50%
▲ Good presentation
▼ Better off with deluxe edition of board game

MUSYA
SETA • £40-£45
Musya is mediocre spike'em-up in which you play Imoto, a Japanese warrior armed with a lengthy pike. Poke and stab your way through six levels, each protected by a big mean guardian. 43%
▲ I suppose the backgrounds are okay
▼ Little sprites, simple and sluggish gameplay

NOLAN RYAN BASEBALL
ROMSTAR • £40-£45
A game that's tough to control. It does offer a challenge once you've sussed what's what. 57%
▲ Accurate baseball sim
▼ Pretty average compared to the others

ON THE BALL
TAITO • £45-£50
Visually stunning game with full-screen rotation to try and get a little chrome ball through a maze. 79%
▲ Addictive and fast gameplay with amazing graphics
▼ Once completed, you won't be dashing back for more

OTHELLO
TSUKUDA • £30-£35
SNES conversion of the classic board game of flipping duo coloured markers. Very simple, and quite enjoyable. 46%
▲ Plays a mean game of Othello
▼ You'd be a mug to part with your cash.

PARODIUS
KONAMI • £40-£45
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%
▲ Great fun to play
▼ No two-player option

PEBBLE BEACH GOLF
T&E SOFT • £35-£40
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%
▲ Realistic – up to four players
▼ Only 18 holes to keep you amused

PHALANX
KEMCO • £35-£40
A tough horizontal shoot'em-up that is graphically quite good, but lacks originality. Some neat guardians, though. 67%
▲ Slick presentation and challenging gameplay
▼ No originality whatsoever and no two-player mode either

PIPEDREAM
BULLET-PROOF • £40-£45
A marvellous rendition of the pipelink-up game. Nothing special, but heart thumping action nevertheless. 61%
▲ Classic action
▼ A little basic for the SNES

POWER ATHLETE
KANECO • £40-£45
Yet another beat'em-up. Power Athlete looks good for a wee while until you realise just how shallow the gameplay is. 51%

▲ Looks okay
▼ But that's about all!

PRO QUARTERBACK
TRADEWEST • £40-£45
Gob-smacking visual representation in this one or two player American footie sim, resulting in a lack of gameplay. Play selections are limited. **68%**
▲ Very good graphics and fantastic field perspective
▼ Lack of tactical moves and no Superbowl League

PRO SOCCER
IMAGINEER • £35-£40
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%**
▲ Based on the excellent Kick Off...
▼ But nowhere near as good

Q*BERT 3
NTVIC • £40-£45
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%**
▲ Varied and challenging gameplay and graphics
▼ Seems a little shallow

RAIDEN TRAD
TOEI • £35-£40
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%**
▲ The PC Engine game was good...
▼ This isn't

RAMPARTS
ELECTRONIC ARTS • £45
An game of castle protection, building and catapulting enemies. Doesn't sound or look particularly impressive, but it plays well. **68%**
▲ Entertaining for one or two players
▼ Looks like a NES game

RANMA 1/2
NCS MAISYA • £35-£40
A one-on-one beat'em-up with all manner of strange and bizarre characters. It may be worth waiting for the new 12 meg version. **76%**
▲ Smart graphics with a giant panda kicking ass
▼ Looks a little dated now

RANMA 1/2 2
NCS MAISYA • £40-£45
More of the same freaky beat'em-up action, with yet more weird charcters to fight against. **78%**
▲ Excellent Japanese graphics - very bizarre!
▼ Very much the same as the first

ROBOT POLICE
ATLUS • £30-£35
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%**
▲ Bugger all
▼ The game is a massive rip-off, okay?

ROCKETEER
IGS • £35-£40
This graphically excellent film conversion may look as good, but enjoyment of the film will last longer thanks to the sad gameplay. **36%**
▲ Nice graphics
▼ Shame about the gameplay

ROGER CLEMENS' MVP BASEBALL
ACCLAIM • £40-£45
A very professional baseball product with some neat tweaks to make it a star performer. Well presented. **76%**
▲ Looks such a slick product
▼ Got to be a baseball fan

ROMANCE OF THE THREE KINGDOMS II
KOEI • £35-£40
A full-blown strategy game set in ancient China. The objective of this 12 player cart is to take control of the 41 provinces by fighting, dealing and being a bast. **60%**
▲ Quite an enjoyable strategy game for up to 12 players
▼ Very basic graphics, one for the serious thinker

RUSHING BEAT RUN
JALECO • £55-£60
The imported sequel to Britain's Rival Turf, Rushing Beat Run is a yawn-provoking scrolling beat'em-up in similar vein to Final Fight. It does have a two- player option, though. **64%**
▲ It has a two-player option...
▼ But the game still remains bland and unexciting

SKINS GAME
IREM • £40-£45
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%**
▲ Bright, colourful graphics
▼ Too easy

SKULJAGGER
AM. SOFTWORKS • £40
This 21-section platform romp is packed with loads of secret levels, loads of sword fighting and its fair share of bubble-gum blowing. Shame it's pants. **60%**
▲ Quite big
▼ But too easy, especially with the password system

SMARTBALL
SONY IMAGESOFT • £40
This strange platform game is aimed at the younger gamer, has cute graphics and 'nice' enemies. **64%**
▲ Cute
▼ Too cute, and too easy

SONIC BLASTMAN
TAITO • £40-£45
Very different from the arcade original, this Final Fight-esque beat'em-up is packed with humour. **78%**
▲ Graphically funny and enjoyable to play
▼ A little easy, and a bit on the repetitive side

SOUL BLAZER
ENIX • £50-£55
Looking like Nintendo's Zelda, Soul Blazer is a similar adventure game. Not as huge as Nintendo's classic, but still a fine game. **79%**
▲ Absorbing gameplay combined with pleasant visuals
▼ Not quite as big as other adventures

SPACE FOOTBALL
TRIFFIX • £40-£45
Not really like football at all, more like Ballblazer. One or two players can compete, the aim being simply to win the tournament. **65%**
▲ Good fun in two-player mode
▼ But ultimately repetitive and dreary

SPANKY'S QUEST
NATSUME • ££40-£45
Naffly titled platform romp in which you control a monkey and must explore boring levels and defeat the enemies with pink bubbles. **53%**
▲ Quite a lot of levels
▼ All are similar and pretty dull

SUPER BASEBALL 1.000
CULTURE BRAIN • £40
Culture Brain's awkward as sin baseball sim. Lots of ball whacking with little else going for it. **44%**
▲ The sound is good
▼ It's a particularly average baseball sim, really

SUPER BASKETBALL
HAL • £45-£50
A graphically superb basketball simulation, the game can be played by one or two players in either an exhibition match or league. **74%**
▲ Good use of Mode 7 on the graphics
▼ Excellent in two-player mode, naff in solo play

SUPER BOWLING
ATHENA • £35-£40
Far more expensive than a night at your local alley, Super Bowling attempts to simulate the10- pin sport, but fails. **46%**
▲ Adequate graphics
▼ Unbelievably easy - it's possible to get a strike every time!

SUPER DOUBLE DRAGON
TECHNOS • £40-£45
A horizontally scrolling beat'em-up for either one or two players. Either punch with your fist, kick or attack with weapons. **72%**
▲ Clear, crisp graphics, very playable
▼ Like most beat'em- ups, the excitement is only short-term

SUPER EDF
JALECO • £40-£45
Another shoot'em-up, this time a horizontal scroller based on an arcade game. Nothing new or exciting present. **48%**
▲ Clear, crisp graphics
▼ Unchallenging, suffers slow-down

SUPER F1 CIRCUS
NICHIBUTSU• £40-£45
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. **72%**
▲ Has its moments
▼ But they're few and far between

SUPER F1 HERO
VARIE • £45-£50
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%**
▲ Difficulty settings, responsive controls and enjoyable
▼ Lazy and bland graphics, eventually tedious

SUPER GOLDEN FIGHTER
CULTURE BRAIN • £45-£50
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%**
▲ Count 'em on the fingers of no hands
▼ Too many to count

SUPER OFF ROAD
TRADEWEST • £40-£45
Great off road racing fun in two-player mode, not as good alone. There are loads of tracks, and a meaty soundtrack. **70%**
▲ Great with two players
▼ Graphics are tiny, the game soon becomes tiresome

SUPER PANG
CAPCOM • £40-£45
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%**
▲ Great fun in both game modes
▼ Because it's only a one-player game it soon becomes boring

SUPER PLAY ACTION FOOTBALL
NINTENDO • £45-£50
Experience the thrill of American football in the comfort of your arm-chair with SPA Football. All the NFL teams are present, but the perspective view makes the game difficult. **60%**
▲ Loads of plays to master
▼ Constant interruptions of play make it very irksome

SUPER PRO BASEBALL
JALECO • £35-£40
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%**
▲ High entertainment factor for a game of this kind
▼ Dodgy sound, sprite collision and perspective animation

SUPER SOCCER CHAMP
TAITO • £35-£40
Conversion of the arcade coin-op, Football Champ. It's a fast footie sim. but is too easy against the computer. It's OK in two-player mode. **57%**
▲ Quite fast and occasionally exciting
▼ Too easy and quite dull

SUPER STAR WARS
JVC/LUCASARTS • £55
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%**
▲ Stunning in most departments
▼ A pain in the butt at times

SUPER VALIS
TELENET • £30-£35
Originally released on the PC Engine, this cute platform romp is, at best, crap. **34%**
▲ The graphics might appeal to an easily-pleased toddler
▼ You'll find it hard to stay awake while playing it

SUPER VOLLEY 2
VIDEO SYSTEM • £40-£45
A game for one or two players, Super Volley 2 has a bog standard women's international league, or the more spectacular Hyper league in which the players, dressed in hi-tech armour, can whack the ball so it weaves across the court! **68%**
▲ Good fun in two-player mode, Hyper league is excellent
▼ The solo game is a little dreary

SYVALION
JVC • £40-£45
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. **61%**
▲ Need to be quick with accurate reflexes to survive
▼ The levels are a bit on the samey side

THUNDER SPIRITS
TOSHIBA • £30-£35
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%**
▲ Visually it's quite good with decent guardians
▼ Slow-down makes it almost unplayable

TINY TOONS
KONAMI • £40-£45
Konami's brilliant platform extravaganza is one of their finest games, with first-rate presentation, addictive gameplay and a wide variety of exciting levels. **86%**
▲ Extremely playable, highly addictive and graphics quick stupendous
▼ It's a bit on the easy side

TKO BOXING
SOFTEL • £40-£45
Only a four meg cart and it shows. A very dodgy legalised punch-up that makes KO Boxing look good. **28%**
▲ You get to wear satin shorts
▼ The list is far too long

ULTIMATE FOOTBALL
SAMMY CORP • £40-£45
Ultimate Football is a basic game with no frills – run the ball from one end of the field to the other using the limited plays. **52%**
▲ Offers very basic game of American footie
▼ Presentation is only average, very drab gameplay-wise

UNCHARTED WATERS
KOEI • £45-£50
From the makers of Romance of the Three Kingdoms, Uncharted Waters is a swash-buckling RPG and strategy combination that will take you all around Europe in search of the cheapest bag of sugar. **30%**
▲ The poker sub-game is pretty good
▼ The graphics, it's boring to play... I could go on for hours

VOLLEYBALL TWIN
TONKIN HOUSE • £40-£45
If Volleyball is your bag, you may find some interest, otherwise, it's unplayable. **49%**
▲ Looks like Super Tennis
▼ Doesn't play like it

WAIAILEE COUNTRY CLUB
T&E SOFT • £40-£45
Another 18 holes of golf action from T&E Soft. Basically, it's the same as the others with different trees. **73%**
▲ Quite a challenging course
▼ Not enough variation. 18 holes is your lot.

WANDERERS FROM Ys III
SAMMY CORP • £45-£50
Ys III is an arcade RPG that is pretty good. Loads of places to explore and loads of people to meet. **67%**
▲ More arcady than most RPGs
▼ Doesn't offer much of a challenge

WARPSEED
ACCOLADE • £45-£50
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. **78%**
▲ Great graphics
▼ Drags a bit

WHEEL OF FORTUNE
GAMETEK • £40-£45
Based on the tacky US TV show, it's a quiz game in which you must make words by picking letters. **21%**
▲ Digitised picture of Vanna White is quite saucy
▼ Completely bland, unless you're a geek

WING COMMANDER
MINDSCAPE • £45-£50
Accurate conversion of the now classic PC space blaster, and its move to the SNES is pretty inspired. Massive with plenty of gameplay. **80%**
▲ Huge game to keep you going for ages
▼ Looks a bit basic in places

WORDTRIS
ACCOLADE • £45-£50
Amusing variation of Tetris but with some glaring vocabulary omissions. Graphically uninteresting but fast gameplay at times. Competitive two-player mode. **60%**
▲ Two-player mode, pleasant music.
▼ Not to be confused with the addictive Tetris.

XARDION
ASMIK • £40-£45
Side scrolling shoot'em-up action, with little emphasis on 'action'. **29%**
▲ It scrolls!
▼ With dodgy graphics...



HERE ARE THE LOVELY PUNTERS!

RECORDED DELIVERY

SCOPE FOR TROUBLE

Dear Super Control,

I have got Mario Kart, and my dill-brained friend thinks that his Streetfighter II is better. Put him straight and tell him that Mario Kart is best. Could you answer these questions please?

1. Will there ever be a Mario Kart II?
2. Is King Of The Monsters any good?
3. Are there any games that use the full 16 MBit (like Streets of Rage 2 on the Mega Drive does) on the SNES?
4. I own a Super Scope and I'm getting bored with it. Are there going to be some games coming out for it that are any good?
5. Why do SNES carts cost more than Mega Drive carts?

Scott Richardson, Doncaster, South Yorkshire

SUPER CONTROL:

1. If Nintendo has any sense then there will be, but we know of nothing at the moment.
2. It is rated in Super Control's Directory Enquiries at 68 per cent, above average but not brilliant.
3. The only ones are Streetfighter II and the Japanese RPG Final Fantasy V.
4. You are stuck with the ones you've got as nothing else is available at the moment.
5. Because SNES carts use newer and currently more expensive technology than Mega Drive carts.

IVORY TINKLER

Dear Super Control,

I have just received your April issue and read with great interest your article on the Miracle Keyboard Piano Tutor. I'd be grateful if you could answer the following:

1. Does the Tutor have its own sound hardware or will it use the SNES sound chip?
2. How much will it cost?
3. When should it be available and from where?
4. What is Mindscape's telephone number?

Craig Thornton, Nettleham, Lincoln

SUPER CONTROL:

1. It will use the SNES chip.
2. It has yet to be announced.
3. Distribution details are unavailable, but probably from a number of major stores.
4. Mindscape can be contacted on 0444 246333.

AN OLDIE BUT A GOODIE

Hello folks,

I confess to being a 'wrinkly' – yes, over 30 but a definite SNES fan. I am trying to get a varied collection of games together. So far I've platformed in Mario World, puzzled over Lemmings, blasted at Super Probotector and sported at Super Tennis. All are great fun, but I would like my next two purchases to be a racing game and an RPG game. I have no qualms in getting Mario Kart as the racing game, but it's choosing the RPG game that is the problem.

Hence, can I have more info on Might and Magic II, Equinox, Obitus and suchlike, as mentioned briefly in the 'latest news from Las Vegas' article in issue seven of Control?

I know you will suggest Zelda 3 as a good game but I just hate the overhead view throughout the game. I was very interested in the Drakkhen preview in Control but your review made it sound iffy. Is it worth getting as I am still considering it?

Ralph Hines, Poole, Dorset

SUPER CONTROL:

If we said Drakkhen is iffy, then iffy it is. Obitus is previewed this issue. Might and Magic II is due for release just after the summer and we should be previewing it in the coming months. Equinox should be reviewed next month.

STRAIGHT TO THE POINT

To Super Control,

I am not going to write any crap at the beginning of this letter, so answer these questions.

1. What's the difference between a Super Nintendo and a Super Famicom?
2. When is Streetfighter II Turbo Edition or Champion Edition going to come out for the SNES, and how much will it be?
3. As I have got Mario Kart and Streetfighter II, what are the next best two games?
4. Will the CD ROM XA be any good, or should I buy a Neo Geo?
5. What games will come out on the CD ROM XA, and what will be the best?

C. Miles, Swansea, Wales

SUPER CONTROL:

1. Super Famicom is the Japanese name for the Super Nintendo, but you'll need a convertor to run Jap software on a Super Nintendo.
2. Neither Capcom nor Nintendo has announced any such game.
3. Star Wing and Super Bomberman.
4. The CD ROM XA will only be as good as the software available for it, but I can guarantee most of the software will be cheaper than that for the Neo Geo.
5. No titles have been officially confirmed as yet.

GREAT MINDS THINK ALIKE

Dear Super Control,

I have a few suggestions to improve your mag. When you review a game you could include its release date and how much it will cost. Also, every one or two months your mag could have a big, free poster. Apart from that your mag is brill. Keep up the good work.

Phill Teye-Otum, Watford

SUPER CONTROL:

Too late Phill, we've done it!

TOO EASY!

Dear Sir,

The reason I am writing is to find out when Best of the Best (reviewed in issue 6) will be out and how much it will cost. Even though you didn't give it a high mark, I am still looking forward to buying it.

Richard Orrock, Inverness, Scotland

SUPER CONTROL:

It will be available in all good retail stores as you read this, at a modest price of £49.99.

BORN TO ROCK

Chaps,

Could you please give me some information about a game called Rock Climbing, including when it's likely to be available?

Tony Phipps, Northampton

SUPER CONTROL:

All we can say at the moment is that it will be available on import over the summer (sorry, we can't be more specific), and should be priced at around £60.

SNOW BUSINESS LIKE SNOW BUSINESS

Dear all,

Please, please, please can you help me? I'm a 35 year old housewife with both an NES and SNES, three kids and a husband whom I'm driving nuts. I'm a role-playing game fanatic and I've played all the officially released games, so now I'm starting on the imports. I've just finished Final Fantasy – Mystic Quest, and oh, I do wish I'd read your review before I bought it! Your review was spot-on, it is definitely a game for beginners, enjoyable but easy. Please could you answer a couple of questions about the game?

This sounds a bit daft, but on the box there are some screenshots and one is a snow scene with the level up to 41 and full magic. Have I missed something, as this did not happen

when my level was up to 41? My friend, who is also a role-playing fanatic, says she has read that you can direct the story-line depending on what order you do things and what you name your hero. Is this correct?

As I found Mystic Quest so easy, is it worth getting Final Fantasy I and II? Can Fantasy I be bought in this country on import?

Do you know anything about a Japanese game series called Dragon's Quest? If not, can you find out?

Also, can you recommend a not too gory, puzzly, labyrinthine, scrolly, hardly-any-clues, find-out-for-yourself type of game that will last for at least a fortnight? We completed Zelda III in six evenings and Ganon on our second attempt. My poor hubby is nearly broke! Thanks.

Linda Clarke & Friends, Chingford, London

SUPER CONTROL:
Final Fantasy – Mystic Quest does have many areas to explore but I have been assured by our Mystic Quest expert that, given that the whole of Aquaria is frozen at the beginning of the game, the chances are that you will come across a section with snow. Are you sure you've finished it? Final Fantasy I isn't easily available, but if you can track down Final Fantasy II it is well worth a look.

Dragon's Quest V is the business if you are Japanese, but it is all a bit too foreign to be very enjoyable. Hopefully there will be a translated version available this year.

As for recommendations, as we said Final Fantasy II is pretty good, and Equinox looks promising but you'll have to wait for that one.



(Above) A rousing piece of terribly dramatic artwork in ink showing the impressively muscled Sonic Blastman having a bit of a violent time of it. Still, that's what he gets paid for I suppose. Thanks to the terrifically talented R Ramsay, send in more!

(Above) This apparently has something to do with the fact that the Super Nintendo has such a wealth of software and the Mega Drive only has Sonic. Thanks for the charming image go to A Ay of Middlesex.

(Left) A prediction from the multi-coloured pencil set of 13-year-old Gareth Greenaway. One question though – could Mario really fill the army issue size 16s of M Bison or is this just wishful thinking?

UK GOLD

Hi,

I was a bit disappointed at Christmas time because we put a deposit on Super Star Wars for the SNES, and it did not arrive. I have now been informed that even when it does arrive it'll be in Japanese!

On May 6th I shall be flying to America (Columbus, Ohio), and I believe there is a chance of getting Super Star Wars in May whilst I'm over in America. Could you tell me whether it will be compatible with my machine? I do have a converter.

Thanks for this information.

R (Sorry, couldn't read your first name!) Williams, Penylan, Cardiff

SUPER CONTROL:
By the time you go to the States, a UK version of Super Star Wars will be available all over the UK. The US one will work with a converter.

ROBERT MAXWELL

Lads and lasses,

I am a SNES owner and recently I played Mega-lo-Mania on the Amiga. I liked it so much, that I was playing it for hours on end. My question is: will Mega-lo-Mania ever be released on the SNES?

Yours sincerely,

Alex Crossley, Fleet, Hants

SUPER CONTROL:
Mega-lo-Mania is being developed by Imagineer in Japan, no release details as yet.

THANKS FOR THE ADVICE

Dear Super Control,

I am a 15-year-old girl, and ever since I bought my Super Nintendo way back in August I've become completely hooked on video games-playing.

It then struck me that if you had a feature on the Super CD ROM, the sales of your magazine would probably increase, and you would make a heck of a lot of people happy because I think that many people are longing to read about the Super CD system.

If possible, could you please answer these questions?

1. Is Taz-Mania coming out on the SNES?
2. I have heard news that Super Megaman is to be released soon. Is this true, because the NES versions were ace?
3. Most important of all – when the Super CD ROM does finally come out, will you be reviewing games for it as well as the SNES, or just reviewing games for the SNES and leaving the CD games to magazines such as Naff Force, oops sorry, N-Force?

Thanks for the help.

S. Birks, Stafford, West Midlands

SUPER CONTROL:
Thanks for the advice.
1. Yup, you'll be pleased to hear that Taz-Mania is coming out on the SNES.
2. Yes, Capcom is going to release a version. As yet we have no date for a release.
3. We'll be reviewing CD games, if the drive ever goes on sale. As and when we hear any hard details on planned releases we'll be featuring them in our news section.

RECORDED DELIVERY

WE LOVE YOU STOCKPORT, WE DO

Dear Super Control,

Please could you answer these questions?

1. Is Fatal Fury any good, because your mag was the only one to give it a good review?
2. Will there be a Streetfighter 3?
3. Is there a cheat that allows you to control the last four bosses in Streetfighter 2?
4. Are Mega Drives any good?
5. What is the best footie game on the SNES?
6. Do you think Stockport County is the best football team around?
7. When will the SNES CD be out, and how much will it cost?
8. Are Action Replay carts any good?

Stuart Henshaw, Stockport, Cheshire

SUPER CONTROL:

1. We liked it.
2. Capcom is working on the coin-op machine, but no word yet on the SNES version.
3. The Game Genie, when it is finally released will feature such a cheat.
4. Not bad.
5. Super Kick Off.
6. Don't be silly.
7. No idea, but sometime in the future.
8. We find them very useful but check out the Game Genie as well.

MULTIPLE APPLICATIONS

Good afternoon,

I would be extremely grateful (well, me and about 10 other people), if you could answer the following questions:

1. Is there any chance whatsoever of the fab arcade games Carrier Airwing and Robocop 2 being converted for the Super Nintendo?
2. When the SNES CD-ROM is released, will it need a Super NES to run the CD games, or will it simply be an independent unit?
3. I have never actually tried out the game UN Squadron. Is it any good?
4. When is Super Star Wars being released? I live in Sheffield and even software retailers don't know it exists, let alone when it's due for release.
5. Could you please update me on a few planned CD titles.
6. Will there be a British CD unit or will we have to import them from the Japs?
7. Not getting bored, I hope!
8. I am thinking of purchasing a Pro-Action Replay, but have heard rumours that when used as a Japanese/American converter, they can be dangerous. Is there any truth in this rumour?
9. In your professional opinion, what is the best SNES shoot'em-up on the market to date, and are there any promising ones lined up?
10. Don't ya just hate the Mega Drive?!
11. Can you complete Streetfighter II on level seven without losing more than half of your energy? If you can, you're a God!

Thanks for your time.
Prince of Persia, India

SUPER CONTROL:

1. Robocop 2 will not be coming out on the Super NES, because Robo III is already available officially. Is it any good? No, it's utter crap and I suggest you save your cash. As for Carrier Airwing, there are no plans for a SNES version as yet, but you never know your luck.
2. Yes, you will need a SNES to use the Super CD-ROM.
3. UN Squadron is actually very good – we gave it 82 per cent.
4. I'm surprised nowhere in Sheffield has heard of it. It's pencilled in for a May release in this country, but Nintendo has been known to change its mind.
5. Well, Depeche Mode's Songs of Faith and Devotion has just been released, and it's superb.
6. The Super CD will be officially released, but will be available in Japan first.
7. Yawn, er, no.
8. We use the Action Replay a lot, and we've never experienced any problems with it.
9. Axelay is graphically the most impressive blaster, but I think Super SWIV is the best because two players can compete simultaneously.
10. Don't you just hate people that say 'Don't you just hate Mega Drives'.
11. I can complete SFII on level seven using Zangief without losing any energy, so what does that make me? (Cocky – Ed.)

YOU JUST CAN'T GET THE READERS

Yo!

I would like to know when Super Mario Brothers 4 is coming out officially on the Super NES, as I've only heard of the SFII pack. I hope you can also answer these questions:

1. Would you please tell my ex-friends at school that there is no such thing as a colour handheld called a Game Gear.
2. These boys also believe that there is a cartridge for just cheats called the Action Replay.
3. I think the SNES is great, but I've lost all my friends. Can you get me a girlfriend?

Paul Palmer, Surrey

SUPER CONTROL:

I thought this letter was obviously a piss-take, but judging by the scruffy handwriting, I'm not so sure. If this is a real letter, you're one sad camel's scrotum. Of course Mario 4 is out, it was one of the first games to be released. There is a handheld called a Game Gear and yes, there is a cheats cartridge called the Action Replay. Jesus, are you thick or what? As for a girlfriend, Allie's free this weekend...

SILLY QUESTION

Dear Super Control,

Why aren't there more games of the standard of Star Fox in terms of quality and graphics? Even though the SNES has a larger palette and can display more colours than the Mega Drive, how come the games seem to look more or less the same. For example, Desert Strike and Smash TV look identical on both machines. My point is, why doesn't the SNES use its capabilities to the full and show up the Sega geek machine?

Alister MacLeod, Isle of Lewis

SUPER CONTROL:

The reason that there aren't more games like Star Fox, or Star Wing as it is now known is because the Super FX chip, the piece of electronic wizardry that makes Star Wing possible, has only just been released. Don't panic though, there are more Super FX games in the pipeline. As for the differences between SNES and Mega Drive games, I believe it's down to laziness on behalf of the programmers. The machine has the capabilities, but they're just not used.

WELL, EXCUSE ME!

Hello people,

I would like to complain about the way your magazine is put together. Much as I like its content, you could at least have a spine running down the side, because the centre page always comes off when I read it. Please could you do this for me?

Charles David, London

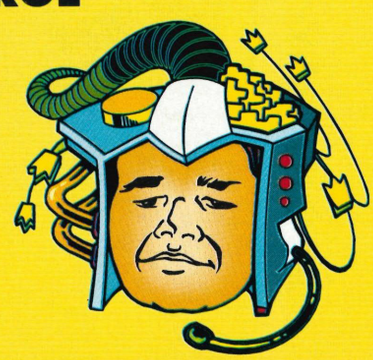
SUPER CONTROL:

If we put a spine on we would have to put the price of the magazine up! Now you wouldn't want that, would you?

I WANT YOUR LETTERS

Right, I want your letters, I want your pictures, I want your bribes, gifts and inducements. But I don't want just any old letter, I want quality, I want effort, I want legible handwriting from you lot, none of this unreadable drivel created by a ten-year-old Berol pen. Got it? Send it all to:

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NEXT MONTH

ISSUE TWO ON SALE 27 MAY



Release schedules chop and change all the time so we can never be certain when anything is going to be released. Therefore, don't take these details as gospel!

MAY

BOB – USA
BATMAN RETURNS – USA
BATTLE GRAND PRIX – USA
FAMILY DOG – USA
BATTLETOAD – USA
ALIEN Vs PREDATOR – USA
CACOMA KNIGHT – USA
CONGO'S CAPER – USA
DRACULA – USA
EQUINOX – USA
PUGSLEY'S SCAVENGER HUNT – UK
NHLPA HOCKEY – US
SUPER STAR WARS – UK

JUNE

CLAYMATES – USA
CYBERNATOR – USA
TAZ-MANIA – USA
WAYNE'S WORLD – USA

• Please note, these release dates are not official and may change. We cannot be held responsible if the games don't hit the streets at the above dates!

GAME SNES TOP 10 APRIL 1993

1 MICKEY'S MAGICAL QUEST
2 DESERT STRIKE
3 MARIO KART
4 PGA TOUR GOLF
5 PILOT WINGS
6 GHOULS & GHOSTS
7 MARIO PAINT
8 SUPER SWIV
9 JIMMY CONNORS' TENNIS
10 SUPER WWF

GAME

So, this is the end of the very first issue of the *Super Control*. What did you think? Pretty impressive, huh? Write in and tell us your views on the new look and you never know, we might just print the most coherent letters.

Next month looks pretty exciting already with a fair few big names hitting the streets in Japan, America and here in gool ol' Blighty. Hopefully, we should be reviewing **Taz-Mania**, **Powermonger**, **Wayne's World** (Schwing!), **First Samurai** and **Alien 3**! As always though, things suddenly appear from across the Briney so expect a few surprises.

Also, Andy our resident guider will be revealing all the secrets of Ocean's fantastic **Pugsley's Scavenger Hunt** and Konami's **Tiny Toon Adventures: Buster Busts Loose**. Plus, we'll have our usual top selection of hints and tips wittily babbled onto paper – so you know where to come for the most up-to-date info!

Finally, we intend to explore the wonderful world of **Japanese Anime** by venturing to Sheffield for a fun-filled day out, and we'll hopefully be delving into the dark realms of the **Super Mario Brothers' film** starring none other than the stupendous Bob Hoskins.

Keep it here people, and look out for the next issue of *Super Control*, on sale **Thursday 27 May**.

THE END

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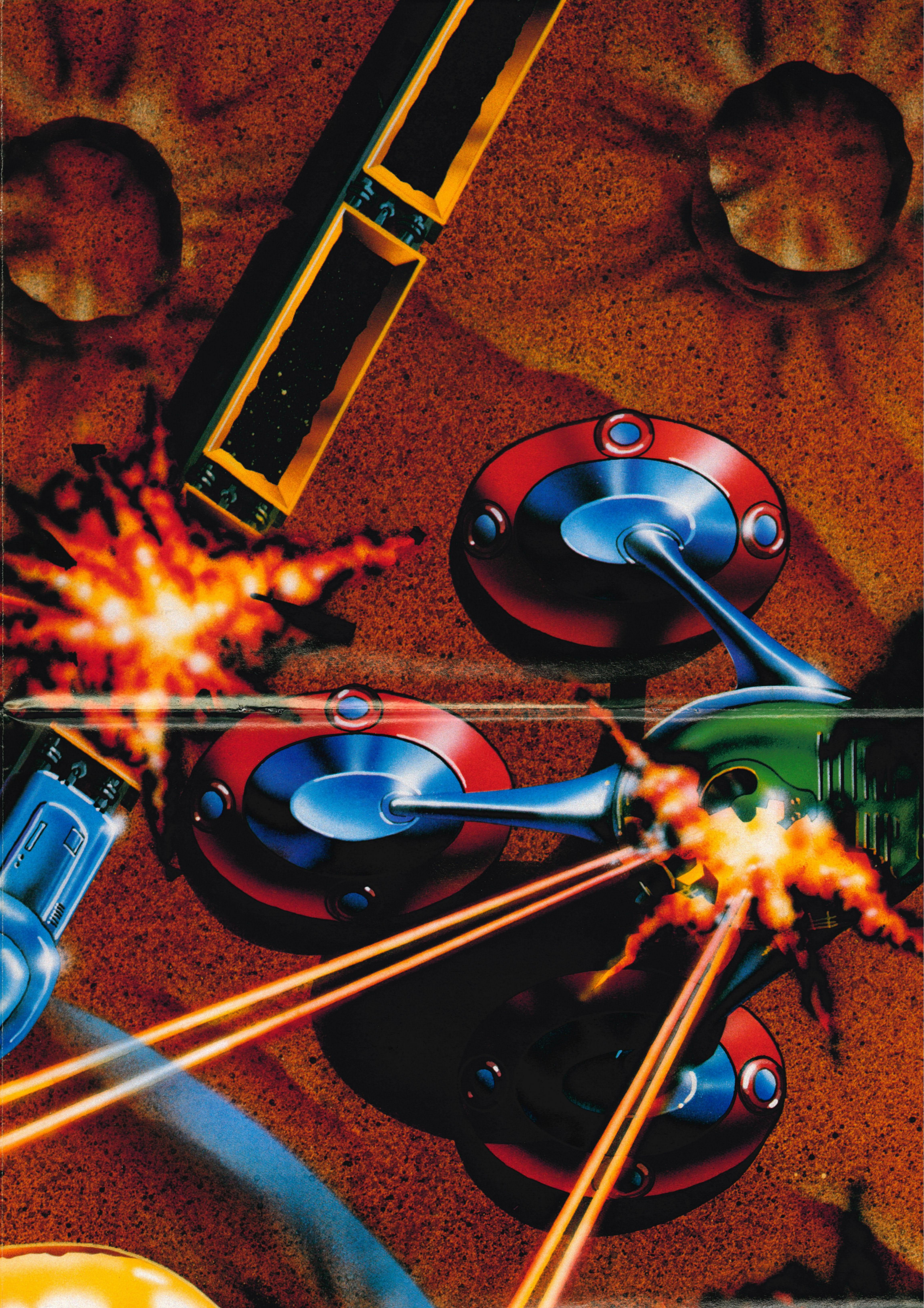
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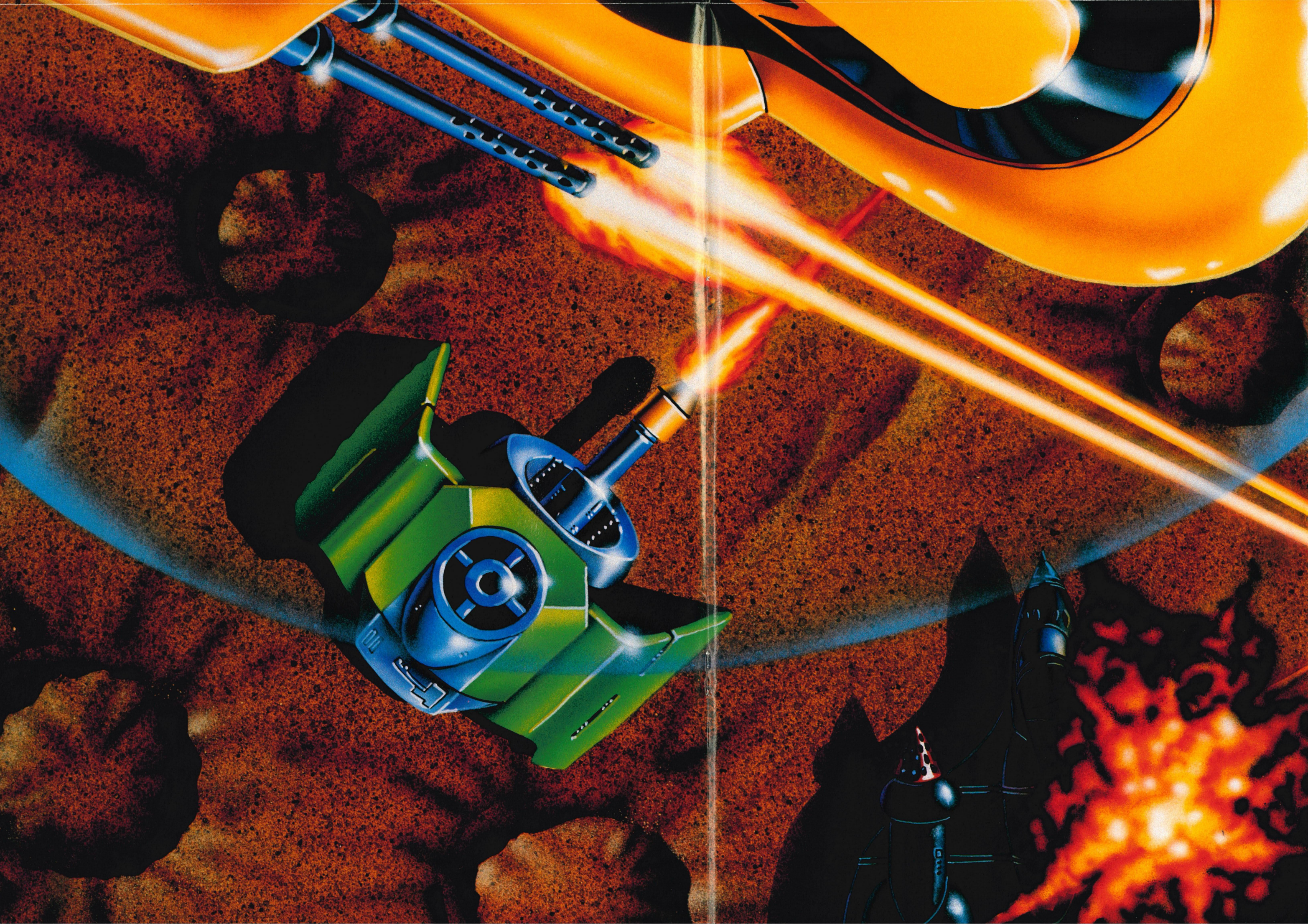
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