INDEPENDENT SUPER NINTENDO MAGAZINE • ISSUE 2 • JULY 1993 • £1.95 • DM9.50 •

MAVERICK MAGAZINES

SUPER CONTROL

100% SUPER NINTENDO

FINAL FIGHT II AND STREET FIGHTER II TURBO SCOOPED!

A cracking coin-op gets converted

ART OF FIGHTING

ALIEN 3 SHOCKINGLY GOOD

FREE!

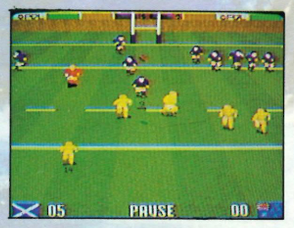
IT'S HUUUUUUGE!

TAZ-MANIA POSTER

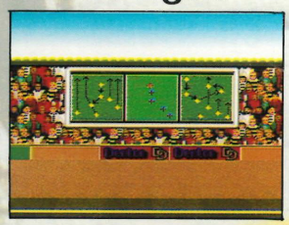
INSIDE!

OPERATION LOGIC BOMB
SHADOW OF THE BEAST
WWF: ROYAL RUMBLE
POWERMONGER
TAZ-MANIA
TRODDLERS
EQUINOX
STRIKER

WORLD CLASS RUGBY



Join the pack as 16 nations to battle it out for the World Championship. Use your strength in the scrum or your speed on the wings to score a try. Feel the thrill of rising adrenalin when you tackle, drop kick, convert, drop out as 3D perspective brings the action on the pitch to life. Full of options like change team names, player names, kit design etc. Instant ACTION REPLAY to savour the moments of glory or defeat.



3D ACTION

WORLD CLASS RUGBY

SUPER NINTENDO ENTERTAINMENT SYSTEM

imagineer

Distributed in U.K. By Anco Software Ltd. 7 Millside Industrial Estate, Lawson Road, Dartford, Kent. DA1 5BH Tel: 0322 287782

The New Man is Dead. Long Live the Sportsman.

Sports Quarterly, The Classic British Sports Magazine

Summer Issue At All Quality Newsagents 27th May

You see that battered Lada with the flat tyres, parked outside the Maverick offices? That's Jools's dream car, that is.

The Super Control News

FIGHTING FURY

Straight from Japan comes news of Street Fighter II Turbo. Also, we've got news on Art of Fighting, and the new Star Wing Super NES bundle.

6 Star Wing Bundle
8 Capcom's Street Fighter II Turbo
10 Takara's Art of Fighting

Summer Preview Spectacular

NEW FACES

This month you'll find in-depth previews of Family Dog from TH*Q, Renovation's new RPG, The Journey Home and a stonking(ish) version of Scrabble. Plus:

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STOP PRESS
SUPER R-TYPE III IS HERE!
GET TO PAGE 98
WITHOUT DELAY

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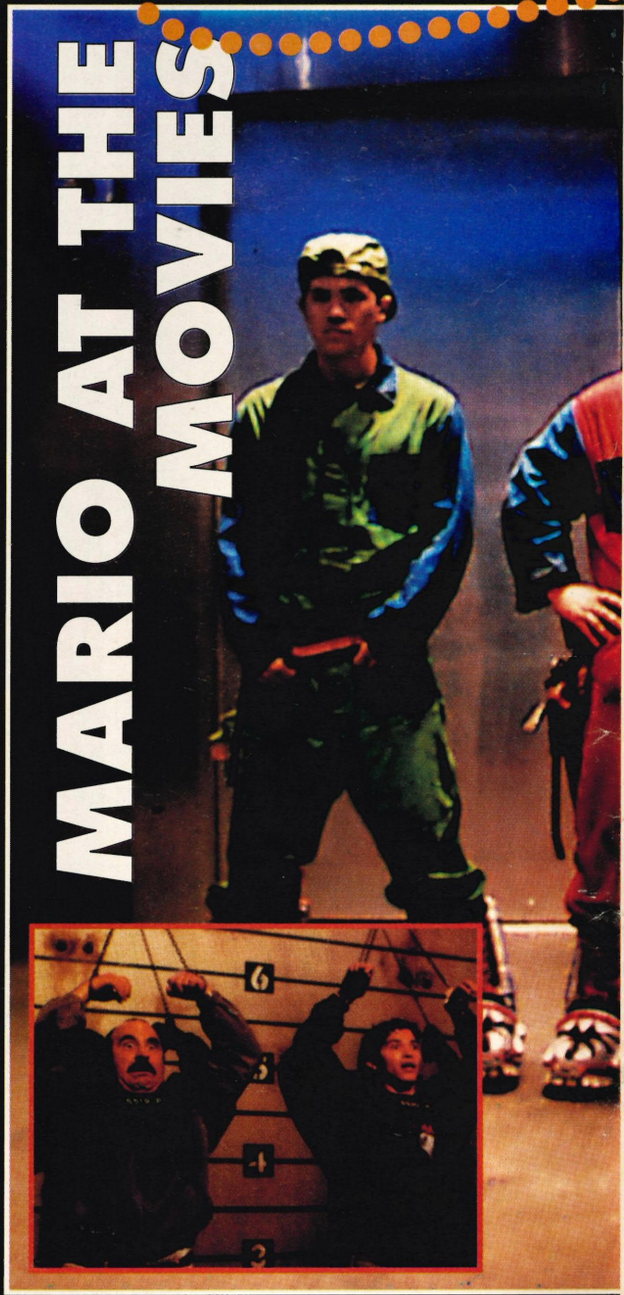
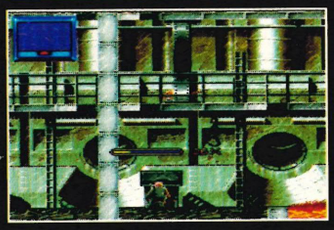


You see that Thora Hird? That's Andy Martin's lover, that is. You see that pair of Primark sunglasses, the one's with day-glo rims? They're Alex's, they are.

Burning Exclusive Reviews



GLAMOUR GRAPPLING

Feast your eyes on Acclaim's larger-than-life WWF Royal Rumble, along with the superb Alien 3. We've also got the massive Powermonger.

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Players' guides and then some

ACCESS ALL AREAS

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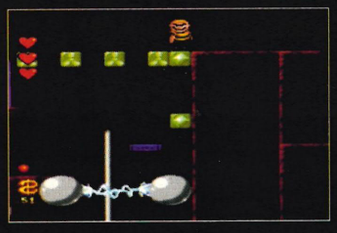

PLAY AWAY

If you're having problems with the latest SNES games, look up Access All Areas. We'll try to solve your dilemmas in our 16-page pull-out extravaganza.

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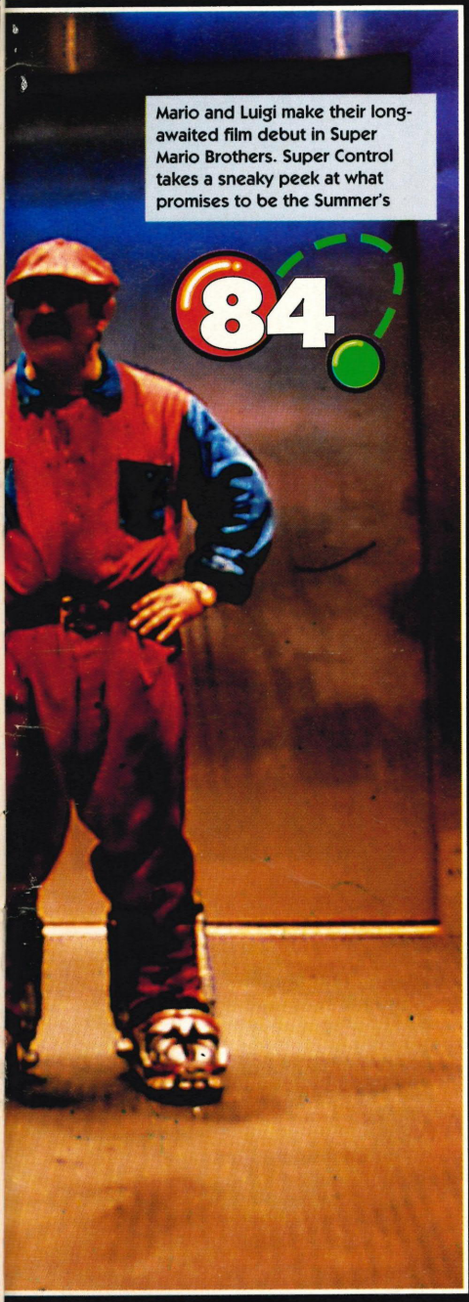
INSTANT RELIEF 56

Starring the amazing chocolate bar and game giveaway bonanza.

See that Queen album, the one with "I want to break free" on it? That's Allie's, that is. See that mountain Kilimanjaro? That's Paul's huge beer-gut that is.



Mario and Luigi make their long-awaited film debut in Super Mario Brothers. Super Control takes a sneaky peek at what promises to be the Summer's

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Fancy winning a bucket-load of games just by answering a few simple questions? Of course you do! Psygnosis gives away a year's supply of games.

COMPETITION CHALLENGE

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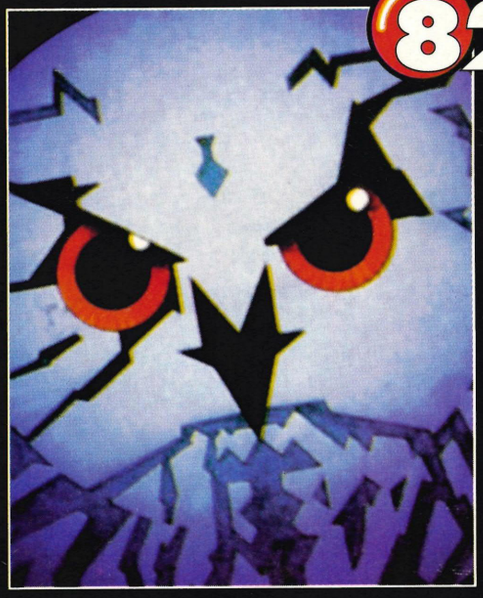

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RECORDED DELIVERY

94

The team empties the sack-load of letters, randomly picks a handful, then answers your queries. Meanwhile, Alex is resigned to sitting in the corner, wading through mountains of adoring fan mail.

OFFICIAL STAMP

All the latest official reviews can be found in Official Stamp, where we check out Star Wing, Super James Pond, Gun Force, David Crane's Amazing Tennis, Tom and Jerry and the Hunt For Red October.

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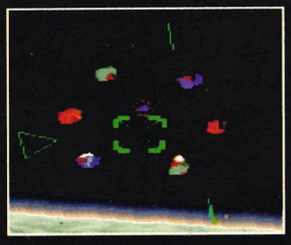

You want SNES games, we've got 'em! Every Super NES game, official and import, can be found in Directory Enquiries. We've even pointed out the good and bad points of each title and scored the games accordingly. What more could you want for your £1.95?

90

DIRECTORY ENQUIRIES

CLASSIFIED ADVERTISEMENTS

Your chance to get rid of all those dodgy games that took a matter of days to complete and exchange them for something half decent.

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FINAL FIGHT II

Capcom releases screen shots of its conversion of the successful coin-op

- A new Super Nintendo bundle
- Mario Edutainment pack from Mindscape
- Mega-lo-Mania shots

Big-name coin-op conversions 8

SFII TURBO EDITION

The version that followed the Champion edition in the arcades will make it to the SNES this year from Capcom

- Sunsoft gets SNK's World Heroes
- Lemmings 2 for this Christmas
- Q*Bert 3 gets officially released

Scoop: Tak

The SUPER Control N

IN ASSOCIATION WITH MACCLESFIELD LVA

Final Fight, one of the oldest and biggest names in arcade machines will have its successful sequel converted to the ever-willing Super Nintendo

FINAL FIGHT II

CODY AND HAGGAR ARE BACK

Fresh from the arcades, Capcom will release a Super Nintendo version of Final Fight II in the USA this Autumn. Expanding on the two-player action of the first game (one of the first Super Nintendo titles available), Final Fight II once again pits Cody and Haggar against the bone-crushingly naughty people of the city and sees them fighting in the streets, alleys, warehouses and subways of the city.

After its success in the arcades, Capcom is hoping for a massive sell-through on the Super Nintendo, but whether it will duplicate SFII's success is another question.

Keep your eyes peeled for a UK release this Christmas.

Cody and Haggar, the muscle-bound heroes of both Final Fight II and the original, have got their work cut out once again as they battle through the streets of the city

BRETT HULL ICE HOCKEY

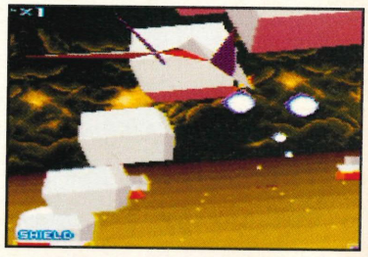
The end of this year will see the release of Accolade's foray into the Super Nintendo ice hockey market with a game featuring the name of Brett Hull.

Brett Who? Well, Brett is apparently dead famous in the States and most notably for being a hockey player – no drugs scandals here! But what is more important to the likes of you and I, is that the game uses Mode 7 to give a view of a camera hovering about 10 feet above the ice in a similar way as in Striker and Rugby.

Naturally, it will feature a number of teams all of which have statistics to be compared and contrasted, and it will also have a fight scene where each of the six buttons has a different punch (Street Fighter II anyone?).

Keep an eye out for confirmation of the release details in the coming months.

Yet another ice hockey game, this time from Accolade. The Brett Hull tie-in may well have its title extended to Al Michaels Announces Brett Hull Ice hockey, but it is thought they may have trouble finding a box big enough to print that title on



STAR WING GETS BUNDLED

NEW SUPER NINTENDO PACK FOR THE SUMMER

Nintendo has announced that a Super Nintendo pack bundled with Star Wing will be on sale as we speak. Priced at an extremely attractive £129, it will be on sale from June 5, exactly the same time as the standalone Star Wing catridge which will retail for £49.99.

This pack is just what the Super Nintendo needs as Nintendo faces up to a marketing onslaught from Sega in the form of sponsoring the European Grand Prix and the forthcoming smattering of England World Cup games. Bandai shied away from sponsorship, but the newly formed Nintendo UK may well feel it foolish not to get involved after Sega's undoubted success.

With all the hype surrounding a game that for once deserves it, such a competitively priced pack could well see sales of the Super Nintendo soaring.

Sales of Capcom's Street Fighter II on the Super Nintendo have topped six million world-wide.

a's Art Of Fighting 10

SNK COIN-OP HITS THE SNES

Massivc in the arcades, we bring you exclusive screen shots direct from publishers, Takara in the US

- Can it make a successful conversion from SNK's Neo Geo system?

ews

HOW YOUR SUPER NINTENDO CAN MAKE YOU MONEY!

Before your parents give you another lecture about spending 60 quid on a game that you only play for half an hour before going back to SF II, take a look at our guide to Making Money From Your SNES.

1. BABY-SITTING

Initially, offer your services to family members with the line "Why don't you let me look after little Johnny for the evening". Don't charge any money, just make sure the kid gets hooked on Mario Kart so he won't want any other baby-sitter than you.

By about your third stint it will start to become a chore for you, so start to hit the offending kids' parents for serious dosh.

Once you've made all the common mistakes with your family's children – hitting them too hard, giving them too much of that can of Tennants Super, starting them smoking etc, you will probably have to move onto other people's children. Avoid social workers and tabloid journalists.

2. SUPPLYING TIPS TO FRIENDS

You get to play for hours on your favourite games and no-one can give you any grief.

3. RENTING AND HIRING

This is in fact illegal so I won't tell you about it. I can tell you the way you can lend your games/machine to friends and then convince them that they owe you five pounds from, ooh, years ago, and that figure will double if they keep the game longer than one night.

4. RUN A TIPS HELPLINE

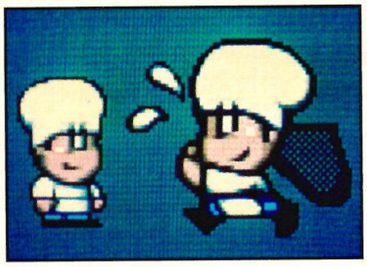
Record a message weekly containing around 15 tips. Speak very slowly, about three words a minute, to maximise profitability. TV advertising during James Whale or Jobfinder seems to be de rigeur.

5. SELLING THOSE CRAP GAMES

Someone out there will give good money for that "nearly new" copy of Pitfighter...

CONSOLE CONCEPTS

Last month Console Concepts (0782 712759) supplied us with the games Tuff E Nuff (Dead Dance) and Pop N Twin Bee. We neglected to mention this and would like to apologise and tell you what nice people they are. This won't be possible however, due to lack of space.



PIERRE LE CHEF

Mindscape is planning to release a platform game based on the exploits of an eccentric French chef. Pierre is this chef's name and the game will follow his adventures as he travels the world gathering ingredients and ideas to sustain his world-wide reputation.

Naturally, these ingredients are unwilling to be eaten and will take a bit of catching. As if this wasn't enough to illicit a tantrum, Pierre also has to endure the intentions of the evil Le Chef Noir, his arch rival. He is jealous of Pierre's international reputation and makes a point of releasing all the ingredients Pierre has collected.

This 48-level platform game will be released late Autumn.

MARIO IS MISSING

Nintendo's vaguely well-known star is to appear in a series of 'Edutainment' products from Mindscape, the first of which will be Mario is Missing.

A combination of education and entertainment, the first in the series sees Bowser and the Koopas leaving Mario World to enter the real world, kidnapping Mario and stealing a number of the world's treasures. You'll control Luigi's attempts to track down Mario and the stolen treasures before Bowser gets his way.

Along the way you'll have to ask questions of people, pick up clues and make deductions as you track down the evil ones. Aimed at the age-group four and upwards, Mindscape believes that there is something for "everyone to learn" in these products, and younger children especially will be picking up all sorts of facts and skills without realising it.

Mario is Missing is due for a September release and will be previewed in the next issue of Super Control.

(Left) Only Luigi can help Mario get back home

Not content with games, Mario now hopes to educate

MEGA-LO-MANIA

At last we have screen shots of the Super Nintendo version of the top game Mega-lo-Mania. Created originally by UK developer Sensible Software, the game has already been available on the Mega Drive for some months now and the Super Nintendo version is at last being developed in Japan.

The game features a lot of speech and therefore it would seem very sensible to program the Japanese language version first, due to this being the biggest single Super Nintendo market in the world.

Sensible Software's decision to let the Japanese develop the Super Nintendo version of Mega-lo-Mania has resulted in a number of changes, not just in the speech.

The control system has been rationalised so that the cursor isn't continually jumping around the screen (see the Mega Drive version) and three deities that are your opponents have been given a new look more in keeping with the techno-punk style often found in Japanese software.

Anco is lined up to handle the European release.

(Above) Those of you familiar with the Amiga version will notice the new, clarified control system. Unfortunately, with this being programmed for Imagineer in Japan, it may take a while longer for the translated European version to appear on the shelves of your local games emporium

MULTI-MACHINE CONTROLLERS

Thornley Distribution has announced a range of joypads and joysticks that are compatible with both Super Nintendo and Mega Drive. Known as the Slick Sticks range, the joysticks are great big chunky things that wouldn't look out of place on the bridge of the Starship Enterprise! The joypads actually feature a whopping eight buttons as opposed to the regular six.

Available this summer, the prices range from £19.99 to £39.99.

LOVING THE ALIEN

Activision will release an improved version of Alien Vs Predator into the European market later this year.

The flawed Japanese version (Directory Enquiries, 46 per cent) has had many improvements made to it, so we're told. The Predator will apparently use more of his weapons as opposed to just punching and the Aliens will behave more like Aliens instead of just any old dumb enemies. Look for a review of the European game shortly.

The Jap version was crap, but the European version is being improved

STREET FIGH

LATEST EDITION SCOOP

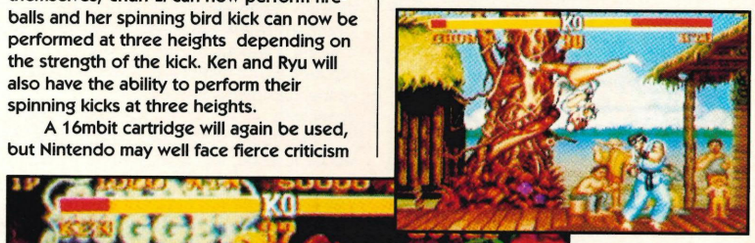
Street Fighter II fans wake up! The latest version of SF at present in the arcades, will be available for the Super Nintendo in Japan this year.

Street Fighter II Turbo Edition is the update beyond the Champion Edition and features some intriguing new moves. As well as being able to play all the characters (including the bosses) against the other characters or against duplicates of themselves, Chun-Li can now perform fire-balls and her spinning bird kick can now be performed at three heights depending on the strength of the kick. Ken and Ryu will also have the ability to perform their spinning kicks at three heights.

A 16mbit cartridge will again be used, but Nintendo may well face fierce criticism if it decides to release it in the UK at the same price as the original, £65.

Nintendo would be keen to avoid such accusations as the Monopolies Commision has yet to decide whether or not to investigate further the allegations of price-rigging. This may be the explanation behind Star Wing's £49.99 price tag.

We are awaiting an official release date.



(Above) With a greater variety of moves in store, things should be even more interesting than they are at present

(Left) The Turbo edition, the offical follow-up in the arcades to the Champion edition

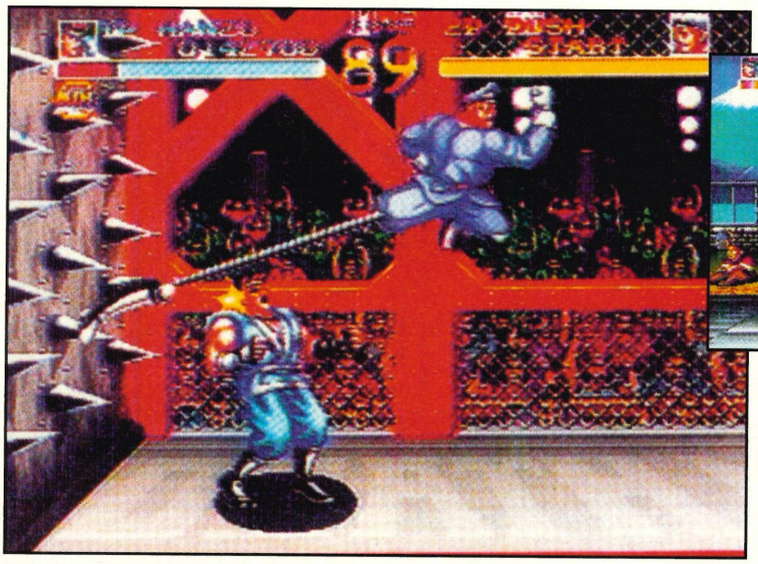
WORLD HEROES: SUNSOFT CONVERT

Sunsoft is developing the Super Famicom version of the SNK coin-op game, World Heroes. A one-on-one beat'em-up in the vein of a certain well-known Capcom game, World Heroes features eight characters battling it out to be numero uno in this world of no-rules combat.

The warriors range from Janne from the year 800 BC to Brokken, a bionic man of the 21st century. The player chooses between two modes, one for normal play within a historical period, the other a death match. This comes complete with an extra deadly element around the playfield which you can fling your opponent into and cause extra damage.

Each character has its own array of standard and special moves with which to beat the crap out of their opponents, and some of these look really quite unusual. A Rasputin-like chap can create a five-foot high hand with which he slaps his opponent, and a Bruce Lee impressionist creates a dragon's head when he launches into a flying kick.

It'll appear through Sunsoft this summer in Japan and the US, but it is as yet unknown who will release it or when here in the UK.



It may have the potential to beat SFII, but will it beat the Turbo edition?

World Heroes features eight characters and a wealth of moves

NINTENDO MOVES INTO SATELLITE GAMING

Nintendo has taken a stake in a Japanese radio station that broadcasts a digital signal via satellite, thus opening the door for subscription gaming services.

Using the satellite, games can be broadcast direct to the homes of subscribers. It opens up a realm of possibilities for pre-playing small glimpses of forthcoming titles, head-to-head gaming over hundreds of miles, back catalogue titles and finally, somewhere to send all those games that never see the light of day because they are a bit crap.

If the system is successful in Japan other versions may find their way across the world over the next few years.

SONY SNAPS UP MORE

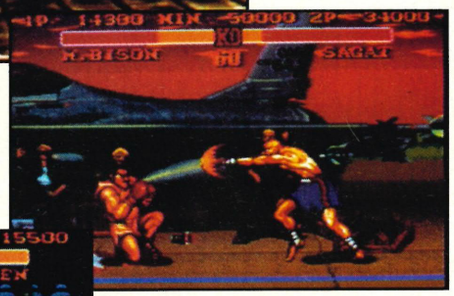
After last month's announcement that Sony is to release Sensible Soccer, news has also come out that Sony is also going to be responsible for the distribution of the forthcoming range of Tecmagik titles.

With licences such as Steven Segal and The Pink Panther, the combination of these two big names and Sony's extensive distribution network should see the maximum world-wide sales potential fulfilled.

This deal should ease the transition for Tecmagik from 8bit to 16bit console markets.

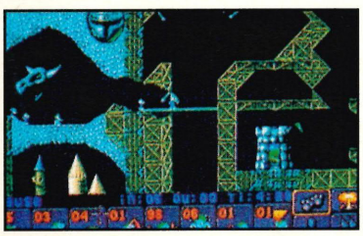
TER II TURBO

The special weapons and moves are to be changed for the Turbo edition, including Ken and Ryu's Hodoken fireballs. Larger and more deadly than before, not even Dhalsim's nifty spiritual moves will be able to stop these beauties!



In the Turbo edition, you can play any of the bosses on any stage – a feature sadly missing on the original version of Street Fighter II. This new feature will no doubt delight many fans

Just to confuse matters further, the characters will be able to make jumps at two different heights. Here Ken attempts to knock Ryu off guard with a standard Hurricane Kick, but Ryu has the advantage. Ryu's higher Roundhouse kick will land nicely on Ken's head without sustaining any damage to himself!



LEMMINGS 2

The Super Nintendo will be the first console to receive a version of Lemmings 2 – and it will be this year. Psygnosis has shipped 250,000 Amiga and PC versions of Lemmings 2 since its launch at the end of February, making it the single largest floppy-based ship-out in the history of computer games.

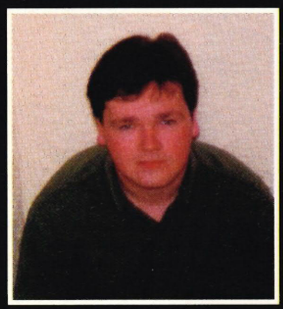
DMA Designs, designer of both this and the original (and possibly the richest men in Scotland), is busily beavering away on the Super Nintendo version as we speak. The hope is that an as yet unnamed publisher will have the SNES cartridges on the streets in time for Christmas.

Lemmings 2 is widely accepted as being far better than the original, with five times as many different character skills and the use of twelve tribes. The player is given the chance to jump from one tribe to the other, getting the game away from the linear feel that had some people whinging about the original.

Psygnosis, publisher of floppy versions of Lemmings and Lemmings 2 has been awarded the Queens Award for Export. Nearly fifty per cent of their revenue comes from territories abroad such as the US and Europe.

WHO'S WHO AND WHAT'S WHAT!

Julian Boardman

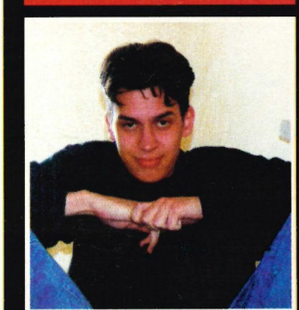


After last month's milk and biscuits revelation, **Jools** has spent his time fighting off offers from the Milk Marketing Board to star as the milkman in their next batch of "wake up to milk" adverts. Although adamant that this sudden attention won't affect him, he has been heard repeating "but next door want two extra" and "empties," while on the bog.Whether he'll find time in his busy schedule to make his advertising debut has yet to be decided.
LIKES: Barmaids the world over, cold Diet Pepsi, semi-skimmed milk
ICE-CREAM: Nestle Milky Bar
MAGAZINE: Empire, Sludgefeast, GQ
SHOP: Threshers, Oddbins, Victoria Wine etc
FOOTY TEAM: Macclesfield Town (someone's got to), Swindon Town

Allison West

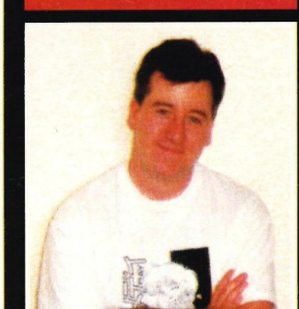
Multi-talented **Allie** managed to squeeze a Manga day and a Queen Fan Club convention in this month. Such is her radical taste, Allie switches between modern crap pencil drawings and ageing rockers in the blink of an eye and then spends all her hard earned wages on the tackiest Queen merchandise ever to descend on Southport Pontins, including a £25 7".
LIKES: Queen, M&S sandwiches, men, loud blue rock, cowboy boots, all manner of fun
ICE-CREAM: Haagen Dazs Cookies And Cream
MAGAZINE: OIQFC Mag, Empire, RAW, most graphic novels
SHOP: Andy's Records second hand dept – Grafton Centre, Cambridge, any record fair
FOOTY TEAM: None of this British crap, San Francisco 49'ers

Alex Simmons



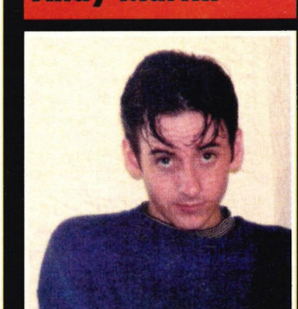
Alex found time to grace Manchester with his presence this month, where he bought a football, so the official Super Control game is now footy. He would like to take this opportunity to apologise to the bloke in the car park of the Flower Pot, whose car he kept kicking the ball at during one mammoth lunch-time session of sixty seconds. No doubt his fans will be relieved to know he is still a spawny git – except when he plays Andy at pool.
LIKES: Sunglasses, Stussy, Caterpillars, moaning
ICE-CREAM: Not much fussed, really
MAGAZINE: Sky, VOX and the Judge Dredd Magazine
SHOP: American Classics, Chelsea
FOOTY TEAM: Maverick Academicals

Paul Mallinson



Ralph had his hair cut by the demon barber of Macclesfield, especially for this photo shoot. He's done nothing but complain about the condition of his gut, and thus, has been the one responsible for the office smelling like the gents' bogs in Grimsby for 90 per cent of the last month.
LIKES: Wheat Crunchies, loud music, sunny weather, drinkin' beer an' smokin' tabs
ICE-CREAM: Big Feasts, Peach Melba
MAGAZINE: Film Threat Video Guide, Trash City, Sludgefeast, Grim Humour, Attack Of The Sad Man-Eating Mushrooms
SHOP: Any record shop with a good hardcore and indie section, like Rock-a-boom Records in Leicester or Select-a-disc in Nottingham
FOOTY TEAM: Leicester City, Liverpool, Frickley Athletic

Andy Martin



Andy capped a cracker of a month by securing the signature of a top celebrity to appear in next month's tips pages. After wading through a mountain of fan mail after his debut issue, the undisputed pool champion also wiped the floor with Ralph and Simmons in a display of supreme talent and skill, and is now looking forward to his impending driving test. The sky's the limit, providing everyone stops hitting me with the inflatable hammer, and taking the piss out of my laugh.
LIKES: Man United – Champions
ICE-CREAM: of the FA Premier League
MAGAZINE: Manchester United Magazine
SHOP: Adonis Computers, Middleton, Manchester
FOOTY TEAM: The Red Devils, Old Trafford, Manchester

ART OF F

Many of the special moves are very similar to those found in Street Fighter II, even the execution of the fireballs is identical to Ryu and Ken's Hadoken fireballs

THE REAL THING

Please note that these screen shots are taken from the SNES version of Art Of Fighting which is currently only 65 per cent completed. We are assured by Takara that there is still much to add to the game including more detail and precision in the graphics. However, at least we can prove that it IS on its way!

Perfectly suited to the Super Nintendo's Mode 7, Art Of Fighting utilises the chip when zooming in and out of the action thus scaling the sprites to quite a size. As you can see these sprites are very large in comparison to the size of the screen

The graphics are not completed at the moment as the game is far from finished. It is currently slated for an October release. Both the sprites and the background graphics apparently still need some tweaking

EXCLUSIVE SNES SCREEN SHOTS

This is a SNES screen shot showing the intro sequence. The graphics are almost identical to the Neo Geo version so at least the SNES can handle the graphical conversion

Japanese toy-maker Takara has snapped up the rights to develop the arcade classic Art Of Fighting for the Super Nintendo. Takara (Video Game Division) believes it has found the right formula that will knock Street Fighter II off its pedestal.

With everyone anticipating Jaleco's Tuff E Nuff to be the next SF II, it was quite a disappointment when it didn't really make the grade (issue one, 89 per cent). Now, with Art Of Fighting waiting in the wings the tension is building up once again.

SONIC ZOOM BOY

Outrageously popular in the arcades and rivalling the prestigious Street Fighter II Championship Edition coin-op, SNK's Art Of Fighting cabinet is a game of immense proportions. Its hectic fight sequences, impressive 'zoom' graphics and complicated manoeuvres, position it amongst the best arcade games of all time.

Later released on the home version Neo Geo console, Art Of Fighting is a 102meg game for one or two players, but at approximately £150 for the cartridge and £300 for the console the price tag is a tad weighty! The SNES version will be considerably cheaper, retailing for around £50 and though only a measly 16meg, it will still be intensely playable.

ARTFUL DODGER

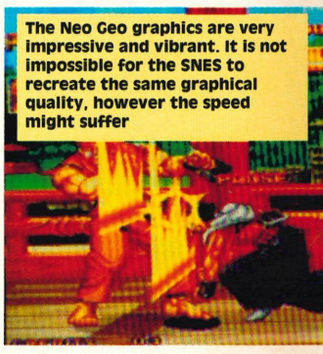
The graphics on the Neo Geo version are outstanding as you can see from these screen shots and the SNES version could be just as impressive, but unfortunately, the speed will suffer. Likewise, if the speed were to mirror the Neo Geo version the graphics would painfully suffer, so a balance of the two must be achieved for the game to succeed – and no doubt it will.

The SNES adaptation closely follows the Neo Geo version in both story-line and graphics. In head-to-head confrontations the two heroes Ryo and Robert, venture through South Town in search of Ryo's kidnapped sister, battling against Neo Geo faithfuls Jack, King, Todo and Lee.

Art Of Fighting utilises the same basic fighting principle found in all head-to-head beat'em-ups with each bout consisting of three rounds with the victor winning two of

Whilst looking for Ryo's sister you have to beat the crap out of anything that moves. When pummelled enough they will give you some information regarding the whereabouts of the young girlie

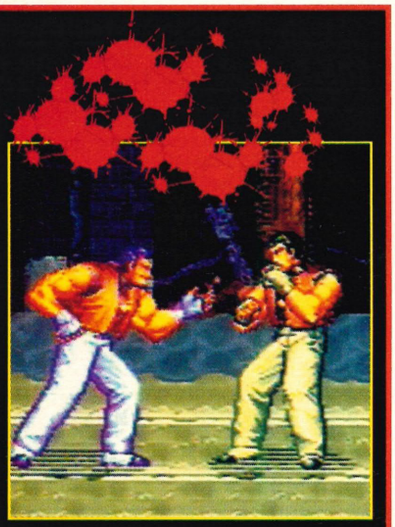
On the bonus stages you're given the choice of the Beer Bottle Neck Slice, the Ice Crush or the Ultra-Super Attack Screen – instructions accompany the stages



The Neo Geo graphics are very impressive and vibrant. It is not impossible for the SNES to recreate the same graphical quality, however the speed might suffer

FIGHTING

OUTSTANDING ARCADE BEAT'EM-UP FIGHTS ITS WAY ONTO THE SNES AFTER YEARS ON A NEO GEO



As in the Neo Geo version you can taunt your opponents to reduce their spirit level. By doing so, you unfortunately make yourself vulnerable to their attacks, but it looks pretty hard nevertheless!

them. The ultimate goal is to reach the infamous "Mr Big".

At the moment only 65 per cent of the main work on the game is complete. The SNES screen shots show us what to expect but they are not the end result. However, those familiar with the Neo Geo arcade version will no doubt recognise plenty of similarities between the two versions.

The finished version will give you the opportunity to play 10 fighters including two of the bosses in the Story mode or eight fighters in the Vs mode, identical to the Neo Geo game. Like SF II there are plenty of special moves and attacks as well as a unique ability to 'taunt' your opponents thus decreasing their power.

Art Of Fighting will no doubt be one of THE biggest titles this year. Its launch at the forthcoming Summer CES show in Chicago will be witnessed by an eager Super Control team and we will give you a full report.

Takara, who brought us Fatal Fury, is estimating a third quarter release although this has not yet been confirmed.

Street Fighter II beware!

FIGHTING FIT

The SNES version will be almost identical to the arcade version of Art Of Fighting, including all the character stats and fighting techniques.

ROBERT GARCIA

Robert is a lifelong friend but arch-rival of Ryo and is also a student of the Martial Art KYOKUGENRYU

RYO SAKAZAKI

Ryo is a student of KYOKUGENRYU who lives with his younger sister, Yuri. The Invincible Dragon within him awoke when Yuri was kidnapped, and it now drives him on to seek revenge

KING

King spent his childhood in Thailand mastering the fighting art of MUETAI. Although he has the features of a girl, he's actually a bouncer at Mr Big's restaurant

MICKEY ROGERS

Whilst searching for the ghost of Bob Marley (!), Mickey stalks the streets in search of more victims on whom he can unleash his anger. This is seemingly because his hopes for a professional career were dashed after killing a man, and now he wants to vent his frustration on anyone who gets in his way!

LEE PAI LONG

The director of the South Town prison is a master of Chinese Martial Arts, and very quick with it

JOHN CRAWLEY

Crawley is a mad Martial Arts instructor who scares even his friends. He is known simply as the Killing Machine

RYUHAKU TODO

Todo's mastery of modern fighting techniques and his following of traditional Japanese Martial Arts sets his fighting standards rather high

JACK TURNER

The Terrible Typhoon leads the Black Cats gang. He blows huge bubbles to taunt his opponents and his large frame is a devastating weapon

INGENIOUS ZOOM

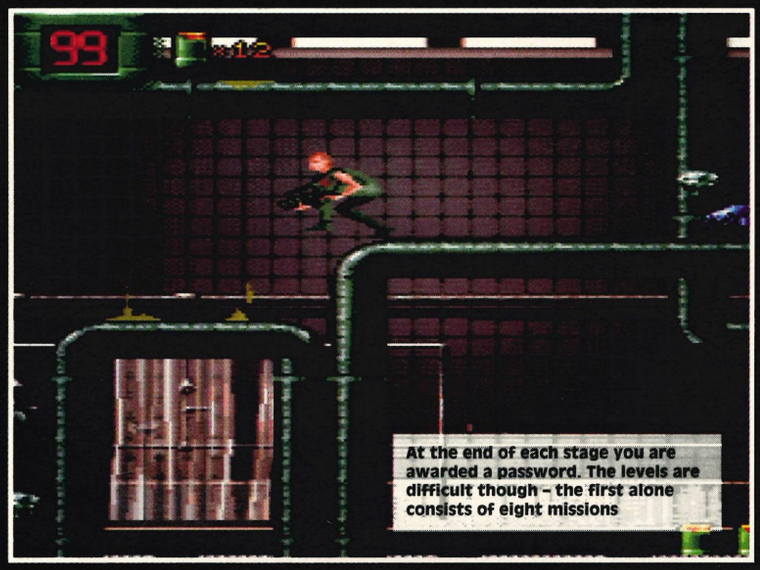
On the arcade version, during heated action the picture zooms in on the characters giving you large sprites and a better chance at viewing the brutality. The SNES version will also feature this zoom facility including the very large sprites

As you can see, when the action isn't all that interesting the picture zooms back out thus giving you a lovely view of the backgrounds. The sprites although smaller in size, are still crisp and clear. The SNES version should also retain this crispness

The Vs mode allows you to play eight characters in a head-to-head bout. Again like Street Fighter II, you can play the enemy characters

The Story mode takes you through various locations in South Town, each with different opponents and increasing strength stats

The fireballs are pretty powerful and can knock a considerable amount of energy off each opponent, however you can block them and minimise the damage



IT AIN'T WHAT YOU DO, IT'S THE WAY THAT YOU DO IT

ALIE

Scanners have reported a number of PDTs (Personal Data Transmitters) in cell blocks three and four. All prisoners must be found and released from the alien cocoons before they are impregnated

Pressure has dropped in mine area two. Obviously, the pipes have been fractured along the way. Seal all the ruptured pipes using the torch

The aliens are breeding like goddamn rabbits. Locate both the alien corridor and waste area three and torch the incubating eggs with your flame-thrower. Remember, they can only be burnt when they open

All power systems are down. The ignition unit found in assembly hall one needs repairing, but the spare part is located all the way over in waste area two. Grab the generator and slot it back into the ignition unit

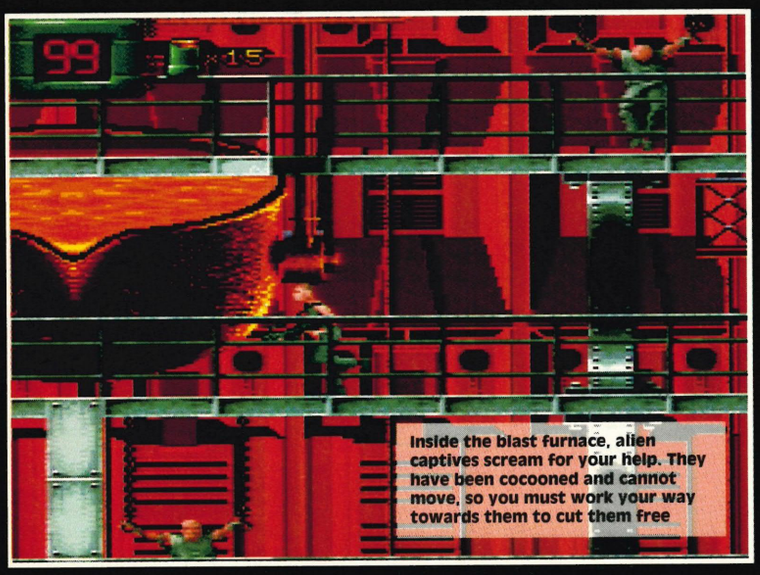
The fuse boxes in waste area two have all blown, leaving that area without power. Repair all the broken wires with the torch, and keep an eye on the motion tracker for nearby aliens

Most of the aliens are crawling from the alien corridor. The area needs to be sealed off. Enter with caution and weld the door joining to the weapons bay

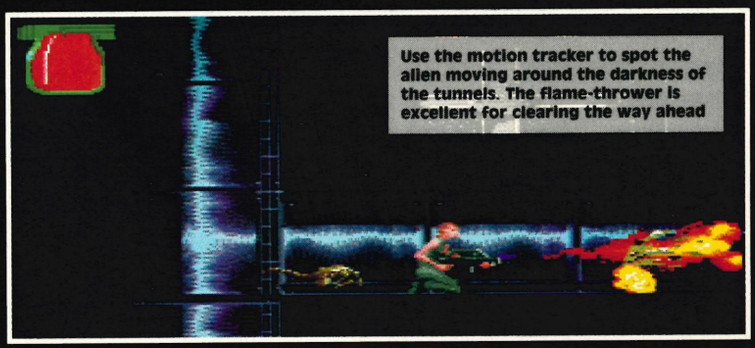
More fuse boxes have blown, this time in bugwash 12 and medic bay nine. The place is crawling with Facehuggers so watch your back, Ripley

You've got the aliens where you want them, now keep them there. Seal off all doors to medic bay eight, cell block four and corridor four using the torch

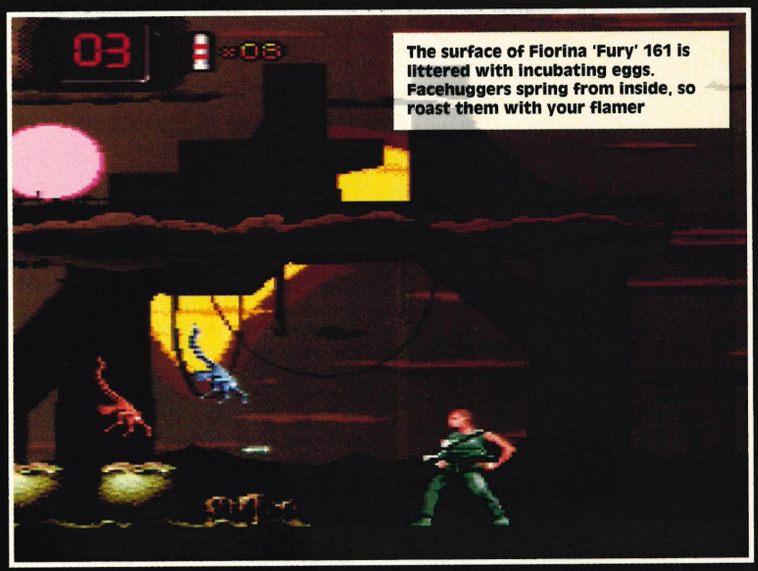
© 1991 TWENTIETH CENTURY FOX FILM CORPORATION



Inside the blast furnace, alien captives scream for your help. They have been cocooned and cannot move, so you must work your way towards them to cut them free



Use the motion tracker to spot the alien moving around the darkness of the tunnels. The flame-thrower is excellent for clearing the way ahead



The surface of Fiorina 'Fury' 161 is littered with incubating eggs. Facehuggers spring from inside, so roast them with your flamer

ALIEN 3

NIGHT OF THE XENOMORPH

In 1979 Ridley Scott's film, Alien, took the horror world by storm. Its disgustingly intricate alien and set designs by H R Giger, eerie Gerry Goldsmith music, and chilling atmosphere ensured it became a hit in cinemas the world over.

James Cameron's mega-budget blockbuster sequel, Aliens arrived to much acclaim in '86. This time the suspense so prominent in the first movie had been replaced by gung-ho action sequences that, whilst making for an entertaining film, bore little resemblance to the earlier shocker.

Finally, in 1992, came the third and final instalment of the Alien trilogy. Dogged by production and budget problems, Alien 3 withstood the pre-release criticism it had unfairly attracted and stood its ground as a worthwhile addition to the wavering horror genre. It had the dank, tense atmosphere of Alien, and the action appeal of Aliens (if not on such a large scale).

GIGER COUNTER

As in the film, the Alien 3 game is based on the prison planet Fiorina 161 with Ripley having crash-landed there due to a fire on the starship Sulaco. The aliens (rather greater in number than the single one seen in the film!) have infested the confines of the prison and it's up to you, the shaven heroine, to rescue trapped prisoners and eradicate the aliens infesting the building.

The main problem Acclaim had in converting Alien 3 into a playable game was that the characters in the film have no weapons with which to fight the bio-monsters. What were they going to do, produce the game with loads of running around and no shooting? Nah. Instead, they added a number of useful weapons as seen in the second film, but stuck to the Alien 3 scenario.

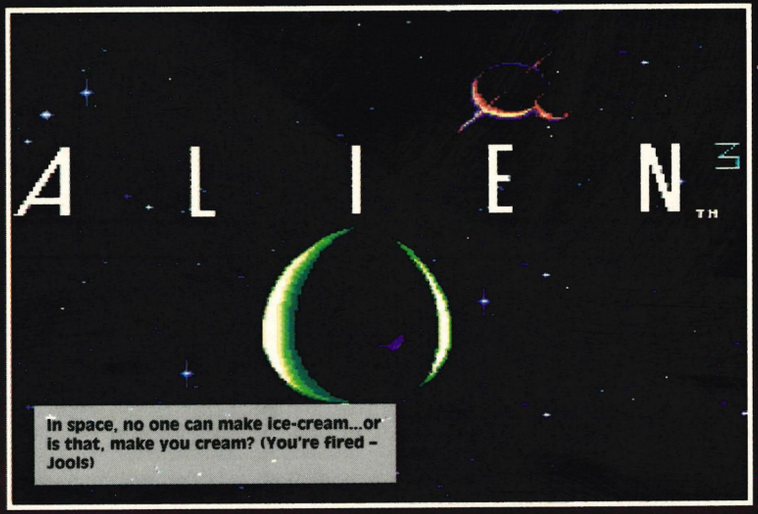
Ripley now has a flame-thrower, armour-piercing bullets and a common-or-garden grenade launcher at her disposal, each activated by pressing corresponding buttons on the joypad. Picking up the relevant icons along the way will replenish your ammunition supplies.

ALIENATED

Upon starting the mission, Ripley must first access the computer terminal (simply done by pushing Up) and select her mission. One of eight separate missions must then be selected on which you are quickly briefed, and then you must venture into the narrow, darkened corridors to complete it.

The first eight missions are arranged in order of priority and are as follows: Hunt Or Be Hunted involving rescuing trapped prisoners, Pressure Point in which you must repair fractured pressure pipes, Heat It Up where your mission is to destroy all alien eggs, Power Link Up entails collecting ignition units, Crossed Wires requires you to repair damaged electrics, Closed Doors concerns securing alien corridor by welding doors shut, Power Plus in which you must repair blown fuse-boxes and finally sealing remaining doors in the Total Control mission.

Once your mission has been chosen, Ripley must then head through the building, fighting off the ceiling-clinging aliens to reach the rooms where the mission objective is located. Calling up a blueprint plan of the complex helps navigation somewhat – wandering endlessly through similar rooms is not my idea of a good game!



In space, no one can make ice-cream...or is that, make you cream? (You're fired – Jools)

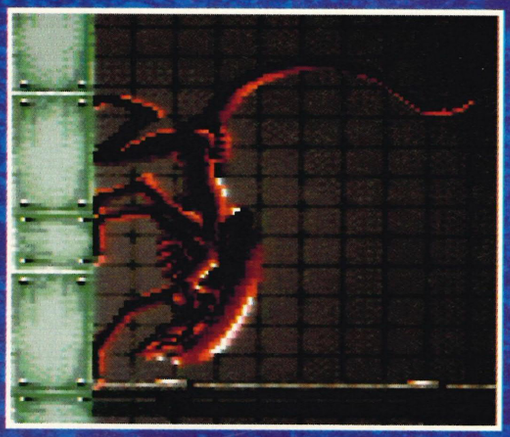
I was pleasantly surprised by Alien 3. Licensed platform games have a notoriously bad reputation so I was glad to see that this is actually very good. Like the movies, it's very atmospheric thanks to the eerie music and the moody graphics. It's also action-packed, another feature of the films. Unfortunately, it can become quite repetitive because there isn't that much variation between levels, but the password system allows you to take a break from the game and return to it later. The stack of missions make it challenging, and overall Alien 3 is a damn fine platformer.

ALEX

NASCENT ALIEN
The younger Dogbursters also spit acid and charge in close to rip you apart with their jaws

MATURE ALIEN
The large Dogbursters crawl along the ceiling and drop down from above. They also spit acid and lunge when close

FACEHUGGER
Facehuggers skuttle along the floor and attack by leaping up to cling onto your head. If they manage to grasp your face, move the d-pad vigorously to shake them off



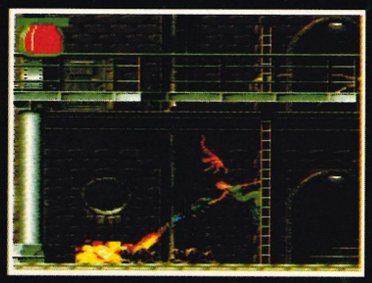
FULLY-GROWN WARRIOR
Found in the wastelands of the third stage, this mutha alien must be destroyed before any more eggs are laid. She moves quickly and is heavily protected by her tough exoskeleton, so pump grenades to crack her open

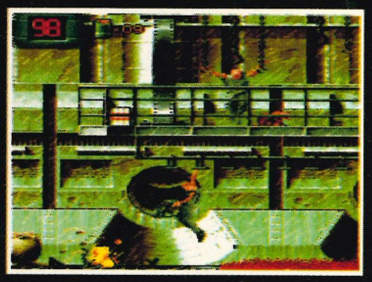
CHESTBURSTER
The Chestbursters also slither along the ground, waiting for you to walk close. They'll then lunge towards you and take a chunk out of your frail body

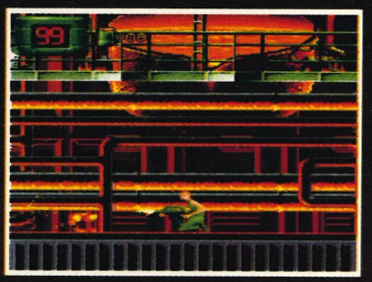
THE GIGER SANCTION

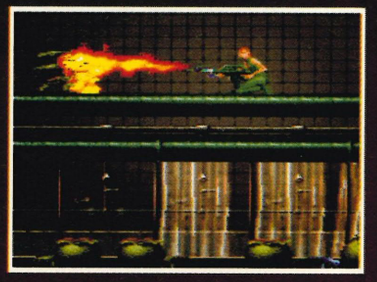
Some of the aliens can actually be killed without even confronting them. Hide on high platforms and shoot down, or stand on the ground and fire up though the grating

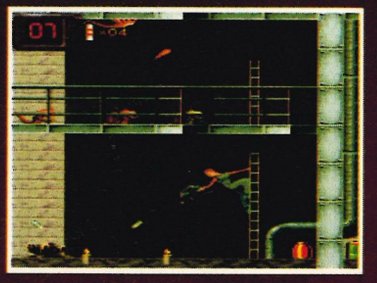
Attack the alien before you attempt to weld the fuse box. The huge xenomorph can cling to the side of the building complex and breathes acid mist











ALIEN 3

The aliens infesting the prison complex are a motley bunch indeed. As I mentioned earlier, the film had only one creature roaming around whereas the game has a mixture of aliens from all three films. The disgusting Facehuggers and the infamous intestine muncher, the Chestburster, both make regular appearances. Scuttling close to the ground, they make for difficult targets so quick manoeuvring is required to wipe them out.

What a surprise – a film licence that's actually rather good! As soon as the intro starts the atmosphere draws you into the whole Alien thingy and the gameplay that follows is equally absorbing and exciting. It's not perfect, as it just falls short of being varied enough to make you want to play it all night, but the password system means you can come back to it when you need another fix of Alienarama. Any game which presents such a cracking stereo soundtrack on top of the action-packed gameplay is well worth purchasing.
JOOLS

The Dogburster alien attacks in two guises, the first is a smaller late-developer that's easy to kill but quick on its, err, feet, and the second incarnation is the fully-grown death machine that salivates more KY jelly than Georgina Spelvin and has more teeth than the entire Osmond family.

Alien eggs are scattered around the complex and hatch more and more Facehuggers into the game so it would be worth anyone's while to torch these eggs on sight. Moving aliens can be monitored using the famous alien motion tracker (The machine that goes ping!) – just push Select and it appears top-left on the screen, heightening the tension in the process!

XENOMORPH & CHAS

The playing area is absolutely huge. The main corridors linking the big rooms together are haloed in black producing a dimly-lit torch effect and a claustrophobic feeling of certain doom! The background graphics are incredibly atmospheric – dark, misty caverns boasting the odd piercing shaft of light and gently waving chains shimmer in the gloom. Acid blood spilt from the exploded bodies of the alien creatures, drips from high girders, sapping energy upon contact. It's NOT a friendly place as I'm sure you've already gathered!

One of the joys of this game is controlling the Ripley sprite. Despite initially fiddling about trying to duck and shoot forward at the same time, the old gal is a pleasure to handle. As she enters a room she must climb ladders and chains to reach the objects she must collect. Moving platforms allow precarious access to unreachable areas, but most gaps can be cleared in a single, nimble leap.

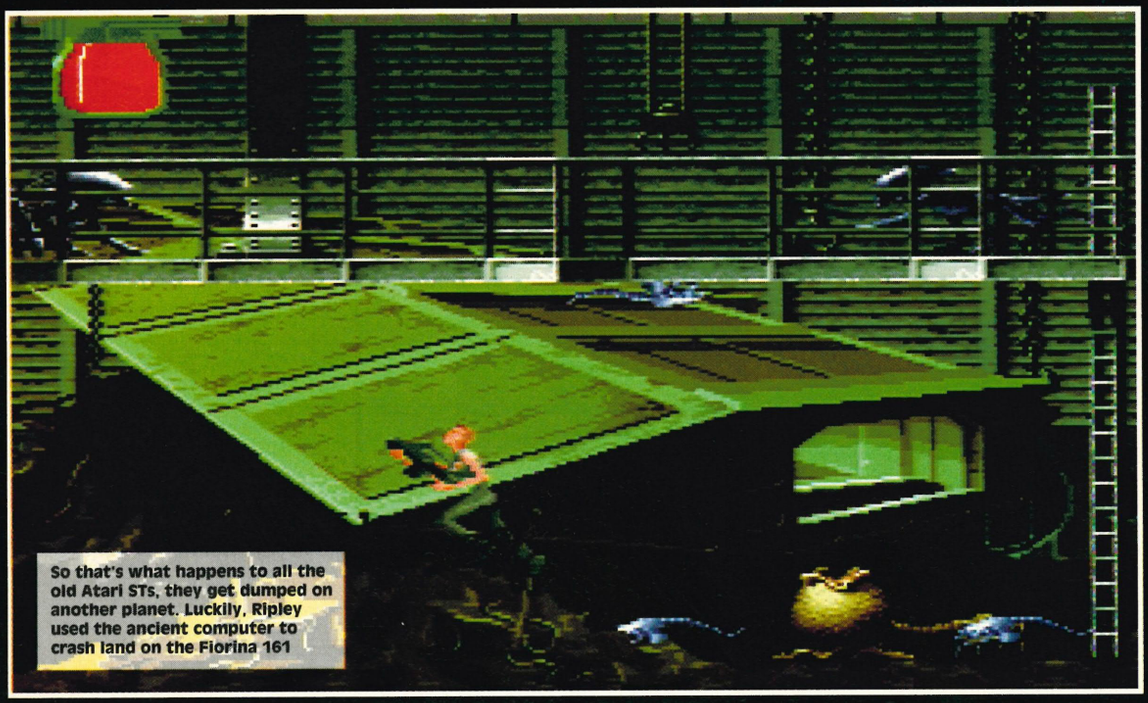
Running and crouching is quite elementary stuff, just get to grips with the simple diagonal aiming technique and away you go. The athletic lady can also leap very elegantly and climb across ceilings ,monkey bar style with ease with the animation being outstanding on both occasions.

BRIAN GLOVER

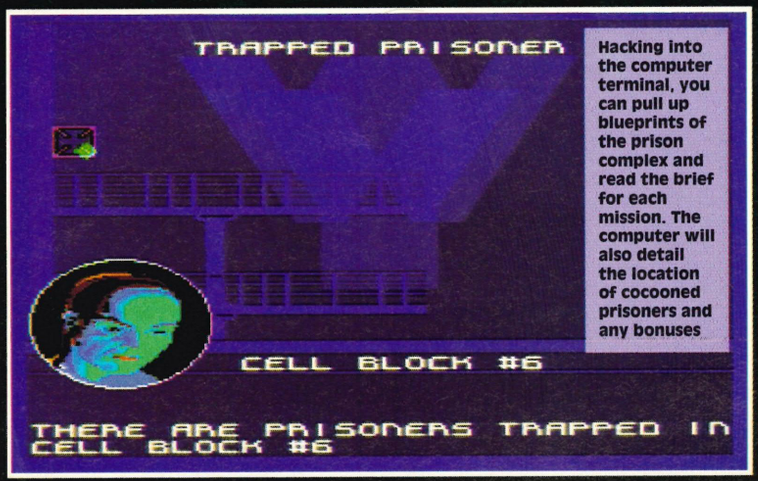
The alien creatures are of an equally high standard, darting around on all fours, spitting acid in your general direction and snapping at your bald head with their toothsome proboscis! The leathery alien eggs drip profusely upon their destruction and later on in the game the Facehuggers cling to your face and drain your energy bar! Great!

One of the best things for me about Acclaim's Alien 3 is the music and sound FX which really drag you into the game. It's tops! The sampled Ripley grunts and the screams of the dying aliens are simply outstanding and edging through the tunnels really had me filling my kecks! There's even a sample of Bill Paxton (Hudson from the second film) saying "It's game over man! It's game over!" when you die!

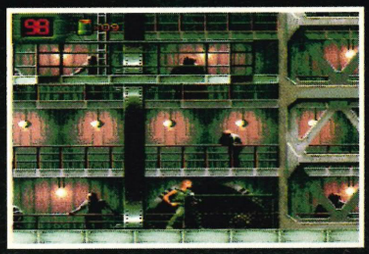
The only downside about Alien 3 is that the searching through big rooms and completing of missions that are in essence very similar may eventually become quite repetitive. However, the game is big, it's a challenge and will offer tons of enjoyment to fans of the Alien trilogy.



So that's what happens to all the old Atari STs, they get dumped on another planet. Luckily, Ripley used the ancient computer to crash land on the Fiorina 161

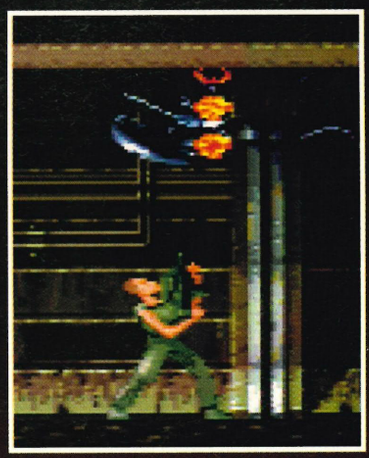


Hacking into the computer terminal, you can pull up blueprints of the prison complex and read the brief for each mission. The computer will also detail the location of cocooned prisoners and any bonuses



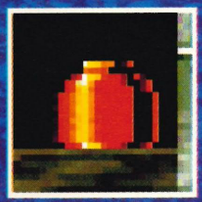
Oi, you five at the back, stop gawping at the bald woman – pick up a gun and help her nuke the alien scum!

Creeping down the alien hive, Facehuggers crawl from the lines of eggs and the alien soldiers scramble along the roof. Douse the walls in flame to burn them in hell!



The Dogbursters scramble along the ceiling then drop down to attack you. Fire up at the beastie or run away very quickly

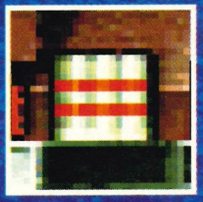
IT'S BIG AND IT'S NOT CLEVER



FLAME JUICE
Grab the phials of red stuff to top-up your flame-thrower

AMMO CLIP
Each magazine you collect slaps 99 shots into your Pulse rifle

FIRST AID
Restore a quarter of your energy by using the first aid pack



GRENADES
Loads 10 30mm grenades into the underslung launcher

GENERATOR
Used in conjunction with the ignition unit during mission four

ALIEN 3

HOUSE: ACCLAIM
ORIGIN: OFFICIAL
PRICE: £49.99
PLAYERS: ONE
TYPE: PLATFORM/ SHOOT 'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

83%

SUPER CONTROL

SOUND	9
GRAPHICS	8
GAMEPLAY	8
LASTABILITY	7

ENERGY HIGH

- Great music
- Incredible sound FX
- Plenty to do
- Very atmospheric

ENERGY LOW

- Can become repetitive
- Controls initially fiddly
- Quite hard
- Doesn't follow the film much

ALTERNATIVE SYSTEM

Capcom's Super Ghouls and Ghosts (83 per cent), Konami's Super Castlevania IV (86 per cent) and Batman Returns (79 per cent) all have great atmospheres and gameplay. For Straightforward blasting – JVC's Super Star Wars (88 per cent) or Konami's Super Probotector (87 per cent).

EVERYBODY WANTS TO RULE THE WORLD

POWERMO

Hands up who wants to rule the World. Come on, you at the back, I know you'd jump at the chance to become a planetary leader, if only for a day. Everyone would. Just think of the possibilities...you could make every day a holiday or make Christmas last six months. If you're feeling particularly daring you could even force the radio stations to play Depeche Mode for 24 hours a day, seven days a week. Ah, just the thought of it makes me quiver with excitement.

Unfortunately, Powermonger won't allow you to alter Radio One's play list, but it does offer you the chance to conquer billions of worlds with your ever-increasing army of soldiers.

Powermonger has been around for years – I first had the pleasure of controlling Captain Gore on the Commodore Amiga way back in 1990. Following on from Bullfrog's innovative god game Populous (also available on the Super NES), Powermonger is still a rape 'n' pillage'em-up but this time you aren't blessed with holy powers.

WORLD VIOLATION

Starting with a handful of men and a rather fetching red cape, your objective is simple. Build your army into a raging battle force equipped with swords, spears and towering war machines, then nip off to the nearest enemy settlement to kick butt.

At any time during the game you can pull up information on your army. How many men and the amount of food you have in storage are just a couple of things you'll discover

Before your men are allocated you must first choose to either play the campaign game or a randomly generated world. The campaign game consists of 195 territories which you must conquer, one after another. The initial levels are small with few settlements, designed to introduce you to the many aspects of world domination. The possibilities of the random game are endless – billions of different battlefields can be generated which makes each game different from the last.

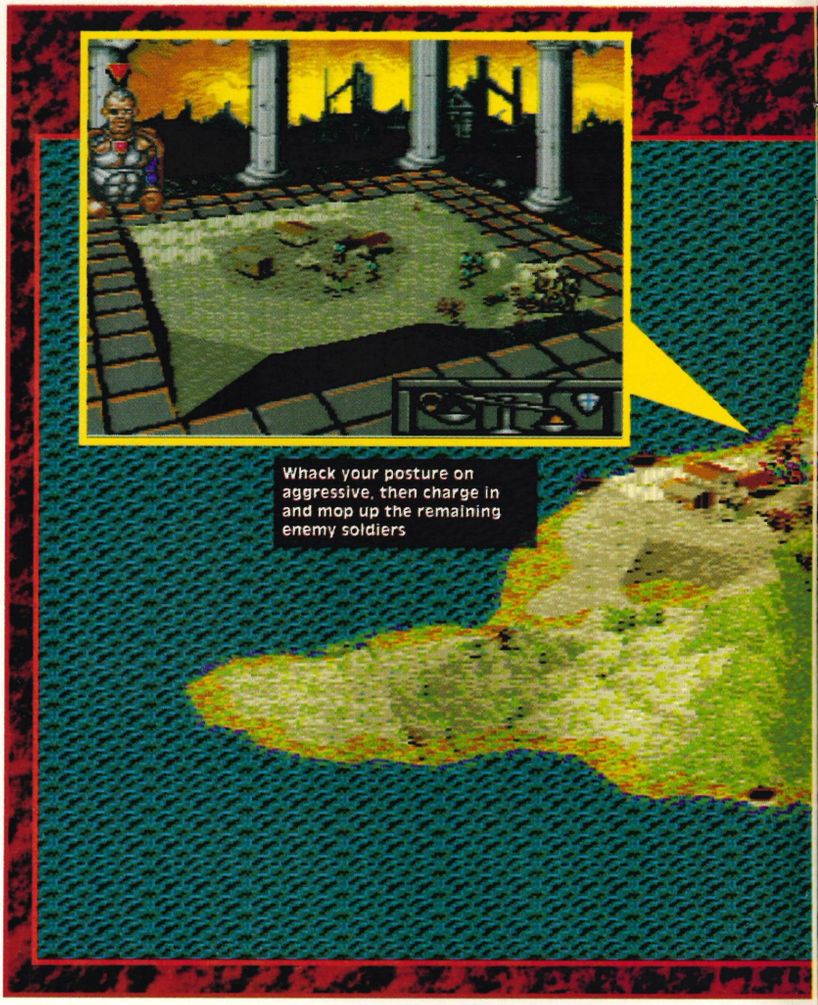
You can win the first battle just by storming across the mountainous landscape and attacking ferociously, but this simple plan of attack will fail on the later worlds. A plan must be carefully sculpted and then put into action.

First of all you will need to gather supplies. Without food your troops will die or desert your ranks to join another powermonger or just to lead a quite life in the country. The men must grab apples from trees and grain from fields and you can also chase the sheep across the countryside to feed your men with tender roast lamb. There's no mint sauce, though. Extra men also need to be recruited and you'll find that farmers and townsfolk will join your contingent with enough 'persuasion' (a knife to the throat works wonders).

Now you can start to think about equipping the troops. Initially fists are enough to whip the enemy's ass, but soon a weapon of some sort will be required. Unfortunately, you can't nip down to the local armoury and purchase 10 of the shop's finest broadswords – instead your weapons have to be invented and built.

To create swords and spears takes time, but the benefits of fighting unarmed enemies with weapons are great. Bows and arrows allow your soldiers to attack from a distance and eventually you can build huge war machines like catapults which hurl boulders across the battlefield. Boats can also be constructed, allowing your army to cross water rather than walking around the coastline which wastes both time and supplies.

As an alternative to fighting, you can choose to form an alliance with one of your foes. Join forces to fight the remaining powermongers, then break the agreement and defeat your ally while his back is turned. It doesn't matter how you win, as long as you emerge victorious.



Whack your posture on aggressive, then charge in and mop up the remaining enemy soldiers

Initially you start with a handful of men and that's about it. Defeat the enemy, build your army into a strong battalion and you may even receive a second Captain

RAGE AGAINST THE MACHINE

But don't count your soldiers before they're trained because the enemy 'mongers aren't that stupid. Like you, they are quite capable of using dirty tactics to win. Just when the world is within your grasp, your enemies may team up to crush your puny band of men.

To reign over the land you don't have to totally destroy the enemy. You must conquer at least two thirds of the worlds before they are classed as being under your control. A set of measuring scales depict the current status of the battle and if your side is higher

KILLING IN THE RAIN

RAIN

The sky clouds over, the land darkens then the rain pours down. Wet ground makes it harder for the troops to move around

SNOW

When the snow settles in the winter, food is hard to find. The men won't fight as eagerly as they will in the summer, either

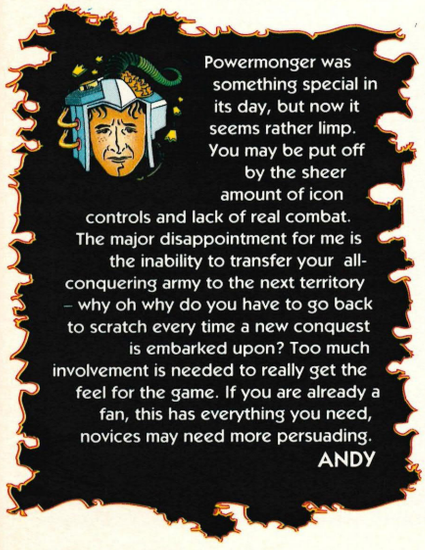
NGER

POWERMONGERING... THE BEGINNER'S GUIDE

Charge down the hill and attack! Make sure your posture is on normal, then after maiming the enemy, recruit men and scavenge for food

With your army replenished after a tasty feast, thunder across the hills to the settlement to the West and attack with ferocity. You'll wipe out the enemy with ease

(Right) The icy wasteland of the North is obviously not the best place to set up camp. Food is very difficult to find and the men don't like working in the cold



Powermonger was something special in its day, but now it seems rather limp. You may be put off by the sheer amount of icon controls and lack of real combat. The major disappointment for me is the inability to transfer your all-conquering army to the next territory – why oh why do you have to go back to scratch every time a new conquest is embarked upon? Too much involvement is needed to really get the feel for the game. If you are already a fan, this has everything you need, novices may need more persuading.

ANDY

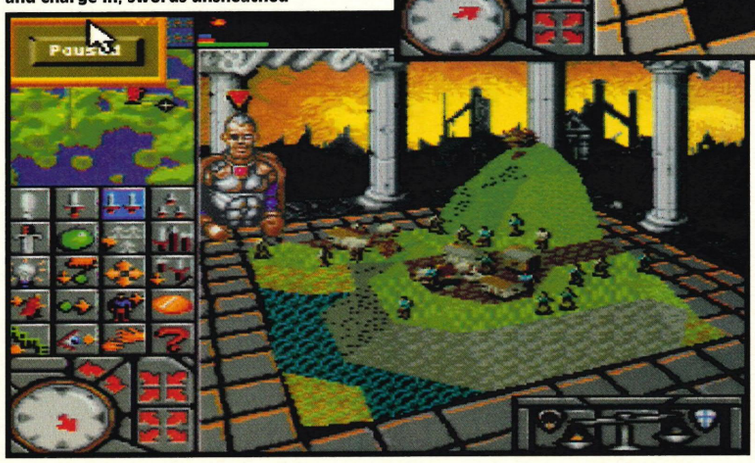
YOU DREW FIRST BLOOD...

A lone rider emerges through the early morning mist to the gates of Castle Gahan with news of the enemy's location

Granted an audience with Captain Gore, the rider tells the battle lord of his discoveries

Glancing at the battle plan, Gore thinks for a second then grins wryly. The enemy is defeated...

(Below) The small villages are always easy pickings. Slap your posture on aggressive and charge in, swords unsheathed



Uh oh, it looks like you've bitten off more than you can chew. The town you decided to attack is in fact a sprawling metropolis crawling with blood-thirsty soldiers. Run away!

On the harder level, I don't advise you to run around the battle field, taking on all-comers. Try the passive approach – form an alliance, THEN charge around attacking everyone!

The dirt track in this steep valley is the perfect place for an ambush. Position your men at the top of both hills then charge down when the enemy wander past

It's quite amazing how your soldiers can build a camp anywhere. Give them a mountain, they'll build you a Manchester

POWERMONGER

than your opponents, you are currently trailing in the battle for victory. If both scales are level, the armies of both sides have roughly equal territories. Should your side of the scales drop below your opponents you are dominating the skirmish and can choose to end the current battle there and then, crowning yourself the leader of that nation.

I WILL PAN YOU!

No sooner is the battle over before you're off to your next conquest. Facing a new land and new enemies, you sadly must start with a new army of only a few men once more. All your weapons and supplies are lost so you must start afresh. Your Captain always keeps hold of his bow, though. Shacking up in your new castle, carefully examine the map for the position of the enemy encampments and any nearby objects. By the time you reach the last battle your numbers will have risen and dropped more times than a prostitute's knickers, but thankfully Powermonger gives you a password to allow you to continue your conquest at any time.

So, Powermonger is a big game, but is it any good, you ask? It's virtually identical to the previous versions that have been released on other machines which means yes, it is OK. Initially Powermonger is confusing, but this is soon solved with a brisk look through the detailed manual. When you know what you're doing, the game is actually very absorbing. There's not much variation, though – the landscape changes and everything gets bigger but that's about it.

As for presentation, Powermonger used to look astounding but now I think it looks a bit stale. It's very slow and a lot of the time it's quite difficult to actually follow your men around – very frustrating! It doesn't help using the joypad, but thankfully Powermonger is compatible with the Super Nintendo mouse which is a vast improvement. The only problem is you have to own Mario Paint to have the mouse – God, this is getting expensive!

I've always enjoyed Powermonger but I think the Super NES game has lost something in the conversion. Maybe it's just because it's getting old.

Whatever its faults, Powermonger is the kind of game the Super Nintendo needs. Other machines have plenty of intelligent, demanding games like this but the Super Nintendo is dominated by a horde of SF II clones and next to nothing else. Yes, it may be dated and it may be a tad on the boring side, but it does begin to fill a huge gap in the market, a yawning chasm in the Super Nintendo games library. It is involving, absorbing and addictive but it isn't for airheads after a cheap thrill.

JOOLS

Look, there's the Isle of Wight. If you look closely you can see Cowes, Shanklin pier and even Blackgang Chine

Armed with a bow and arrows, you can send you Captain out on a hunting mission. Aim carefully to shoot sheep for a tasty roast lamb cooked over an open fire

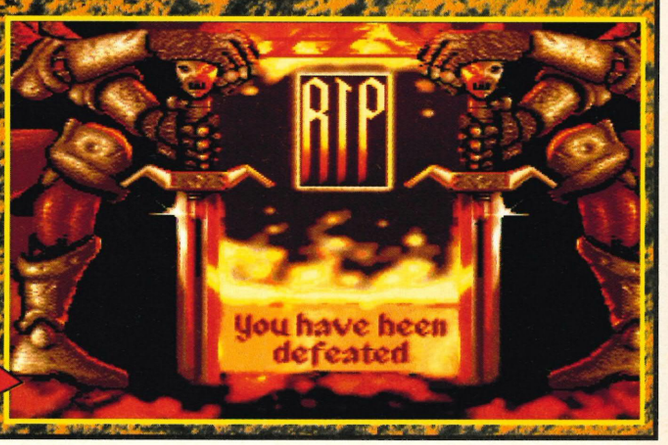
WINNERS DON'T USE THUGS

VICTORY

Keep an eye on the conquest balance on the bottom-right of the screen. If it tips to the right, you've conquered the land

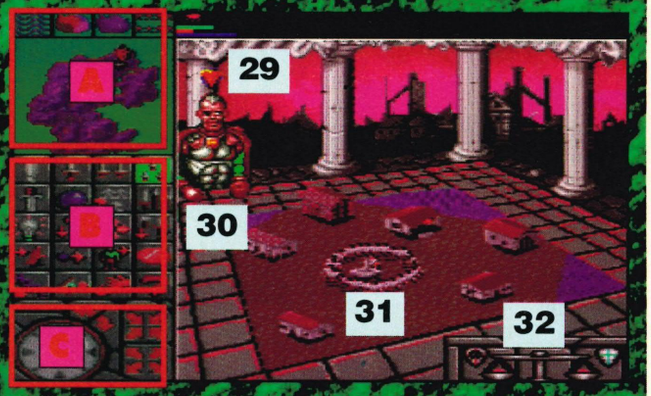
DEFEAT

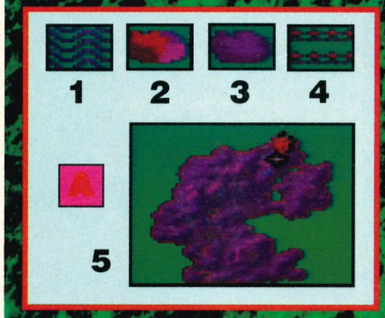
If the scales fall to the left, your men are being smashed to a pulp and the end is near

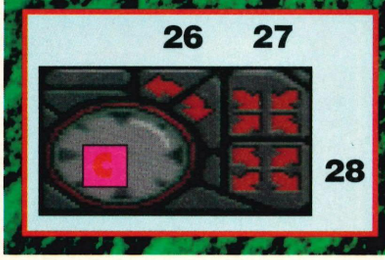


JEEPERS, WHAT DOES ALL THIS MEAN?

1: Contour: Details hills, valleys and plains
2: Objects: Trees, houses, workshops, men and roads
3: Settlements: Reveals the location of towns and villages
4: Food
5: The Overview map
6: Options
7: Passive posture
8: Normal posture
9: Aggressive posture
10: Attack!
11: Scavenge for food
12: Recruit men
13: Use invention
14: Invent weapon
15: Drop food
16: De-rank
17: Drop invention
18: Send captain
19: Supply food
20: Transfer soldiers
21: Trade
22: Return to base
23: Send in spy
24: Make alliance
25: Query
26: Rotate map
27: Zoom in
28: Zoom out
29: Captain's status
30: Captain Gore
31: Your army
32: Conquest balance



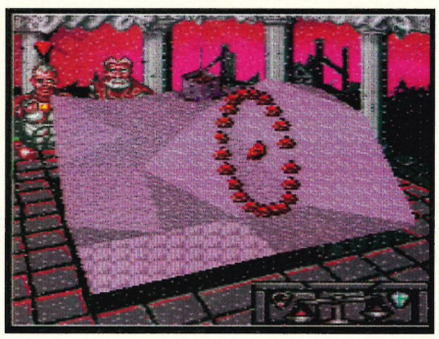




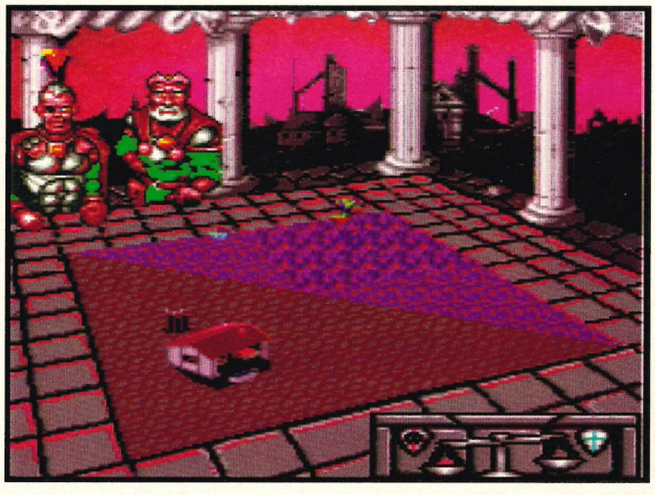
Powermonger has a massive 195 territories to conquer, a feat that will take months. There is also a random landscape generator providing an infinite battleground

As well as inventing weapons, the soldiers can also create boats. At last, you don't have to take the long route round the coast, you can just nip across the water

If the men are not ordered to do something, they'll gather wood and sit round a roaring camp fire. Listen carefully, you might even hear them singing rude chants



(Above) Powermonger is so detailed that you can even read the resumé of each man in the land. Fred from Cedar, 36, owns an ice-cream shop but still finds time to fight for his leader



(Right) Saws and hammers can be heard banging away inside the workhouse and minutes later the Blacksmith emerges with spears for the army

POWERMONGER

HOUSE: IMAGINEER
ORIGIN: OFFICIAL
PRICE: £49.99
PLAYERS: ONE
TYPE: STRATEGY

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

79%

SUPER CONTROL

SOUND 7
GRAPHICS 6
GAMEPLAY 6
LASTABILITY 8

ENERGY HIGH

- In-depth gameplay
- Loads of territories to conquer
- Absorbing
- Password System

ENERGY LOW

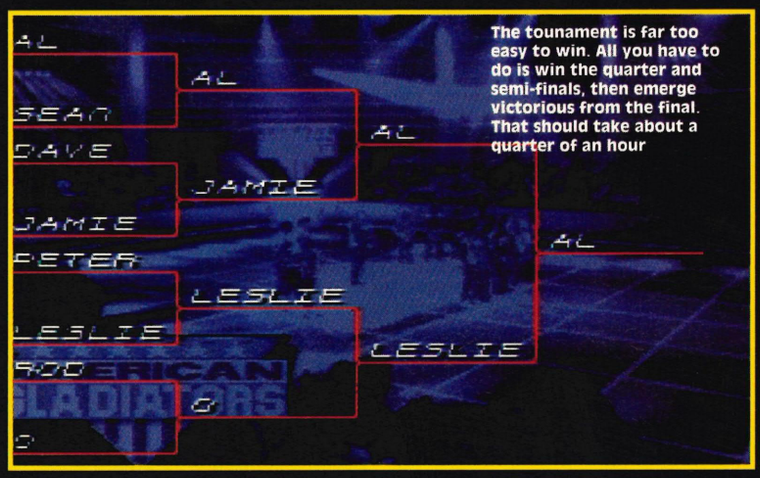
- Slow to play
- Tricky joypad controls
- You need time and patience to enjoy it fully

ALTERNATIVE SYSTEM

Powermonger is basically Populous (80 per cent) with extra options, so that's the obvious alternative. Like Powermonger, it's difficult to get into but absorbing once mastered. In Populous, you're a god and can use holy powers to change the lie of the land. Excellent stuff.

MORE MUSCLES THAN A FISHMONGER'S ICE-BOX

AMERICAN GLADIATORS



The tounament is far too easy to win. All you have to do is win the quarter and semi-finals, then emerge victorious from the final. That should take about a quarter of an hour

I don't particularly like muscly women – they've got bulging lumps in all the wrong places. Just look at the girls from the American Gladiators, they all have more muscles than a fishmonger's ice-box...

Anyway, American Gladiators is the sad sport that was ripped off over here to make a dreadful TV show (the one highlight of the UK show being Jet, who is much nicer than any of the Yank power-houses). In the SNES game of the same name, challengers must face the beefy meat-heads in seven events including the wall, the joust, atlasphere and the final round, the eliminator. More information regarding the various events in can be found in the Seven of the Best panel opposite.

OH WHAT AN ATLASPHERE

American Gladiators is a game for one to eight players, although I doubt you'd be able to find another seven mugs willing to waste half an hour playing the game. You can choose to compete in either a one-on-one match against the computer or enter the tournament.

The tournament starts in the quarter-finals, so you need to win a total of three matches to be crowned the Gladiator champion. If you're competing against another human opponent, you will play alternately until you reach the final and then you'll face each other to battle it out for the honour of being Gladiator champion.

You have little control over the appearance of your character – you choose the athlete's gender and name, but the character sprite still remains the same for most of the events.

Depending on the gender of your character, you will either face one of the six-foot giants such as Gemini or one of the smaller but equally bulky and formidable women such as Lace. According to GameTek they apparently never give in without a good fight. However, in reality GameTek couldn't be more wrong with this statement!

The game offers very little in the way of lasting appeal because it's possible to pummel the American Gladiators and finish the game within a few minutes. This game is far too easy and unlike many other sports games, I doubt you'll be wanting to return to it after you've won. For example, it's possible to hit the target in assault every single time, and by high-jabbing the gladiators in the joust you can win easily.

ASSAULT SUITS LYCRA

So the gameplay is lacking, but what about its presentation? Taking each event individually, the overhead assault stage is quite appalling with the character sprite no more than a few millimetres square. The powerball is very similar with minute men running around a bland court. The eliminator and joust stages are OK – the characters are bigger but are still poorly animated and you can't even tell the difference between the male and female challengers. So, all in all the graphics are dire...

But, wait a second, the human cannonball uses Mode 7 as you zoom towards the gladiator. However, don't get your hopes up, the event is over within a matter of seconds and the action you do get to see in that time is not that impressive.

So there you have it, a game that's as disappointing as the TV show. My advice? If you want muscles, spend the money down at the gym...you might even see Jet!

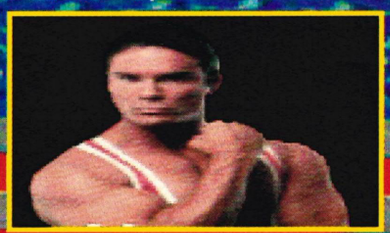
Frankly, American Gladiators is total and utter rubbish. Everything about it lacks finesse, the graphics are incredibly piddly and colourless, the sound is blackboard-screechingly bad and the gameplay is non-existent. The two-player mode could have offered a decent head-to-head game, but you don't actually compete against a second player until the final round and even then it's not a true head-to-head fight. None of the seven events offer a challenge or thrill, and this game should obviously be sent back to America to rot in Nitro's jock-strap.

PAUL

SHOWBIZ BARBARIANS OR BEEFCAKES?

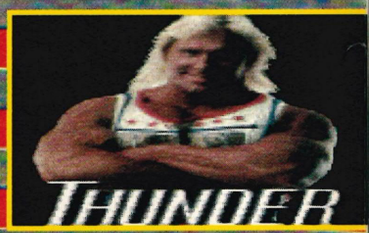
GEMINI
6ft 4" 255lbs
Gemini is supposedly the strong, silent type with an affection for patchwork quilting

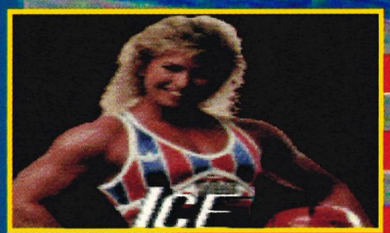
NITRO 6ft 2" 225lbs
Ergh, slicked-back greasy hair...lovely. Nitro's quite big and muscly though, so I'm sure he's a nice bloke really



TURBO
6ft 1" 245lbs
Turbo likes fast cars and is also an avid powerlifter and collects giant redwood tree rubbings

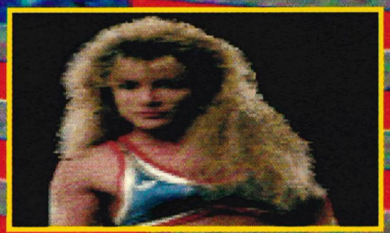
THUNDER 6ft 2" 280lbs
Thunder likes to think all of his weight is compact muscle, but I reckon it's all the beers he sinks after the show





ICE 5ft 7" 155lbs
Ice has been in several commercials and wants to continue her acting career. Don't give up your day job, darling

BLAZE
5ft 7" 140lbs
Blaze wants to study criminal law eventually, so she mugs old ladies and nicks cars for practice



LACE 5ft 8" 120lbs
Lace is a versatile athlete who hopes to host a talk-show one day. Well, she's got all the qualifications of a presenter of The Word...

GOLD
5ft 8" 150lbs
'Gold, always believe in your soul, you've got the power to know, you're indestructible' Allegedly...

SEVEN OF THE BEST

ASSAULT!

At the end of the arena, the gladiator fires tennis balls at you from an air bazooka. Initially viewing the action from above, you must run across to the first safety barricade to find a gun to hit the target and knock the gladiator off its podium. Miss and you'll have to run to the next gun installation. You are awarded 10 points if you hit the bulls-eye, five for the outside of the target and an extra point for each weapon you use.

HUMAN CANNONBALL

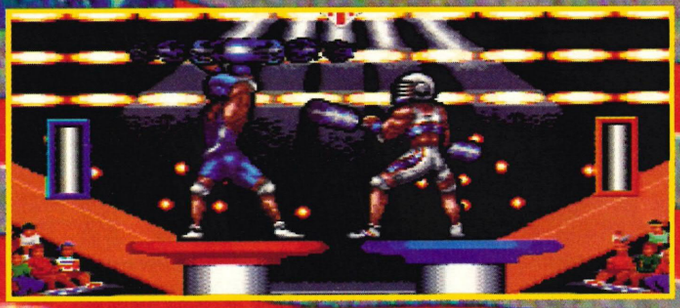
An event not found in the British TV series. You're tied to a huge elastic band for the human cannonball, the intention being to knock the gladiator over by flying into it. First of all, stop the cursor on the energy bar to select the power at which you 'kick off', then adjust the angle at which you'll fly. Finally curl into a little ball to fly off in glorious Mode 7.

ATLASPHERE

Climb inside a life-size metal sphere and roll around the arena against two gladiators and the other competitor. The objective of the game is to roll the steel ball over four pods. Set against a 60 second time limit, you score a single point for each pod you roll over.

JOUST

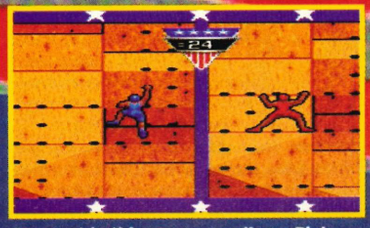
Armed with a six-foot cotton bud, you have 45 seconds to pan the crap out of the gladiator who stands opposite you. Use the array of swings to wear down his energy, then finish him off with a spectacular whirling strike.



POWERBALL

Standing opposite your opponent with three gladiators in-between, simply grab the ball and stuff it into the bins to score points. A single point is awarded for the four bins around the outside of the court, with two points given for every shot in the central goal. Watch out for the gladiators who'll barge into you, or give them a taste of their own medicine by shoving them to the ground.

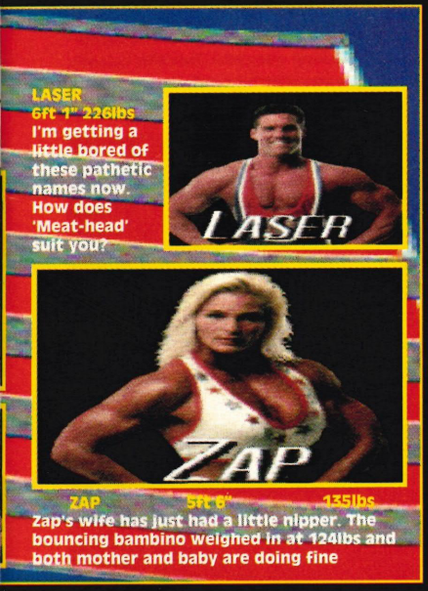
THE WALL

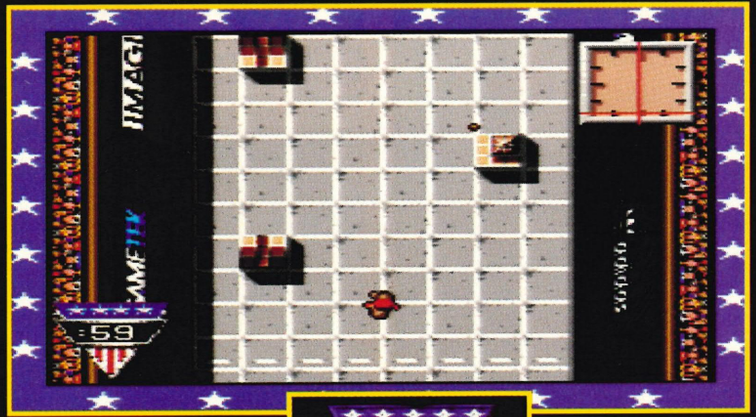


An event in this game as well as a Pink Floyd album, the wall requires nimble finger dexterity to scale the 30-foot climbing frame. Pursued by a heavy-breathing athlete, you have 30 seconds to reach the top of the wall without being taken from behind! Climb your way to victory to earn yourself 10 points, with five points awarded for second place and nothing if you fail to finish.

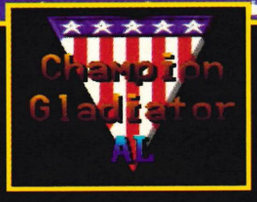
THE ELIMINATOR

The final event is the most gruelling as you hammer furiously on the joypad in an attempt to win this glamorous obstacle race. First up is the treadmill which, like the hand bike, the balance beam and the cargo net, can be crossed by rapid button tapping. Rest your muscles on the zip wire because when you touch the ground, you've got four hurdles and a gladiator to deal with!





(Above) Even though the sprites are miniature, they are intricately drawn and highly detailed. Oops, no they're not. In fact they are rather poor



(Left) There you have it, proof that I am in fact tougher than any gladiator. Well, OK maybe not as tough, but I'm probably better at Mario Kart

THANKS TO CONSOLE PLUS (0532) 500445

AMERICAN GLADIATORS

HOUSE: GAMETEK
ORIGIN: USA IMPORT
PRICE: £44.95
PLAYERS: ONE TO EIGHT
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

41%

SUPER CONTROL

SOUND	5
GRAPHICS	5
GAMEPLAY	4
LASTABILITY	5

ENERGY HIGH

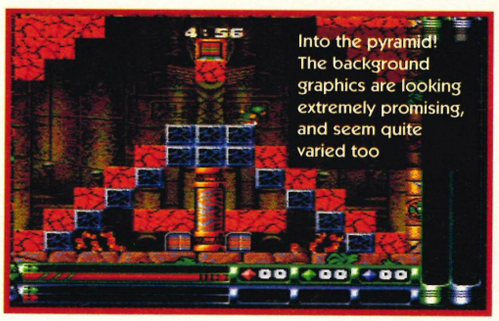
- Variation between events
- One to eight players
- If you like muscles, you'll love this

ENERGY LOW

- Visually appalling
- Presents little challenge
- Events varied, but soon become tiresome

ALTERNATIVE SYSTEM

Another game based on a dodgy American sport/TV show, is WWF Wrestlemania (56 per cent), a one-on-one beat'em-up hardly in the same league as SF II. California Games 2 is a multi-event sports game (54 per cent). Both are dire, but if you watch Gladiators you must be pretty sad anyway...



Yay! That's the way to do it. It is very easy to panic and make things worse for yourself

A password system will allow access to any of the 100 levels you've already completed

The bars at the right of the screen show how many blocks you've got to use

It's not a good idea to go for the fruit before leading your Troddlers to safety

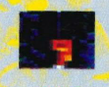
TRODDLERS

WHEN IS A LEMMING NOT A LEMMING? WHEN IT'S A TRODDLER!

SMALL OBJECTS OF DESIRE

YOU
This is you. Cute little guy, aren't you?

TROODLER
A Troddler. Save these blighters from a certain death



ZOMBIE
These zombies will kill both your Troddlers and your bloke

ENTRANCE
Your Troddlers emerge from this door

EXIT
This is your goal – certain safety lies beyond here

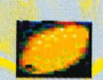
BLOCK
Reach the unreachable by building with these blocks

CLEAR
Clear blocks can be walked through but cause confusion

ICE
Your Troddlers cannot get to grips with this block of ice

CHERRY
Grab loads of points by collecting these cherries

LEMON
The bitter taste of this lemon means big points



ROCK
Push these off the edge of platforms to kill the zombies

CUSH
This cushion will save any Troddlers falling from a great height

CLOCK
Collecting this clock will give you an extra minute to finish the task

JEWEL
You are sometimes required to collect a number of these gems

BOMB
Touching this bomb will destroy all enemy Troddlers on screen

GRINDER
Troddlers falling into this will be turned into mincemeat

FIRE
This kills Troddlers, but also melt the ice blocks

Although it may sound like a new form of baby buggy, a Troddler is in fact a small rodent-like animal with the ability to defy gravity by walking on any surface in any direction. These little creatures are the stars of The Sales Curve's latest release, a one or two-player platform puzzle romp of the same ilk as Lemmings.

Imagine doing the Solvite test with the paste on your shoes – these guys do it! They clamber forwards over every surface their little feet can get a grip on. Unfortunately for them, they're extremely stupid. I mean, would you walk directly into the path of a 50,000 volt laser cannon, or risk falling 2,000 feet due to slipping on some ice on the ceiling? No, and neither would my mam.

UNDERWHANGERS

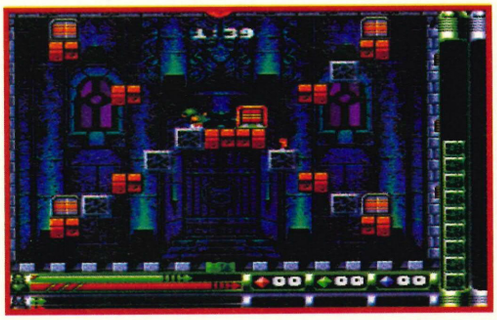
Life would obviously be very short for these little chaps if it wasn't for one reassuring light in their lives – yes, luckily you're in charge of their welfare…"What do I do?! What do I do?! There's thousands of the little buggers scurrying around the room and I don't know how to save them!!"

FAFFERS

Aye now, calm down, calm down! (Said in true scouse fashion!). Don't panic, you can save them. All you have to do is allow them access to the door to safety and they'll all be in for egg and chips down at Auntie Anne's. However, sometimes their doorway to freedom can be located in the hardest of places, for example, if your Troddlers are walking around on the ground and the exit is suspended in the middle of the screen, what do you do? Well, your sprite can drop a selected amount of stone blocks and by controlling their positioning you can build stairways to unreachable platforms.

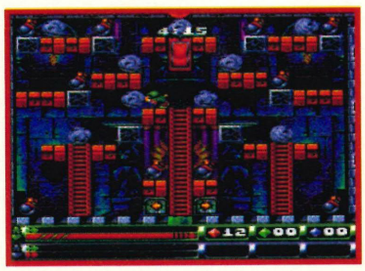
Blocks of ice, whilst no problem to walk over, cannot be climbed upon. An ice block encountered by a Troddler on a vertical climb will cause the little fella to lose his grip and plummet groundwards. If the fall is a long one, your Troddler is toast. Make sure you remember where the blocks are before you start climbing!

The solution to a level is sometimes staring you in the face, but it's often a case of 'can't see the forest for the trees'



One Troddler remains. It can be a pain when you're waiting for a Troddler to reach the exit and time runs out!

Troddlers also offers a team option where two players help each other to complete the level



Loads of rocks and bombs. A smart effect is created when you touch a bomb, killing all the zombies

A long fall will kill your Troddlers, so a careful eye must be kept on them at all times. Positioning a bouncy cushion underneath them will break their fall, and these also come in handy for rebounding laser beams back into the laser cannons!

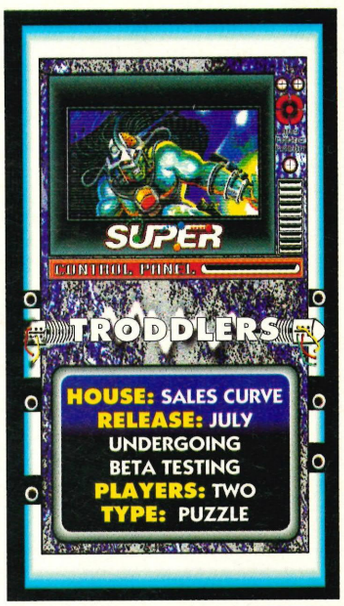
Another danger to the furry creatures are grey zombie Troddlers that appear throughout the 175 levels. Touching them will kill your Troddlers, so it may be a good idea to kill or at least avoid them!

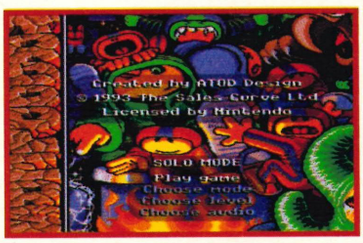
In the two-player mode you will have the choice of playing either a war game or a team game. The war game pits both players in a head-to-head battle between their Troddlers. The first player to wipe out their opponent's team is the victor!

In the team option both sets of Troddlers must try and help each other by killing the baddies and building platforms to overcome the devilish puzzles. In either the two-player or one-player game the object stays the same – survival. If the game requests that 15 of your 20 Troddlers be saved, then that's the number you need to rescue, and no less!

Troddlers will be one of the first official releases to take advantage of the SNES mouse, which is a strange considering that it works perfectly well as a joystick game! It should play very well though, if other versions are anything to go by.

"Arghhh! Arghhh! Arghhh!" Sorry about that...I had a sudden panic attack, a condition sometimes related with playing this game. Troddlers may have the same effect on you when you get to play it in July!

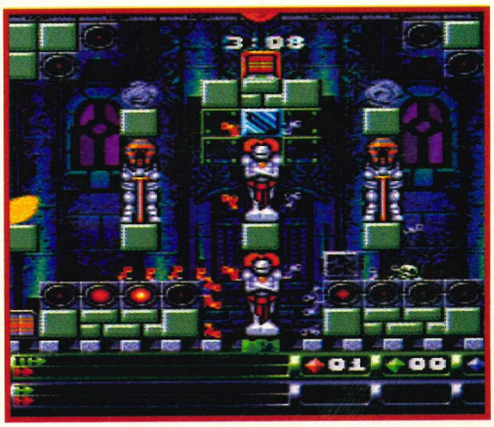




Select either a simple one-player game, team-up, train or fight it out against a friend

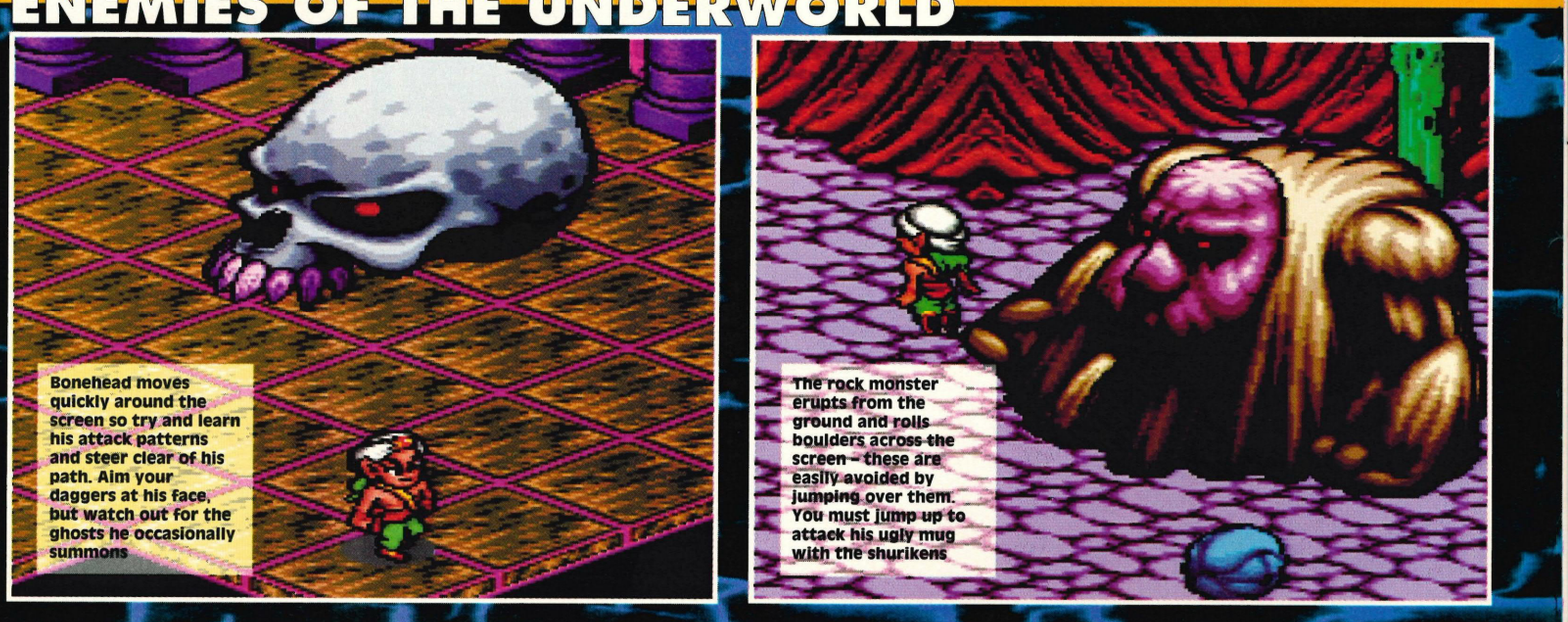
Just look where those bloody exits are! Remember – the Troddlers mustn't go near the grinders or they're history

Grinder overload! Dropping a block over these grinders may help things a bit



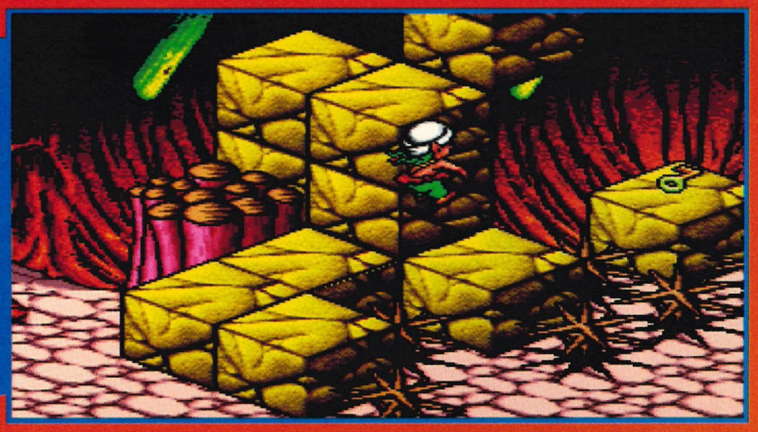
I've just been eaten by the zombies – see the little pile of bones centre-right

ENEMIES OF THE UNDERWORLD



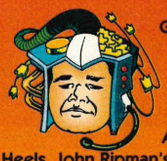
Equinox is packed full of tricky puzzles. A key is found in the top-right of the screen but is surrounded by spikes. How the hell do you get the key?

Climb up the blocks to the left and push the brick which is third from the top. It takes a while to shift, but will provide a platform across to the key when it thuds to the ground



EQUINOX

DON'T LET THE SUN GO DOWN ON ME



Games like Equinox characterised the Sinclair Spectrum for the early years of its existence. Knightlore, Alien-8, Head Over Heels, John Ripman's Batman – all of these used the isometric viewpoint that Equinox utilises with superb effect. Equinox is the first Super Nintendo game to revert to this tradition that is nearly as old as computer gaming itself.

What this viewpoint creates is a pseudo 3D environment which has depth and width, and any game like this can create a number of three-dimensional puzzles to confound. Blocks can be pushed, pits can be walked around, the character can disappear behind pillars and so on.

The main play sections of Equinox are built using this system, although you wouldn't guess it at first. When you enter the game all you get is a very small sprite of your character Glendaal, wandering about a very big island. There are bridges off the island, but they will be blocked by spiritual apparitions of nasty creatures who warn you in a very sinister manner that you will have to destroy their physical being elsewhere to get past. These bridges are exits to more islands that make up the other seven levels and these spirits represent the guardians you'll come across in the game.

GOING UNDERGROUND

As you investigate further you find squat, smoke-puffing huts. Enter one of these to be whisked underground into the game proper. You'll immediately notice how the bright, colourful and highly-detailed graphics do wonders for the atmosphere of the game, giving the impression of a massive cartoon adventure.

Imagine each room as approximately diamond-shaped. The rooms range from basic stone-floored caves to elaborate chambers with highly-carved walls and marble effect floors. Eerie sounds accompany your excursion into this underworld and each of the guardians has its own theme music! What we get here is atmosphere.

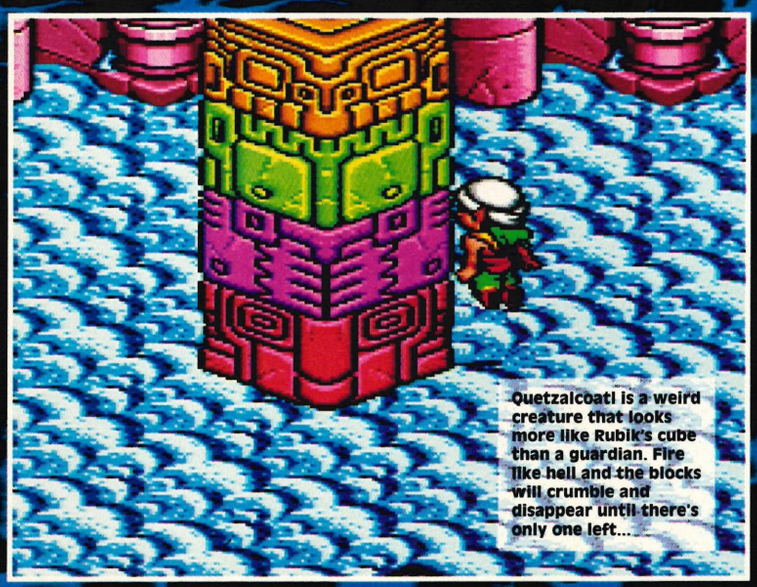
Before you get carried away by the whole ambience of the thing, there is actually a reason for you being there. Each island consists of four or more separate caverns, and hidden amongst these will be 12 tokens in the form of glowing blue balls that must be collected before the guardian can be confronted.

At the beginning these are relatively easy to get to, placed in obvious locations with reasonably easy access. Early on in the game no more than a quick leap and a bound over a few platforms will often be needed to reach the token, but later on there may be obstacles in the way. It's very simple but takes a lot of thought.

PUZZLE CORNER

One of the main characteristics of Equinox is the way it starts off by presenting you with basic puzzles then takes them to a higher level, combining them with others to produce more and more complex challenges for the player as he or she progresses through the game. You have to learn from the game, use what you have seen before and adapt to the situation in hand.

Nothing is more rewarding than when it all goes right, and nothing more frustrating when you can't for the life of you work out where the hell you are going wrong!



Quetzalcoatl is a weird creature that looks more like Rubik's cube than a guardian. Fire like hell and the blocks will crumble and disappear until there's only one left...

...Then huge spikes sprout from the cube, which starts to spin and move rapidly around the screen. Keep on your toes and fire at the remaining brick

GLENDAAL'S GOODIES

EQUINOX

On some levels Equinox cheats a little with the isometric viewpoint, using the lack of perspective to create a puzzle. A room may be nearly full with blocks and spikes at different levels, but because of the angle and the lack of perspective it is nearly impossible to work out where they in relation to each other. Are they on the ground near the back or in the air near the front? It is really a cop-out on the part of the programmers, using a flaw in the system to create more puzzles and challenges. However, I can let them off as those parts of the game give Equinox another dimension and more depth to its gameplay.

DEEP, DEEP DOWN

Without these unusual touches Equinox would be high and dry. It isn't really an RPG, there are no statistics to juggle, or hit-points or dice-rolls to worry about. It is more of an action/adventure with the only things Glendaal really has to think about being his weapons and his health.

Glendaal collects weapons as he goes through the game. He starts with nothing, then obtains a pocket knife, a selection of shurikens, after those an axe and from then on, well I wouldn't want to spoil it. He needs these weapons because the levels are chock full of enemies ranging from the quick but ultimately stupid jellies to the whirling dervishes that follow you around.

Naturally, the guardians need a good few hits with whatever weapon you have on you. These chaps are big, and generally move in an intricate pattern that can be learnt after a few goes. There may even be a safe part of the room which they cannot get to and therefore can't harm you.

If and when you do send the guardians packing they always boost your energy and your magic, but the most important thing they do is give you a string for your harp. When you have collected five, some months down the road I can promise you, you will be able to play your harp properly and summon help from the gods.

The guardians aren't the only way to boost your health and magic – hidden around the levels will be a number of potions. However, having the ability to use a potion isn't much use if you haven't learnt a spell which is done by finding a scroll. The way these potions and scrolls are hidden and placed in the game makes it a constant search for more, and you always feel duty bound to search every single room you come across, walk through every door, try and solve every puzzle to make sure nothing is missed. Equinox compels you to keep going, to keep trying.

Fortunately, the game battery-saves automatically every time you leave a cavern and go wandering on the surface. The surface isn't all sweetness and light though, due to being populated by giant vampire bats and trolls ready for a battle. This isn't such a bad thing because they move in very predictable ways and, rather conveniently, make a point of giving up some potion or other when you kill them. If things are getting sticky, go and kick a bat and pick up a health potion, what could be easier?

Equinox makes the player want to keep going and this is it's strong point. Aside from the need to see more of the splendid graphics, it constantly challenges you, pushing you further and making you feel good when you finally complete that puzzle or solve that conundrum.

It is an exceptionally well-rounded product that, although not an RPG will offer plenty of challenge for fans of the genre, and even more for those new to this area of gaming. Superb.

I haven't played a game for this long since The Lost Vikings and even Jools found it difficult to tear himself away to write the review. 3D isometric games have been around since the early days of the Commodore 64, and Equinox takes a trip back down memory lane and returns to the genre with style. The presentation is quite superb, but the icing on the proverbial cake is the absorbing gameplay which will grab you from the start and won't let go until you've explored all eight worlds. Very atmospheric and extremely enjoyable.

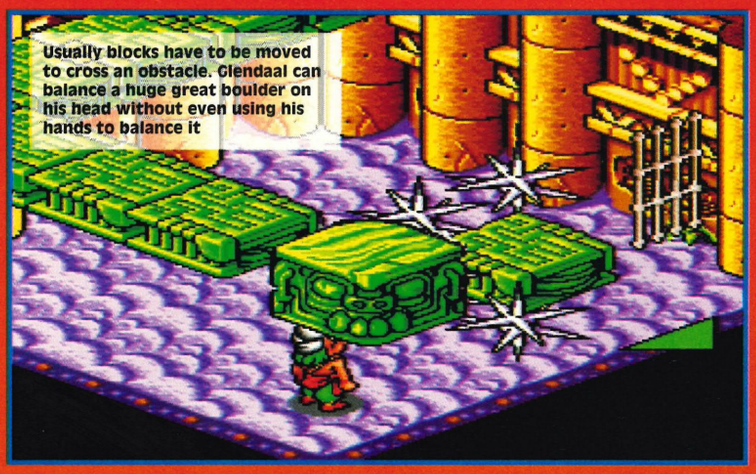
ALEX

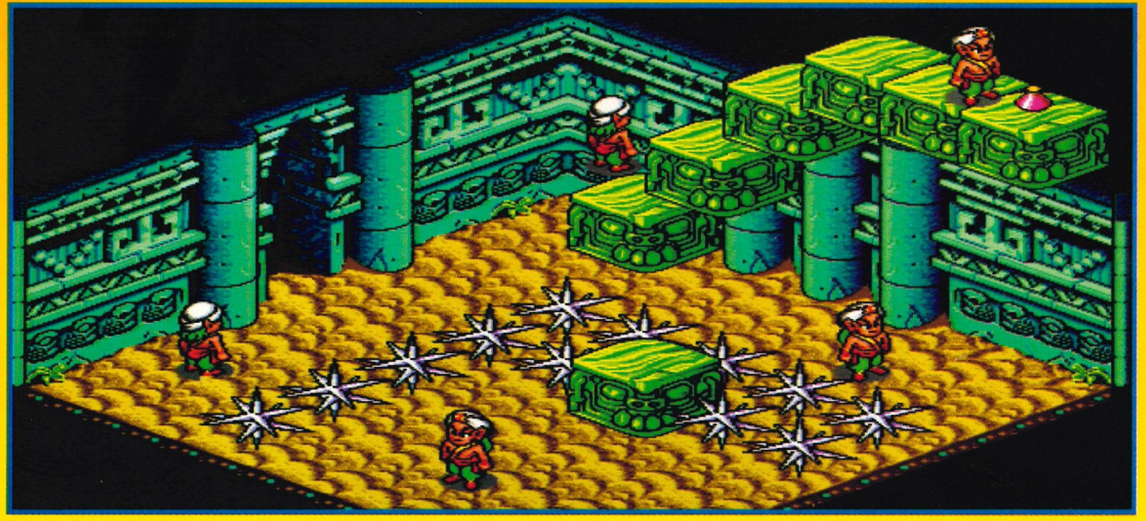
Try pushing the blocks to solves puzzles. Nudging the third block down will provide a stepping-stone over the spikes

Being an avid fan of adventure games I awaited this with bated breath. Far more in-depth than the now somewhat dated Zelda III, Equinox offers plenty of baffling puzzles and challenging opponents. Like Alex and Jools I found it difficult to drag myself away from the game and I can safely say that I haven't played such an absorbing game since Knightmare on the ST last year. Even the graphics can't let this product down – it oozes quality and will no doubt be a huge success. Plenty of gaming potential.

ALLIE

The fourth world, Atlena, will provide a watery grave for all but the toughest adventurer. The murky depths make it difficult to see while the gooey globs make formidable opponents





EQUINOX

HOUSE: SONY ELECTRONIC PUBLISHING
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: ONE
TYPE: ARCADE ADV

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

85%

SUPER CONTROL

SOUND	8
GRAPHICS	9
GAMEPLAY	8
LASTABILITY	8

ENERGY HIGH

- Superbly atmospheric
- Great learning curve
- Compels you to go on and discover more

ENERGY LOW

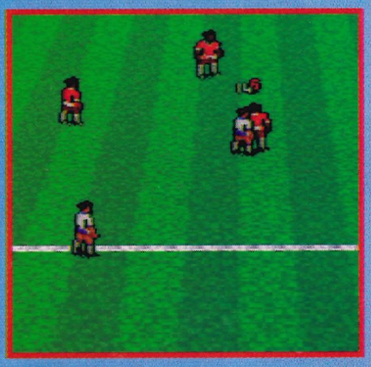
- Not complex enough for advanced players
- Uses the lack of perspective as a cheat just a little too often

ALTERNATIVE SYSTEM

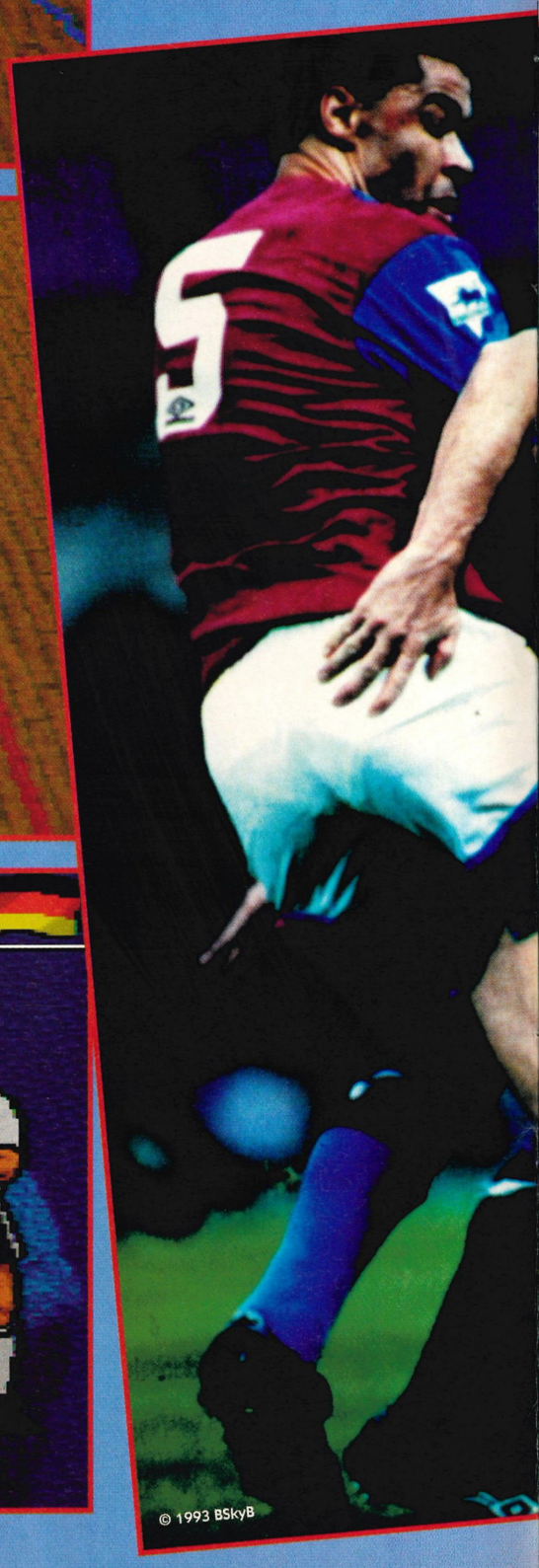
The only real alternatives are Zelda III, an RPG of sorts that is still very arcade friendly and shares the same compelling characteristics; and Legend of the Mystical Ninja from Konami (US import only), an arcade adventure which is very good when you get further into it.

The 'keeper dives to make a blinding save. He's also the recipient of some rather nasty friction burns too!

Following this needless yellow card, the two players square each other up in a show of macho stupidity



Use the walls to your advantage in the indoor game – remember that the ball cannot go out of bounds



STRIKER

A FOOTBALL GAME PROMOTED TO THE PREMIER LEAGUE

If there's one thing the SNES needs at the moment it's a good ol' butt-kicking football game. Previous challengers to the title of ultimate Super Nintendo footy game have been tepid, unsatisfying affairs, but suddenly, and with very little hype, Elite dashes in for a sliding tackle with its new soccer extravaganza Striker.

Opting for the two-thirds overhead, Mode 7, scrolly pitch view, Striker could well indeed be the game wet dreams are made of. Its graphics and sound are very atmospheric and the amount of changeable options and stats open to the player would make even Barry Davis weak at the knees.

Play is simple and can be picked up after only a few minutes practice, with all the usual (and a few unusual) features from the best football games in there.

The first thing I noticed about Striker was that depending on how good a dribbler the controlled player is, the ball can stick to the player's feet. This may not seem like the best idea in the world – most footy games dropped this feature way back in C64 International Soccer days, but it works very well here and makes for a more 'instantaneous' game.

As mentioned previously, the wealth of options contained within Striker are sensibly humungous in proportion. For starters you're presented with a choice of tournaments. A straight-forward friendly that's good for a spot of practice is the first option you'll require, before progressing onto the Super Cup, Special Cup, World Knockout and World League games. Unbelievably, there is also a fifth play option, namely a six-a-side, indoor game which proves to be an exciting and original diversion from the regular game of football.

The condition of the pitch be it soft, hard, wet, dry or full of dog poo, can be altered; goalies can be operated manually or automatically (The latter is recommended for beginners!) and the wind speed which affects ball movement can be increased or decreased. Phew, if you think that's thorough, read on!

ACCRINGTON STANLEY, WHO ARE THEY?!

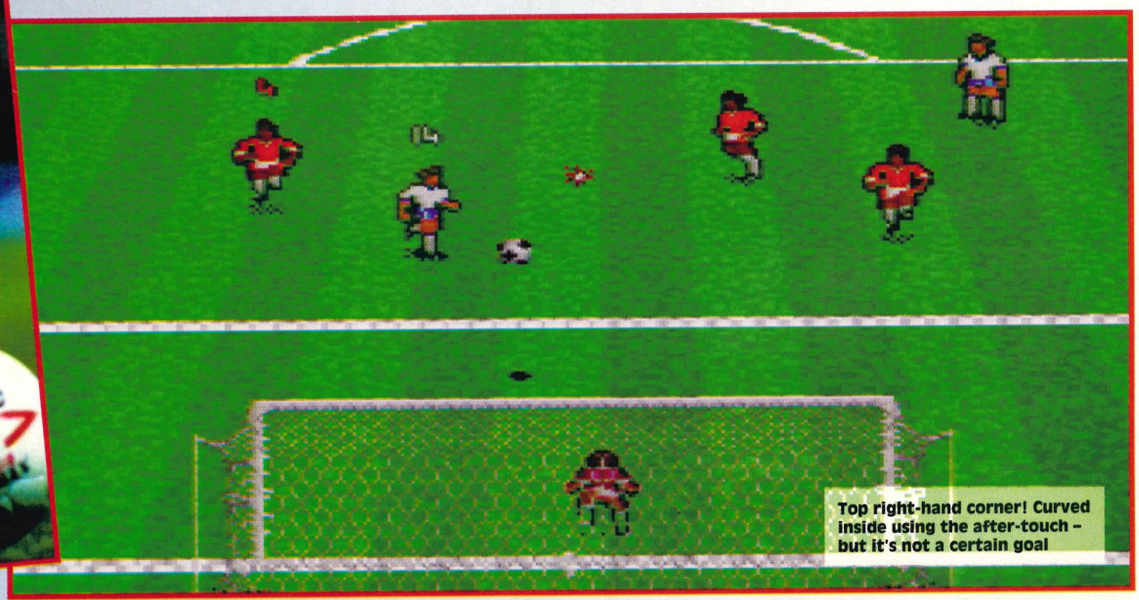
Before even touching the ball you can call up any one of the 64 teams and customise it to your heart's content, including team kits, player kicking-power, tackling power, heading power, stamina, names, degree of after-touch – they're all in there and more. If that isn't enough there are loads of control options to choose from and if you feel like a particularly continental game, you can even play the game in one of eight different languages! Porca'la Miserria!!

Once you finish dithering about with your team it's time to play the game. Like it or not, you won't buy this game to improve your football fashion design skills, the aim is simply to beat the other team and collect some points! Practice makes perfect, as the overly-permed Kevin Keegan once didn't say, and Striker allows the player to practice everything that isn't nailed down. Goalie and penalty practice can be played with either one or two players (A sub-game in itself!), and you can also get to grips with your loose undercarriage within the ball control practice section.

All 64 international teams are current and up-to-date and all play according to their real-life abilities. Therefore, it's obvious that San Marino isn't going to win any trophies so it's probably better to choose them as your opponents at this early stage in proceedings. The present England team players are all there and Elite has promised to update the squad once Graham Taylor sorts out his Chris Waddle problem!

Edesso pottete giocare il migliore giocatto di calcio italiano con quel'grosso bastardo, Gazza!

League champions Manchester United take on their rivals Leeds in a thrilling battle to the death!



Top right-hand corner! Curved inside using the after-touch – but it's not a certain goal

PREVIEW

STRIKER

Once out on the pitch, dodging the bog rolls and avoiding the coins (Not really!), you can't help but soak up the big match atmosphere. The roaring crowd is well reproduced with the "oohs", "aahs" and "'ow's yer favers" clearly digitised, and the dulcet tone of the tapping of the ball on the leather boots of the players adds a kind of reassuring solidity to the proceedings.

The zippy sprites, whilst dinky in appearance are about the right size with none of those oversized players that are sometimes found in computer footy games! They bound about the pitch like men possessed – check out their sliding tackles and the insanely committed goalies!

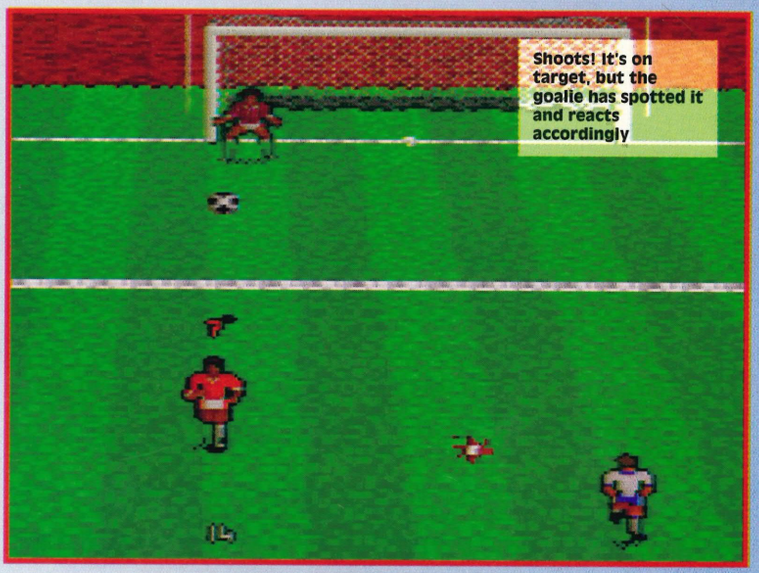
Score, and the players leap about and do cartwheels and you can even scan through your best scoring moments with an added action replay feature! Winning streaks can be saved within the password system provided, enabling play to be continued at a later date so there are no worries about losing all your hard-earned points when you switch off your Super Nintendo.

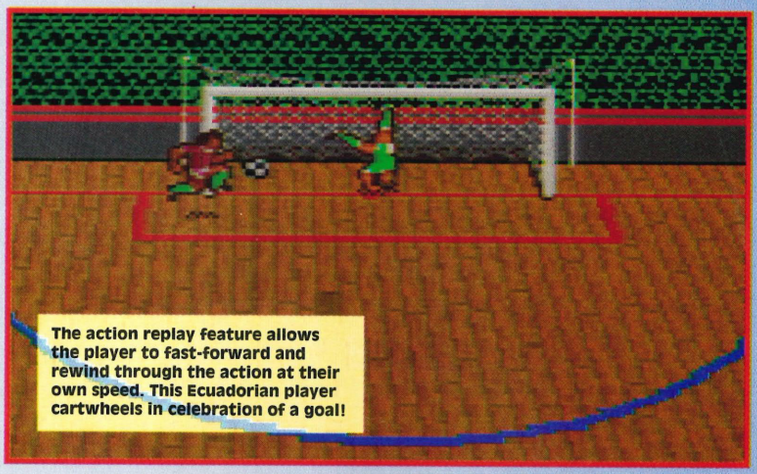
The LED scoreboard at the foot of the screen keeps the player up to date with the play. If any yellow or red cards are presented the big display really rubs it in and you're even treated to the odd animated handclap every now and then.

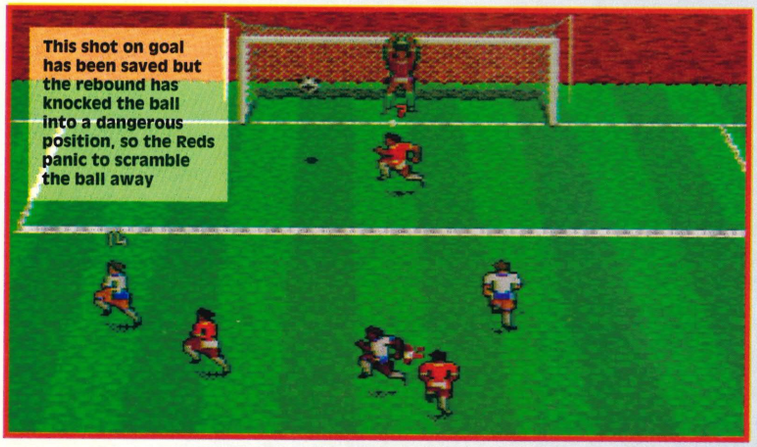
All the regular FIFA rules are catered for, even including the newest rule of no pass-backs to the goalie! Corners and free kicks are controlled using arced pointers and the pitch, speed and velocity can all be controlled at the press of a button (not forgetting the bendy after-touch!).

Footwork is fast moving and fluent, the automatic player selection proving to be intelligent enough to keep up with the action, and the after-touch is ball-curvingly good.

Elite could quite definitely take the SNES soccer world by storm with Striker and is probably giving Sensible Software nightmares right at this moment! Watch out for Striker, due for release in late August...it should play a blinder!


Shoots! It's on target, but the goalie has spotted it and reacts accordingly

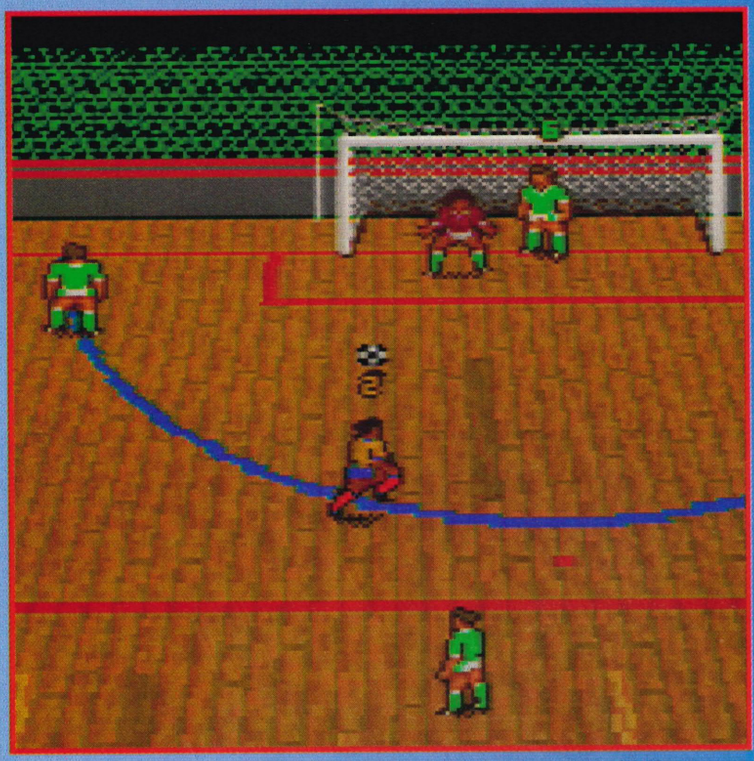

The action replay feature allows the player to fast-forward and rewind through the action at their own speed. This Ecuadorian player cartwheels in celebration of a goal!


This shot on goal has been saved but the rebound has knocked the ball into a dangerous position, so the Reds panic to scramble the ball away

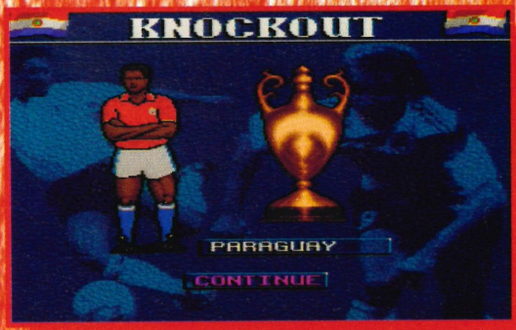
"Get up mate. You obviously dived.", said Vinny as he grasped the player by the scruff of his neck

He tries a sliding tackle but misses his man! Charlton is through with nothing between himself and the goal but the 'keeper!

Argentina win the toss and they get to kick off first, but the hand of God is missing from the team and they're sure to lose



You can head the ball too. This shot isn't on target, but the goalkeeper with the bouffant hairdo had it covered all the way



Dirty, fouling Paraguay win the knockout championship tournament. They need knocking down a peg or two

Select your game. Indoor football plays a faster, meaner, higher-scoring game... so I think I'll stick to friendlies!

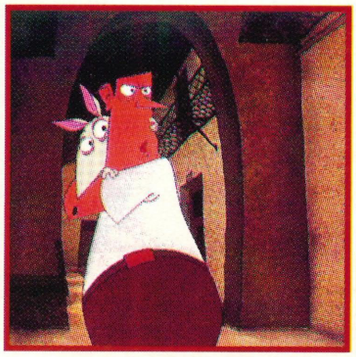
Reaching the tournament quarter-finals is no mean feat, so celebrations ahoy for this team

"Oh pump pumpido!" It's time to strip your players of all their dignity. Dress them in a customised purple and green kit and send them out in front of a 50,000 crowd!

To avoid those embarrassing moments when you've got the ball and you throw it away – see to those control options first!

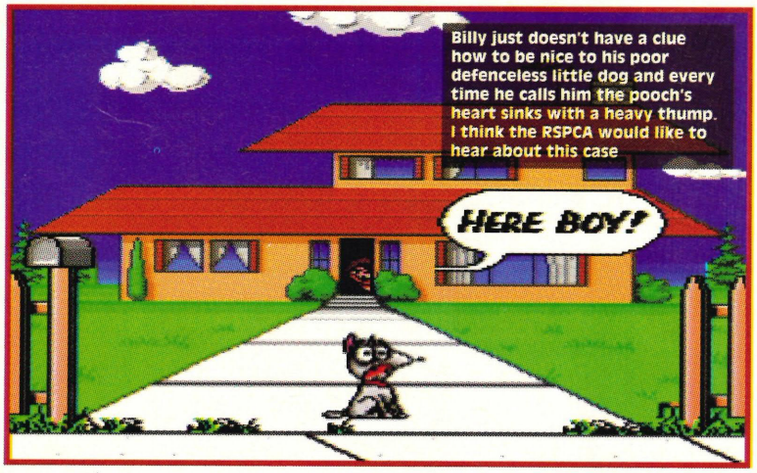
The 64 teams in all their glory. They play according to their real-life abilities, so I'll let the computer play Portugal!

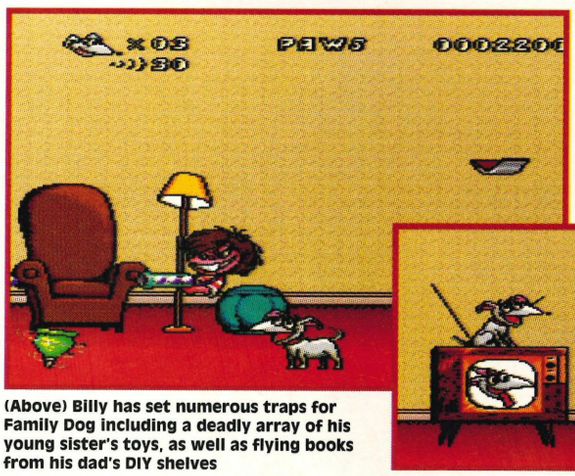
PREVIEW



ANIMATED FUN FROM MESSRS SPIELBERG AND BURTON

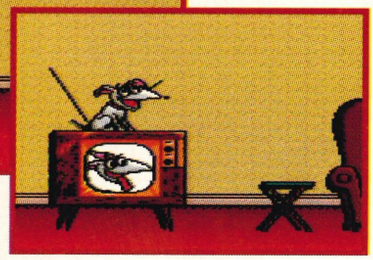
FAMILY DO





(Above) Billy has set numerous traps for Family Dog including a deadly array of his young sister's toys, as well as flying books from his dad's DIY shelves

(Below) Sitting atop the TV you can watch your fave programme, Family Dog! Wait a while before you jump off as you will be rewarded for your patience with two health-replenishing bones



Once upon a time a man famous for his Batman movies had a little chat with a man famous for just about every other successful film ever to emerge from Hollywood. After numerous cups of tea and no doubt one or two largish crumpets, ideas started to swirl about regarding the possibility of a collaboration between the two movie giants. The result of this collaboration was Family Dog.

First broadcast in 1991 in the USA only, Family Dog illustrated the plight of a small family pet constantly tormented by its owner, a small boy named Billy. Viewing the world through the dog's eyes, the cartoon became extremely popular with its 1970's Hanna Barbara-style animation and outrageous humour.

Although popular Stateside, the British public will indubitably be oblivious to Family Dog and his hounded existence. The only way to see Family Dog over here is to watch the first video of Spielberg's Amazing Stories where one episode of the animated series is featured – it's well worth watching.

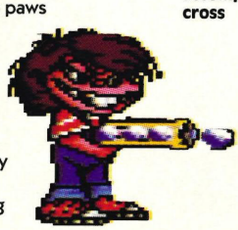
Now, thanks to the licensing talents of American software house T*HQ, Family Dog is brought to the Super Nintendo with a UK release slated for August.

Designed as a horizontal-scrolling platform effort, you take control of the dog himself as he tries to escape Billy and his numerous fiendish pranks. By jumping on various household objects such as sofas, bookcases, picture frames and TVs, you must find the end of the levels (an entrance to another room) whilst avoiding spinning-tops, balls, building bricks, books and other such artefacts.

A DOG'S LIFE

The adventure takes you through the living room and onto the hallway where you must make a quick sprint for it in order to escape Billy and his ping-pong gun. By jumping over building bricks carelessly left on the floor by Billy's young sister, it is possible to put considerable distance between your butt and Billy's weapon!

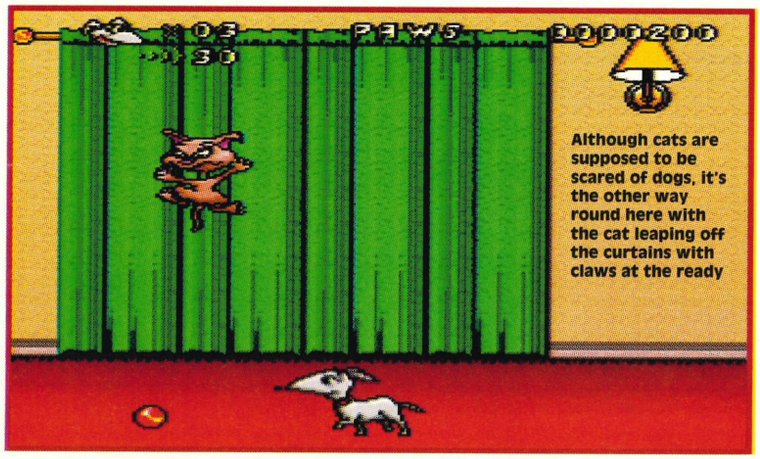
Next, you encounter the kitchen with its plethora of dangerous electrical appliances. These include toasters, food-blenders and a high-powered Hoover. By traversing on your nimble paws across the kitchen surfaces and gas stoves, you can safely make it to the exit without a single hair out of place.



Thinking you've finally escaped Billy's attentions you find yourself traipsing through the garden and kennel pound with other much larger dogs who are none too happy about the intrusion! All you want to do is get back to the safety of your own kennel, but unfortunately the haunted wood lies between you and home, sweet home.

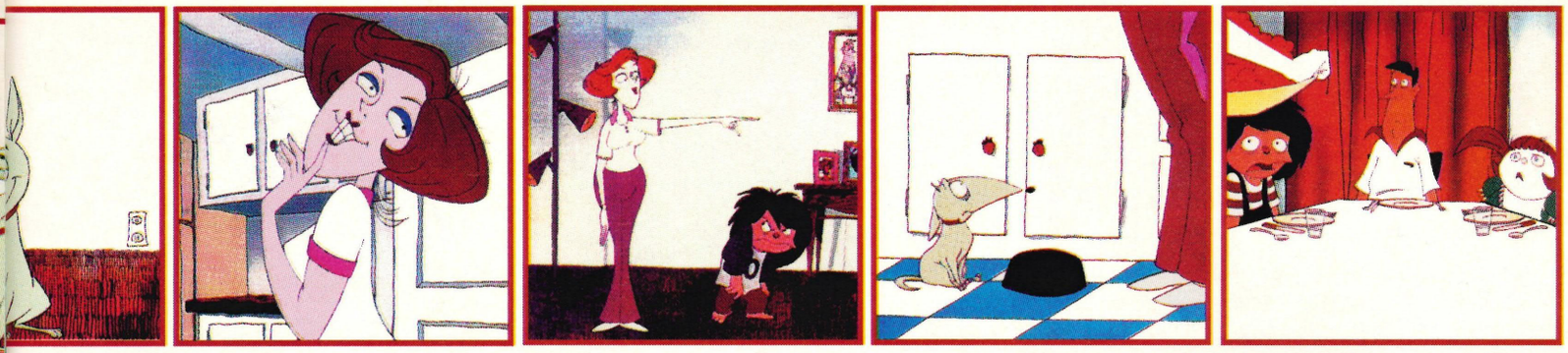
BARKING MAD

There are various bonuses included in the gameplay for you to collect, namely dog bones to increase your health, cheese to give you Super-barks and dog food to increase your score. When you are near a bone, Family Dog slams his snout to the



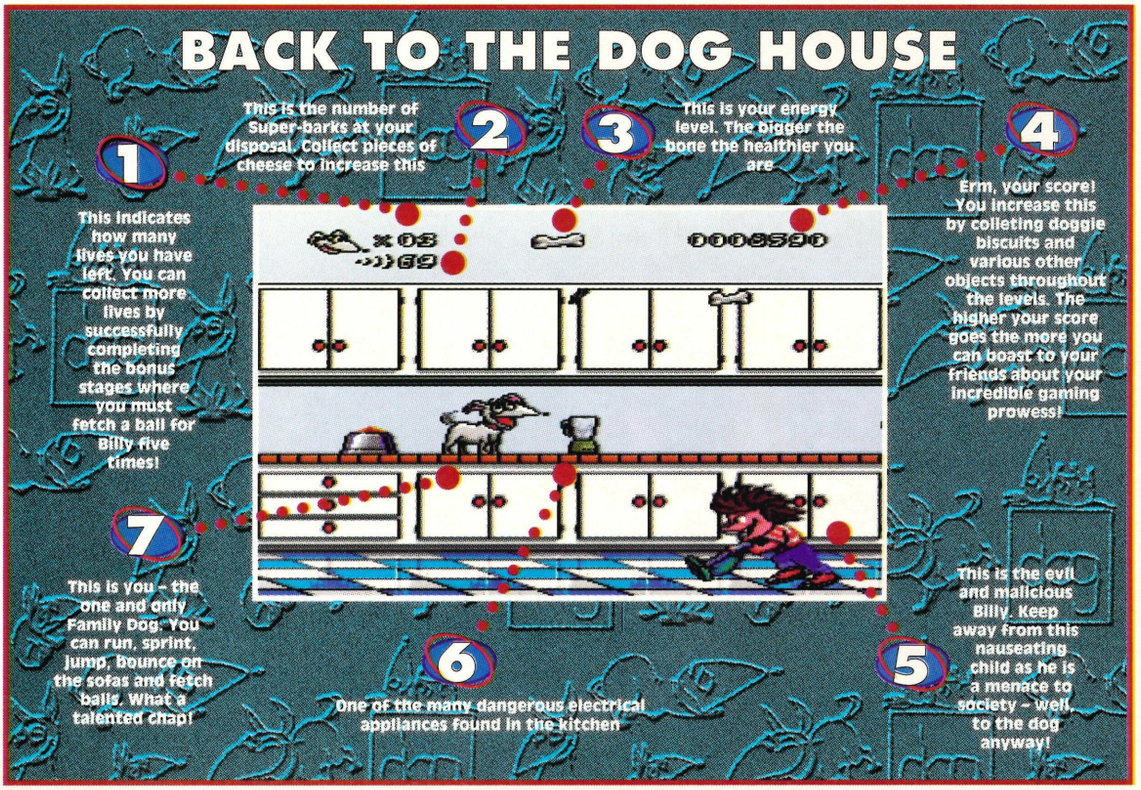
Although cats are supposed to be scared of dogs, it's the other way round here with the cat leaping off the curtains with claws at the ready

The stoves can singe your fur from 10 paces so you must wait for the flames to die down before you attempt to cross



OG

You can continue if you die but you are put right back to the beginning of the level and not the section you were last on!

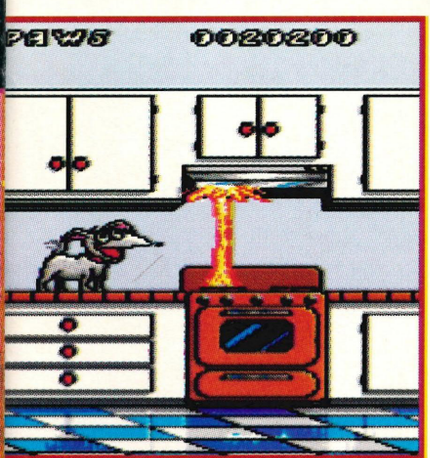


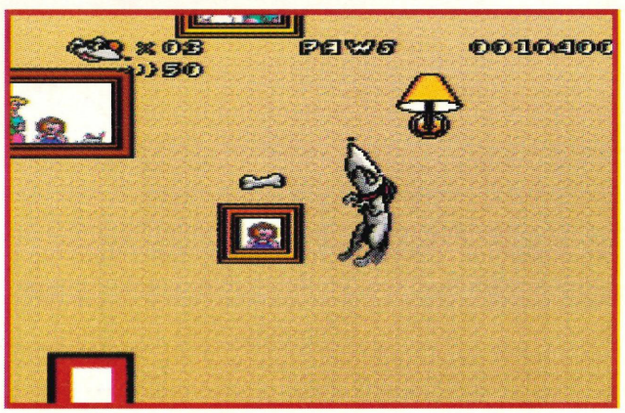
floor and tries to sniff out its whereabouts, so pay attention to his hints.

There are bonus stages where you can increase your quota of lives by sprinting and fetching a ball and returning it to Billy. You can climb onto the TVs and watch the intro to an episode of Family Dog, whereby you gain two bones for your health.

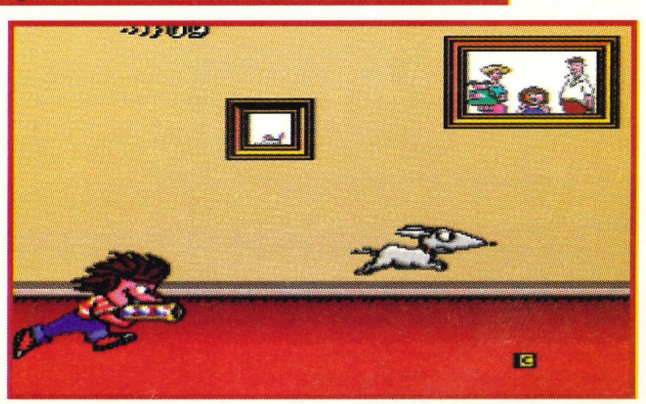
The graphics are very reminiscent of the cartoon series and are not overly detailed. The humorous responses and gestures such as the dog scratching and yawning keep in with the cartoon's 1970's style animation and humour. The sprites are also very close to original drawings.

Despite its lack of popularity or perhaps lack of exposure here in the UK, Family Dog is an instantly recognisable character and will no doubt bring a smile to many a face. You'll have to wait until August to see his cute features but hopefully we should have a review next issue!





(Left) Family Dog is quite nimble pawed and can leap from picture frame to picture frame with relative ease. It's wise to explore the higher reaches of the room as you never know what's up there!



(Right) Trying to outrun Billy and his ping-pong gun isn't easy. You must jump over building bricks left on the floor if you are to escape with your butt intact

BULLS VS

EA SPORTS CAN'T JUMP!

Basketball is not really a big sport in Britain. Personally, I can't stand the game, but do I speak for the nation? I find it all very boring, running from one end of a wooden court, throwing the ball into a net, then charging back to the other end of the pitch to protect your own basket. Yawn.

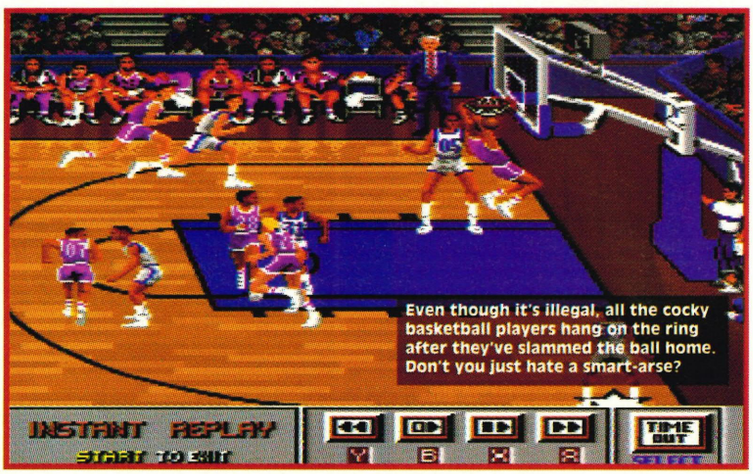
However, it is very popular in America hence the constant bombardment of these sports simulations from the US to our fair shores. Last month we saw Tecmo Basketball which is reasonably good, and this month's 'treat' is Bulls Vs Blazers, which isn't.

Electronic Arts doesn't really have a good track record on the Super NES. Desert Strike was enjoyable, but John Madden and NHLPA Hockey are both pretty average sort of games. EA sadly doesn't succeed in breaking its curse with Bulls Vs Blazers, as it is severely hindered by slow-down, poor graphics and lack of gameplay.

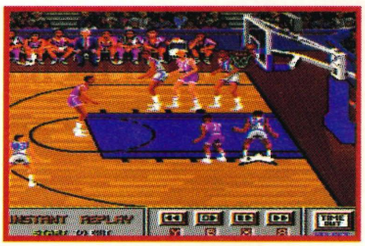
Bulls Vs Blazers features 18 basketball teams – 16 NBA sides and two All-Star line-ups. Either one or two players can compete simultaneously, as team-mates or opposing each other in a full tournament or a one-off game.

With games lasting anything from two to 12 and a half minutes, there are three levels of gameplay: pre-season, regular season and showtime. Pre-season players don't play as hard as the pros, taking less shots at the basket. The regular season players are highly-skilled making this option one for intermediate players who have had some practice.

The fastest and hardest game of basketball is showtime where all the players are charged-up and ready to win the game whatever it takes. My advice is to steer clear of a show match to begin with as the opposition are bound to completely annihilate you!



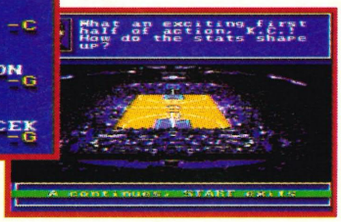
Even though it's illegal, all the cocky basketball players hang on the ring after they've slammed the ball home. Don't you just hate a smart-arse?



Commit a foul and the opposition have two chances at scoring a basket. All you can do is shout loudly or pull faces just as they're throwing the ball to put them off!

Erm, how confusing? Sometimes it gets very difficult to see what the hell is going on in Bulls Vs Blazers and all too often you lose track of the ball

Fronting the Phoenix Suns is Luke Perry, playing against David Coleman and Dame David of the New Jersey Nets. Remarkable...



After hearing the half-time scores, the over-enthusiastic Yank commentator collapses to the floor, hyperventilating. Oh well, there are plenty more like him...

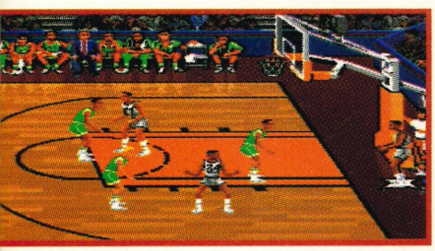
All the players gather round in a circle, join hands and sing 'Kum-bay-ah my Lord' while the cheerleaders dance along. I might be wrong though, I was just tipped off...

BLAZERS

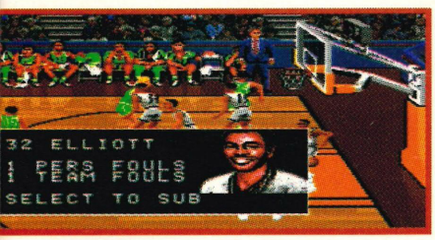
There are also two types of game. The arcade mode provides the fastest game of basketball and none of the players tire, whereas the simulation game is a tougher match where substitution is vital. The arcade game is more enjoyable, but at least EA has included the option to play at different skills levels.

Tipping-off at the beginning of the match, the player under your control is highlighted by a star. More often than not the computer-controlled side will win the ball at the start, leaving you on the defensive. The players can block, steal or guard the ball carrier but mind you don't get too excited and barge the opposition because the eagle-eyed ref sees everything!

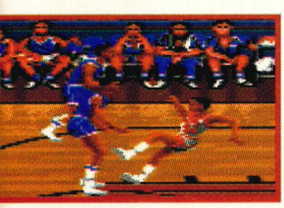
Depending on the seriousness of the foul, the other team will either be awarded a throw-in or a penalty. Standing a few feet away from the basket, you must aim your penalty using the t-bar which appears. Stop the cursors in the centre of each bar and the ball will float in to score a single point.



After each basket is scored the ball is taken to the sideline to be thrown in. Get the ball away quick and pass it up the court to catch your opponents unawares



Grinning inanely, the ref laughs as Jordan hacks away Johnson's legs. A penalty is awarded allowing you to close the scores



The biased ref never lets you get away with anything so don't even think about trying something dirty!

MICHAEL JORDAN DRIBBLES

Switching over to offence, you basically have to run like hell towards your opponents' basket. You'll be guarded by one of their men who'll stand in front of you, stamp on your toes, poke you in the eye...basically anything to get the ball out of your possession. It's extremely frustrating when some git decides to plague you and follows your every move as it's damn near impossible to shake him. However, if you succeed in reaching the basket unguarded you'll have the perfect opportunity to shoot.

The shot attempted is automatically selected. If you're near the basket your man will try a slam dunk. Two points are scored for each shot thrown inside the penalty area, three points given for every other attempt, although it's more likely that the ball will bounce off the ring and into the hands of the opposition.

At any time during the game you can call up the instant replay option to view the last few seconds of action again – an annoying feature that is especially useful for winding the opposing side up!

CLOCK THAT BIRD'S BASKETBALLS

If that instant replay doesn't wind you up, the game sure as hell will. For starters the graphics are a joke. The backgrounds are OK, but the sprites are diabolical. They've all got gangly arms and legs and run around as if their shorts are two sizes too small. The game is very slow, too. Tecmo Basketball looked good and played fast, but Bulls Vs Blazers fails on both counts.

I didn't really enjoy the game either. The pace at which the game ran made it very dull to play while the over-enthusiastic computer teams made it extremely frustrating. I found myself resorting to personal insults after being blocked constantly by a man with arms that hung down past his knees!

Compared to Tecmo Basketball, Bulls Vs Blazers is very basic. It doesn't have any of the special set-piece plays, there are no slam dunk animations when you score, and more importantly Bulls' cluttered graphics make the game very difficult to follow.

Bulls Vs Blazers does have all the statistics on each of the players of all 18 teams, but unless you're a die-hard basketball follower they're rather uninteresting and useless ...a bit like the game, really.

After playing Tecmo NBA Basketball last issue I was looking forward to this EA alternative. Upon switching on I was horrified by the malnourished sprites, sluggish movement and total confusion. As Alex said, Tecmo NBA played a fast, good-looking game of basketball, but the frustratingly slow court movement and annoying blocking moves of Bulls Vs Blazers really lay this game to rest. Unfortunately, EA has delivered yet another below par SNES sports sim and your basketball thrills must be sought elsewhere.

PAUL

BULLS VS BLAZERS

HOUSE: EA
ORIGIN: US IMPORT
PRICE: £44.99
PLAYERS: TWO
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

61%

SUPER CONTROL

SOUND	6
GRAPHICS	6
GAMEPLAY	5
LASTABILITY	4

ENERGY HIGH

- Two-player game
- Arcade and sim mode
- All the player stats
- Special player moves

ENERGY LOW

- Cluttered graphics
- Slow gameplay
- Extremely frustrating
- No slam drunk animation

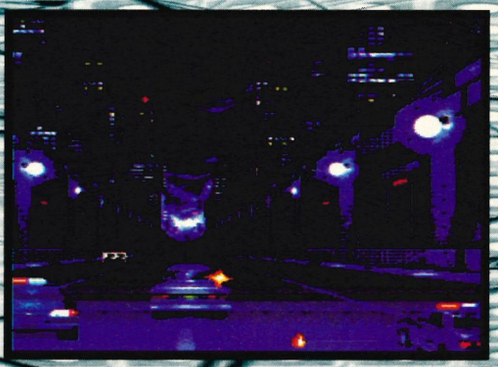
ALTERNATIVE SYSTEM

Tecmo Super NBA Basketball (83 per cent) is graphically far superior, much faster and more enjoyable to play. Super Basketball (74 per cent) is a spectacular Mode 7 game which relies more on graphical representation than gameplay. The two-player game is nifty though.

FROM HERE TO ETERNITY

SKYNET, 2029
Your objective is to penetrate Skynet and follow the Terminator back in time. Watch out for the T-800s which crawl from the rubble, and use the grenades when in sticky situations

LOS ANGELES, 1984
The Terminator is after Sarah Connor, but you've got to find her first. The police are after you, as are a gang of armed thugs. Leap across the rooftops gunning them down with your pump-action shotgun



THE CITY STREETS
Leaving the Terminator in the Tech Noir night-club after a gunfight, you take to the streets in a stolen car. The Terminator soon follows, but all you have to do is survive the time-limit by steering around the obstacles

FOR ONCE A GAME THAT'S

THE TER

(Right) Clambering into the back of a truck, you man the heavy cannon which is mounted on the back. Fire up at the HK which swoops in from above, but remember to avoid the scatter bombs it drops

The missiles which the combat chopper fires are easy to avoid – just jump over them by standing in the corner. Blast it by firing diagonally up but mind it doesn't corner you. Keep on the move

Protecting the entrance to Skynet is the huge Destroyer tank. Along the way you should have collected some homing missiles so use those to begin with, then concentrate your fire on its head

LA POLICE DEPARTMENT
Reese and Connor are being held in the PD and the Terminator has stormed in. Rescue Sarah while blasting the thugs and bullet-proof cops

MOTORBIKE CHASE
Back to the roads again pursued by the Terminator on a bike. It fires at you with a machine-gun, but most of your worries are coming towards you!

THE FINAL CONFRONTATION
Club the Terminator with your iron bar to reduce its energy and stuff the dynamite in its chest cavity. Oh, don't stand too close to him...Oops, too late!

WORSE THAN ARNIE'S ACTING

RMINATOR

The movie that shot Schwarzenegger to fame is almost a decade old, with the multi-million dollar sequel now just another film gathering dust in the corner of your local video library. So why has Mindscape taken 10 years to acquire the license and secondly, why make The Terminator into yet another platform game?

My general rule for platform games is unless they're cute, they're usually crap. So I'm going to say it now and get it out of my system – I didn't like The Terminator one little bit. It looks goddamn awful, it lacks variation, it's no fun to play and overall it's a complete waste of a perfectly good license. But why is it so bad, you may well ask?

Cast as Kyle Reese, your mission is to protect Sarah Connor from the Terminator. Starting the game in the future your first objective is to get inside Skynet, the computer system which controls the Terminators and Hunter Killers (HKs). Scrambling across the devastated scenery, Terminator exo-skeletons attack in force, armed with machine guns. Duck under their fire to avoid damage and open fire with your gun and unlimited supply of ammo. You can fire diagonally upwards or duck to avoid fire as well as jump, albeit awkwardly.

Throughout the sideways-scrolling platform sections you can collect a selection of weapon power-ups and health bonuses, but you'll have to glance at 'Your Arsenal' to see what can be grabbed.

FULL METAL JACKET

After a bumpy ride in a pick-up and another dash along the ground, you reach Skynet and the tracked Destroyer tank which protects the entrance. Aim for the head of the tank by leaping furiously and keeping your finger firmly on the trigger.

The second and fourth levels are more of the same, but are this time set in Los Angeles and the LA police department respectively. Carefully leap across the rooftops avoiding the police helicopters and the petrol-bombing thugs. Look before you leap as falling too far will deprive you of one of your five lives. Unfortunately, you often have to jump and hope for the best, which can make the game more than a bit frustrating when you valiantly leap off the top of a building only to realise there's no ledge to land on.

The third and fifth levels are chase scenes between you and the Terminator who pursues your vehicle in a cop-car and on a motorbike. Resembling the trench sequence in Super Star Wars, this section is set against the clock – simply dodge the other cars and road obstacles until the timer reaches zero.

On the sixth stage, the final confrontation, you'll face the Terminator as it staggers towards you. Beat it around the head with a heavy iron bar until its energy is low, avoiding the obstacles such as acid pools and swinging chains. Remember, you can only sustain eight hits (two hits per energy bar) before losing a life.

At the end you'll find Sarah cowering behind an oil drum. She'll throw a stick of dynamite in your direction which must then be lodged in the Terminator's chest cavity. Seconds later, the Terminator explodes bringing the end of the game. Unfortunately you're too close to the blast, and die also. Great – you get all the way to the end and then you die...

TIN MACHINE

In fact, that just about sums up the game as it's all just one huge disappointment. Much more could have been done with this, but sadly it wasn't.

To start with, the game's platform levels look pathetic. Reese moves as if he suffers from haemorrhoids, while the backgrounds are all erm, dark. I suppose they could be called atmospheric but I just think they're very bleak and dreary. The driving sections are a little better but are too short and far too easy.

As for the sound, it's probably best to turn it off and enjoy the silence. Mindscape has tried to recreate the moody Terminator soundtrack but to be honest the blippy reincarnation just doesn't work. The sound effects are equally naff and after five minutes of listening to Reese rattling off a thousand bullets you start to get a tad annoyed.

But presentation isn't everything and a game can always be saved by its gameplay. Oh dear, yet another feature Mindscape forgot to include – gameplay. If you can bear the presentation, I guarantee you'll play it past the first level. Then you reach the second stage which is very similar and the game begins to get dull, very quickly.

The enemies are easily avoided or beaten and show no imagination whatsoever, the guardians provide about the only challenge throughout the game but there are only a couple of them. A little variety is provided in the driving stages but not enough to hold your attention right up to the sixth level.

Well, there you have it, yet another game relying solely on its name to sell it – there really should be a law against this sort of thing.

When you consider that the film on which this game is based was released way back in 1984, and then think just how much home computers and consoles have advanced over the last nine years, it makes you wonder why Mindscape bothered producing such a dreadful game. The Terminator is based on a format mercilessly ripped from old Ocean film-licences but offers no new features, no improved sound, no real gameplay, no imagination and absolutely no value for money. My advice for you is to avoid this like a bad case of the Farmer Giles.

ANDY

THE TERMINATOR

HOUSE: MINDSCAPE
ORIGIN: AMERICA
PRICE: £39.99
PLAYERS: ONE
TYPE: PLATFORM/ SHOOT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

46%

SUPER CONTROL

SOUND	4
GRAPHICS	6
GAMEPLAY	4
LASTABILITY	5

ENERGY HIGH

- Driving section looks good
- Features Arnie (sort of)
- Erm...it's based on the Terminator?

ENERGY LOW

- Platform sections suck
- Presentation is diabolical
- Highly unoriginal
- Huge lack of gameplay

ALTERNATIVE SYSTEM

There are hundreds of platform games to choose from...There's Tiny Toon Adventures and of course, Super Mario World. If you want a decent film tie-in, try Super Star Wars. This is far more challenging, the presentation is awesome and it features all the characters from the Star Wars film trilogy.

The guitar seen here is a limited edition Fender Stratocaster with patent applied for humbucking pick-ups. The guitar next to it is an inferior copy. Wayne's World... for those who know the difference

A number of excellently-placed distorted chords soon succeed in reducing the monster to rubble. Way!

ABSOLUTELY NO STAIRWAY TO HEAVEN!

WAYNE'S

If you haven't caught even the tiniest glimpse of the Wayne's World movie recently, I presume that you are in-the-shape-of the dweeb. You're a dweeboid. Dweebalicious.

Where have you been? The movie took the world by storm with its off-the-hip, streetwise dialogue, hilarious characters and subtle satirisation of the heavy metal genre. 10 out of 10 on the schwingometer!

Just like the film, the game centres around the exploits of TV show host extraordinaire, Wayne Campbell – the host with the most and a TV studio in his basement. 'Wayne's World' is the public access TV programme hosted by Wayne and his sphincter-like buddy, Garth. On their show they get up to such diverse pranks as singing live with Aerosmith and at one point 'having' Madonna! A dubious honour indeed!

SCHWING YOUR PANTS

In the game, Wayne's trusted, bespectacled sidekick Garth, has been kidnapped by the pixelated purple goon Zantar, the gelatinous cube. No way! Way! It's up to Wayne to save the blond dream-weaver from a fate worse than front row centre at an Abba reunion!

Armed with little more than his trusty Fender Strat' and the pant-blowing power of the Schwing, Wayne must negotiate the twisted mazes while eradicating all of Zantar's henchmen in the process. You have no choice but to take on the purple-headed goat-blower because if Garth hurls, Wayne's World will never air again!

Kramer's music store, once a regular haunt for Wayne, is now disturbingly different. The instruments are alive and hostile and there are platforms everywhere. Another platform game?! Yep, laugh, cry and hurl your way through four long and arduous levels to confront Zantar, purple putridosity of the first degree!

Wayne's 'worthiness' is his life and you get five worthy points to begin with which reduce if you are hit by any of the dweeboid monsters whilst platform-leaping. Reduce your worthiness to zero and it's time to pray to the great pot God as you hurl into the pan with a cry of "We're not worthy!".

Axe Guitar power-ups must also be collected on the way if you're going to stomp out the gimps. You start off playing single chords that cause minor destruction,

Garth you mutha-gimper! You're within my grasp but then suddenly you're snatched away by the bulging purple fist that is Zantar!

ITEMS OF WORTHINESS

SCHWING

Similar to Alex's silent methane parcels, the Schwing item will clear an entire room of all living beings. Party on, Wayne!

WORTHINESS

I am worthy! Worthiness is Wayne's key to success. Collect as many of these as possible or worthlessness will end your game

HEART

Collecting this originally-shaped icon will earn Wayne an extra crack at Zantar. I am thanking you

AMP

Larger chords and therefore larger destructive power. Can be played in rapid succession which is handy for those dweeb-filled levels later on

AXE GUITAR

Upgrades your Fender Strat' Bullet to a fully-fledged Stratocaster, virtually doubling its destructive power

PCB GUITAR

Collecting the Pre-Corporate Buyout icon will increase your chord power threefold. Good news for Wayne, but bad news for the neighbours

DISTORTION

Stamp on the distortion peddle for twisted chord bolts. Not much use, but it improves the guitar sound no end...

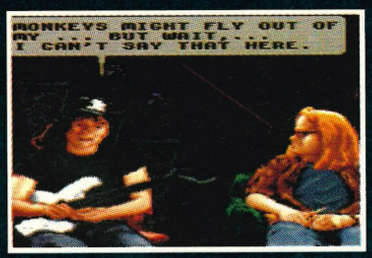
MEGA AMP POWER

Huge chords can be strummed if you collect this baby. This wider destructive arc is handy for the scabby end-of-level guardians

CHORUS POWER

Plays three chords at once! Impress your friends and petrify the enemy at the same time. Avoid the self-indulgent solos though...

WORLD



but collect the right icons and it's power-chord city! If things begin to get a little too hairy there's always the Schwing to consider. Activate this hip-gyrating move to smart all on-screen enemies. That's about all Wayne has to remember!

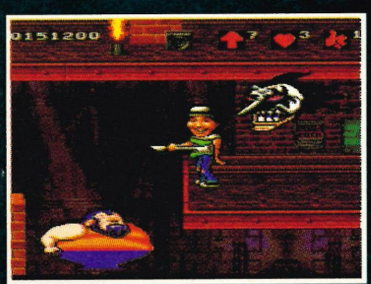
THE SCHWING & I

First thing to grab your attention will be the excellent sampled speech taken directly from the movie. "Excellent", "Schwing", "Not!" and "Not Worthy!" are all superbly reproduced and add to the presentation. The rest of the sound is another matter entirely. The so-called powerful Rock & Roll soundtrack boasted about in the box blurb is bleepy shite, with the worst piece being the rendition of Queen's Bohemian Rhapsody as encountered in the mid-level intro section. It really sucks farts from a dead cat.

The graphics are well animated on the whole and the Wayne sprite is distinct and humorous. Some later-level sprites are quite dodgy (The Donut Guardian is a joke!) and the Donut Monsters are ripped straight from the Bubble Men in EA's BOB! Major loss of cool points here!

The platform action is fairly smooth and the pressure is piled on thick and fast. Wayne's World reminds me of the platform shooter BOB (reviewed in issue one) as mentioned above, which was programmed by the same team (Gray Matter) funnily enough, and is just as bloody hard! The difficulty level will boost lastability for some, but I found it very frustrating and unplayable at times with insufficient emphasis on the skill aspect of the gameplay, while the platform layouts are hardly the pinnacle of game design.

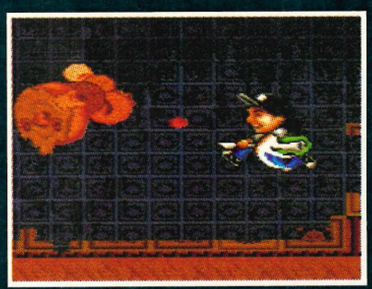
Wayne's World is an excellent game...NOT! (It had to be said!) I thought that maybe T*HQ could redeem itself with this game, but alas, it is not to be. I laughed, I cried, but unfortunately, I DID hurl.



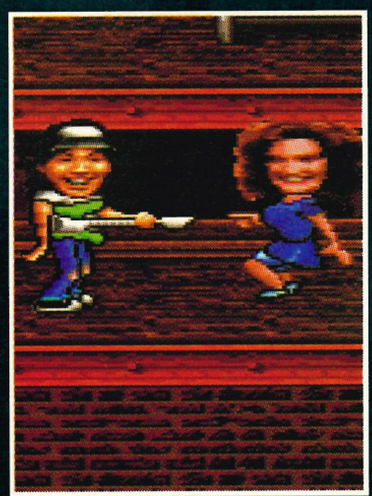
This fat-boy bouncer will flatten your Wayne if you're not careful, and this grinning evil terror will breathe stale curry breath into your face

I'm not going to bore you with any sad Wayne-isms, Paul has provided enough to last a lifetime. This game is really quite difficult with its slightly distorted collision detection and abundance of bizarre enemies. Although highly amusing to begin with, the "We're not worthy", "Not!" and other such humorous samples soon become tiring. The most painful thing for me was the atrocious rendition of Queen's Bo Rhap. Oh, the blasphemy!

ALLIE



The Pete Townsend scissors method is a good way of loosing the powerchords off towards the hideously deformed Donut Guardian



Arghhh! The Psycho Hose Beast makes her appearance at the bar. No, she doesn't give you a gun rack for your birthday, she attacks without mercy!

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

WAYNE'S WORLD

HOUSE: T*HQ
ORIGIN: US IMPORT
PRICE: £41.99
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

46%

SUPER CONTROL

SOUND	4
GRAPHICS	5
GAMEPLAY	5
LASTABILITY	3

ENERGY HIGH

- Good sampled speech
- Great Wayne sprite
- Fans will love it
- Humorous

ENERGY LOW

- Novelty soon wears thin
- High difficulty
- Repetitive
- Terrible music

ALTERNATIVE SYSTEM

Wayne's World is similar to EA's BOB, but neither game is much cop so try Konami's excellent blasterama Super Probotector, the beautifully atmospheric Super Castlevania IV, Capcom's Ghouls & Ghosts, JVC's Super Star Wars or Mindscape's Gods for your platform shooting antics.

JAP-ANIME

The Japanese comic and animated films market known as Manga and Anime (pronounced Animay) is phenomenally huge in its homeland. There is now also a growing following here in the UK.

Gaining access to this feverish craze isn't as hard as you may think. A company called Manga Video, a subsidiary of Island World, has released English versions of some of the hottest films from Japan including Akira, Dominion Tank Police and Venus Wars. However, the easiest way for you lot to get into this latest fad is through video games of course.

Dragonball Z isn't just a video game, it's actually a highly popular comic series that like many comics and films has been subjected to the inevitable game licence. Others include Fist Of The North Star, Ultraman, Ranma 1/2, Dragon Quest V and everyone's favourite, Street Fighter II.

(Left) 3X3 Eyes is an RPG about a small girl with (Drum roll...) three eyes! It has just been released on film format by Manga Video

(Right) Akira is probably the best, if not the most understandable Manga Video to date

(Left) Probably my favourite Anime film, Venus Wars has oodles of action and some really tasty bikes. However, it has failed to surface on the SNES

(Right) The Japanese are really into violent films and comics, Fist Of The North Star being a perfect example. That's why it made a fantastic beat'em-up on the SNES

Dragonball Z is one of the many Japanese film and comic series that have been converted onto a console format

Copyright © Jump Comics Selection 1993

DRAGO

Comics and animated films sell by the bucket-load in Japan, and coupled with the computer games and console market it is one of Japan's biggest industries. Unfortunately, the fetish isn't quite so steamy in old Blighty with the more traditional superhero having a strangle-hold on the UK market (Yawn!). So it's pretty obvious that the game spin-offs of these comics and films, also ridiculously popular in Japan, are likely to meet with a somewhat subdued reception over here.

Dragonball Z, based on a highly successful comic series, won't be the one to change this trend. Its rather complex beat'em-up design will fail to have the British crowds jumping up and down like pogo sticks because it's hardly the next Streetfighter II. Its sub-standard graphical content, bizarre character moves and general surrealism hardly help matters either.

GREAT BALLS OF FIRE

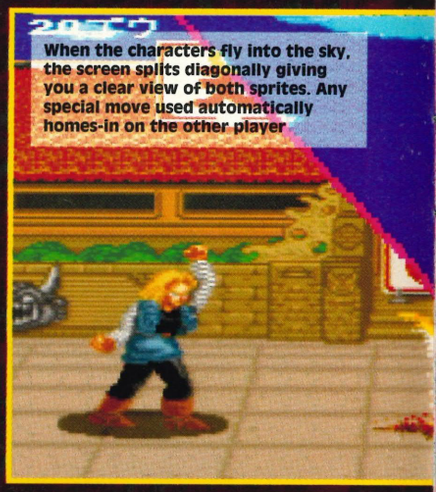
With eight typically Japanese characters to choose from, Dragonball Z offers a basic array of gaming options. The standard one or two-player head-to-head bouts are available as is a strange eight-player tournament facility. This option gives the player a chance to play against one or all of the eight players in the tournament with the remaining characters if there are any, being automatically controlled by the computer.

This is quite a novel feature if there are a fair few human players but if you're the only one it all seems a little pointless, especially if you get knocked out of the tournament in the first round.

Like SF II the one-player mode lets you battle against the seven other characters with each one increasing in difficulty as you proceed until you kill the final meanie. Unlike most other one-on-one beat'em-ups, Dragonball Z has a rather peculiar screen set-up that will probably leave you a little dizzy!

I love Japanese Manga and Anime, and liked the look of Dragonball Z with its zippy characters, devastating special moves and superb Japanese stylised graphics. Upon playing, my hopes rapidly turned into horror as I realised the game didn't play as well as it looked. The response times left a little to be desired and the moves were obscure and fiddly to engage. On the plus side, the sampled speech is superb and the graphics are very atmospheric, but I wouldn't really part with my cash for this unless I really worshipped Dragonball Z comics, and I don't so I won't.

PAUL



When the characters fly into the sky, the screen splits diagonally giving you a clear view of both sprites. Any special move used automatically homes-in on the other player

Dragonball Z's action scrolls left and right over four screen back-drops. The screen splits in two showing the positions of the players in respect to their surroundings and not to each other, as you can see in the screenshots. The two characters can move independently of each other and are not limited simply to the allowed space on screen.

A small bar below each character's energy bar shows you where you are in comparison to the other player and also shows the movement of fireballs and other such weapons so you are not caught unawares.

The fireball weapons are activated by fairly complex joypad combinations such as the ones found in SF II, and if your sprite is flashing you are then able to perform your 'really' special move. Unfortunately, these moves are not that spectacular, but don't worry, the best feature is yet to come.

SPLIT THE ATOM

Each character has the amazing ability to jump up into the skies and continue the battle whilst standing on the clouds – apparently this follows the comics' story-line exactly! When this happens the screen splits diagonally and should one player move vertically below or above the other player, the screen-split shifts backwards and forwards with phenomenal speed and precision sending your eyes skew-whiff!

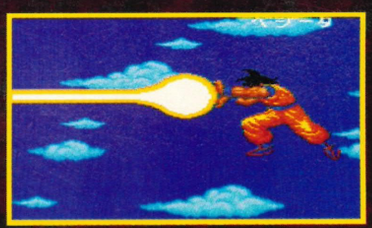
Despite its innovative design the gameplay is about as interesting as a lame tortoise and as charismatic as John Major. The basic and special moves are lacking in variation and are difficult to perform, while the graphics and sprite animation are as shabby as Dame Barbara Cartland's make-up on a good day.

If this was to appear on a British format it would be quite interesting to see because there is a lot of unreadable Japanese text accompanying the action and some really impressive digitised speech, so it would be great to know what the hell is going on! However, as it stands the gameplay isn't nearly exciting enough to warrant getting yourself all hot and bothered about.

MORE WEIRD ANTICS FROM OUR JAPANESE COUSINS

DRAGONBALL Z

You can choose from eight different characters that vary in their levels of grossness. Yep, even the pretty blonde ones are pretty heinous!



The characters can fight in the sky for as long as they like. This is an effective way of putting your opponent off guard while he tries to figure out where you've disappeared to!

All the character-moves are pretty nondescript jabs and kicks with the ferocity of a wet flannel, resulting in the action being somewhat boring

The game supposedly follows the comic series very closely but its appeal in the European market is going to be very limited indeed, as we have no previous knowledge of any Dragonball products

DRAGONBALL Z

HOUSE: BANDAI
ORIGIN: JAPANESE
PRICE: £57.99
PLAYERS: TWO
TYPE: BEAT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

57%

SUPER CONTROL

SOUND	6
GRAPHICS	5
GAMEPLAY	5
LASTABILITY	5

ENERGY HIGH

- Vaguely interesting as it is Manga related
- Digitised speech
- Innovative split screen

ENERGY LOW

- Tedious gameplay
- Not enough attacks
- Purely for the Japanese market

ALTERNATIVE SYSTEM

Any one-on-one beat'em-up will do, as Dragon Ball Z isn't all that good! If you haven't got SF II yet, then why not? Check out the Tuff E Nuff review in last issue as it's one hell of a corker! If you're into Manga and Anime-style games though, Fist Of The North Star (Hokutonoken 6) is recommended.

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ACCESS ALL AREAS

48 STAR WING

Part two of the guide for Star Wing, the first Super FX game. The hardest route, level three, comes under scrutiny this month

44 PUGSLEY'S SCAVENGER HUNT

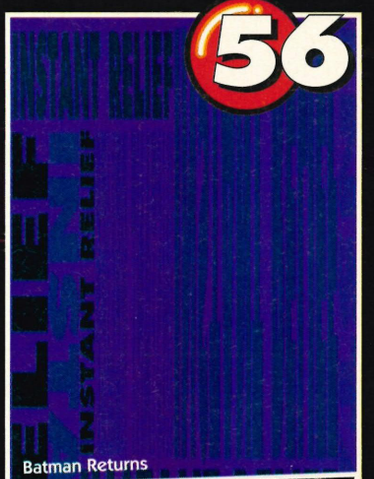
Ocean's wonderfully formed platform extravaganza is presented for your delectation. You chew on your butty whilst we reveal all it secrets

50 SUPER SWIV

Take to the skies or negotiate the rough terrain in this fine Sales Curve blaster. End all your guardian nightmares by following our handy hints

52 DRAKKHEN

If this huge RPG has been giving you a headache, why not try this for size – the dungeons mapped for your exploring pleasure

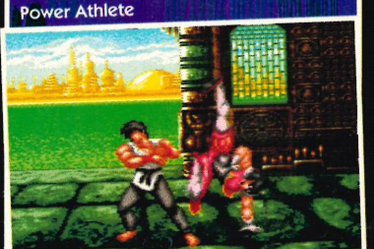


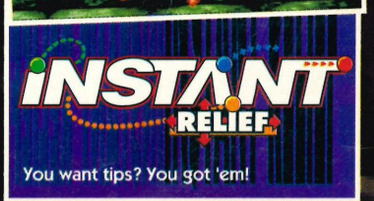
56

Batman Returns

Super James Pond

Power Athlete





ACCESS SECRET ROOMS

PUGSLEY'S SCAVENGER HUNT

If it were a fish, PSH would be the game that 'took two of us'. It's as big as a very enormous big thing, if not bigger. Below are some switch combinations, tips for the level guardians and the location of the secret rooms for three levels to help you in this gargantuan task. There are also some Action Replay codes in Access All Areas, should you want to use them. To avoid spoiling the game I've left some of these decisions to you, the player. Providing you follow the levels path closely you should reach the secret rooms and switches in the order they're listed. There is no map and the AR codes are an option. You don't pay £50 for a game to be told what to do, so I haven't spilled too many of the beans. Enjoy!

FESTER'S LABORATORY

Uncle Fester's lab contains more secret rooms than probably any other level. While each room is straight-forward from start to finish, there are some devious single switches and question marks that can either help or hinder you on the way, and I'm not telling you which ones do which! Happy Hunting!

ROOM 2

The first room is easy with nothing special to mention in the way of secret rooms, so it's straight onto the second room from the entrance...

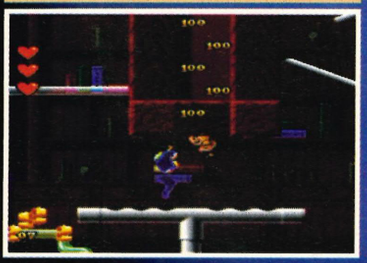
To get into here, make sure you DON'T collect the question mark outside. Once in, collect the first mark and duck under the second then grab the dollars and leave.

The switch combination for the secret floor is... 1 2

ROOM 5

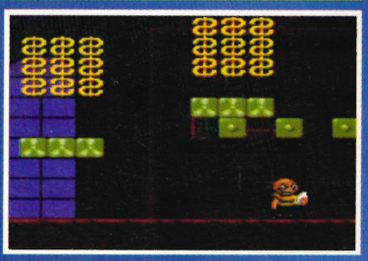
There is a switch just before this point which you mustn't touch. Instead, walk past it and into a smashing short-cut!

Pugsley will land on a Bunsen burner. Walk left for some extra coins or right to continue the level



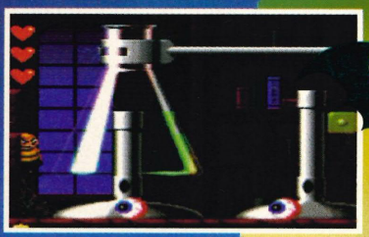
This removes the floor below Pugsley, but a single block will save him. Jump back up and proceed up and right 2 1

Walk past the dripping bottle and enter the room



Flick the switches to collect the cash. Then exit the level 2 3 1

ROOM 6



Collect the mark for extra cash and walk off the clamp into the secret room

You will need to activate these two blocks to reach the money in the top left-hand corner. The dosh can't be seen in this picture because I collected it

For the switches that follow... 3 2 1

THE SPIDER

As the spider falls, use the clouds to launch off onto its head. Should the clouds disappear, use the small spiders on the web instead. Avoiding the spider as it swings up, down, left and right is easy providing you're careful.

Once the spider is defeated you'll be able to collect its venom and Fester will scuttle off to the basement

Pugsley's is one of the very few games that it's difficult to find something bad to say about. While tough at first, Pugsley's control method soon becomes second nature and exploring the darkest corners of the mansion at your leisure is great fun, especially when the graphics get better the further you play. A cat o'-nine-tails of a game that's right up there with the Marios and the SFIIs. **88%**

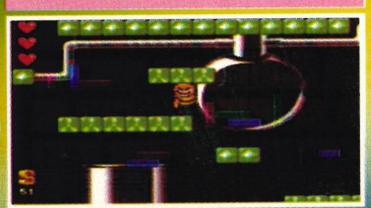
Find the two lifts either side of a Bunsen burner and leap from the right to left. Now walk into the wall from the lift and enter the secret room

ROOM 3

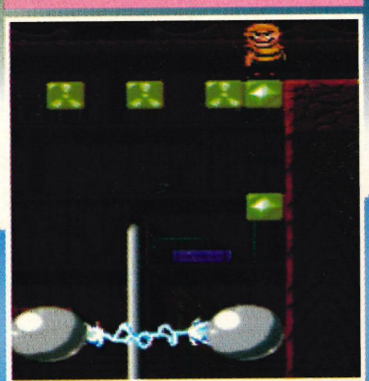
Ignore the two blocks to the right of the screen and hit the two blocks to the left to release the cash

2 1

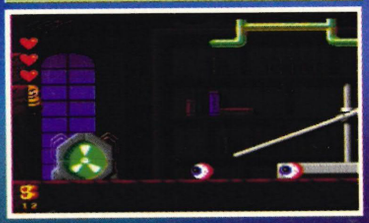
The hidden floors are a real pain. Here is what you are looking to achieve to pass safely



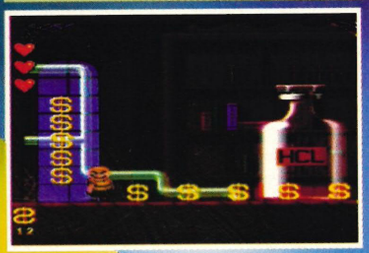
Once past the floors and electric conductor, don't bother going the long way round – simply jump next to the wall to the right. Carry on to the right



Before you leave the level, enter the secret room near the exit door



Simply hit the switch to collect the coins

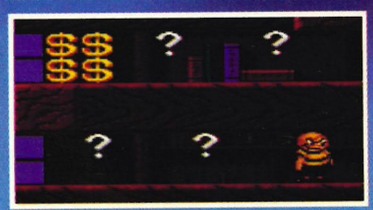


Before you exit, jump up and enter the secret room

There are blocks to the left and right of the screen. Use them to collect the money and exit the level

ROOM 4

Ignore the switch to the right in this picture as this turns off the floor you need to enter the secret room. Enter the room where you see the red pipe meeting the wall



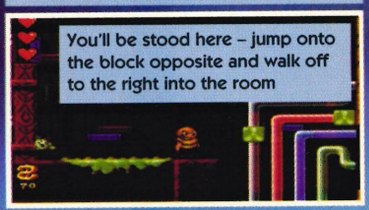
Duck the first switch you come to and collect the second. Then, collect the first and duck the second. Grab the cash and go

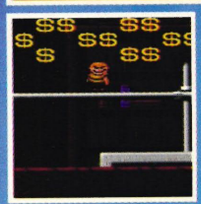
ROOM 7

After activating the hidden blocks at the start of the room, jump onto the clamp and off to the left into the secret room

All of the blocks shown in this picture will disappear when touched, so collect your cash and get out

When you reach this point, walk off the edge onto the block then quickly turn and walk off to the left

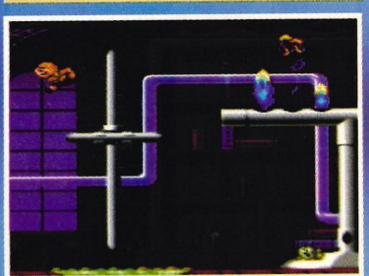




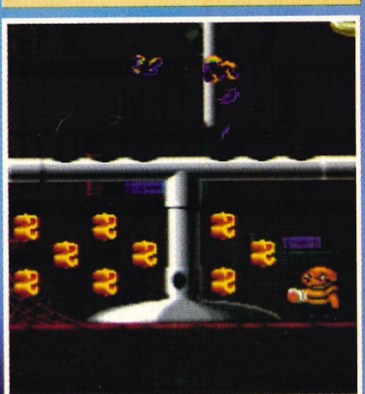
Collect the cash. Walk out and two blocks will appear under your feet. Jump onto the block nearest the slime and jump again

This is the combination for the switches. There is also a single switch that you need to press to exit the level – can you find it?

3 1 2



Jump into the very top left-hand corner of the screen...



...To be transported to the coins at the beginning of the room. Collect them, stand next to the left wall and jump to return to the exit. Bet you thought I'd forgotten these hidden coins!

ANDY'S HINTS

1 Walk into empty spaces and walls and jump around even if it seems pointless. There will be many occasions when you'll be pleasantly surprised.

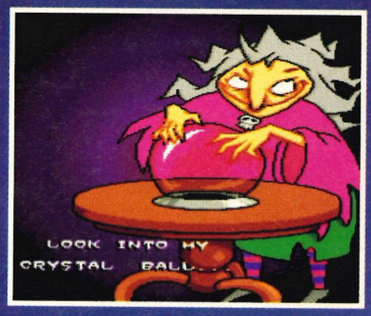
2 ALL money is capable of being collected, even dosh that appears to be positioned in dangerous or awkward positions such as holes and slime. Don't be afraid to experiment!

3 No enemy moves randomly. Even the outrageous ones that seem possessed are on a continuous loop. It's worth stopping, watching them and figuring out a way around them.

GRANNY'S CRYSTAL BALL

The reduced screen size makes this level one of the toughest and this would seem to be the reason that there is a distinct lack of anything secret. There is however, an abundance of nooks and crannies where 100 point bonuses lie.

Trying to avoid the assorted enemies on your way to a promising bit of wall is difficult at times, but it's definitely worth it as the amount of free hearts demonstrates. This level requires grit and determination to complete. If you're up to it – good luck!



ROOM 2

Climb to the top of this chain and walk right, into the wall

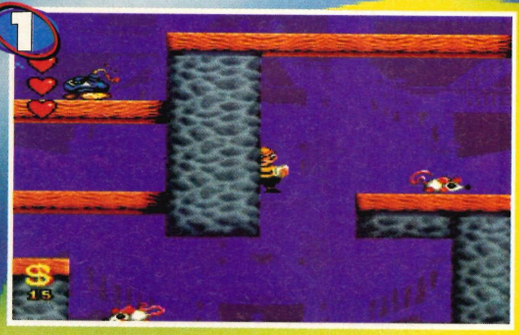
You will re-appear above the exit having avoided the pendulum and soldier!

THE ATTIC

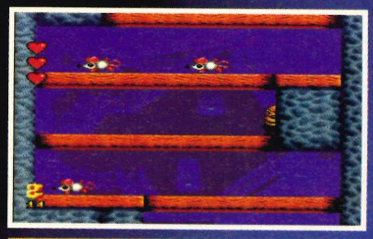
The attic is as vast as Fester's laboratory, but not as tough. There are a few short-cuts to be discovered as well as a number of secret rooms. Riding the cannon-balls seems like a fun way to mess around at first, but you'll soon realise that it's necessary in certain areas where blocks need to be passed. Each individual room is usually well enough set out for you to hurtle through quite quickly – so what are you waiting for?

ROOM 1

Walk through this wall and carefully jump across the gap to avoid the mouse. There is an extra life to collect



ROOM 5

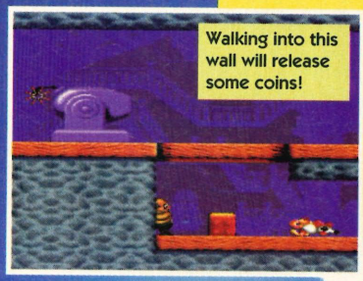


Walking into this wall...

...Will transport you to here. Ignore the exit to the left and jump up until you reach another door

ROOM 8

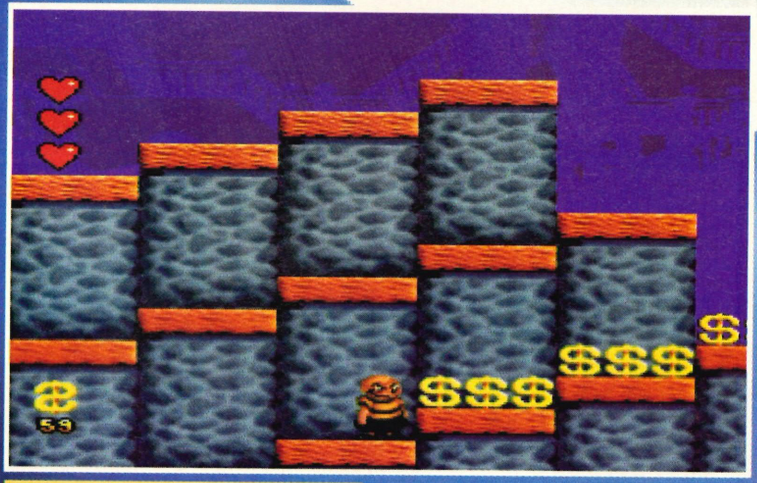
Walking into this wall will release some coins!



ROOM 9

ROOM 10

Walk down here for a heart



And next door for some coins!

BABBER BUTTY BLUES

COUSIN "IT"

UNCLE FESTER

GOMEZ

GRANNY

LURCH

WEDNESDAY

THE DRAGON

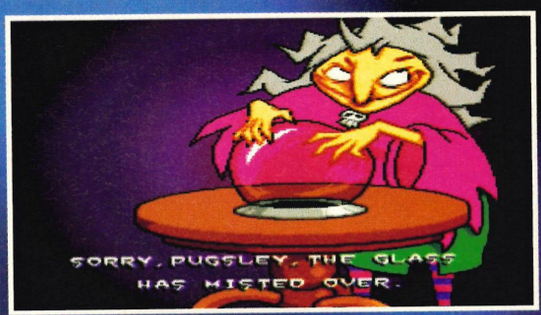
Fireballs are the dragon's only weapons and even they will only be fired when Pugsley is on the opposite side of the screen to the dragon, so to avoid being fired at stay as close as possible to him. Jump on his head as you approach and then follow him to the other side of the screen and repeat the process.

Providing you are patient he is quite easy to kill and the dragon's fire will be yours!

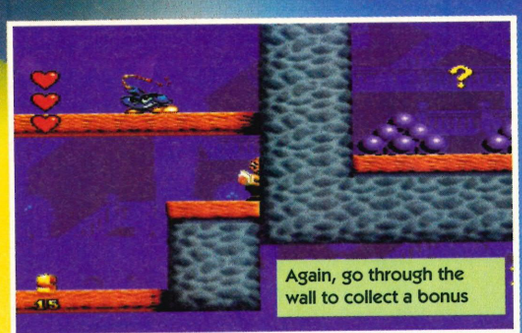
ANDY'S HANDY TIPS

Explore every corner of every room for extra hearts and points.

Every moving object runs to a routine so watch where and when different objects move, should you become stuck at any point.



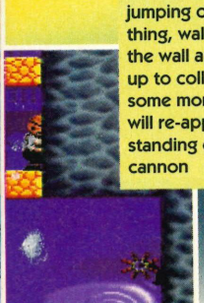
ROOM 2



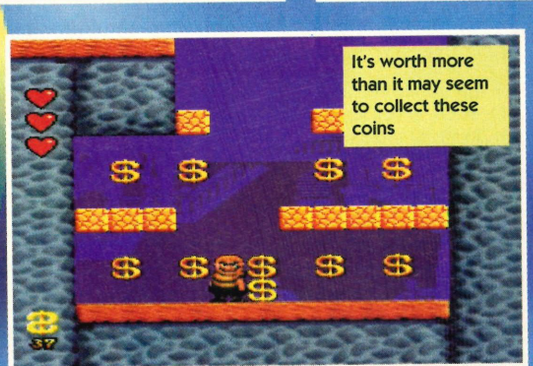
Again, go through the wall to collect a bonus

Once you've blown the blocks away, don't fall down the hole – jump onto the blocks that remain and walk into the wall...

...And you'll be transported to here



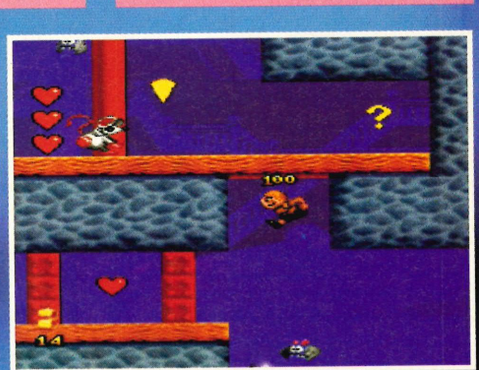
Instead of jumping on this thing, walk into the wall and jump up to collect some money. You will re-appear standing on the cannon



It's worth more than it may seem to collect these coins

There is a short-cut to the end of the level here, however it is very difficult without the Action Replay Moon Jump.

If you don't own one, jump onto the bat as it flies towards you and bounce up off it onto the platform



THE BIG MOUSE

Careful pad control will keep you a safe jumping distance from the cheese that gets lobbed in your direction. Get rid of the little mice quickly or they will affect the timing of your jumps. Once you've avoided the flying cheddar, quickly jump onto the mouse's head and run away. Repeat until fade and the mouldy cheese is yours!

NEXT MONTH...

The bathroom, the basement, Morticia's ice-box, all the secret rooms and those tricky switch combinations explained in full. If you're stuck on any point of any game by the way, drop me a line and I'll do what I can. Cheersy.

STAR WING

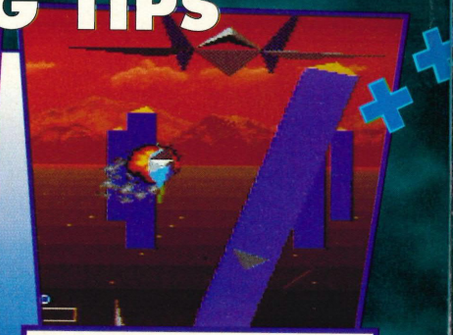
IN PART TWO WE SHOW YOU HOW TO TACKLE LEVEL THREE

LEVEL 3 PLAYING TIPS

An outstanding factor of Star Wing is that its difficulty curve is almost spot on. For once, the final level is the most difficult, a quality that is so often lacking in the majority of today's games. Fortunately, this game throws up just enough extra lives, credits and shields to keep you flying. The level also sports even more impressive graphics, especially the sea-monsters and flowers on the planet Fortuna – watch out for them, and have fun!

CONRERIA

Don't bother going for the bonuses behind the doors on either side. Take out Peppy's pursuer and flip onto your side as you pass between them



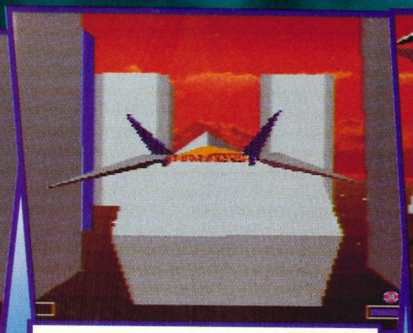
Fly directly towards the pillars and shoot to topple them.

Bank sharp left to avoid the four pillars that follow

CONRERIA CONT.

Fly into the tunnel and collect the extra smart bomb.

Bank left and collect a shield as you leave



Fly in low as you approach these buildings to avoid the hidden pillars that fall.

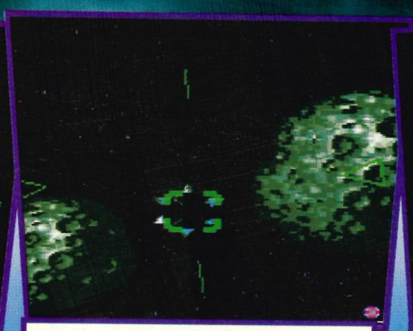
Fly up and down quickly over the building in front and stay low as you leave

Shoot the hovering things first. Take out one and as the others land, take out the unprotected gun turret.

Blow away the remaining two hoverers as they fly back up. Destroy the two turrets to complete the level

ASTEROID BELT

After the first asteroid field, a small blue ship will appear with two larger satellites. Take out a large ship and shoot the smaller one to collect a double shot



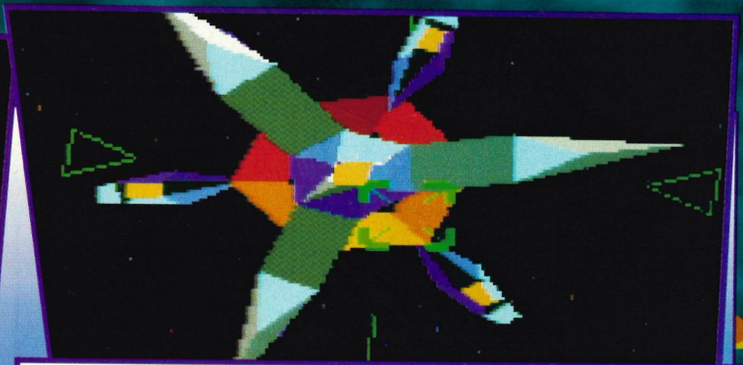
In the following asteroid field shoot the fireball launchers at a distance – their aim is more accurate the closer they get. Look out for two large asteroids as you leave, there is an extra shield wedged between them

Fly through the small tunnel, shoot and collect the extra life that appears.

The following asteroid field contains enemies that strap on to asteroids and propel them towards you. Keep a good distance from these!

ASTEROID BELT CONT.

Watch out for asteroids with faces that home in on you!



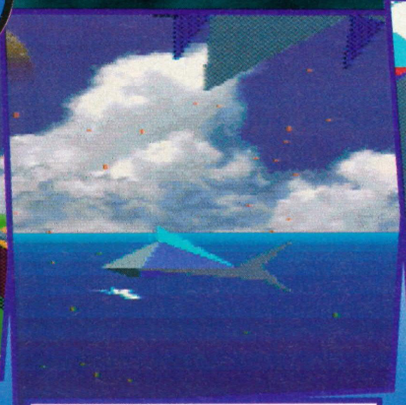
The six glowing arms need to be shot to destroy the big sod. Concentrate fire on one arm, and continue firing in the same place as it revolves. As it fires its lasers, move well away. It will then fire a net and try to pull you in. Plenty of L and R button here! If it catches you in the net, quickly push the L and R buttons to escape. Be very aware of things coming at you and be very patient. It will take time to destroy the big sod!

This really is an all-time classic piece of software. Star Wing is up there with Elite, Wizball, Street Fighter II, the Mario Adventures and Mario Kart as one of those rare games which has a special, indefinable, addictive quality. Every home computer and console has a game that it will be remembered for, and Star Wing is surely a contender for the SNES. OK Nintendo, what about my fee?!

94%

FORTUNA

Fly low as the level opens to avoid the petals of the plants opening out in front of you

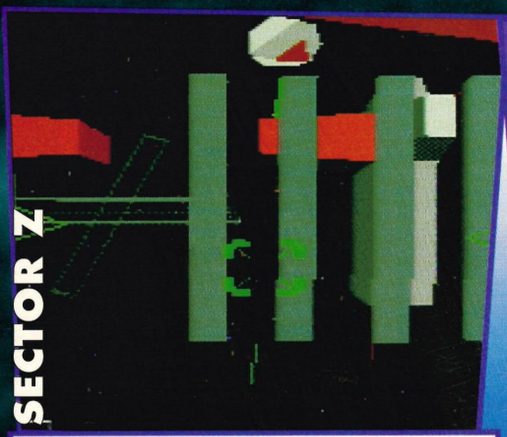


Fly above the sea at height to avoid the fish that leap out of the water

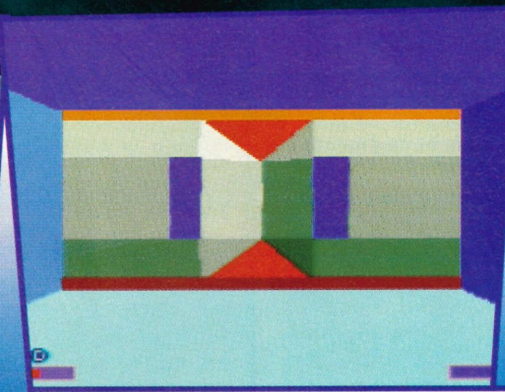
These fire-breathing sea monsters follow you as you pass. Avoid them as best you can, and when there's some sea in front of you accelerate past them

The secret is to shoot at the bird when its two heads disappear into its neck. As it advances towards you, fly into either top corner of the screen and slow down to avoid its neck and tail as it turns. Plenty of L and R button-pressing helps avoid the fireballs

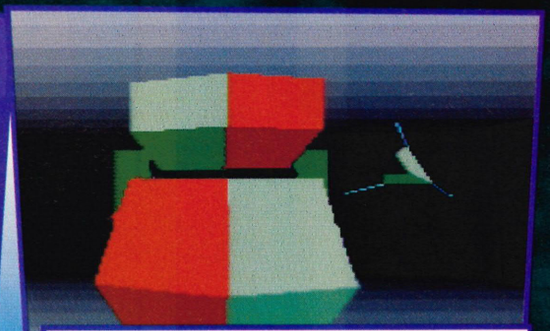
SECTOR Z



It's possible to fly through these gaps on your side



Keep left as you approach the space station to avoid the revolving blocks. You will automatically appear at the front doors



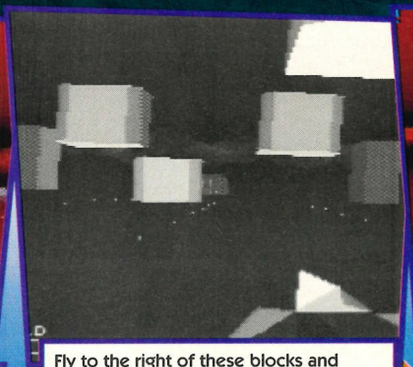
Shoot the three points on the wall as the room revolves. Try to pick your spot, as stray shots can release little scout ships that fire on you.

Once all three lines are turned off, turn to the middle and fire a bomb. Now, hammer the fire button to destroy it

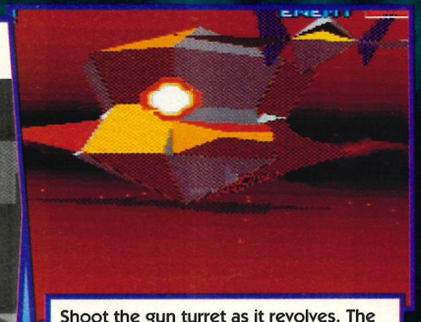
MACBETH

Flip onto your left as the level opens. Collect the extra bomb and as you go round the corner, flip onto your right. Keep firing all the time. Straighten up as you leave the cavern and fly low towards the two big ships

Approach the volcano at height. Swoop in low at the last minute, firing as you go to destroy the lava rocks. Collect the shield



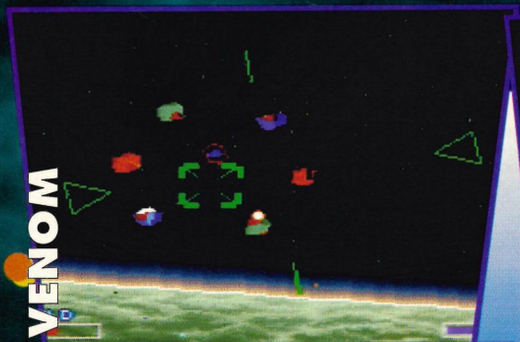
Fly to the right of these blocks and keep shooting as enemies pop out from behind them. As you destroy the second enemy, slow down and bank left to collect the extra weapon



Shoot the gun turret as it revolves. The left of the screen is best for this. Slow down once they are all destroyed, and fire a bomb. Stay low – it's the glowing base you need to shoot at.

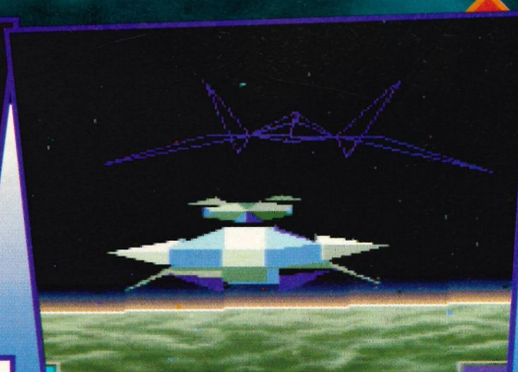
Try to save a bomb for when its energy falls to a low level

VENOM



When this extra bomb appears take out a couple of the enemy satellites, turn onto your side and accelerate to collect it. More bonuses will follow, so be prepared.

Fly on your side at all times, as it gives the missiles less of a target



Shoot the glowing gun-mountings as you swoop over the ship. Only one bomb will have any real effect – so approach at height, swoop in late, drop the bomb and clear off quickly

Once the cruiser is destroyed the mother of all battles begins on the surface of Venom. Next month all will be revealed, unless of course, you can do it yourself before then.

Why not send in your solution to the final battle? We may print the best entry, and a game of your choice will be yours if we do. Good luck!

SUPER SWIV

BEASTIE BLASTIN' TIPETTES FOR STORM'S SMASHING SHOOTER

Super SWIV is simply one of the best vertical shooters on the Super NES. It hasn't got the flashy graphics of Axelay, but it does offer a decent blast for one or two players. Visually it's clear and crisp with very little slow-down. The sound is also excellent – the intro tunes are a bit like early Depeche Mode stuff! Overall an excellent game that's well worth checking out.

85%

ACCESS ALL AREAS

The helicopter is the easiest vehicle to pilot as you don't have to worry about avoiding the ground obstacles. On the down side, the 'copter can only fire straight ahead

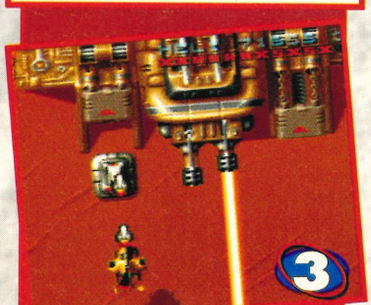
The Jeep is trickier to control. You must jump chasms and drive around buildings, but you have the added ability to fire in any direction

LEVEL 1

If you move right at the very start of the game you'll find the first bonus pod packed with goodies. The second pod is also on the right, but the third set of bonuses are over to the left.

Grab as many bonus stars as you can lay your filthy mitts on, as these provide precious 1-ups which you'll desperately need later on in the game

Wait for the mothership to pick up the bonus pod, then fire like crazy. The reason for this is that more goodies are released when the ship is carrying the pod



Hover directly below either hatchway and keep firing. When the tanks emerge from the base, simply move up or down to dodge their shots and keep pumping shells into the opening. Use the multi-shot plasma cannon if you've collected it. If not, stay back, fire constantly and use the special weapons sparingly

LEVEL 2

You'll find a shield to the right of the second large tank and a bonus pod to the left of the third. Nearing the end of the jungle you'll be attacked by large-winged planes. Just after these there's a pod filled with lasers which are useful against the guardian.

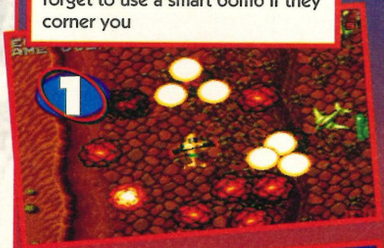
Once again, wait for the mothership to pick up the pod. It's a good idea to use a smart bomb to destroy the ship, as the goodies left behind provide vital weapon power-ups

There are two ways to deal with the proximity mines – either steer well clear or shoot them before they explode. You'll need quite a powerful weapon, though

Position your vehicle just to the side of the laser that is firing. That way you can attack the installation without being touched. Watch out for the smaller gun emplacements, as they fire more frequently when the lasers are destroyed

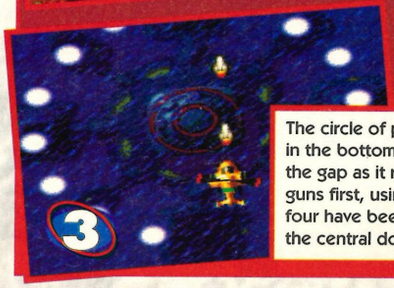
LEVEL 3

The green aircraft are a real pain in the neck. It is possible to dodge them by starting at the top of the screen and edging backwards when they appear, but don't forget to use a smart bomb if they corner you



The green planes which home in on the helicopter make life hell. Either use the Jeep to take them out in the cross-fire or blow them away with a scorch bomb. The helicopter can grab the shields found on the lake, so protect the Jeep by heroically attacking everything while invincible.

It's almost possible to fly the full length of the lake protected by the bubble shields. The first and second shields are found on the left bank, the third is found on an island in the centre of the reservoir. To grab the last bubble, fly over to the right



The circle of plasma is easier to avoid than it looks. Stay in the bottom centre of the screen and move through the gap as it revolves towards you. Take out the smaller guns first, using the laser if you've grabbed it. When all four have been destroyed, concentrate all your fire on the central dome, dodging the plasma ring as before

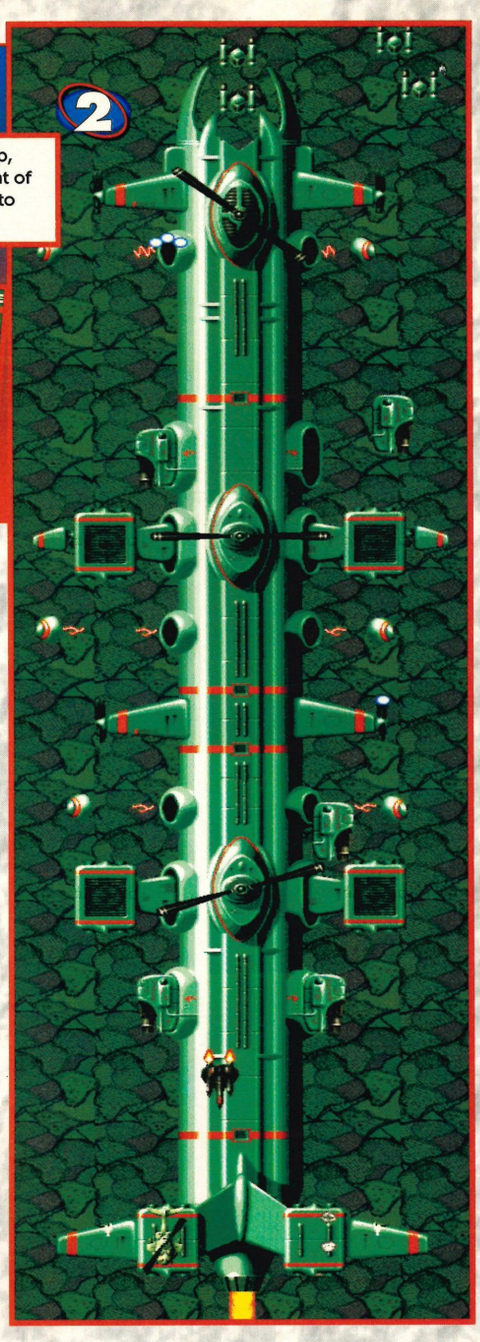
LEVEL 4

You'll find the first bonus pod and a shield bubble on the right of the screen. In the planes, the best weapon to use is the plasma gun with a wide arc of fire.

There are loads of bonuses to be grabbed if you destroy the mothership which cruises into view. It's well worth using a single smart bomb as the power-ups will award you with a weapon with a wide arc of fire

Take out the electricity pods and gun emplacement as you fly over the ship, dodging the rotor blades on the way to the bow. When you reach the front of the cloud base, take out the fighters which attack from above, then move to the back of the screen to attack the rotor-blade

The rotor-blade pod will separate from the main HQ and attack using homing missiles. These can be shot down, while the gattling cannon can be avoided by waiting in the bottom corner of the screen and firing rapidly. It's quite difficult to hit the pod with the unguided missiles so don't waste them, use either the plasma gun or standard bullets instead

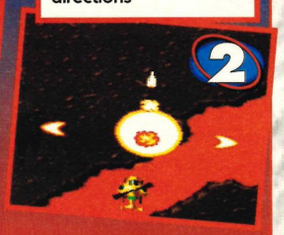


LEVEL 5

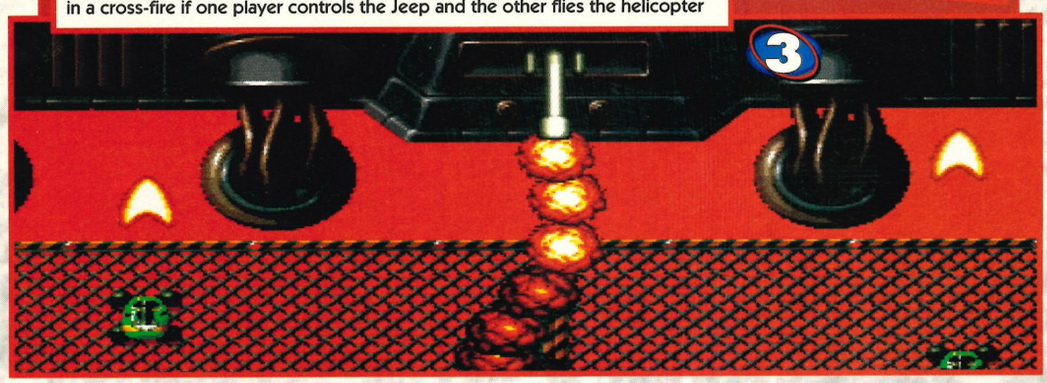
If you're the Jeep, use the moving bridges to cross the boiling lava or alternatively, jump over the rivers of flame. Just before the guardian you'll find two bonus pods, one on the right and the other on the left. Make sure you grab the goodies as they award ionic cannons which are very useful against the guardian.

The lava boulders that fly from the volcanoes can be destroyed by firing at them. Don't let them hit you from behind, though

The ionic cannon is by far the best weapon for the last two levels. When the shot strikes an enemy, shrapnel flies off in multiple directions



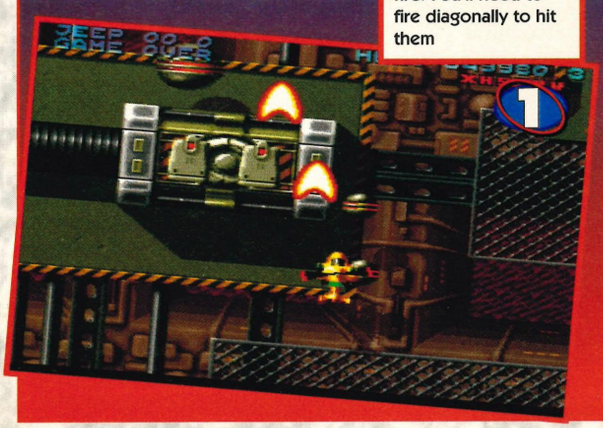
Use the ionic cannon if you have it. The flame-thrower moves from side to side, billowing out a wall of fire. Its attack pattern is easy to learn – just wait for it to cease firing momentarily, then move past the turret. You can also catch the gun in a cross-fire if one player controls the Jeep and the other flies the helicopter



LEVEL 6

Once again the green aircraft pester the helicopter, so try and use the Jeep to take them out. The helicopter can also help out the Jeep by attacking the flame-throwers that fire across the pathways.

The sixth level is particularly tricky if you're driving the Jeep. Carefully jump from platform to platform, but watch out for the flame-throwers which engulf the ledges in fire. You'll need to fire diagonally to hit them



A thick, armoured shell protects the fragile brain centre. Use all your remaining smart bombs and concentrate fire on the shield, pausing only to take out the large, black, homing orbs. Depending on the power of your weapon, the shield can take anything from a few seconds to a few minutes to destroy

With the shield destroyed, wait for one of the special photon bombs to drop from the top of the screen. Aim at the black abyss and unleash the bomb into the hole. The world is now in your debt and the game is over. Easy, eh?

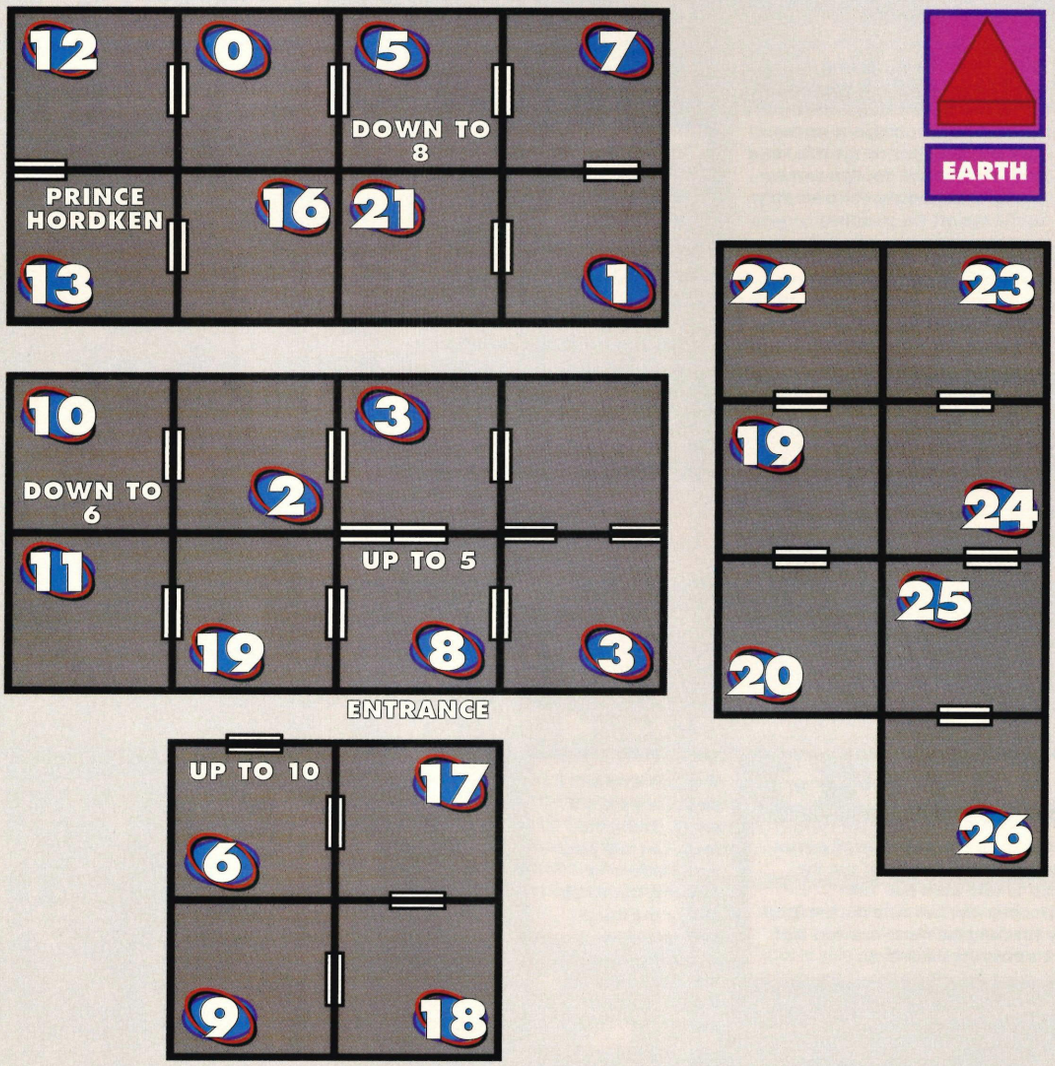
DRAKKHEN

YOUR SISTER'S A DRAGON...

FINDING YOUR WAY AROUND

1: Hordkhen
2: Haagkhen
3: Naakhkha
4: Haagkha
5: Hazhulkha
6: Hazhulkhen
7: Nakhkhen
8: Hordkha

DUNGEON ONE: PRINCE HORDKHEN



The Hordkhen dungeon is the first you will visit. Hordkhen is the Earth Prince so to open the doors, press the symbol on the door that represents earth.

Go to room 10 and collect the key that lies on the bench and a torch from the wall.

Now enter room six and talk to the cook until he clears off and fetches a guard. Kill this guard and walk through to room nine where there is an asp to kill. Collect the empty phial and return to room three.

On the right hand wall in room three is a drape. Examine this and walk to room 15 where you should take the words on the wall. Walk to room four and kill the guards before gathering some equipment for the gang.

All that remains now is to get two spell books from the desk in room 0, and the key from the chest in room 12.

Then go and see the prince (room 13) and talk with him. Leave the dungeon and pay a visit to Princess Hordkha, after which return to Hordkhen. On your second visit to the dungeon you will discover goblins guarding the entrance which need to be killed before you enter and see the Prince.

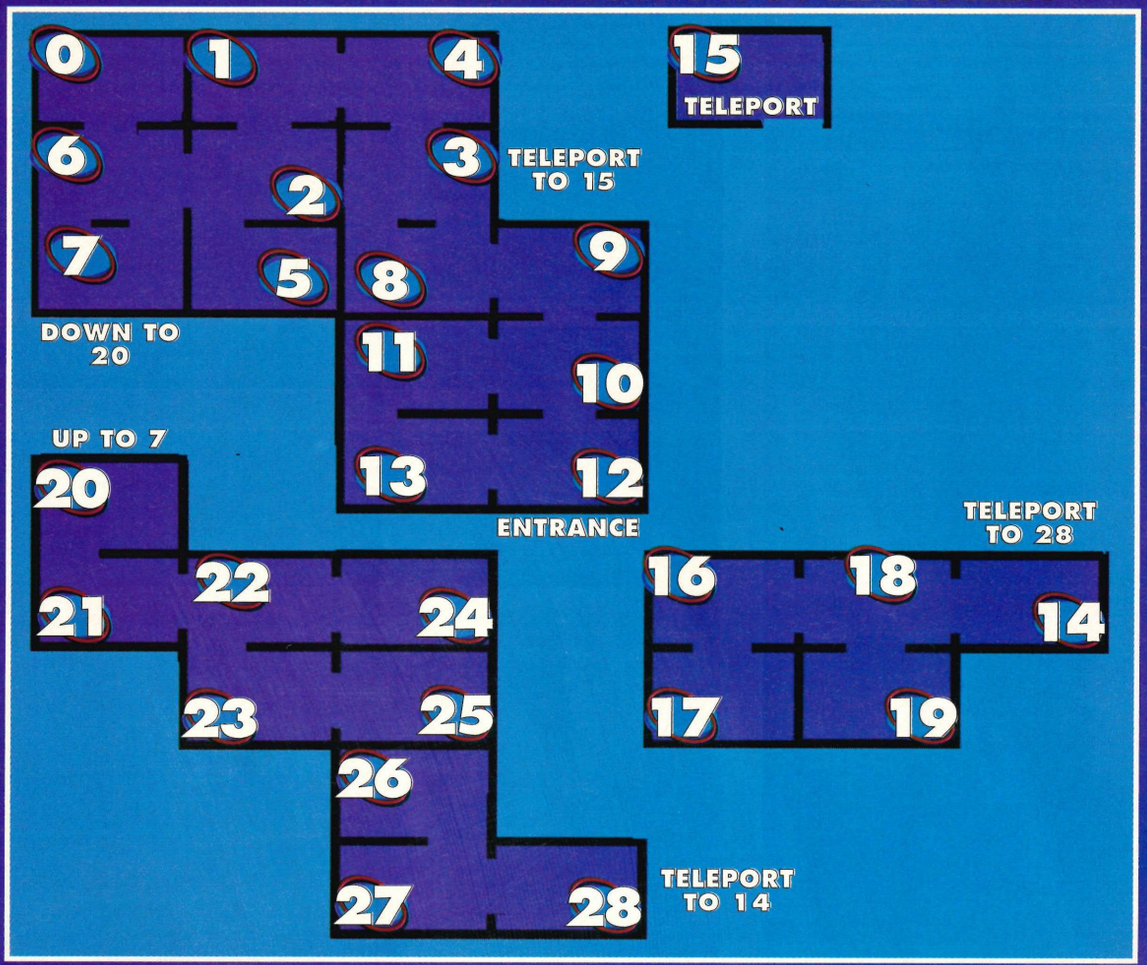
Leave Hordkhen and proceed to the dungeon of Prince Haagkhen

I really am not a big fan of this type of game, and while Drakkhen may appeal to fans of the 'genre' as we writers like to say, it didn't even dent my armour when it came to enjoyment of any kind.

To me, games of this sort are sluggish, dull and very frustrating even with a battery back-up. Mind you, I hated Dungeon Master and everyone else seems to want to sleep with that...

70%

DUNGEON TWO: HAAGKEN



The spell of opening must be cast at this dungeon, so your wizard must be at level two or above to enable him to do it. There are guards at the entrance which must be fought, after which you will need to open the doors with the water symbol.

Now go through rooms 10 and nine to room eight. (Don't use the pentacle of re-generation.) In room eight, take the left door and proceed to room four. Inspect the chests, go to room two and kill the guards.

Go to room six and examine the lectern and cupboard before carrying on to room seven. Avoid the fireplace and go on to room 20.

Make sure all your characters are present and walk into room 21. Walk up to the fire-place and open the passage-way between rooms 25 and 26. Don't worry if the passage closes again.

Proceed to room 28 where you will need something light. Inspect the pool where there is a teleporter that takes you to room 14 – use it.

Examine room 14, talk to the prisoner and free him. Go to room 16 and kill the ghost. Now collect the weapon, go to room 17 and leave the dungeon.

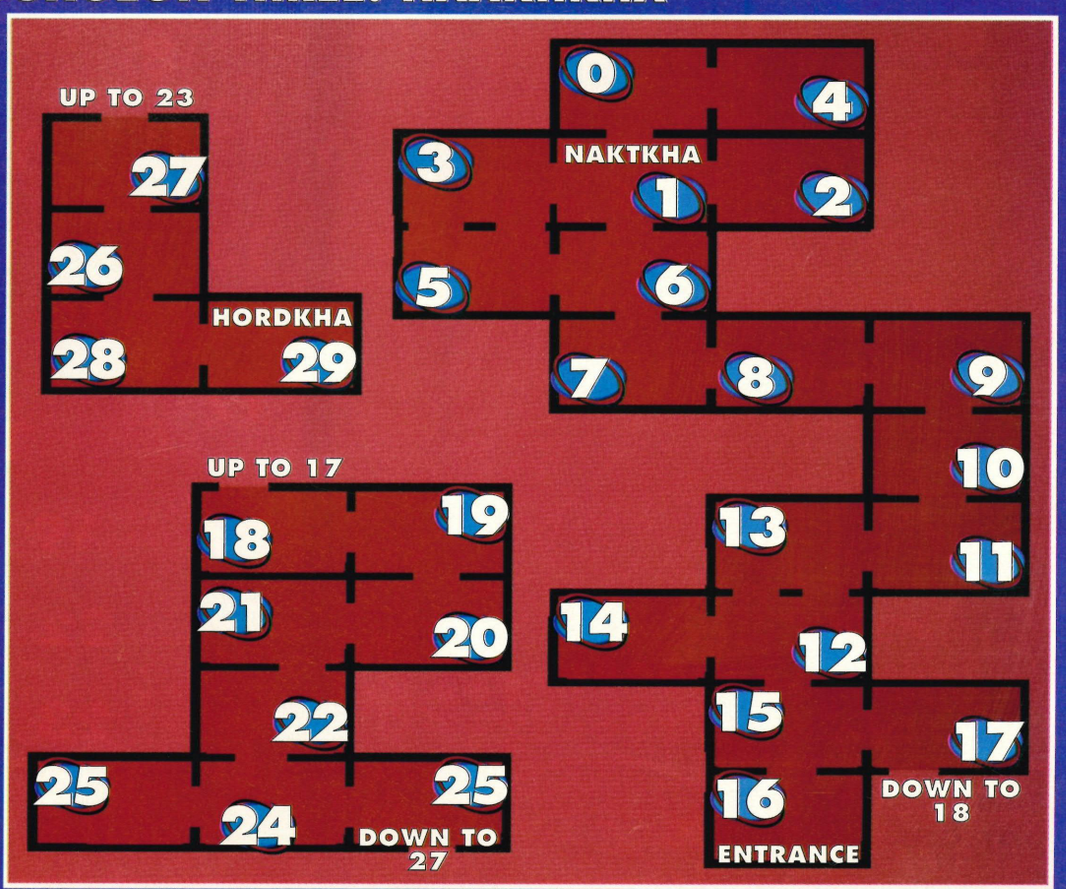
Walk to Dungeon NAAKHKHA

DUNGEON THREE: NAAKHKHA

Open the doors with the air symbol and make your merry way to room nine where you will see two handles on the left and right of the room. Activate the handle on the right to open a passage between rooms 19 and 20.

Give yourself a pat on the back for being oh-so-clever, and build on this success by rescuing the radiant (?) dragon that is Princess Hordkha, who resides in room 29.

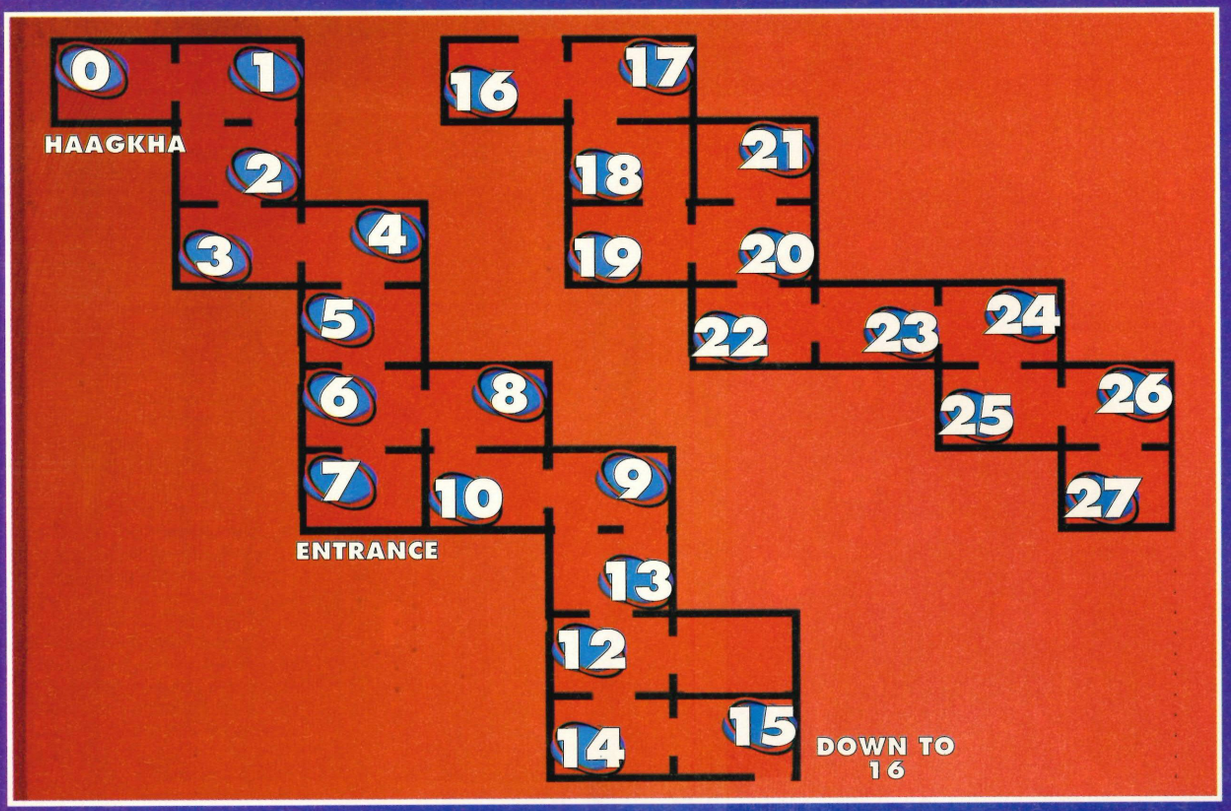
Once she's free, proceed upstairs to room 16, where you can leave for the Dungeon of Haagkha



SMALL TIPS

- Have a good look around all dungeons for various weapons and objects that may come in useful.
- If you hadn't noticed, more than a few enemies hang about outside and will attack you frequently.
- Inns are handy for trading in unwanted items.
- Temples are very pleasant as they re-generate your characters when they're knacked.
- Spells won't work in certain specific rooms.
- At the beginning, walk in and out of Dungeon Hordkhen and equip your group with weapons that hang on the walls in various rooms.

DUNGEON FOUR: HAAGKHA



Go and talk to Princess Haagkha in room 0. Collect two drags and three cuirasses. The Princess will ask you to kill Prince Hordkhen, which isn't very nice of her. However, you're not one to let a Princess down, so leave the dungeon and go kill Hordkhen, returning to Princess Haagkha when the dastardly deed is done.

She will tell you that Hazhulkha hasn't phoned for a few days or something, and asks you to get news of her. She is indeed a bloody lazy cow, but that's life.

Go to see Hazhulkha

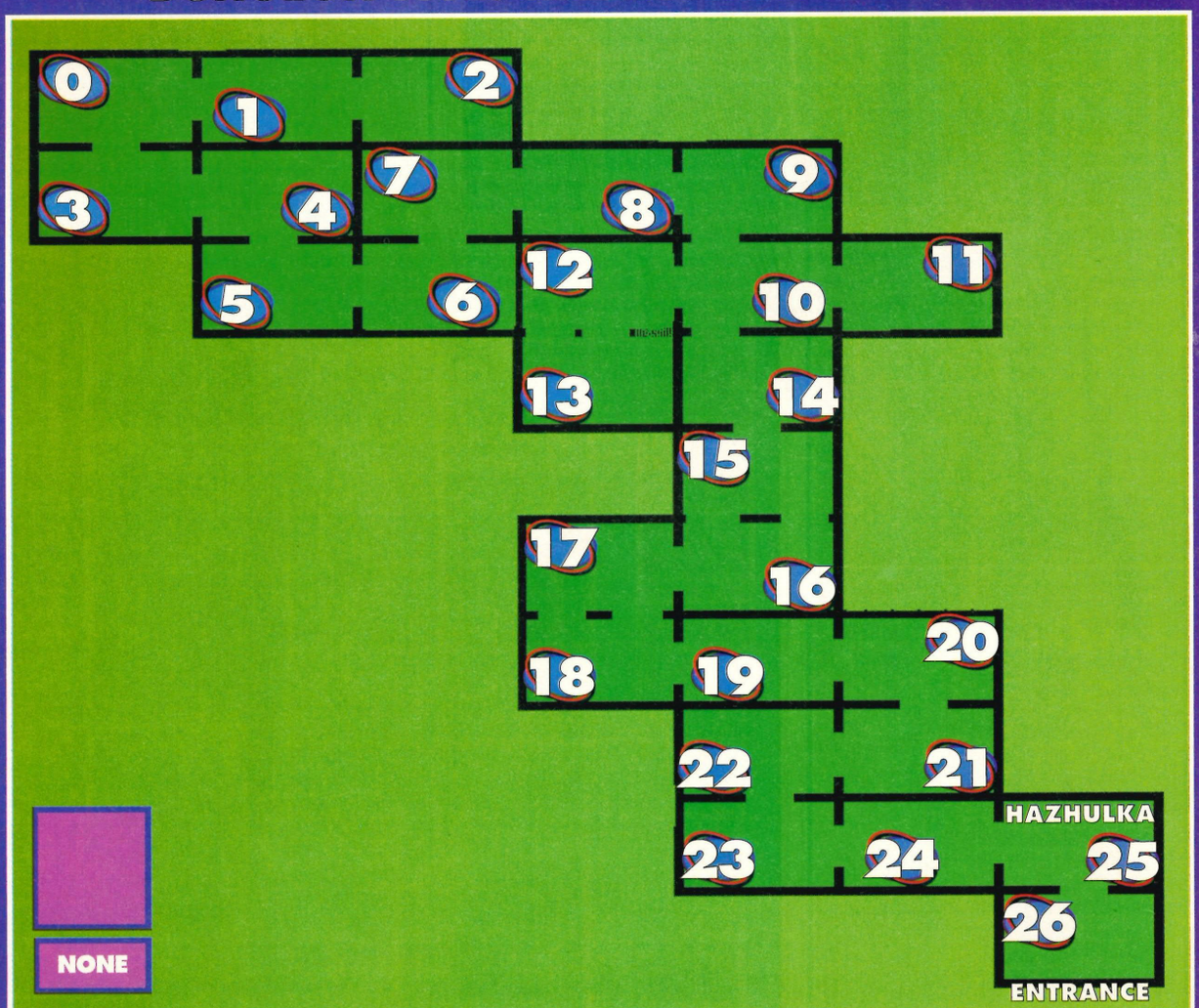
WATER

DUNGEON FIVE: HAZHULKHA

You can only enter this dungeon at dawn and when you do, you will see it is destroyed. In room 25 Princess Hazhulka lies dying.

Next door is a knight – kill him and collect the gem. Prince Naakhkhen will appear like a bad smell and ask you to kill his sister of all people, for the profit of the League of the Ninth Tear.

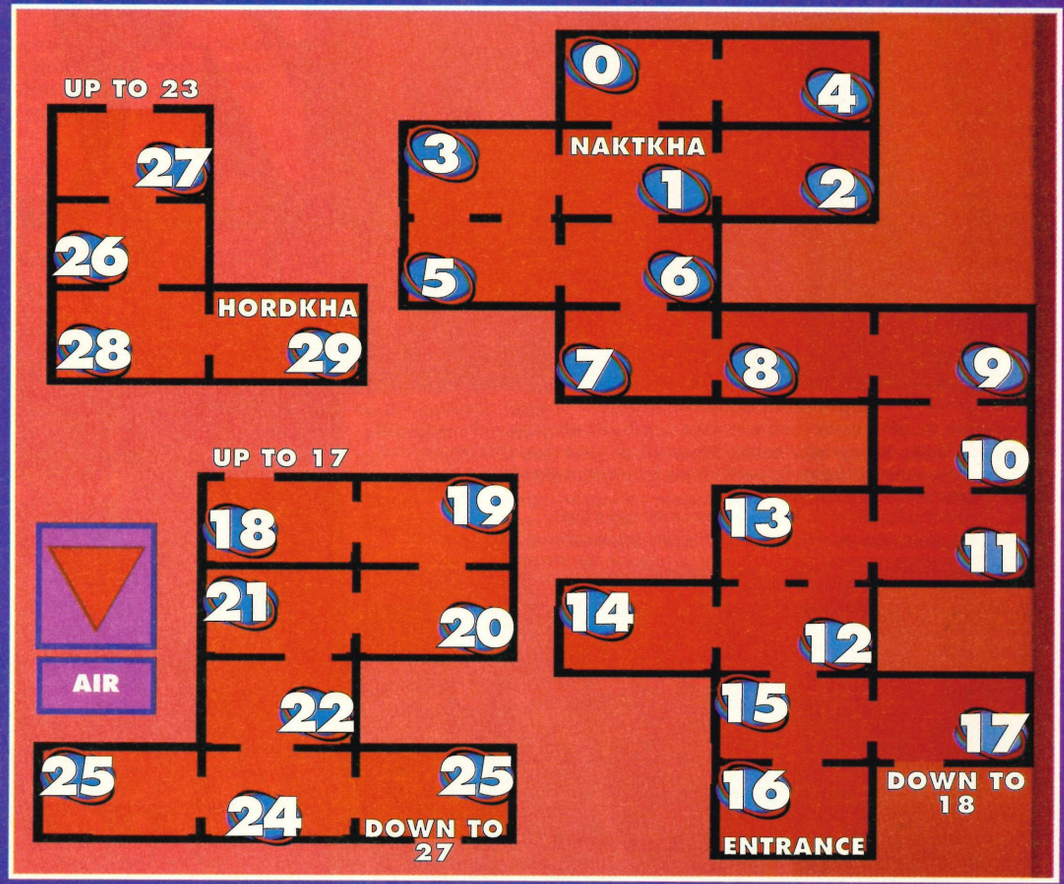
Set sail for dungeon Naakhkha



DUNGEON SIX: RETURN TO NAAKHKHA

Approach and enter the dungeon from the south. Go to room one and kill the Princess. Prince Naakhkhen will appear and give you a gem. He will ask you to kill Prince Haagkhen, which you must go and do if you haven't already done so.

Now proceed to the dungeon of Prince Hazhulken



DUNGEON SEVEN: HAZHULKHEN

The fire symbol opens the doors. Go to room 19 where a lord will inform you of an important event at noon in room five. Keeping this date isn't compulsory, but you can place your magician on the pentacle in room five at that time if you so wish.

Walk to room 26 and examine the figures which will say "Accept The Remorse".

Examine room 29 and you will be given some objects. Walk up to room one where you'll need to kill Prince Hazhulkhen. Then leave the dungeon and walk to the centre of the island. Throw all of your possessions away – weapons, armour, items, everything.

Check your character information and if you have all of the gems, read the text and victory is yours!

ACCESS ALL AREAS

INSTANT RELIEF

HI... Instant Relief returns like a literary boomerang. It's thick, it's made of wood, it's got a lovely curve and some smashing engravings on it. All the old favourites are here – bug corner, celebrity tip and of course a chocolate bar and the cartridge of your choice in return for useful items for these pages and the correct answer to three fantastic questions.

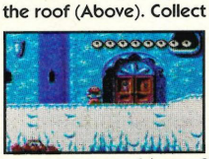
The first question is: 1. How many beans make five?

The remaining two questions will follow after you've waded through this month's selection. Remember that you must include a submission for Instant Relief with the answers and state your choice of game. Touché away!

JAMES POND

This chameleon of a tip has popped up on just about every version of Pond, and the SNES is no exception.

At the beginning of the game, jump up onto the platforms above you and across to the roof (Above). Collect the objects in this order: cake, hammer, Earth, apple, top.



(Left) Now walk to the door with a cricket bat and tennis racquet on it and go in.

(Right) Walk and climb along the roof to the right and you'll see some more objects. Collect them in this order: penguin, oil, wheel, Earth, racquet.

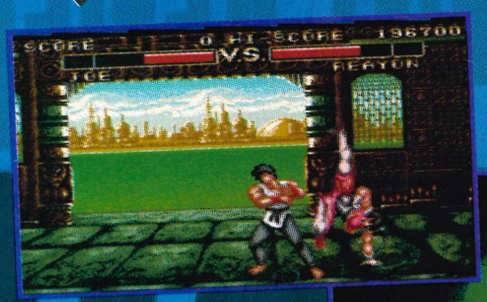
(Left) Carry on to the right and collect the objects: lips, ice-cream, violin, Earth, snowman.

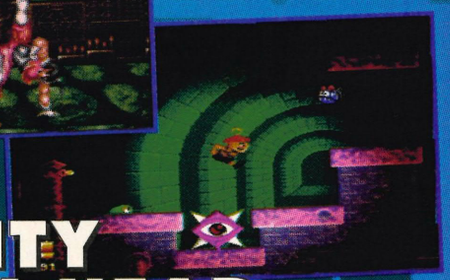
Walk back left, past the arrow pointing right and you'll find an exit. You should now have infinite power, lives and invincibility. All of the doors should also be unlocked.

COOL WORLD

Short and sweet with size 10 feet.

AR 7E00 ED09 for infinite money and 7E02 1B06 for infinite lives.



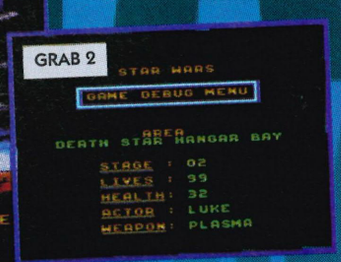


CELEBRITY YELLOW-HEAD

Remember SPAGNA? Corned Beef, Corned Beef, Baby, Baby, Corned Beef now. Oh, how the butchers loved her...Well, we persuaded her to spare us a minute away from her lifetime supply of pork flanks and leg cutlets to give us some fiendish Action Replay codes for PUGSLEY'S SCAVENGER HUNT.

Try 7E00 9503, 7E00 8449, and 7E00 4D07, for infinite lives, energy and the amazingly helpful moon-jump.

That's not all, Spamgna as her friends in the meat products industry know her also let rip with an infinite energy code for POWER MOVES, Replay 7E08 EB20, while you sing along to her smart second release, erm, 'I am a cider drinker'.



SUPER STAR WARS

What about this for a prize example of RIPE? What do I have to do, to get the message through, how do I prove I'm not coming to Blackpool?

To gain access to the DEBUG screen on SSW and to select your lives and level etc, try the following. Be warned though, it will need more than one attempt to make it work.

GRAB 1 (Above Left)

On the title screen press A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B.

If it worked, you will hear Yell perform their new chart hit. Sorry, that should in fact be 'a yell'. A Jawa yell I presume. Start the game and choose a character.

GRAB 2 (Above Right)

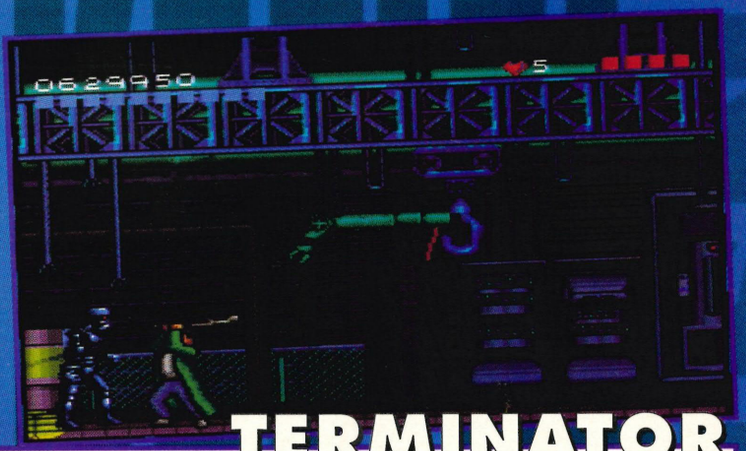
Now, press L and R on controller two to bring the screen up. Change whatever you want and press Start to begin the game. You can also end a stage by pressing Start on controller two, and become invincible and walk through scenery by pressing Y,B, X, A and Select at the same time. But don't try that on the 3D shooting stages 'cos it doesn't work.

A round of Applause chocolate bars to the mysterious T James, who despite living in sunny Ascot, Berks, asked us not to reveal the name of his close relative Sid.

Well, well, well, would you believe it? A parakeet with a tin of Skol telling us how to select a level and make Bionic Slashman very hard. (A bit of innuendo there to remind you that this is still a console games mag.)

At the title screen hold L and R as you press Start for the very hard mode. To select a level, move the cursor to music and change the music option to whichever stage you want to play. While holding Select, press L, R, R, L and Start and you should go to the level you chose. You can also select hit or boss on the music option and repeat the process to play any bonus and all boss stages.

SONIC BLASTMAN

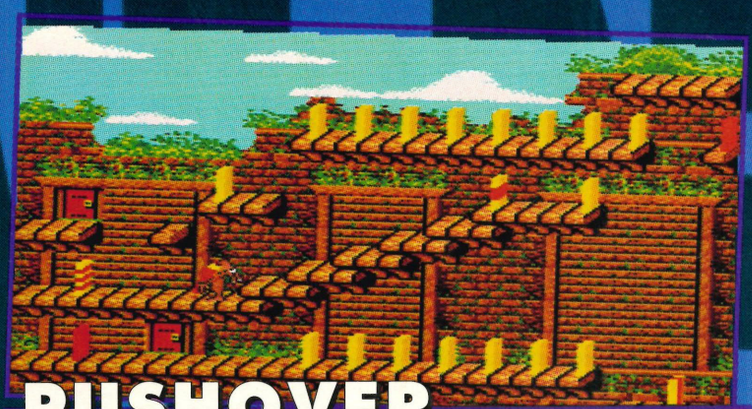


TERMINATOR

Woah, hoah hoah hoah, Camouflage – Things are never quite the way they seem. Stan certainly knows what he's on about!

This game seemed like a rather good idea in theory, but unfortunately it seems as if someone lost the script. Nevermind was an album by Nirvana, and to swat this gents' bog of a game just like it was a fly:

Replay 7E03 1F08 AND 7E03 1C05 for infinite lives and energy.



PUSHOVER

LEVEL-CODES	LEVEL-CODES	LEVEL-CODES	LEVEL-CODES	LEVEL-CODES
1 00512	21 15878	41 31246	61 17982	81 29439
2 01536	22 14854	42 32270	62 16958	82 30463
3 01024	23 14342	43 31758	63 16510	83 29951
4 03072	24 10246	44 29726	64 16511	84 31999
5 03584	25 10758	45 30238	65 17023	85 32511
6 02560	26 11782	46 29214	66 18047	86 31487
7 02048	27 11270	47 28702	67 17535	87 30975
8 06144	28 09222	48 20510	68 19583	88 26879
9 06656	29 09734	49 21022	69 20095	89 27647
10 07680	30 08718	50 22046	70 19071	90 28671
11 07168	31 08206	51 21534	71 18559	91 28159
12 05122	32 24590	52 23582	72 22655	92 26111
13 05634	33 25102	53 24094	73 23167	93 26623
14 04610	34 26126	54 23070	74 24191	94 25599
15 04098	35 25614	55 22558	75 23679	95 25087
16 12290	36 27662	56 18494	76 21631	96 08703
17 12802	37 28174	57 19006	77 22143	97 09215
18 13826	38 27150	58 20030	78 21247	98 10239
19 13314	39 26638	59 19518	79 20735	99 09727
20 15362	40 30734	60 17470	80 28927	100 44543

And a hearty hundred hand-slap on the back for those codes to Richard Langdon and Ellery Russell from Shanklin, the Isle of Wight.

TOYS

This was a bit cheesy, but who cares? These Action Replay codes give off more than enough fragrance to dry up the smell of mouldy sick:

7E16 8E05 and 7E16 8C05 for lives and energy.

And it's a hearty sea shanty for our own, our very own...Allie West, who supplied those codes. All Together Now...was a crap song by the Farm.

BUG CREVICE

This month's travesty of justice concerns STAR WING of all games. Whilst doing the players' guide for level three, I managed to destroy all but one gun turret on the tank at the end of Corneria. This little blighter refused to budge, so that was the end for that particular game as the level could not be completed.

Nevertheless, this gave me a plausible excuse for another pointless competition, this time to win a Tiny Toons sticker, a signed photo of the SC team (subject to availability) and a chocolate bar. So, in true Games Testing tradition we ask "Can you make it happen every time?"

Send us some reasonably believable proof in the form of a comedy picture or description, and the prizes are yours.

WAYNE'S WORLD

Oh dear. This is a bit plop. Mind you, the film was hardly air-freshener was it?

Action Replay 7E04 AF02 for infinite worthiness or something.

INSTANT RELIEF

SUPER SWIV

A commemorative packet of Spangles to the one and only Alex Simmons of all people. The spawny one obviously stumbled across these Action Replay codes while greasing his spatula or something. 7E60 9C03 is the code to give player one infinite helicopters. However, that's not all – select the jeep and you will have full control of the helicopter too, as well as improved weaponry.

LETHAL WEAPON

Christopher Smith from Manchester supplied us with the following Action Replay codes for this near penicillin game from Ocean.

7E02 1E66, 7E02 2606 and 7E02 2203 for infinite clips, men and ammunition for your weapon. (Oo-er missus etc, ad infinitum...)

THAT TINY TOONS GUIDE IN FULL

Well actually, there isn't one. Sorry. But there will be one, but not this month, next month. As the game is only just out officially we held it back, but stay 'tooned' anyway! Arf, Arf.

AND SO THE END IS NEAR...

Have you thought about sending something to Access All Areas? Isn't he a panther ever so pink? You've seen that he's a groovy cat, and what a gentleman, a scholar, what an ac-ro-bat. Why not send something rinky dink panther-like to us?

There is a cartridge of your choice up for grabs in return, providing you answer the questions below. You've had number one on page 56, so here's the others: 2. In the smash hit 'Pump Up The Bitter' by Star Turns on 45 pints, just what DID you get after drinking 16 pints? 2. Simmons thinks D-D Dixon out of Brookside is a right stunner, but who's your unlikely soap sex-symbol and why?

Only amusing answers please and don't forget your cheats and choice of game. There will also be a smashing opinion tip next month so send your views on any subject with a one-and-only truly original tip and the first doomed step into the heady world of publishing could be yours. If you think that was deep, try thinking of a flea in a gallon of ale...

Post your Toast to Andy 'Unamusing middle name' Martin, Super Control, Maverick Magazines, Waters Green House, Waters Green, Macclesfield, Cheshire, SK11 6LF.

See you in a month.

NEXT MONTH

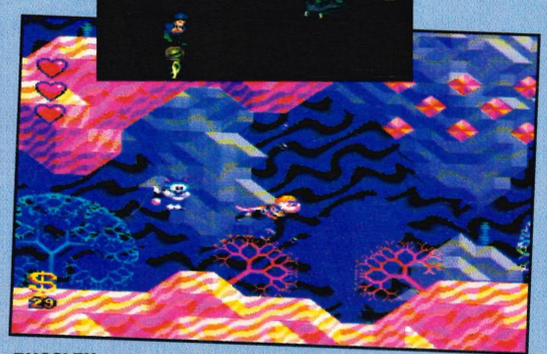
ISSUE THREE, McGEE

Next month sees a special, secret celebrity Access All Areas, and boy is it looking good! As good as that classic, 'Float On' by The Floaters, if not gooder.

Just imagine...Tiny Toons (again), Pugsley's – the final levels, and even The Blues Brothers, probably. That's three excuses better than Rodger The Dodger out of the Beano could think of, to get a copy of next month's Super Control on sale Thursday 24 June.

TINY TOONS

BLUES BROTHERS



PUGSLEY

BUZBY IS DEAD. LONG LIVE BUZBY

Goddamn stuck? Blimmin' mad? Flamin' heck? Then phone these numbers for advice! And ladies, Lee Edmonson at Ocean is young, single, attractive etc and ready to help YOU.*

OCEAN HELPLINE – LEE EDMONSON...061 839 0999
NINTENDO.....0703 651010
DATEL (ACTION REPLAY).....0782 745990
ELECTRONIC ARTS.....0753 549442
ELITE.....0922 55852
MINDSCAPE.....0444 246333
SALES CURVE (STORM).....071 585 3308
GREMLIN.....0742 753423
BAYLISS ODDKNOB, TAXIDERMIST.....5407708
UNCLE ERNIE DROPS HIS GUTS.....0832 532 948
AUNT FANNY WEIGHS HER MELONS....0823 472 384

* Lee, I'll contact you to discuss fee for above.

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STOP YOUR GRINNIN' AND DROP YOUR LINEN!

SLEDGE

Sledge, the hero of Earth, was a powerful athlete before being brainwashed by Main. He was quick to learn the magical fighting techniques taught to him on Dizzen.

LAYBAN

Layban is similar in ability to Sledge. Once a respected military Drill Sergeant, Layban left to pursue a pro-wrestling career but was banned after hurting another player!

AMON

Amon the Heavy Metal King coached Layban in his early days as a wrestler. Main lured Amon away from wrestling for a life as a rock and roll musician. Despite his appalling taste in music, Amon is a strong opponent.

P-LUMP

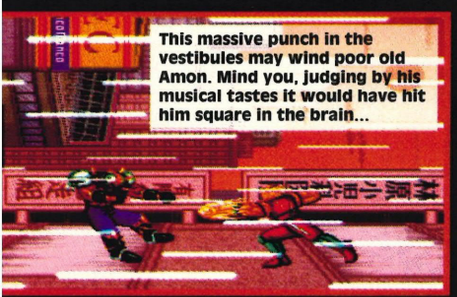
P-Lump is the master of Chinese mystery and magic. Aside from his magical powers, P-Lump loves to eat and will do just about anything for anybody as long as food is involved – ha, ha, let's have a good laugh at the fat guy's expense...

GRIMROCK

A native of Main's own planet, Grimrock is a powerful lizard with sharp claws that can stab a car and make it undrivable! He is one of the fastest members of the Doom Squad but his cunning leaves a little to be desired.

DOOMSDAY WI

Sledge and Amon smear pritt-stick (the non-sticky sticky stuff) on their feet for a spot of skyscraper action!



This massive punch in the vestibules may wind poor old Amon. Mind you, judging by his musical tastes it would have hit him square in the brain...

FROM THE BOWELS OF THE EARTH COMES THE DOOM SQUAD!

Believe it or not, the plot for this game revolves around fifty-foot killer daisies. Yep, it's true!

Sometime in the near future the Earth is ravaged by drought and famine. Suddenly, massive daisies begin to flourish, rapidly removing the last remaining soil nutrients. It seems that nature is finally taking its toll on the way mankind lives...

However, nature is not at the root of these problems – this is the work of the Doom Squad; a team of six fighters sent from the planet Dizzen to destroy the human race. Dizzen has become totally overpopulated and its leader, the mighty Main, has ordered the repopulation of Earth by whatever means necessary.

The Doom Squad are highly trained fighters caught under a strong hypnotic spell. One of the team, the character you choose to fight as (see the Stop your Grinnin' and Drop your Linen! panel), has broken through the hypnotic trance and is now aware of the damage the Squad is causing. Your mission is to defeat the Doom Squad and stop the megalomaniacal Main.

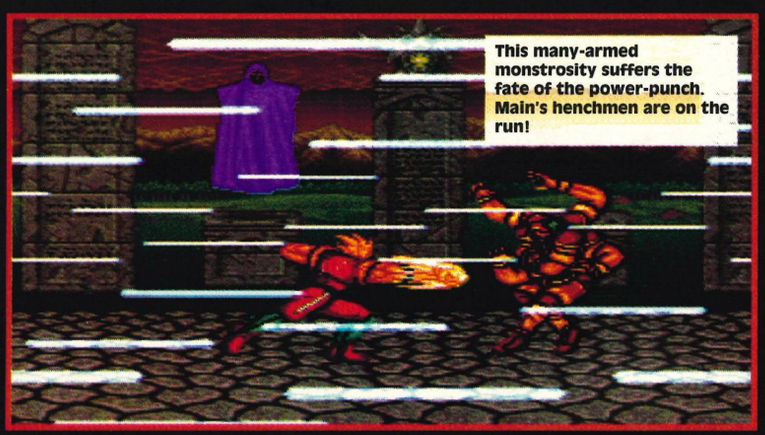
Whether you choose either the one-player fighting game or the two-player one-on-one mode, the action is displayed in the tried and tested beat'em-up manner. The screen scrolls approximately three screens in length, slightly larger than the usual fighting area, and the players' energy bars take up a sliver at the top of the screen. The two players must then chase each other around the screen and fight tooth and claw for their survival.

The bouts are untimed so the fights can drag on for sometime. Doomsday Warrior presents less of a tactical game than, say, Street Fighter II or Tuff E Nuff as the players just slug it out to the death, rather than execute well-placed punches and kicks before retreating in defence.

Doomsday Warrior is too easy by far. On easy level I beat the game in under half an hour, without even knowing the special moves. Initially the controls were awkward as I'm used to playing Street Fighter II and therefore I found constantly trying to jump and block using the D-pad rather than separate keys extremely frustrating. Having said that, I quite enjoyed it. I know it's not as good as SFII but it still has charm. The special moves are spectacular, the graphics are colourful but the sound is totally out of place. Still, not bad.

ALEX

Annoyingly, the jump and blocking moves cannot be accessed via the D-Pad – the player has to press B to jump, and the top L and R button to block. This causes much confusion and removes any intuitive gameplay the game may have had initially.



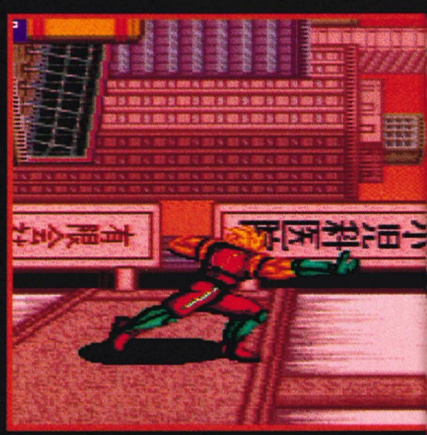
This many-armed monstrosity suffers the fate of the power-punch. Main's henchmen are on the run!

SOUL POWER

An added extra rarely seen in a game of this sort is the ability to add to your offensive and defensive repertoire. Beating an opponent presents the player with extra tokens to add to either their arm power, leg power, vital power or soul power.

Upon first inspection the range of moves in Doomsday Warrior seems shockingly low, comprising of only a basic kick and punch move, but experimentation with directional combinations reveals that there are more than first meet the eye.

Uppercuts, jabs, high and low kicks are executed depending on which direction the player is pressing the D-Pad. For example, to perform a defensive uppercut requires the player to push down and punch together.



DAISY

Daisy's hair and blood contain chlorophyll. She once got into a fight with Main over a bunch of poxy daffodils growing in her garden. Whatever you do – don't step on her grass!

This flaming methane attack by Ashura is the result of one too many onion bhajis and plates of Sag Aloo (phwor!).

NUFORM

Nuform, created by organic chemistry, is Main's pride and joy. His living-liquid body can absorb other players' energy and his body can metamorphose into any shape required. Watch out for the horrible wet-patch he leaves on the bed though.

Nuform demonstrates his infamous 'wibble' attack – he attaches himself to your player and wibbles the energy out of him!

For someone composed of nothing but liquid, Nuform takes punches surprisingly well!

ARRIOR

The special moves are pretty easy to find and very melodramatic to watch. Get in close for a sonic punch or a mega throw and the whole screen is lit up by streaks of light before exploding the poor victim to pieces. A move like this can remove over one quarter of your energy bar and is frighteningly easy to pull-off.

These special moves can be easily mastered and the game completed in no time – it took me just over 10 minutes to complete it from scratch and I wasn't exactly rushing. On harder difficulty settings the going gets tougher but it could still hardly be considered a challenge.

Doomsday Warriors does have a few redeeming features though. The ability to increase your powers as a reward for winning battles is a very good idea and some of the graphics are quite imaginative – I particularly liked the fight on the side of the skyscraper!

We all know that good games are not solely comprised of neat little touches, so it'll come as no great surprise to you if I tell you that Doomsday Warrior is best left on the shelf alongside all the other pretenders to the beat'em-up crown. Leave the fighting to the big dudes!

Grimrock's neat tail-whip gives this doppelganger a severe slapping. Oh, for two-player frolics...

(Below) The dark (ahem) and mysterious Shadow makes his appearance towards the end of the game, and what a useless bast he is too!

(Right) P-Lump's pony-tail is a pretty useful weapon, but his Chinese chillied chicken breath is a most formidable offensive force indeed

Sledge and Layban can throw these never-seen-before fireball type objects at the opposition – quite powerful they are too

Daisy is definitely at the wrong end of this explosion. Any more of this torture and the poor girl may wilt!

Don't let this happen or the evil Main will rule the World! Hoots Mum, there's a moose loose in the hoose!

DOOMSDAY WARRIOR

HOUSE: RENOVATION
ORIGIN: US IMPORT
PRICE: £39.99
PLAYERS: TWO
TYPE: BEAT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

58%

SUPER CONTROL

SOUND	3
GRAPHICS	5
GAMEPLAY	4
LASTABILITY	5

ENERGY HIGH

- Some nice graphics
- Password system
- Pics in the manual
- Impressive-looking special moves

ENERGY LOW

- Too easy
- Annoying use of block and jump moves
- Slap-worthy animation
- Pant-fillingly bad plot!

ALTERNATIVE SYSTEM

Street Fighter II still rules all. Jaleco's Tuff E Nuff is very worthy of consideration especially since it's a very new title on the market. Dragonball Z is the most recent innovative Jap beat'em-up, with Fatal Fury, Final Fight, and the sad Rival Turf representing the doddering old guard!

Once Taz has eaten his kiwi quota he feels a bit stuffed and promptly falls asleep letting all his grub fly away

Taz hates trucks! Just let him run into one and you'll soon see what splattered Tasmanian devil looks like

Oops! Avoid colliding with big hard objects, it wastes precious time and isn't good for Taz's metabolism!

KIWI KRUNCHING KAPERS WITH THE WHIRLING DERVISH

TAZ-MANIA

"GRRR*£%$!!!" to coin a familiar phrase. Awe-inspiring words from the most notable Australian bush-man since Paul Hogan, even if he is only slightly more coherent than Barry Humphries. Yep, it's none other than the fastest mammal in the outback, the Hero of Hungry himself – the Tasmanian devil, in a tentatively self-titled adventure!

Lovingly created and designed by Sunsoft in the States, T*HQ has acquired the licensing rights to distribute Taz-Mania here in Europe. Hoping to improve on its previously poor reputation earned courtesy of such duffers as Home Alone and Pit Fighter, T*HQ has employed the help of Warner Brothers' craziest cartoon character.

Unusual in its design, Taz-Mania is structured very similarly to a racing game and could even be described as Top Gear on legs! Viewing Taz from behind, and what a splendid posterior he has too, you guide the mischievous sprite left and right as the bending road speeds past you.

The landscape smoothly scrolls by at quite an impressive rate despite there being no use of Mode 7. Apart from the odd glitch or two when Taz gets a little too close to a bush or tree, graphical bugs have practically been eradicated. However, at some points the road disappears altogether as Taz runs over a hill which can be highly confusing and very annoying!

HUNGRY HIPPOS

Taz has an unabashed passion for fresh kiwi every morning and the aim of the game is to guide him through various levels while searching for breakfast. In order to satisfy the black hole known as Taz's stomach, a quota of fresh kiwis has to be grabbed and scoffed before you can continue to the next stage.

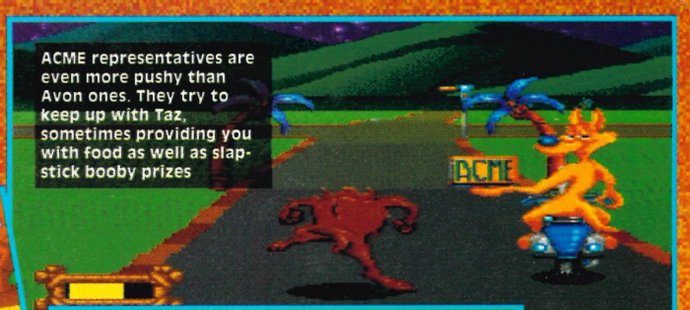
The collision detection isn't particularly accurate enabling you to grab scuttling kiwis and other flying food sources with ease, apart from when they slam on their brakes or activate their turbos. However, the time limit does tend to make you panic and in turn make stupid mistakes and timing miscalculations, so you can often be found sitting on the edge of your seat becoming very irate with Taz's clumsiness.

Naturally, various obstacles have been positioned in Taz's way including inanimate objects such as trees, lampposts, signposts, potholes and rivers. However, the main problems confronting Taz have to be the free-moving hazards. Along with very brief cameo appearances from Road Runner and Bugs Bunny, numerous characters from Taz's own cartoons threaten his mission and sanity including the She-Devil, Bull Gator, the Bush Rats and Francis X Bushlad.

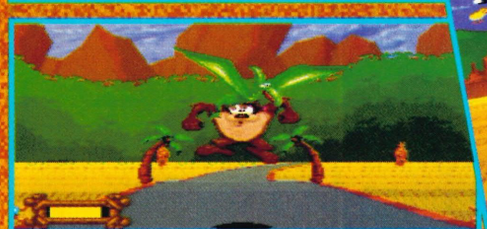
At first the game appears somewhat monotonous with little endangering Taz, but as the stages progress the kiwi quota increases as does the enemy onslaught. Taz-Mania offers plenty of humorous entertainment although things can get slightly laborious despite three continues to give you a push in the right direction.

Unfortunately, the design of the stages fails to change – OK, so the graphics differ from stage to stage and the roads get more narrow and bendy, but there is no real variation. Also, the most irksome aspect of the game is the necessity to push up on the joypad in order to move Taz forward. The result of this is that Taz's movements become clumsy and over-exaggerated

(Left) The idea behind Taz-Mania is to try and catch a quota of kiwis for your breakfast. Simply lunge at them with your huge paws whenever they approach



ACME representatives are even more pushy than Avon ones. They try to keep up with Taz, sometimes providing you with food as well as slap-stick booby prizes

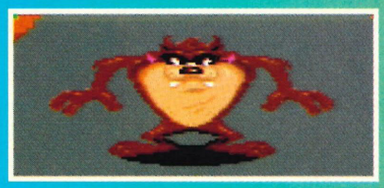


At certain intervals during the game a pterodactyl, indigenous of course to Australia, waits to carry Taz back down the road

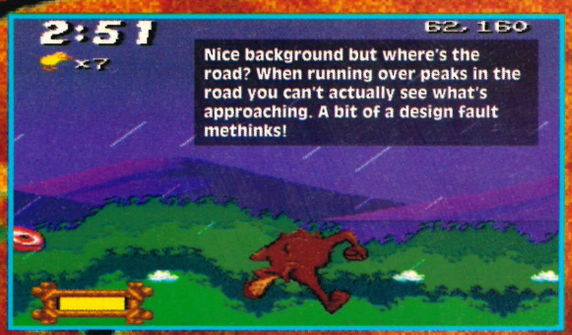
Red and blue birds appear to quench Taz's hunger. The blue birds replenish his energy while the red ones add 10 seconds of time to Taz's counter

At times an annoying little purple runt jumps on Taz's back and consequently puts his hands over Taz's eyes. Only a whirling dervish can get rid of this monkey

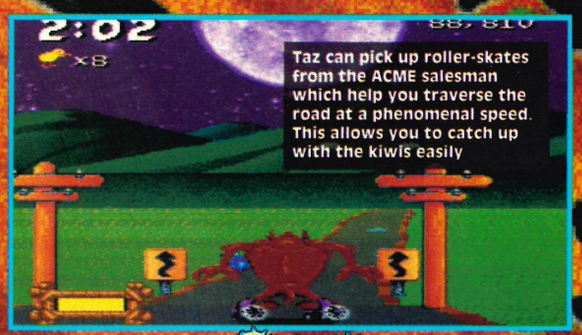
TIC TAZ TOE



Taz has various expressions and gestures, the most famous of which has to be his incomparable whirling dervish routine!



Nice background but where's the road? When running over peaks in the road you can't actually see what's approaching. A bit of a design fault methinks!



Taz can pick up roller-skates from the ACME salesman which help you traverse the road at a phenomenal speed. This allows you to catch up with the kiwis easily

when trying to navigate bends, causing you to veer all over the place.

FAN-TAZ-TIC!

Like most quick-scrolling games of this genre there's not much in the way of detail, although the horizon is emblazoned with some fairly hefty graphical images including swirling suns, ragged canyons and rolling hills. Colour has been put to maximum effect in Taz-Mania generating a stunning cartoon feel with clear, dark outlines and brash colours for the fill-ins, recreating effectively the comic strip ambience.

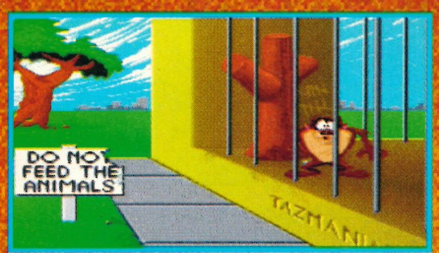
Multiple frames of animation make up the movements of the Taz sprite creating a smooth and slick lifelike caricature. In the jocular sense Taz is a scream with slapstick wit shining through in every action, be it his run, his arm movements and especially his whirling dervish manoeuvre.

Taz-Mania is continually amusing yet shameless in its difficulty. Keeping you permanently aroused and interested as to what will happen next, this game holds plenty of long-lasting entertainment. But it can also be frustrating, especially when you get very close to your kiwi quota and the time mercilessly ticks away leaving you annoyed at the prospect of running through the level again.

Sonically you are charmed with various raspberries and grunts from our hero as well as crashes, bangs, bird-song, engines and the odd meep-meep. And of course, no Loony Tune endeavour would be complete without the resplendent chords of "Merrily We Roll Along", the trade mark of every Loony Tune cartoon. You know the one, it always goes hand in hand with "That's All Folks!".

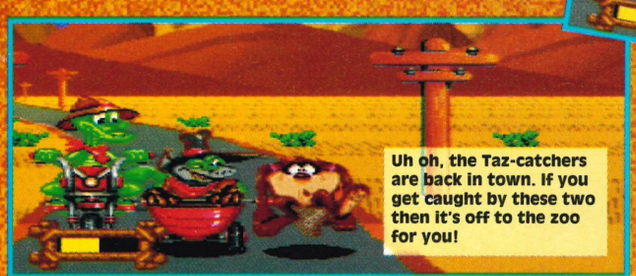
Taz-Mania came as a bit of a surprise to me. Allie's description of 'Top Gear on legs' just about sums this game up perfectly, and the originality injected into the staid racing genre is a breath of fresh air. I wasn't totally convinced by this game though. The collision detection leaves a little to be desired and the game concept may soon become repetitive – just running, jumping and grabbing cute kiwis whilst heading towards a wacky horizon is hardly cinemascopically exciting, is it? This is definitely T*HQ's best game to date, but that's not saying much either...

PAUL



Once caught and in the zoo there's no escape or food! Oh, horror!

Road hog! These cocky drivers swerve all over the road trying to hit poor Taz. All you can do is fool them and keep out of their way



Uh oh, the Taz-catchers are back in town. If you get caught by these two then it's off to the zoo for you!

Taz isn't invincible – his face doesn't collide well with inanimate objects! Squished into an accordion, you must pump Taz up to get him back in shape

TAZ-MANIA

HOUSE: T*HQ
ORIGIN: US IMPORT
PRICE: £44.99
PLAYERS: ONE
TYPE: RACING

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

78%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	5
LASTABILITY	7

ENERGY HIGH

- Impressive graphics
- Excellent sprites
- Novel gameplay
- It's Taz!

ENERGY LOW

- Slightly tedious
- Not enough variation
- Frustratingly difficult
- Bad collision detection

ALTERNATIVE SYSTEM

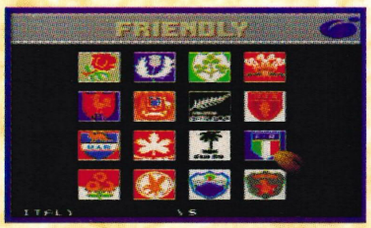
As this is such an original approach for a racing game, there is really little we can offer as a comparable alternative to Taz-Mania. However, we suggest Tiny Toon Adventures: Buster Busts Loose as another brilliant Loony Tunes licence. For a racing game you could always try Top Gear!

REVIEW

WORLD CLASS RUGBY

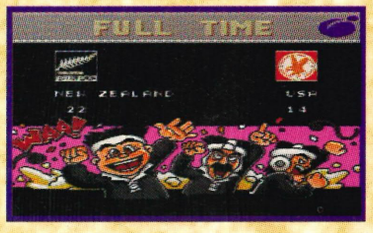
IMAGINEER PICKS UP THE PIGSKIN BALL AND HEADS FOR TOUCH

Choose your team from any of the 16 teams available. England, Australia, Fiji and New Zealand are the safest bets if you're a beginner



Half-time is an annoying waste of time. No extra options can be accessed, all we're shown is this humorous graphic and the current scores

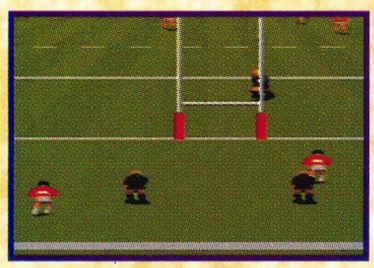
This is the bit where the victorious team sings rude songs, retires to the baths and does obscene things with a bar of soap and a loofah...



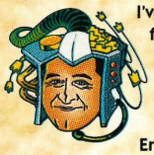
Tweak your players into oblivion. I've just turned poor old Probin into a sad, bearded dwarf! Don't you just love genetic engineering?

Ireland and Scotland are bitter rivals in this game. I dread to think about the wandering hands inside that ruck!

This match between Italy and Argentina is pretty close and the two points gained from this conversion would have been valuable. Unfortunately, it missed!



The two teams enter into a spot of rucking. The small radar screen at the bottom shows the player where the ball is



I've never really been a big fan of Rugby Union, preferring Rugby League if the truth be known. However, the prospect of donning an England kit and taking the guise of a Rugby-playing RAF Pilot for the day seemed quite appealing.

The superbly smooth Mode 7 pitch is the centre of all our attentions with the basic aim of the game being to carry the oval ball over your opponents' goal line and score a try by touching it down on the ground. Extra points can then be added to your score by kicking the ball between your opponents' goalposts for a conversion.

Whilst in play, the ball can be passed in any direction except forwards, and kicking the ball out of bounds will result in a line-out where both teams line up and leap for the ball thrown from the touch-line. Fouls are dealt with by granting either straight penalty kicks, or calling a scrum which requires players from each team to form a huddled mass and contest the ball in the midst of them. Forget any other petty rules, the rest can be left to sheer speed, brute force and lawlessness – Rugby was never a game noted for its subtlety!

CLOTHES-LINE TACKLE

Upon diving into the game I found myself at the end of a 30 point thrashing from the USA, and if that wasn't bad enough it was only played over a five-minute match! Very poor indeed. It was obvious that I needed to get to grips with the controls.

Soon afterwards I'd figured it out – the Y, B, X, A buttons were directional in action. Visualise the buttons: Y is pass left, A is pass right, X is kick forward...you get the picture. I found passing and kicking a rather frustrating and unresponsive affair because upon pressing a button there was a slight, split-second delay before the ball was actually played. Much removing-of-boots-from-the-mouth later, I sort of had it sussed and even managed to score a couple of very satisfying tries!

Converting this try to score two more points was however a different matter altogether. A graphic representation of the ball is presented to the player who must then position a cross-hair on the place they wish to toe-meg it up the field. This sounds simple in theory but in practice it's a sod. I found long kicks nigh on impossible, which was unfortunate as I scored very few tries beneath the posts and therefore had very few easy conversions.

Whenever a player is tackled or pulled to the ground they must leave the ball and wait for the other players to come and get it. When a situation like this arises, opposing players must group together into a mini-scrum formation called a ruck and push each other out of possession. This is done by pressing the L, R and B buttons as fast as possible. It's easy against some of the lower teams but damn hard against the superior international sides. One thing I did notice about these rucks was that the team that got its players in there first always ended up with the ball! Scrums work on much the same basis, involving waggle the buttons like hell, controlling the ball and setting up a winning play.

Set-plays can be selected between plays. The view switches to the scoreboard where animated set-play diagrams are individually highlighted for your choosing. This would be fine because the set-plays do work and add quite a bit to the game, but unfortunately the delays caused by this to-ing and fro-ing really begin to grate after a while. An option to turn these off would be good.

RUGBY SONGS

Once you've achieved a real grasp of the game, play becomes quite fluent and enjoyable – flowing passing moves, glorious tries and dirty fouls really do begin to get the blood flowing and the palms sweating! The Mode 7 pitch is exceptionally fast and smooth and the ball movement is realistic apart from the odd bobble or three.

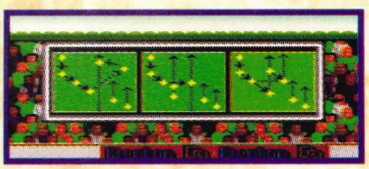
The noise of the crowd adds atmosphere to the presentation, and all you Rugby Union fans out there should be satisfied by the amount of player stats and game options available. You can play in either League, Cup or friendly games and if you really want to delve deep into the mud you could always scrutinise the Action Replay recorder, or edit any team to your exact specifications!

So, it's Rugby fans ahoy! This is the game you've always wanted. Where everyone else is concerned, if you're looking for a competitive sporting game with a difference you could do a lot worse than World Class Rugby.

Footy's more my game – all Rugby's ever been to me is the thing that's on before the football results on Saturday. Therefore I was a little sceptical as to whether a Rugby sim would slice my toast on the SNES. However, World Class Rugby came pretty close. As with most sports sims it will take a while for you to master, but once you grab the basic control method some pretty spectacular moves can be performed. This is definitely a must for Rugby fans but doesn't have quite enough appeal for anyone else to spend their hard-earned on.

ANDREW

The Aussies grab a try right in the corner of the goal area. Typical, give the ball to Campesi and these things will happen...



Set-plays from dead-ball situations are easy to set up. Simply scroll through the selections up on the scoreboard screen and Bob's your uncle!

REVIEW

WORLD CLASS RUGBY

HOUSE: IMAGINEER
ORIGIN: OFFICIAL
PRICE: £39.99
PLAYERS: ONE/TWO
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

72%

SUPER CONTROL

SOUND	5
GRAPHICS	6
GAMEPLAY	7
LASTABILITY	7

ENERGY HIGH

- Great Mode 7 pitch
- Atmospheric sound FX
- Loads of options
- Very playable

ENERGY LOW

- Slighlty unresponsive
- Some annoying waiting
- Dodgy player selection
- No radar makes things difficult

ALTERNATIVE SYSTEM

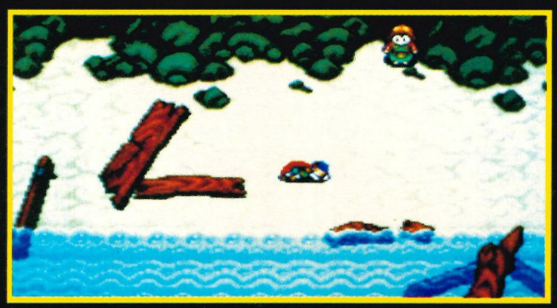
This is really the only Rugby game on the SNES, so you're stuck if you want a different one! Other decent sports sims are few and far between but the best are Tecmo NBA Basketball, Super Tennis, Elite's new footy extravaganza – Striker and if you're desperate, Super Kick Off.

TRUTH, JUSTICE AND THE ROLE-PLAYING WAY

THE JOURNEY HOME

QUEST FOR THE THRONE

Your mission starts on board a large and crumbling pirate ship which contains a surprising number of useful characters with which to interact



After escaping the pirate ship you awake to find yourself lying on a beach amidst wreckage from the ship with a nubile young wench calling to you. This is the entrance to the next level

American software house Renovation, is currently putting the finishing touches to its latest Super Nintendo offering, The Journey Home: Quest For The Throne, a role-playing game for one player. Due to be released in the States some time around October, The Journey Home will only be Renovation's fourth product for the Super Nintendo – including Doomsday Warriors which is reviewed in this issue.

You are plunged into the role of Duke, a prince who is exploring far and distant lands when he finds out that his father's kingdom is under threat from a menacing warlord. Guiding Duke on his journey you venture through a castle, caves, twisting passages and a sinking ship whilst trying to return to your kingdom on your quest for the throne.

Taking a top-down view, The Journey Home is similar in appearance to Zelda III with the landscape and sprites slightly skewed allowing you to see facial features, doorways and ladders with ease. Japanese in orientation, the sprites are very small and incredibly cute with tiny bodies, abnormally sized heads, and legs shorter than those found on a Sausage Dog!

Designed by developer Wolf Team, noted for its Sega CD ROM products Time Gal and Road Avenger, The Journey Home utilises a unique automatic level changing system (ALCS) in its programming. The ALCS system acts as an interactive feature reacting to the gamer's progress and altering the gaming difficulty to challenge different players' skills and tactics.

The graphics are kept very simple as in Zelda III and other role-playing games of this ilk. Although the sprites remain very small, it's quite clear what is going on

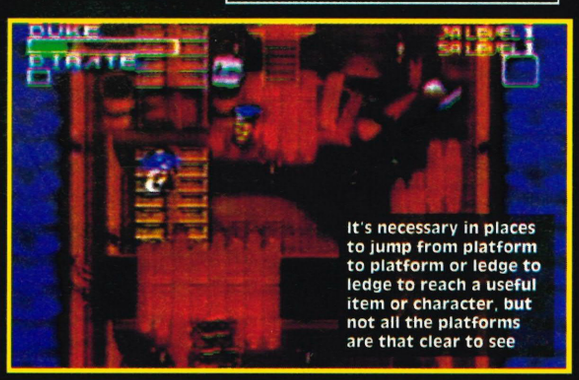
8meg in size, the game spans six large levels starting in a pirate ship. It requires the player to interact with various characters throughout the game to establish who is a friend and who is a foe. By interacting with the numerous in-game characters you can evaluate information and from this uncover your enemies' weak spots and find the correct route home.

As in Zelda III there are various items scattered throughout the levels in numerous locations aiding your firepower, strength and life-force. It is unwise to leave a single stone unturned as you may carelessly miss a vital piece of worthwhile information, and a character that you omit to interrogate may prove to be fatal.

If you are at all interested in role-playing games you would be unwise to ignore this new game from Renovation, it could prove to be quite outstanding. We will of course have a full review as soon as possible.

Various large guardians and enemies stand in your way and it's quite surprising how a midget like Duke can bite some of the larger ones' ankles, let alone defeat them!

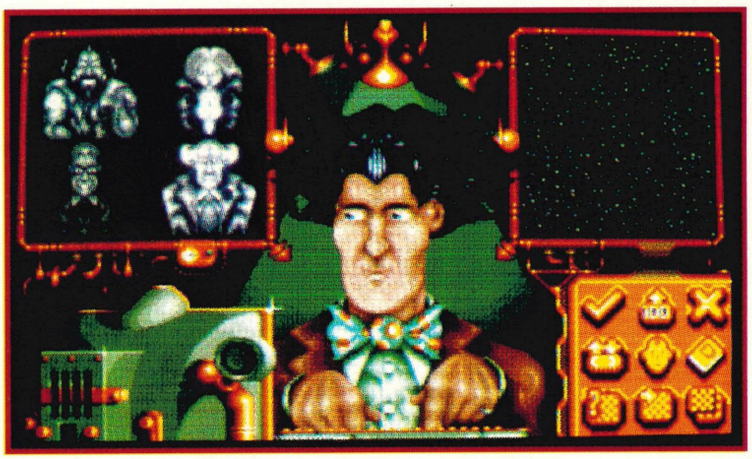
Inside the cave level, various passages entwine and branch off creating a veritable labyrinth beneath the kingdom's surface. It may be wise to keep your own maps at this stage to note your progress



It's necessary in places to jump from platform to platform or ledge to ledge to reach a useful item or character, but not all the platforms are that clear to see

When interacting with the in-game characters, a box will appear revealing relevant text and information. Of course, it won't be written in Japanese!

Up to four human players can participate at any one time. A Multitap adapter is not used as the action isn't simultaneous, each player waits his turn



Professor Tile can offer help if you are a little stuck with your words. As for the game, things couldn't be easier – it's entirely icon driven

DEVIOUS DICTIONARY DILEMMAS

SCRABBLE

Supervision Entertainment is a new subsidiary of toy and game giant Waddingtons Games Ltd. Famous for its outstanding board-games and numerous quality toys, Waddingtons now wishes to expand its empire into the video game sector.

Starting off with adaptations of classic products such as Monopoly, Cluedo and even Subbuteo, Supervision is exploring all computer formats including the Super Nintendo. Its first SNES release is scheduled for October and will be the classic game of words and mis-spellings, Scrabble.

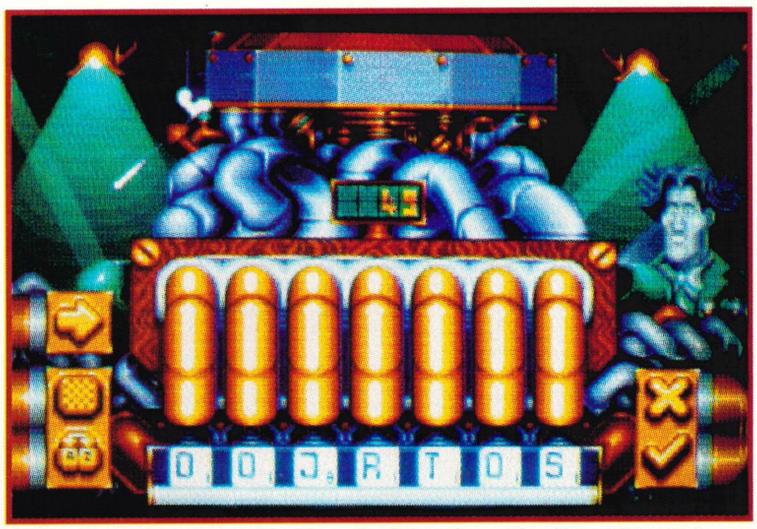
Designed for four players, although you can play against three computer players if you so wish, Scrabble allows you to play one of 16 characters. With 16 levels of strengths and weaknesses you can pit your wits against a novice opponent or a Grand Master, it's entirely up to you.

The computer-controlled characters are intelligent, very cunning and will try to catch you out at every available opportunity. Temperament and tactical strategy vary from character to character, therefore each poses a different threat to you as you try and suss out their battle-plans.

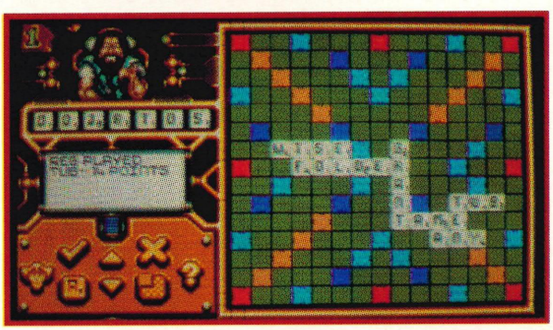
The computer dictionary contains over 50,000 official words and the game is entirely icon driven. The official board-game rules apply but there is also a help option thanks to Professor Tile. "Who?" you ask. The prof is an eccentric chap who runs the show and the Tile Machine – however, we're going to make you wait for the review for an explanation!

Unfortunately, many board-game conversions tend to get a little neglected graphically and this has been true even on the Super Nintendo. However, Waddingtons wishes to change this. By incorporating stunning graphics and sprite animation into its product, Waddingtons hopes that Scrabble will be accepted as not just another run-of-the-mill conversion that's considerably more expensive than the board version.

At present Scrabble is still a long way down the line but if these screen shots are anything to go by the game should be a corker. We'll just have to wait and see! Expect to see a review very soon.

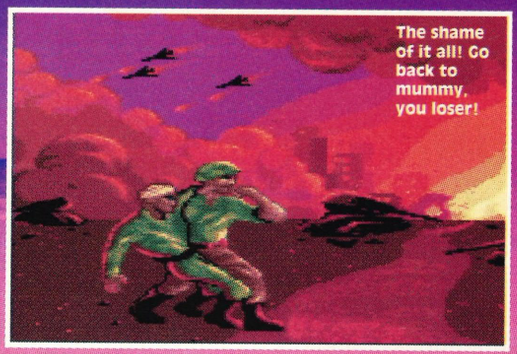


The graphics are reminiscent of the Bitmap Brothers' unique style, although it has had nothing to do with Scrabble's development!



(Below) Standard board-game rules apply to this version of Scrabble, so at least it will be easy to get to grips with

You have 16 characters to choose from. Each computer player has different capabilities, tactics and temperaments



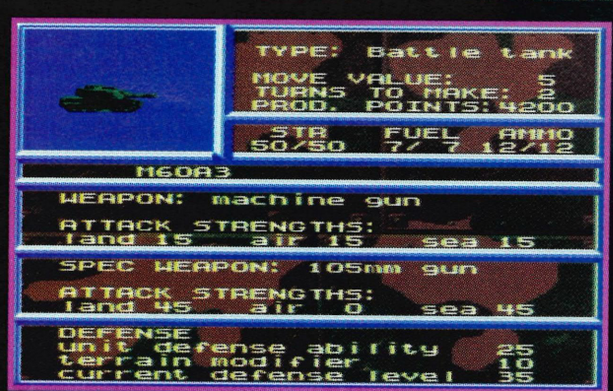
The shame of it all! Go back to mummy, you loser!

The tanks have incredibly powerful guns and can wipe out a commando unit with very little effort. However, two tanks fighting each other is far more impressive, especially when one is reduced to a pile of mangled metal

The playing area is quite large as you can see from this overview. This island is only small, but some of the later scenarios can cover the entire terrain

When you are planning to move one of your units the area available is highlighted. This indicates how far that particular unit can travel, but it can vary depending on what kind of terrain you are trying to cross

SUPER C



You can call up information on all of your units. This screen will tell you all about their strengths and weaknesses, and how low they are on ammo

How is it that so many people are fascinated by war when it is such a dreadful waste of human life? Little children play in the streets with toy guns while their executive parents parade around in camouflage on Paintball sites. War is hardly something worth condoning.

But here we are, confronted by war at every turn. We see it on the TV, on the video shelves, in toy shops, in the papers and on our computers and consoles. The thrill of strategic battles, tactical plans and superior thinking obviously drives us on in our search for the perfect simulated battle.

This brings us nicely to Vic Tokai's new 8meg battle sim, Super Conflict, and why not! Comprising of 55 Middle Eastern scenarios spread over five levels of difficulty, Super Conflict is an in-depth if somewhat long-winded grid simulation dripping with stats, tactics and endless rules and regulations.

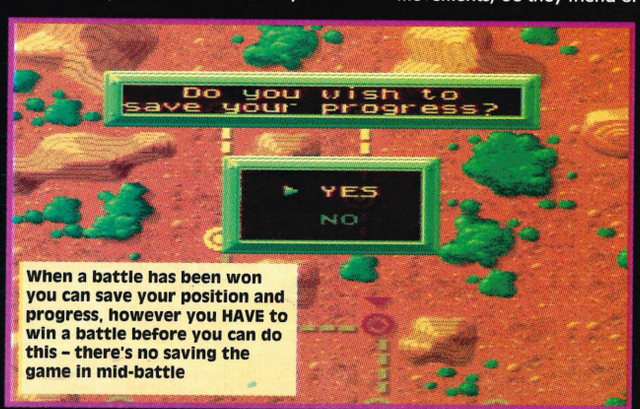
DOGS OF WAR

Super Conflict pits you against a single opponent (computer or human) with both sides consisting of the same number of troops. Reminiscent of chess, the object of each scenario is to gain possession of the Flag Unit, very similar to the King piece, by any means necessary.

The Flag Unit can either be a tank or a ship and you must manoeuvre your troops across the terrain in order to surround and destroy the opponents' Flag Unit. Again like chess, once the Flag Unit is destroyed the game is over.

Viewing the main playing area from above, the hexagonal grid allows you to keep a close eye on the troops' movements, be they friend or foe. The

The battle mode allows you to confront the enemy one-on-one, with one shot to attack and one to defend in each confrontation. The strength bars are indicated below the picture and deplete depending on the strength of the opposition's fire-power



When a battle has been won you can save your position and progress, however you HAVE to win a battle before you can do this – there's no saving the game in mid-battle

The scenario screens are laid out as a little map. You can drive your Jeep from dot to dot depending on which scenario you wish to undertake. Successfully completed missions are indicated with a star

WAR OF THE WORLDS

6 These slightly different icons represent the flagship or as in this case, tanks for each team. As you can see there are little flags in the corner of the icon

5 Units occupying cities get refuelled while they are stationed there. It is wise to try and capture a town as soon as possible to gain a vantage point

7 This icon represents a commando unit. It is great against other ground units of the same ilk, but defenceless against the might of a tank!

4 The cursor surrounds the hexagonal sector and can be moved easily using the direction pad

1 Using the direction pad you can choose which option you wish to take, be it moving, going into battle or ending your turn

2 Depending on which unit is highlighted by the cursor, the relevant stats will appear at the bottom of the screen

3 Different terrain can hamper your mission. These mountains for example, will slow down your progress and reduce your movement

CONFLICTING OPINIONS IN THE MIDDLE EAST

CONFLICT

various battalions of ground forces (tanks, infantry) and airborne squadrons are illustrated as little icons occupying the hexagonal sectors with player one's troops always shown as blue while player two's forces are shown in red.

Although the graphical representation of the grid isn't exactly up to Da Vinci's standard of creativity, you can distinguish very easily between the troops and changes in terrain (namely mountains, woods, airports, cities or factories). However, the colours are very earthy and dull, the only relief coming in the form of the blue sea gently lapping against the shoreline and the red and blue of the troop icons.

Once the scenario is set up you can begin your advance. Each unit has a specific movement pattern and can only move within its specifications, for example a tank might have a movement factor of three sectors and therefore it can only move within those boundaries, whereas an infantry unit may only be able to move two sectors. The sectors available are highlighted to ease your task.

You move your troops from sector to sector using a hexagonal cursor. Landing on a factory site, an airport or naval base allows you to refuel, buy new equipment and hardware, although this can only be done if you have production points which are accumulated through winning battles.

Individual units can only move once and attack once on each turn, however you can move all your units in one turn if you wish. When attacking, the action switches to the battle mode which allows you to view both units with all the necessary stats such as strength and ammo indicated below the picture. Again, this is not impressive graphically but it does the job.

WHAT IS IT GOOD FOR?

The computer will automatically select the best weapon available but you can choose manually if you do not agree with the selection. You only have one chance at attacking but there are a few more options when defending, such as defending 100 per cent, defending 50 per cent and having a 50 per cent chance of hitting the opponent, or not at all. Unfortunately, the action is over in the blink of an eye.

Further into the scenarios you begin to get away from the ground force emphasis with a greater use of airborne and naval squadrons coming in to play. All the hardware stats are based on real-life armaments such as MiG-29 Fulcrums, F-14 Tomcats, M551 Sheridan tanks, M167 Vulcan Anti-Aircraft Missiles and AH-64 Apache helicopters, which will no doubt delight a few of the anorak contingency.

I could waffle on for hours about the intricate rules and regulations involved but I won't, I think you get the general idea.

Super Conflict looks, well, to be frank, bloody awful and the music is far too beepy and bouncy. The gameplay is quite absorbing but will only appeal to war sim enthusiasts on the whole. The scenarios begin to get very samey after a while and offer very little that's new.

However, overall I liked it, despite its association with the barbarity of war.

This is one of those games that will really appeal to a specialist audience. If you're a fan of this type of strategy game you'll probably be very pleased with Super Conflict, however I'm not totally grabbed by the game myself. The graphics serve their purpose but provide little aesthetic value (ie they're crap), but play is smooth and simple to understand. Take a look at the screen shots – if this game looks like your cup of tea, you could do quite well with it, but others should be cautious with their dosh.

PAUL

SUPER CONFLICT

HOUSE: VIC TOKAI
ORIGIN: USA
PRICE: £54.99
PLAYERS: TWO
TYPE: SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

71%

SUPER CONTROL

SOUND	4
GRAPHICS	4
GAMEPLAY	6
LASTABILITY	8

ENERGY HIGH

- In-depth strategy
- Simple test-driven control method
- Lots of stats for the anoraks!

ENERGY LOW

- Rather long-winded
- Feeble graphics considering it's 8meg
- Limited appeal – for enthusiasts only

ALTERNATIVE SYSTEM

Desert Strike and Super Battletank are war sims, but are more arcade action than simulation. Also, you could consider Ramparts which involves lots of castles and catapults. Unfortunately, there isn't much in the same vein as Super Conflict as yet on the Super Nintendo.

This Cereal Killer is quickly turned into shredded wheat, eaten, and shat out as shreddies before your very eyes!

CAPTAIN

DIABOLICAL DIABETES ADVENTURES!

"Education can and should be fun. Diabetes education is no exception. The Super Nintendo game Captain Novolin makes diabetes education fun. If only I had sufficient manual dexterity to consistently win..." – Jay S Skyler, MD.

I agree with Dr Skyler in that education can and should be fun, but I would have a thing or two to say against his comments about Captain Novolin being fun to play. It's not and I'll explain why later.

The basic aim behind this scrolling arcade adventure game is the promotion of diabetes awareness. It's primarily aimed at young diabetes sufferers, informing them about insulin doses, blood glucose levels, correct dieting and regular exercise.

A sound and useful educational tool in theory, but why are the majority of educational software packages so terse and boring to play? Yeah, such games CAN be fun if they're produced with a little bit of care and imagination, but unfortunately most certainly aren't!

SUGARY SOLUTION

Captain Novolin, the blue-suited hero of this game, is a diabetes sufferer. Unusual for a superhero, I know, but he was lucky at the interview stage and landed the job.

Strange alien creatures have landed on Mount Wayupthar (Laugh? I nearly shat myself!) and plan to take over the world – the usual, everyday, megalomaniacal aliens you find hiding up mountains these days. These aliens have decided to disguise themselves as 10-foot high sugary junk-food items. Now, I don't know about you, but I don't really think that dressing as a ginormous pistachio ice-cream is going to fool anyone (well, maybe Andy Martin)!

With these formidable foes going under the names of Larry Licorice, Harry Fudge, Jumpin' Jelly John and Fizzy Floyd, the human race must be quaking in their collective boots!

Luckily for Earth, Captain Novolin has spotted this alien insurgence and bounds onwards and upwards to our rescue. He must fight through waves of sugary junk-food aliens and defeat their commander (Wait for it...), Blubberman!

A close eye must be kept on blood glucose levels throughout the crusade. If they fall too high or too low the Cap'n will become dizzy and slow to a snail's pace. Eating the correct amount of food on the way is essential, as is injecting the right amount of insulin before each meal. So learn what to do and get out there to kick some alien butt!

Energy, blood glucose level, time and food eaten are all displayed at the top of the screen. If the Cap'n is hit by an alien his blood sugar levels increase, risking collapse, so a swift jumping kick is required

What a pretty house, with a pretty gate, and a pretty big jam donut! What the hell am I talking about?!

EAT THESE!

Grab the glass of milk

Snaffle the apple

Tuna sarnies taste good

Grab the grapes

Pretzels to crunch

Gorgonzola delights

Chicken drumsticks ahoy

A sliding bowl of All-Bran

A little bit of toast

Carrot confidential

Bunch o' bananas

Waffley versatile

KILL THESE!

Give this nutty choc chip cookie a chop in the nuts

Harry the fudger drips fat and sugar all over the shop

Jumpin' Jelly John zooms around the streets at speed

Spinning Larry Licorice is a bugger to take out

Fizzy Floyd sprays his fizz all over your cozzie

Cereal Killer strikes with a snap, crackle and pop

Pistachio is a real pain with his launching pistachio projectiles

(Left) Take heed of advice given to you by your doctor, and never change your insulin levels without checking with her first

NOVOLIN

to dispose of them. Moving pieces of food such as chicken legs, milk, etc can be collected to regulate blood sugar levels. However, don't collect too many or you'll go over the limit!

CEREAL KILLERS

Playing through the levels you'll be hit first of all by just how dreadful the graphics are. The scrolling landscapes lack detail and have a habit of slowing right down when even just a couple of sprites enter the play area.

The aliens themselves are a pathetic bunch consisting of a shabby array of deformed coke cans and dodgy cereal packets (Cereal Killers!) who wobble unconvincingly from right to left, offering no variation in attack patterns.

The Captain Novolin sprite is at best, a bugger to control. He looks daft, spins ridiculously through the air, and jumping on the sugar baddies is a hit-and-miss affair to say the least. The Cap'n is regularly hit for no apparent reason and the control responses are sometimes too slow to avoid the alien onslaught.

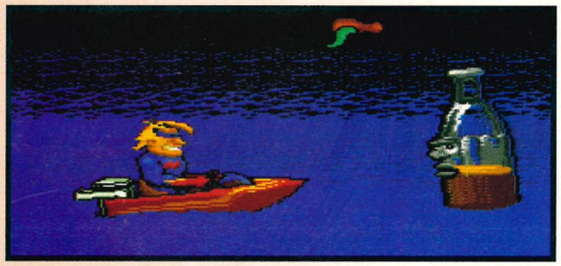
Leaping into star icons reveals useful diabetes information to the player and the odd question-mark icon offers bonus points for the correct answer to a diabetes-related question. Dieticians and doctors appear between levels to offer advice regarding your diet plans. Interesting and informative though this may be, the only variation in the otherwise dull action comes in the speedboat sections.

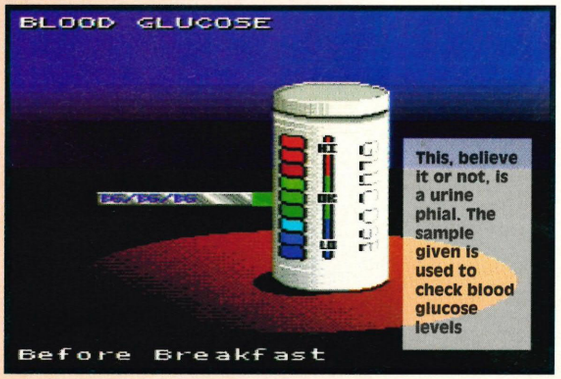
I can't criticise Captain Novolin for its educational stance as I did learn quite a bit about diabetes and its treatment along the way. However, the game itself is one of the worst I've seen in a long while and with a retail price of 40 quid, it just doesn't represent good value for money.

I'm very sorry, but writing a piss-poor game, flogging it for 40 quid and dressing it up in an 'educational' disguise is very suspect. I can't help but wonder where the proceeds from the game go – to Rayasytems or to research into diabetes? Why is it that this game is not in hospitals and schools, but in a shop? There are masses of far more interesting and informative leaflets at the doctors and they're free. OK, the basic idea is a sound one, but someone's making a mint from other peoples' misfortune. An immoral rip-off which should be avoided.

ANDREW

The Captain is trounced by a Jelly Donut. The amount of sugar in this piece of junk food is dangerously high





This, believe it or not, is a urine phial. The sample given is used to check blood glucose levels

THANKS TO CONSOLE PLUS (0532) 500445

CAPTAIN NOVOLIN

HOUSE: RAYASYSTEMS
ORIGIN: AMERICAN
PRICE: £39.99
PLAYERS: ONE
TYPE: SCROLLING SHOOT'EM-UP (GEDDIT?)

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

32%

SUPER CONTROL

SOUND	3
GRAPHICS	3
GAMEPLAY	3
LASTABILITY	2

ENERGY HIGH

- Educational value
- Some nice digitised pictures
- Fairly humurous sprites
- It's sunny outside...

ENERGY LOW

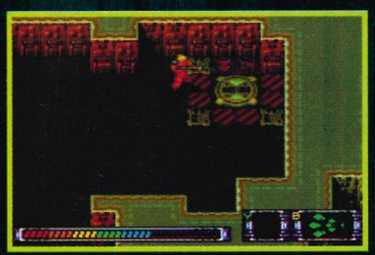
- Atrocious graphics and sound
- Very unplayable
- Lots of slowdown
- Should be given away

ALTERNATIVE SYSTEM

Whilst the concept of Captain Novolin is pretty original, the gameplay isn't. You could try Interplay's Another World (89 per cent), Konami's Super Castlevania IV (86 per cent) or put on yer skin-tight cossie for Acclaim's Spiderman and the X-Men (60 per cent). They're all infinitely better!

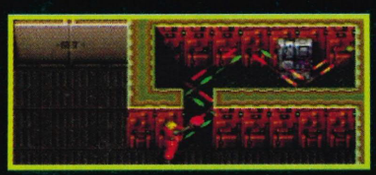
OPER

The blue robots are static but sturdy. Often they'll guard an important entrance



These teleport devices are dead useful for getting you lost and confused

These crates contain new bolt-on weapons to add to your arsenal



Chase me! Chase me! Our hero comes out of the closet

Hitting Start brings up this pretty, but generally unnecessary map

Aliens, eh? Don't you just love 'em. Here we are minding our own business, when along they come and try and invade, cheeky blighters. Barely a "Hello, would you mind if I rip your planet apart for my own selfish purposes?" and they're tearing the place apart and generally making a mess, just so they can have some new trinket for their ever-expanding trinket museum.

But why worry? If it wasn't for these ill-mannered alien imperialist types the whole video game industry wouldn't be where it is today. Most pressing of all, I wouldn't be reviewing Operation Logic Bomb.

Operation Logic Bomb will probably ring a few bells with the more seasoned gamers out there. Its gameplay style is very similar to Alien Syndrome and later, Alien Breed. This game uses the same three-quarter overhead view that avoids using perspective and shows the nearest side of all horizontal walls and obstacles.

The levels are generally maze-based with yer man walking around shooting in any one of eight directions with the aim of vaporising the rather dim-witted robots that populate the game world. This isn't the only thing you'll have to shoot though – a lot of the creatures are computer controlled and will disappear if you destroy their local control computer. Higher on your list of important things to destroy are the anti-matter generators. There are a number of these that have to be found and destroyed to reverse the creeping flow of anti-matter around the levels.

You aren't restricted to one type of weapon with which to do all this shooting. Apart from the basic rapid-fire single-shot there are three others, all lovingly caressed in our Good Buys panel.

ROVING ROBOTS

None of the enemies are ever more than a pain in the arse, but if you get enough of them chasing you around it can become enough of a pain to kill you. Most will just follow you around at varying speeds, often shooting at you. If you aren't careful they can overwhelm you, although the canny gamesplayer will soon realise that corners and blocks can give very useful cover. The enemies will get confused as they try and follow you through the corner in the wall and will doubtlessly walk straight into your hail of bullets as they try and get near you. They never seem to be anything more than an irritation, a hindrance to getting through the game.

The minor, mid-level guardians are never that tricky either, relying on predictable and repetitive patterns of fire that can be learnt and dealt with very quickly. On top of this they are graphically unimpressive.

The guardians aren't the only things that can be sussed out fairly swiftly, the maps for the mazes are never too complex and you'll rarely need to access the maps the computers give you when you log on.

Computers? Didn't I mention them? Well, they are located around the levels and can only be accessed when the little flashing arrow beneath, erm, flashes. All they will give you is a map or more usefully a recharge of your energy. If you get really unlucky, the computer will show a play-back of pre-game activity – scientists being

Operation Logic Bomb really wasn't as good as I was expecting. On the positive side, the graphics were fine and the game dripped atmosphere, but unfortunately there just didn't seem to be much to actually do or see!

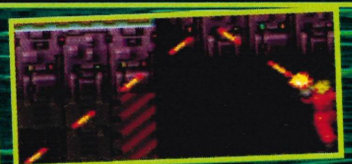
As Jools pointed out, the guardians are very easy to overcome and the everyday adversaries scattered around the maze-like establishment are pretty dumb creatures. The play-back sequences add a heck of a lot to the game aesthetically, but on the whole this is one game that isn't going to last a lifetime.

PAUL

GOOD BUYS

(ABOVE) The Spread fires a widening arc of three shots, most effective when moving around quickly or if there are large numbers of 'things' attacking

(BELOW) The Straight-shot is the best for blasting away at one single point, as it's fast and intense. It's useful when you're backed into a corner by a few nasties

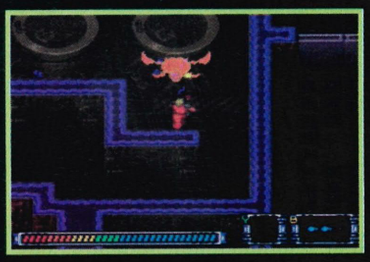


(ABOVE) The Bouncing-shot lacks power but can ricochet off walls to get around corners and into all sorts of nooks and crannies

(BELOW) The Firebug is the most powerful weapon of the four and will be the last one you collect. It causes intense damage and will follow contours of walls and rocks

RATION LOGIC BOMB

PUT THAT SPACE-TIME CONTINUUM DOWN, YOU MIGHT BREAK IT!



murdered, a guardian mooching around killing people and suchlike, in a bid to add to the atmosphere. These can't be skipped and the next time you play the game and have to go through all the play-backs again, they are already beginning to bore.

Also dotted around the levels are teleporters, but these are only active when all the robots or computers in that sector have been destroyed. Generously, they flash when they are active. You can't just hop back and forth on these things though, typically three or four are linked together through different rooms and levels in a circular pattern.

THAT'S ILLOGICAL, CAPTAIN

You're probably wondering why I've got this far into the review without mentioning the sound. Well, there is one good reason – on the whole it's crap! It basically consists of a series of lacklustre beeps that pass for footsteps and some very duff effects for the weapons, except the machine-gun sample which is great.

All this is fine but essentially unsatisfying. It tries occasionally to drop in a few puzzles, requiring you to use some of the weapons to their full extent but it never comes across as anything more than a very competent shoot'em-up with a bit of exploration.

There aren't even a huge number of levels to be dealt with, so you'll finish this in a few days. All you do is walk around a few short levels and shoot things. Not enough nowadays to warrant being classified as a great game.

BAD GUYS

These fellows move fast and follow you closely, but they can't fire diagonally. Use this to your advantage

As lumps of stuff go, these guys ooze around very quickly and are the hardest of the lot to kill

They don't move but when they appear in groups of four they can be a formidable obstacle

Slow but accurate and usually in large numbers. Running around and shooting at them a lot will soon see them off

OPERATION LOGIC BOMB

HOUSE: JALECO
ORIGIN: JAPAN
PRICE: £46.99
PLAYERS: ONE
TYPE: SHOOT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

61%

SUPER CONTROL

SOUND	5
GRAPHICS	7
GAMEPLAY	7
LASTABILITY	6

ENERGY HIGH

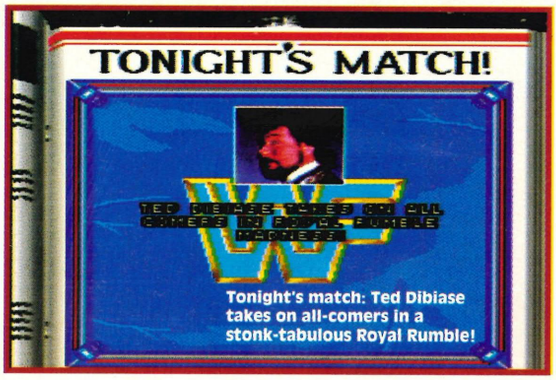
- A varied selection of weapons that actually alter the gameplay
- Well-designed level maps

ENERGY LOW

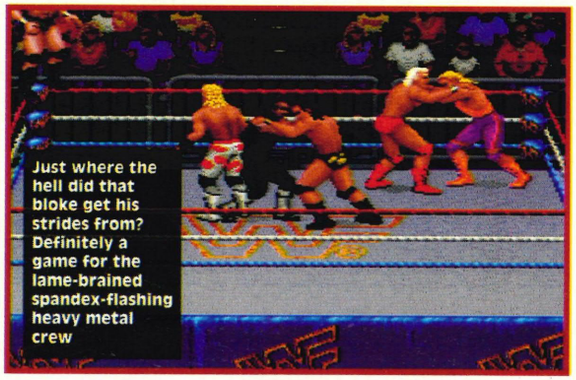
- A tired idea
- Guardians are simple
- A bit too much wandering about
- Not enough levels

ALTERNATIVE SYSTEM

Smash TV is the obvious alternative – although it isn't brilliant, it shares the same perspective and has hordes of enemies to shoot. Super Probotector has a different approach but is a shoot'em-up with a variety of weapons to choose from, and it's much better.



Tonight's match: Ted Dibiase takes on all-comers in a stonk-tabulous Royal Rumble!


Just where the hell did that bloke get his strides from? Definitely a game for the lame-brained spandex-flashing heavy metal crew

Hmm, there's not much difference between this and the old Wrestlemania game, is there? It looks the same, it's based on the same crass American TV sport and it features a bundle of middle-aged tossers dressed in day-glo leotards...

Well, it isn't exactly the same game, but it is very similar. The second WWF game is, as the name suggests, the game based on the Royal Rumble. No, it's not the grumbling that Lady Di's stomach makes when she's craving for a kebab, it is in fact a mass fight with the winner being the last wrestler left in the ring. Yokozuna won it last time, only to be duffed in by the ancient wrestler/'actor' Hulk Hogan.

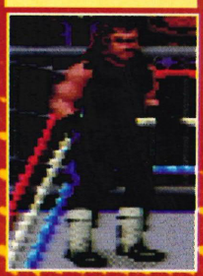
So why isn't the Hulkster in this game? He is the current World Wrestling Federation champion, but Acclaim has forgotten him. I'll miss him, honest I will. Anyway, Yoko does make an appearance – a rather large appearance considering his waist-line is measured in kilometres. A total of 12 wrestlers are included, apparently all famous for their in-ring fanaticism. If you want to know all the latest gossip on the grapplers, just take peek at All Flex and Loud Spandex where you'll find all the wrestlers cowering.

ALL FLEX AND LOUD SPANDEX

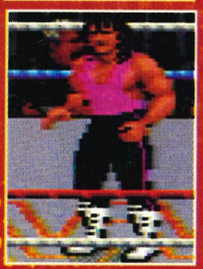
Name: Randy Savage
From: Sarasota, Florida
Height: 6ft 2"
Weight: 245lbs
Special Move: Flying Elbow Mash

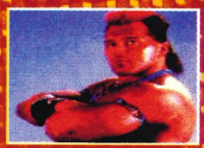
Name: Mr Perfect
From: Minnesota
Height: 6ft 4"
Weight: 257lbs
Special Move: Perfect-Plex

Name: The Undertaker
From: Death Valley
Height: 6ft 10"
Weight: 328lbs
Special Move: Tombstone



Name: Bret Hart
From: Calgary, Canada
Height: 6ft 0"
Weight: 234lbs
Special Move: Sharpshooter





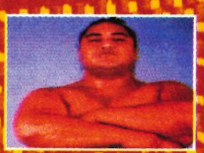
Name: Tatanka
From: North Carolina
Height: 5ft 11"
Weight: 255lbs
Special Move: Reverse Slam

Name: Crush
From: Kona Coast, Hawaii
Height: 6ft 8"
Weight: 315lbs
Special Move: Cranium Crunch

Name: Ric Flair
From: Charlotte, North Carolina
Height: 5ft 11"
Weight: 239lbs
Special Move: Figure-4 Leg Lock

Name: Shawn Michaels
From: San Antonio, Texas
Height: 6ft
Weight: 234lbs
Special Move: Back Suplex

Name: Razor Ramon
From: Miami, Florida
Height: 6ft 7"
Weight: 287lbs
Special Move: The Razor's Edge



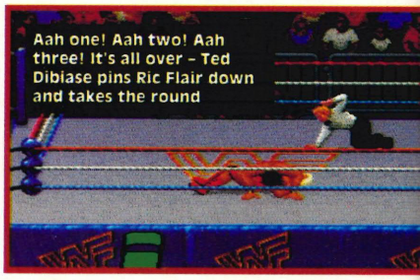
Name: Yokozuna
From: Polynesia
Height: 6ft 5"
Weight: 505lbs
Special Move: Banzai Drop

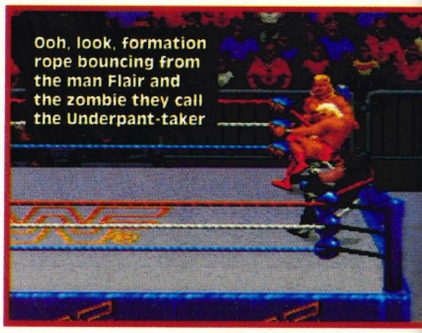
Name: The Narcissist
From: Atlanta, Georgia
Height: 6ft 6"
Weight: 275lbs
Special Move: Running Forearm

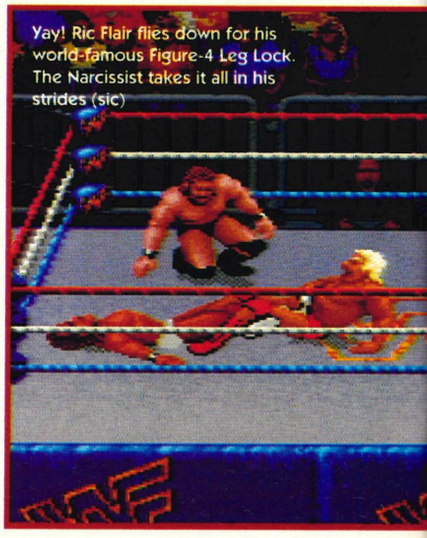
Name: Ted Dibiase
From: Seasonal Residencies
Height: 6ft 3"
Weight: 256lbs
Special Move: Million Dollar Dream

LYCRA LIFESTYLE

WWF Royal Rumble is a beat'em-up. Some may class it as a sports sim, but I don't really think that American wrestling is a


Aah one! Aah two! Aah three! It's all over - Ted Dibiase pins Ric Flair down and takes the round


Ooh, look, formation rope bouncing from the man Flair and the zombie they call the Underpant-taker


Yay! Ric Flair flies down for his world-famous Figure-4 Leg Lock. The Narcissist takes it all in his strides (sic)

NICE SHORTS, SHAME ABOUT THE GAME

WWF ROYAL RUMBLE

sport. Amusing, yes, but not a sport. It's for one or two players, either competing against or with a mate. The game options are a one-on-one match, a tag team game, a triple tag team game or the Royal Rumble. There's also the tournament option which enters you in the preliminary rounds of competition, then the semis and the final if you win each contest.

There are two ways to win a match. If the brawl option is picked, the loser is the first wrestler whose energy hits zero. Select the one-fall mode and you must first knock away your opponent's energy before victoriously pinning him on the canvas. Another difference in the brawl game is that there is no time limit outside the ring whereas in the other mode you only have 10 seconds to climb back in the ring if you're thrown out.

As mentioned before, there is a triple tag team game which pits two groups of three wrestlers against each other. Two players can only compete against each other, they can't work as a team.

If you want my advice, ignore all the other options and head straight for the Royal Rumble. One or two players control a single wrestler each and start facing each other. Every 30 seconds another wrestler climbs into the ring with a maximum of six fighters in the ring at a time. To win this all-against-all competition the other wrestlers must be thrown out of the ring. It's probably best to initially stay back and watch as the CPU beats the crap out of the remaining wrestlers, joining in when there are only a few left. You must remain in the ring at all times because if you're chucked out, you're disqualified!

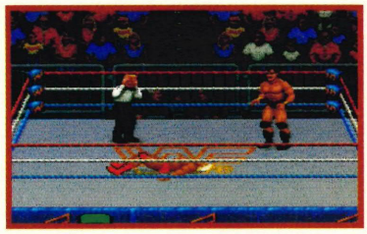
I'm not really into any of this WWF bull – the first game was pretty duff, wasn't it? All those muscular geeks prancing around in their skin-tights didn't have me that enthralled. I'll shamefully admit to having a bloody good laugh on the two-player Royal Rumble, but the novelty of all the extra moves soon began to wear off. Despite this lack of longevity, WWF Royal Rumble is not that bad a game. It's obviously going to appeal to our younger readers and will sell very well. Unfortunately (for Acclaim), the jerky graphics and button-jiggling gameplay couldn't convert me to the ways of the WWF – I'd like to think that I've still retained some of my dwindling sanity.

PAUL

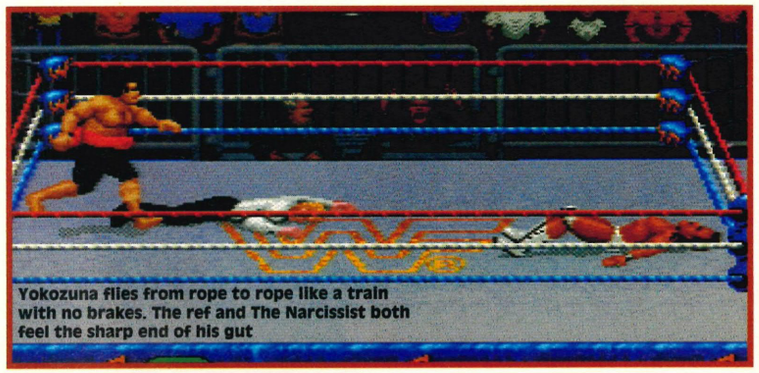
SUPLEX YOURSELF

After plodding through the lengthy game selection screens, you can then choose your grappler. A digitised portrait of each wrestler is accompanied by their vital statistics and their special moves. The moves are hardly in the same league as Street Fighter's Dragon Punch or Sonic Boom, but they're more spectacular than the usual array of grabs and gropes. For example, The Undertaker will perform the Tombstone to finish off his opponent and Shawn Michaels does a Back Suplex. The moves

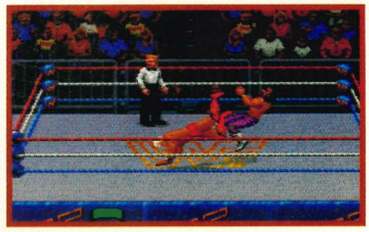
A rather unfortunate (but hilarious) collision with the ref!



Ref's holding his head after a punch from Razor 'the faggot' Ramon



Yokozuna flies from rope to rope like a train with no brakes. The ref and The Narcissist both feel the sharp end of his gut



The ref seems distracted by the buxom girl sat in a prime ringside seat...

If this MC isn't the one-and-only Willie Thorne then I'll eat my Primark undies

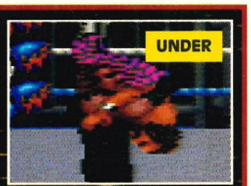
ESPECIALLY FOR YOU

Each of the 12 characters has their own individual special move. Some are easy to pull off, others are very difficult. Here are a selection of some of the most spectacular moves in the game.

Ted Dibiase ties your head into a knot with his bendy forearms

Mr Perfect hits you with his Perfect Plex. It's so perfect you could eat your dinner off it

The Razor's Edge is looking a bit blunt to me. Is that all he could come up with?



Undertaker's Tombstone move is one of the best. Hammer your head into the canvas!

Brett Hart's crowd-puller. This outrageous move is called the Sharpshooter, don't ask me why

No, not an addition to the Karma Sutra, it's Ric Flair and his amazing Figure-4 Leg Lock!

Double Elbow Smash in the face from the less-than-passive Randy Savage

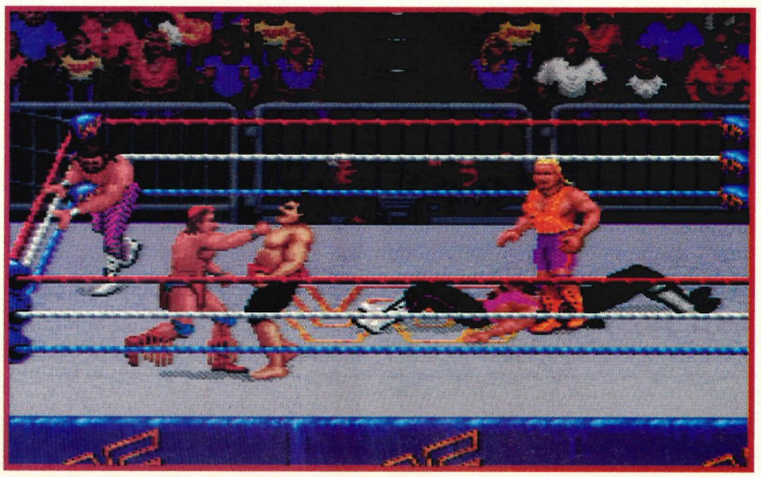
Shawn Michael's Back Suplex is a spine-shattering move that'll have you on crutches

Lardy Yokozuna has got a big enough surface area to ensure that this move will sting for hours

Rumble outside the ring. In the brawl matches you can hit people with the chairs which make a satisfying thunk as they bend round your head

Massive rumble! Tatanka treats Randy Savage to a full falling Suplex. Remember the red-raw belly flops you used to do into the local baths? This feels the same

WWF ROYAL RUMBLE



If I wanted to be boring and pedantic I'd say, "Tatanka punches Yakazuno", and I want to, so that's it

are executed by tapping various buttons and moving the d-pad like crazy, but it's worth the effort to see your opponent cry as his gonads are crushed in your palm!

The basic moves remain almost exactly the same as those of the first game. All the characters can punch and kick, but now they can also grab their opponent by the throat or pull his ears! Most of the throws are performed by first grappling with the other wrestler. When both fighters grab each other, a power bar appears on the screen. To win the grapple, hammer the buttons furiously. The move you'll do depends on which button is thrashed. Headbutts, Back-breakers, a Suplex and numerous body slams can be executed with the (rapid) press of a button.

But apart from the few extra moves, a couple more wrestlers and the Royal Rumble game, this 16meg (Yup, you read it right.) WWF sequel doesn't really offer anything more than the original.

Starting off with presentation, Royal Rumble is a marginal improvement. The characters are more defined but their movement is still jerky. There is more animation with all the new moves included, and the ear tug and stranglehold are particularly amusing – for the first few goes, anyway!

GRAPPLING GONADS, HIT MAN!

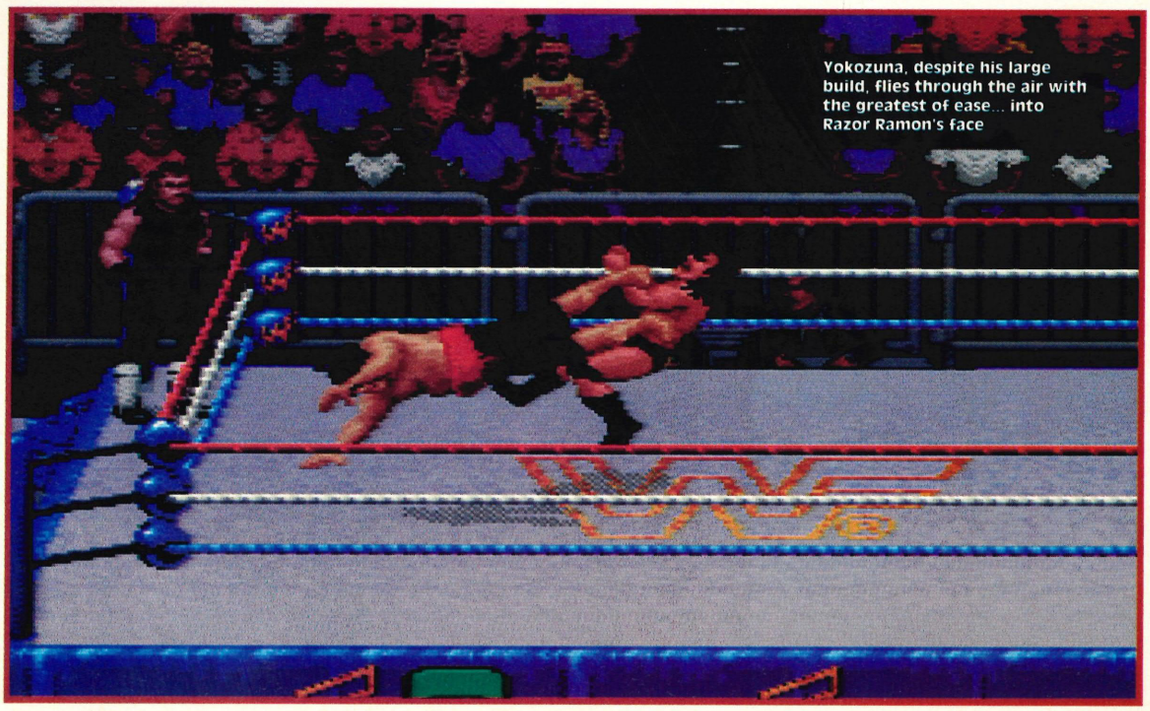
The digitised pictures are also clearer in Royal Rumble, but the sound is very similar to the original game's sonics. The crowd cheers enthusiastically when you perform a move and various smacks and groans blast from the speakers as the wrestlers batter each other mercilessly. The fighter's theme tune is also played when they are victorious!

As for gameplay, there is very little difference in this new version. You still have to thump the buttons to perform the moves, so it's a case of having strong finger muscles rather than being particularly skillful. The new moves add a little more spice to the game as does the Royal Rumble option, but not really enough to warrant you buying this game if you already have the original.

So there you have it. WWF Royal Rumble is initially fun, but the appeal of the wrestling soon wears off. It's far too similar to the original by half, but still, the kids will still love it. Personally, I prefer a game with a bit more muscle.

The two-player Royal Rumble option had me in stitches the first few times I played because the opportunities for comedy when six wrestlers bounce around the ring seemed almost limitless. Alas, they are not, and after around an hour of constant battering on the buttons the novelty of crowning Tatanka with a chair wears off and there is only so many times you can raise a giggle by flattening the referee. The Rumble does save it from oblivion, but it's not the kind of game that I'd sacrifice my social life to play. However, it's a nice one to have in your collection, if very expensive!

JOOLS



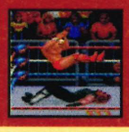
Yokozuna, despite his large build, flies through the air with the greatest of ease... into Razor Ramon's face

SUBTLETY IS MY MIDDLE NAME

There are loads of moves to use against the opposition. Enlisting the services of The Undertaker and the old duffer Ric Flair, the WWF superstars shall now show you how to succeed inside the ring.

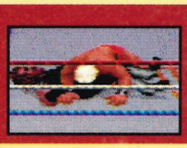
BACK BREAKER
Snapped in half by a knee cap – pretty painful, eh?

CHAIR
Pick up bits of the scenery and clobber the opposition!



CORNER JUMP
Climb up the corner posts and leap onto the other guy's head

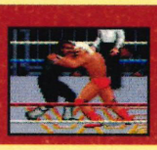
DROP KICK
Run full tilt then let fly with a drop kick into the face



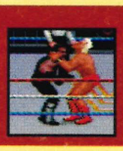
DROP
Drop the guy onto the canvas for an instant red back

EAR RIPPER
Only used in Brawl matches. By 'eck, it's all good, clean fun this

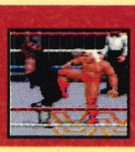
FALL JUMP
When your opponent is down, jump on him a couple more times!



GRAPPLE
Grasp those muscles, batter the keypad... prepare for the worst



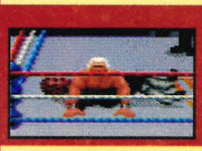
HEADBUTT
Standard Glasgow kiss. Simple, but effective!



KICK
Kick 'em as much as possible – in the family jewels if poss!

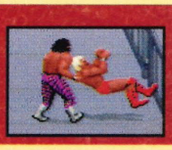
KNEE DROP
This has a certain ring to it, however painful it may look

NECK HOLD
Get too close to the opponent's partner and you're dead meat



PIN
Pin the other bloke down for a count of three and you win!

PUNCH
A good, old-fashioned fist in the mush. Don't try this at home kids!



RAILING SMASH
Totally illegal but fun. Throw your opponent into the railings!

RING THROW
Too hot inside the ring? Throw him over the ropes to cool off

RUNNING SLASH
Build up speed and project your bottom onto the fallen player

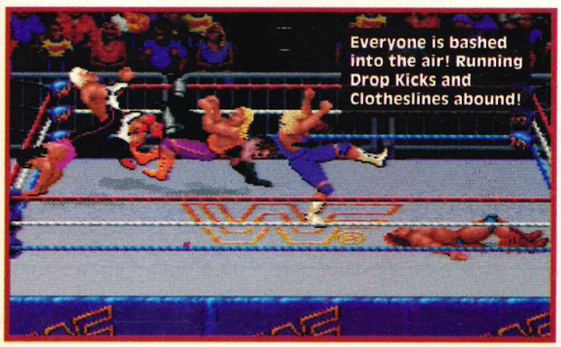
SHOULDER THROW
Allez-oop! It's over the shoulder you go mate!

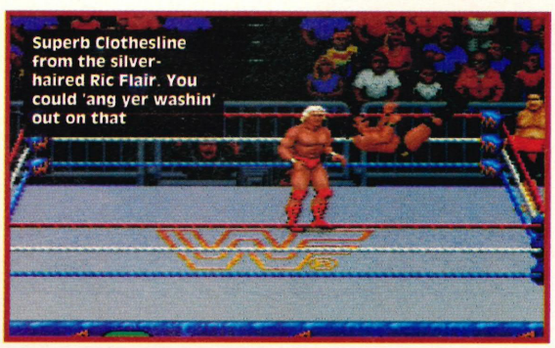
SLAM
Pick 'em up and slap them on the canvas. It's a slam jam (groan)

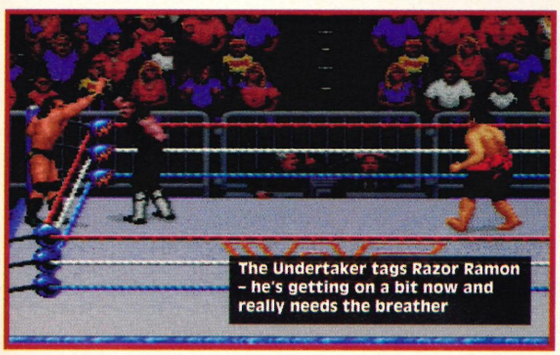
SUPLEX
Staple diet of WWF-ers. Bigger they come, the harder they fall

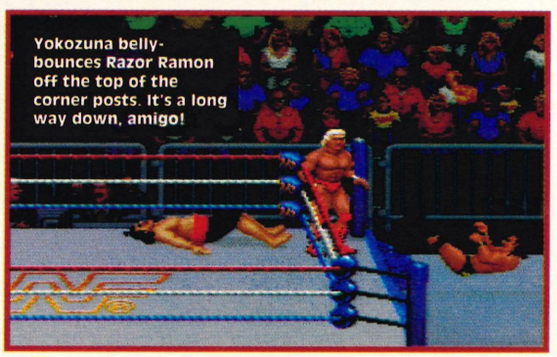
WWF ROYAL RUMBLE

THROTTLE
The funniest move! Throttle the buggers with your bare hands









REVIEW

WWF ROYAL RUMBLE

HOUSE: ACCLAIM/LJN
ORIGIN: OFFICIAL
PRICE: £59.99
PLAYERS: TWO
TYPE: SPORT SIM / BEAT 'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

70%

SUPER CONTROL

SOUND	7
GRAPHICS	6
GAMEPLAY	6
LASTABILITY	5

ENERGY HIGH

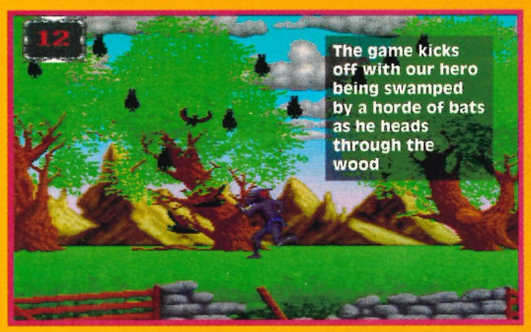
- 12 Wrestlers to choose
- Royal Rumble fight mode
- Two-player game
- Amusing graphics

ENERGY LOW

- Jerky movement
- Repetitive gameplay
- Gets boring quickly
- Too similar to original

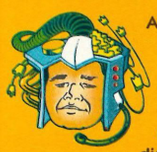
ALTERNATIVE SYSTEM

It's obvious isn't it – Street Fighter II (93 per cent) is the best beat'em-up, everyone must know that by now! If you want a wrestling game, Royal Rumble is just about the best you're going to get. There's no point in buying the first WWF game (56 per cent) because it's not as good as the sequel.



UGLIER THAN BELLA EMBERG

SUPER SHADOW OF THE BEAST



As heroes go, the chap in Super Shadow of the Beast (hereafter known as SSB) isn't the prettiest chap you're going to come across. From a distance he fills some of the requirements for an acceptable hero with his muscular body, powerful punch, no sense of fear. But on closer examination he falls sadly short of the usual standards. For a start he's grey, not in the John Major sense but in the not-quite-black sense, which is hardly a natural colour. Then you realise his head resembles that of an ox with little things flapping about at the back. This is one odd-looking chap.

The perverted reality of the SSB game world compliments our hero's unnatural look very well. The preposterous amounts of hideous denizens of the dark are enough to send shivers up the spine of even the hardest of people.

SSB is essentially a walking beat'em-up with a hefty puzzle and exploration element to give the game a heap of variety. The hero can walk, jump and punch, but he also has the capability to pick up and use a number of dead helpful items which I'll come to later.

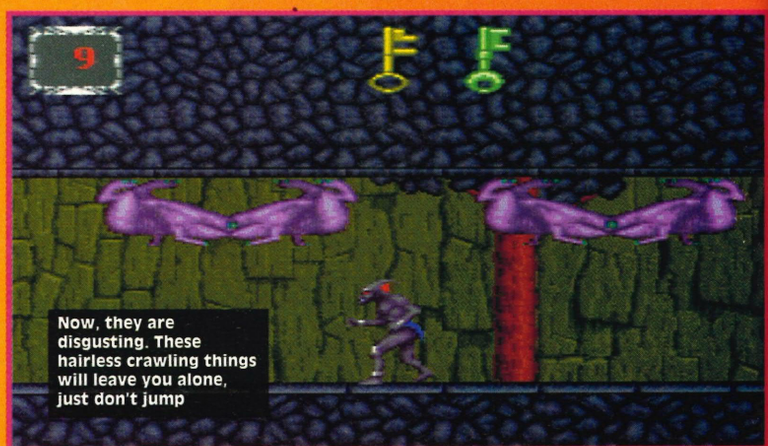
NOW FOR A BEAST

The game begins above ground with yer man walking past a number of trees, swatting a swarm of bats and leaping over man-traps while trying not to be dazzled by the depth of parallax. A large number of layers are used very successfully above ground to give the impression of depth and the feeling that the scenery goes on for miles.

Below ground it all becomes simpler, at least graphically. However, the number of monsters and large spikes coming out of the ground increases by around a thousand per cent and it is here that you will come across the first of the puzzles.

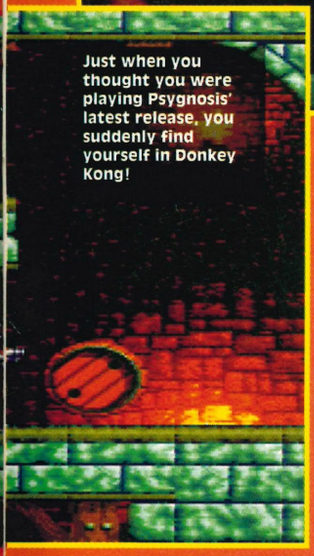
Most of the puzzles revolve around flicking the right switches. For example, in this part of the game you'll find a large gap with a switch next to it. Flick the switch and hey presto, a bridge arrives. However, this may be a three-position switch and if you don't flick the switch to the correct position you may well find it impossible to access a certain section of the game.

Of course, no self-respecting beat'em-up/platform/puzzle game like this would be complete without typically huge guardians to contend with. To defeat them you'll usually need to scratch around the level and track down some handy implement or bit of magic with which to hit them. A power punch, a magic orb or a hammer and chisel will be amongst the selection of gizmos and gadgets scattered through the game which appear to be of no use whatsoever until you encounter a guardian. A few blasts from the laser gun, picked up on the way to the second underground level, will toast any enemy that happens to cross your path within milliseconds!



This huge demonic malevolence of a thing is what's commonly know as 'A Right Git'

Terrifically well-defended with matchsticks and lumps of polystyrene, the castle is soon breached


Just when you thought you were playing Psygnosis' latest release, you suddenly find yourself in Donkey Kong!

With a nod in the direction of Prince of Persia, these crashing blades will help you lose those extra pounds

Cheeky buggers! They hide up there in the loft and fling dirty great axes at you

Along with weapons and useful little items to pick up, health potions are scattered around the levels. At first they may appear to be easily accessible but they are often defended by some hidden traps that could catch you out.

CLIFF RICHARD

It isn't all walking beat'em-up though, the penultimate level has the Grey One togged up in helmet and jetpack to go flying in the style of R-Type, through a deep cavern populated by mutations Jules Verne would have been proud of! This certainly adds variety and may well catch a few players out on their first time.

SSB is a lot more action orientated than its Amiga counterpart and while retaining pretty much the same map, a lot of the puzzles have been changed so that those who claim to be familiar with it will still come up against a few unknown challenges, some of the old traps have even been reversed.

Super Shadow Of The Beast is due to be released by Psygnosis in the autumn.

A respite from all that walking about – a lazy little jaunt on a jetpack

It's at times like this that you wish you'd brought those marshmallows after all

That's what happens if you eat too many blue Smarties

OFFICIAL STAMP

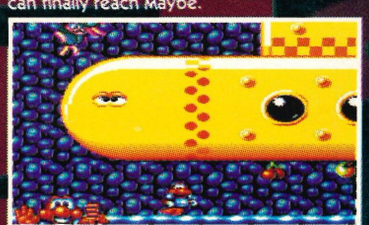
A ROUND-UP OF THIS MONTH'S OFFICIAL UK RELEASES

SUPER JAMES POND

House: Ocean
Price: £44.99
Available: June
Type: Platform
Energy High: Loads of levels
Bright, colourful graphics
Energy Low: Very little variation
Too easy

Based on the Mega Drive's Robocod, Ocean's latest release features the antics of the FI5H agent, James Pond. Pond's assignment is to defeat Dr Maybe the evil megalomaniac who has taken over Santa Claus' toy factory and plans to take over the world with his army of nasties.

Super James Pond is a platform romp on an awesome scale, comprising of 14 levels each divided into numerous sub-stages. In each one you have to defeat the possessed toys by stomping on their heads. Thanks to Pond's mechanical body you can stretch up to reach otherwise inaccessible areas of the game, swing along the ceiling using his vice-like grip and roll into a little ball to attack. This is useful for defeating the guardians that protect each of the levels and with the aid of Pond's weird gadgets (a flying bath and a cute little jumbo jet to name a couple), you can finally reach Maybe.



Super James Pond is a straight conversion from the Mega Drive's Robocod, but now, well over a couple of years since its original release the game looks dated. Graphically it's quite colourful but fails to utilise any of the SNES' powers, and the sound is bubbly but ultimately nauseating. It's good fun to play initially but proves to be too easy. I doubt I'd return to James Pond after defeating Maybe.

SUPER CONTROL **60%**

GUNFORCE

House: Irem
Price: £44.99
Available: June
Type: Shoot'em-up
Energy High: Two-player option
Challenging in hard mode
Energy Low: Graphically basic
Repetitive and tedious gameplay

Best known for its conversion of R-Type, Irem storms the Super NES with GunForce, a Probotector-type blaster for two players. Consisting of only four levels, you control an armoured GI with a variety of weapons. Initially you fire a machine gun but can soon upgrade to a flame-thrower, a bazooka and eventually the slow but powerful laser blaster.

Despite being protected by a bulky suit of armour, you can only sustain four hits before dying. Fortunately you have three continues enabling you to restart wherever you bite the dust. You can also die if the timer reaches zero as you only have 99 seconds to complete each stage. There are three difficulty levels but only the normal or hard settings present a challenge.

Saving the world is your objective, but this is easily done by shooting the little guys that run towards you and then defeating the guardians. Along the way you can fly helicopters and drive jeeps to gain advantage over the enemy – a novel but ultimately useless experience.

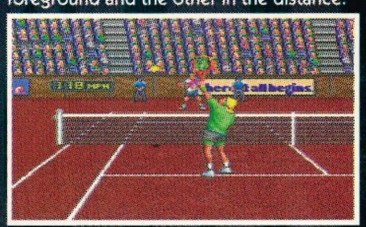
So, Irem fails to impress once more. R-Type may have looked brilliant but it was plagued by screen corruption and slow-down and GunForce doesn't even look good. It's slow and looks very dated. It tries to be Super Probotector but fails.

SUPER CONTROL **46%**

DAVID CRANE'S AMAZING TENNIS

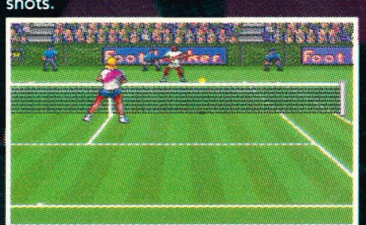
House: Absolute Entertainment
Price: £44.99
Available: Out Now
Type: Sports Simulation
Energy High: Slick animation
Realistic gameplay
Energy Low: Tricky two-player mode
No doubles option

Boasting a more realistic game than Super Tennis, David Crane's Amazing Tennis opts for a view right behind the player rather than an elevated angle like most other games in the genre. For one or two players, one competitor stands in the foreground and the other in the distance.



Amazing Tennis offers both exhibition matches and a tournament circuit, but no doubles option is included. Featuring 15 computer opponents of varying difficulty, you'll have to play a minimum of 48 games to win the tournament, and that's without losing a single game!

David Crane's is supposedly more realistic than other SNES tennis simulations and therefore offers the player a wide variety of shots. With practice you'll be able to execute lobs, fore and backhand strokes, overhead smashes and swerve shots.



Amazing Tennis looks and feels good but is let down by the ridiculous two-player option. The second player is represented by a miniature sprite in the distance, so the player standing at the front of the court has a distinct advantage. Apart from this fatal flaw, David Crane's Amazing Tennis is a good game but is not quite in the same league as Super Tennis despite its presentation being better.

SUPER CONTROL **66%**

TOM AND JERRY

House: Hi-Tech Expressions
Price: £44.99
Available: June
Type: Platform
Energy High: Later stages challenging
Mains sprites are OK
Energy Low: Dire graphics and sound
Completely unoriginal

Tom and Jerry's comic capers are the perfect formula for a console game, so Hi-Tech Expressions decides to try something really original...turning its licensed product into a platform game.

Controlling Jerry if you're player one, Tuffy if you're player two, Tom wants your blood. As you happily wander through the 13 levels you'll be attacked by Tom's spiteful friends. Tom himself appears occasionally and uses bizarre methods to smash you to a pulp. At the beginning of the game he attacks driving a huge JCB and then tries to squash you in his paw!

About halfway through the game, just after the projection room fiasco, Jerry leaps onto a miniature skateboard to zoom down the aisles of the cinema. Watch out for the sticky chewing gum and the huge popcorn boulders as they'll rip you apart unless you leap majestically over them!

Well, what can I say? Yet another license wasted by half-decent programmers that have churned out a sub-standard platform romp. Tom and Jerry really is an awful game – every aspect of the game sucks.

The presentation is reminiscent of an 8-bit NES game, the controls are tricky and the difficulty level goes from one extreme to the other with the initial levels easy then suddenly becoming almost impossible.

SUPER CONTROL **35%**

HUNT FOR RED OCTOBER

House: Hi-Tech Expressions
Price: £44.99
Available: June
Type: Shoot'em-up
Energy High: Action-packed Colourful seascapes
Energy Low: Far too difficult Little variety

Yet another licensed product, this time Sean Connery's underwater antics as that bearded Ruskie geezer are the subject for this conversion. This is a submarine shoot'em-up that's compatible with the Nintendo Scope. Ah, the Nintendo Scope...As yet we haven't seen a decent game for the Super NES light bazooka, but can HFRO change all that?

Navigating your submarine through underwater caverns, most of the game is viewed from the side. As Marko Ramius, your task is to defect to the other side, that is to guide the Red October into American water. Not suprisingly, the Russians aren't too chuffed about you nicking their multi-million dollar sub so they're doing everything in their power to stop you.

The Scope section is viewed from the submarine's periscope looking out across the water at battleships and aeroplanes. Armed with the light gun, you simply have to take out the planes as they dive towards you.

You're armed with torpedoes, mines, surface-to-surface and surface-to-air missiles, but the enemy has an equally impressive arsenal. Occasionally you'll face one of the larger Russian battle stations but you'll be lucky if you get that far.

The joypad can be used but the Nintendo Scope allows you to manoeuvre your aim immediately to deal with real-time action, and the two-player simultaneous mode puts both sub-captains in a head-to-head battle to dominate the seas.

But sadly, Hunt for Red October is crap. I'm sorry, but it is. I've played most of the other versions including the Game Boy cartridge and the Super NES game is no real improvement. Not even the Scope option improves gameplay.

Graphically it's another game that looks too much like a NES title. OK, it's a bit more colourful but the backgrounds are basic and the sprites are small and unimpressive. It doesn't play too well either. It's stupidly difficult and extremely frustrating. Personally, I'd rather eat a cow dung sandwich left to mature for a couple of weeks (well, almost).

SUPER CONTROL **31%**

STAR WING

So this is it, eh? Star Wing, the hyped-up Nintendo shoot'em-up that uses the spanking new Super FX chip. Well, I must admit my first impression was one of awe. The presentation is quite superb – graphically nothing comes close to Star Wing's slick polygon visuals and this combined with the stereo sound make the game really spectacular.

Presentation aside, Star Wing is basically a shoot'em-up. OK, it's quite a dazzling blast but the fact still remains that you fly around shooting things and that's about it.

Making up one quarter of your wing, you pilot an Arwing fighter equipped with lasers that can be upgraded and a limited supply of neutron bombs. The controls are similar to those of an aircraft, pulling back to increase altitude and pushing down to dive. These can be changed however, so you can also punch in the thrusters or retro-rockets to avoid obstacles, perform daring loops or fly on your side to squeeze through gaps.

Star Wing features three routes which vary in difficulty, as well as a practice mode. There are 13 basic stages and a couple of hidden bonus levels namely the Black Hole and Out of this Dimension. Starting each of the missions on your home planet of Corneria, your aim is to fly to the enemy base, Venom, where you'll have to defeat Andorf. Along the way gigantic spaceships thunder around the gorgeous scenery, all in splendid 3D thanks to the Super FX chip.

One of the enemy's more formidable crafts cruises into view at the end of each stage and can only be destroyed by aiming at its unarmoured weak-spots (usually the cockpit or gun-ports). The design of some of the bosses is very imaginative. For example, in the Space Armada section you'll have to fly inside the mothership and attack its reactor, while Andorf himself is a massive polygon face which spits space debris! Most of the other adversaries are huge spacecraft armed with laser batteries and missiles, which can sustain a heck of a lot of damage before exploding.

Most of the game is flown viewing your Arwing from behind, but you can choose to climb inside the cockpit for some scenarios including the asteroid fields. Targeting cross-hairs appear on your HUD, as well as an artificial horizon.

Star Wing has faultless presentation. I can't express how good it looks – the Super FX has certainly done its job and created a visual masterpiece without even a hint of slow-down. Although it's only a shoot'em-up it's surprisingly addictive, too. The action never ceases and while the initial stages are fairly easy, the later levels present a tough challenge. Although it's only a one-player game I recommend you lock your door, sit back and enjoy this classic game.

STAR WING
HOUSE: NINTENDO
PRICE: £49.99
AVAILABLE: JUNE
TYPE: SHOOT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

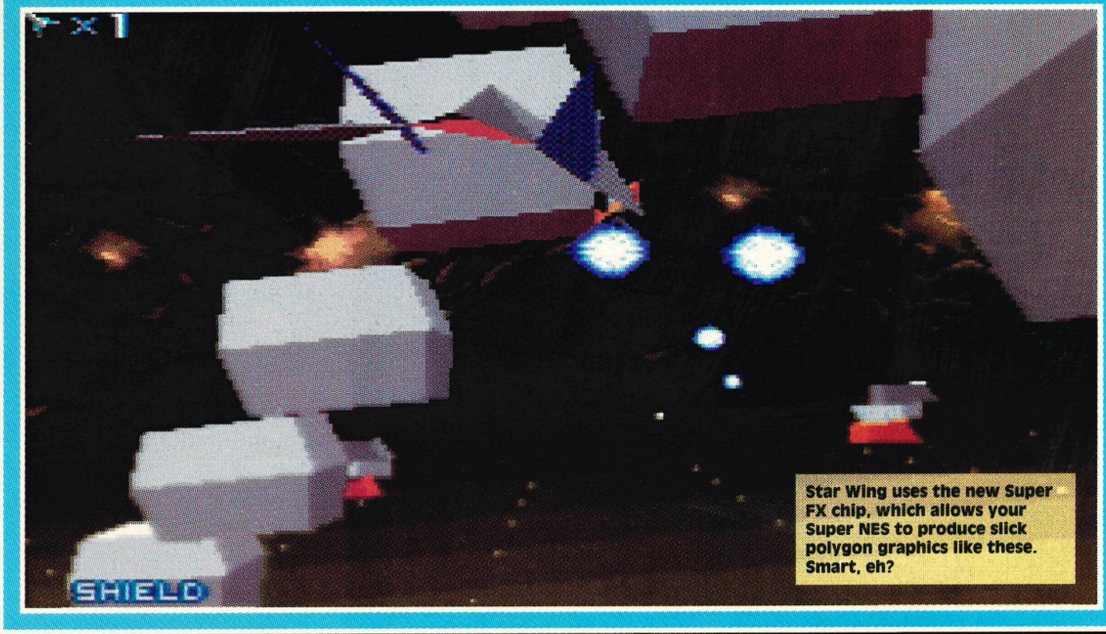
94%

SUPER CONTROL

ENERGY HIGH
- Amazing presentation
- Extremely addictive

ENERGY LOW
- Linear gameplay
- One player only

As well as the 13 standard levels there are a few hidden stages. Here we're in another dimension...

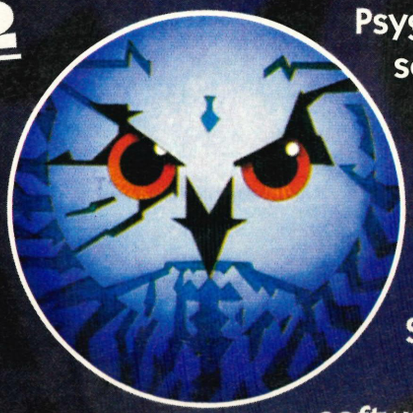


Star Wing uses the new Super FX chip, which allows your Super NES to produce slick polygon graphics like these. Smart, eh?

OFFICIAL STAMP

COMPE CHALL

WIN COPIES OF ALL NEW PSYGNOSIS SNES GAMES RELEASED OVER THE NEXT 12 MONTHS!



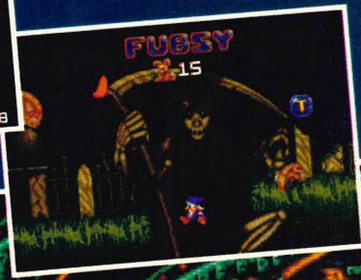
Psygnosis, purveyor of top quality software, is making a move into the console market in a big way this year. As well as its debut into the SNES market, it has been working on some very impressive stuff for the Sega Mega-CD for Sony.

Psygnosis was the first software company to realise the potential of the Amiga and has produced some real classics over the years. Its imminent entry into the Super Nintendo market will introduce us to the likes of Obitus and Super Shadow of the Beast.

To celebrate, Psygnosis is offering the chance for you to win **ALL the Super Nintendo titles it releases over the next 12 months!** Details have yet to be finalised, but we can guarantee that Dracula, Obitus and Super Shadow of the Beast will definitely be winging their way to you before Christmas.

COMPETITION CHALLENGE

In the New Year such promising titles as Wiz and Liz, Puggsy, Beast III and Lemmings II will be amongst the splendid cornucopia of Psygnosis goodies that you can look forward to landing on your doorstep should you be the lucky winner of our incredibly easy competition...



All you have to do to win this early Chrimbo present from Liverpool is answer the following question:

On which machine did Shadow of the Beast debut?

A). Atari ST
B). NES
C). Commodore Amiga

Send your answer on a postcard or sealed-down envelope to:

We Love You Psygnosis, We Do,
Super Control,
Maverick Magazines,
Waters Green House,
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Macclesfield,
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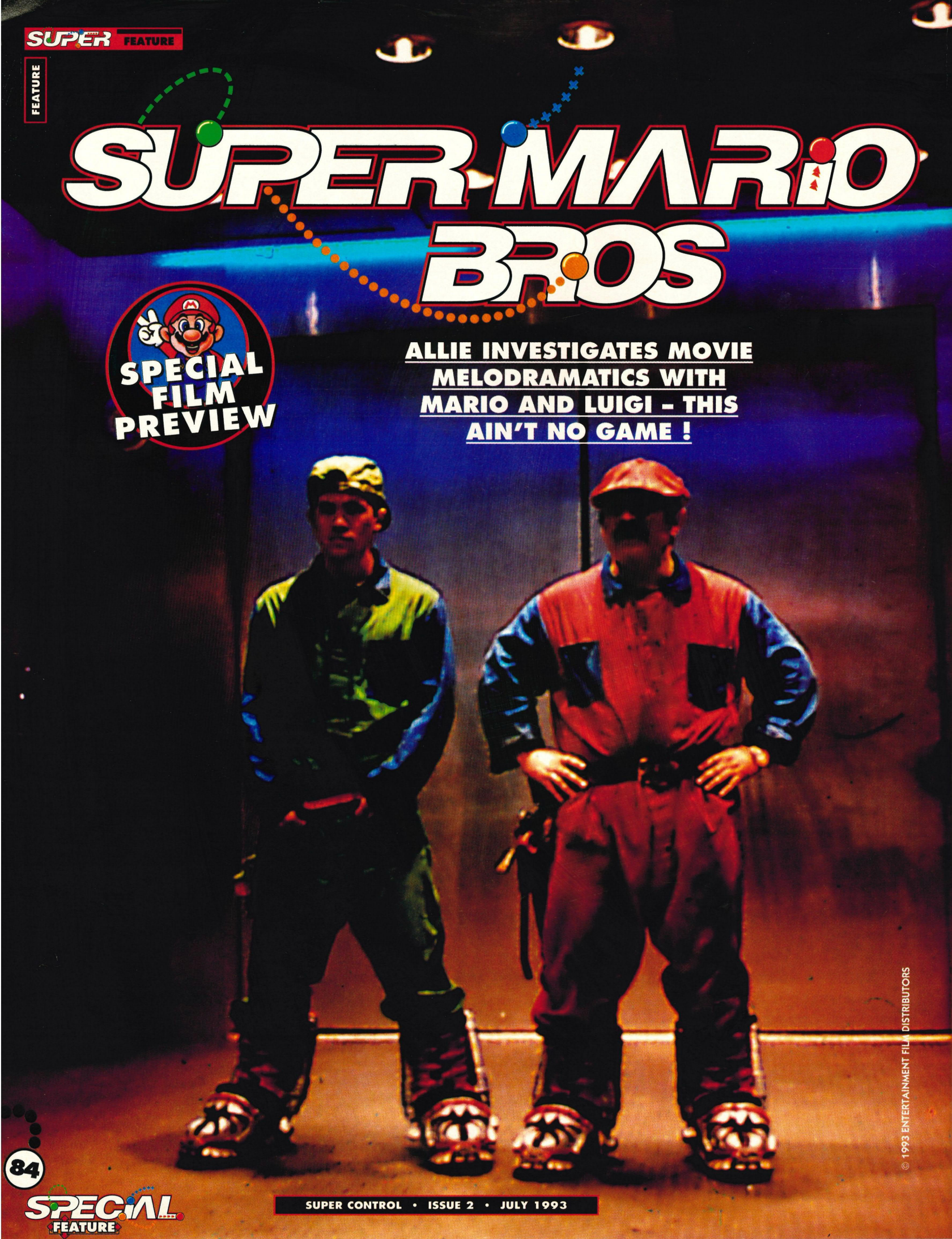
FEATURE

SUPER MARIO BROS

SPECIAL FILM PREVIEW

ALLIE INVESTIGATES MOVIE MELODRAMATICS WITH MARIO AND LUIGI – THIS AIN'T NO GAME !



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Super Mario Brothers is no longer just a game. From July 9th Mario and Luigi will leave their pixelated domain and make their movie debut in a $48 million dollar comedy sci-fi adventure, Super Mario Bros, pursuing as ever the evil King Koopa.

Inspired by the series of incredibly popular Nintendo games, Super Mario Bros stars Bob Hoskins as moustached Mario, and new-boy John Leguizamo (pronounced Leh-Gwee-Zamo) as his brother Luigi. It is a bizarre tale of two hard-working New Yorkers, a reptilian King, a parallel dimension and a little dinosaur called Yoshi!

Although not one of the most expensive films to emerge from Hollywood (in comparison, James Cameron's Terminator II cost a record breaking $100 million dollars – or £66 million pounds), Super Mario Bros has its fair share of special effects, outrageous sets and monster mashing. Taking reference from the video games, Mario fans will be delighted to see the influences that spring up in all manner of places from the graffiti on the walls to the array of monsters including Goombas, Koopa and Iggy.

The idea for the film originated in the mind of English movie maker, Roland Joffe of "City Of Joy" fame which starred Patrick Swayze and Pauline Collins. After watching his young son continuously play on his Nintendo, Joffe believed that it would be a creative challenge to bring these "cultural icons to life and dramatise the imaginary world of their adventures".

SUPER MARIONATION

Unfamiliar with Nintendo and its games, Joffe decided to get his information from the source, the Nintendo designers in Kyoto, Japan. Here he met Shigeru Miyamoto who oversaw the original birth of Mario for Donkey Kong way back in 1980, and all subsequent Mario games to this date.

Said Joffe, "I wanted to find out what goes on in the heads of the game's creators...I learned that they are blending elements of traditional Japanese legend with their own peculiar view of mythic America. I decided the people we should look for as our creative partners should be people who could respond to that mix in a very imaginative way, turning it into something exciting and full of contrast, but with a basis in reality".

MARIO FACT 1

To build the sets for Super Mario Bros, one and a half square miles of plywood were used along with 62 miles of lumber and 50 tons of steel.

Recruiting the talents of another Hollywood producer, Jake Eberts who helped to finance "Dances With Wolves", "Driving Miss Daisy" and "Ghandi" amongst other films, the Mario Bros idea began to take shape. It is a very odd combination of minds with which to tackle a child-orientated comedy about video game characters and fantastical monsters, but it works well creating an original angle to the film's content.

Instead of simply recreating one of the Mario games, this film takes us right back to the very beginning of the adventure and shows us how two ordinary working men became international heroes. Here we see the background to Mario and Luigi and get a better insight into the games which are, in a twisted reality, the sequels to the film! Confusing, isn't it?

The adventure begins when the two Brooklyn plumbers are called to the aid of a young dinosaur researcher, Daisy, at a flooded archaeological site. Things get out of hand when all three are sucked through a curious portal which releases them from their dull nine-to-five lives and catapults them into a parallel dimension filled with dinosaurs, reptiles and one or two moral issues.

When the dinosaurs still ruled the planet, a giant meteor crashed down to the earth and split it into two worlds thus creating this parallel dimension. Now, under King Koopa, an oppressive and tyrannical ruler played by Dennis Hopper ("Rebel Without A Cause", "Apocalypse Now", "Blue Velvet"), the dinosaurs' world is sadly dying.

KOOPA TROOPA

To save his world Koopa begins to formulate a plan whereby he will make use of the portal and enter our world to conquer the humans in a bloody and violent fashion. However, he first needs a pendant which Daisy constantly wears around her neck, and naturally Mario and Luigi stand adamantly in his way.

Filmed entirely in an old, disused, cement factory in Wilmington, North Carolina, America, Super Mario Bros has a distinct "Blade Runner" feel with its futuristic sets weaving in and out of the iron and steel skeleton of the factory. Helped by the fact that the designer working on Super Mario Bros also worked on Ridley Scott's "Blade Runner" movie, the main set is a chaotic brew of neon and dry ice, not dissimilar to the bustling streets of Tokyo.

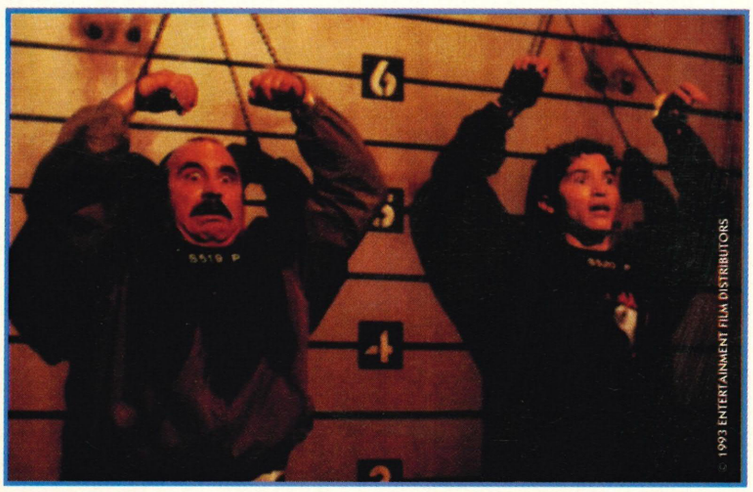
The urban monstrosity of Dinohattan, the parallel city where most of the action takes place is created using all aspects of the factory's structure to its full potential. As Roland Joffe said on set "Creativity is transforming what is into what might be", wise and very apt words when confronting such a large undertaking as creating spectacular sets from a derelict eye-sore!

MARIO FACT 2

Nintendo has sold 82 million copies of the Super Mario Bros games worldwide.

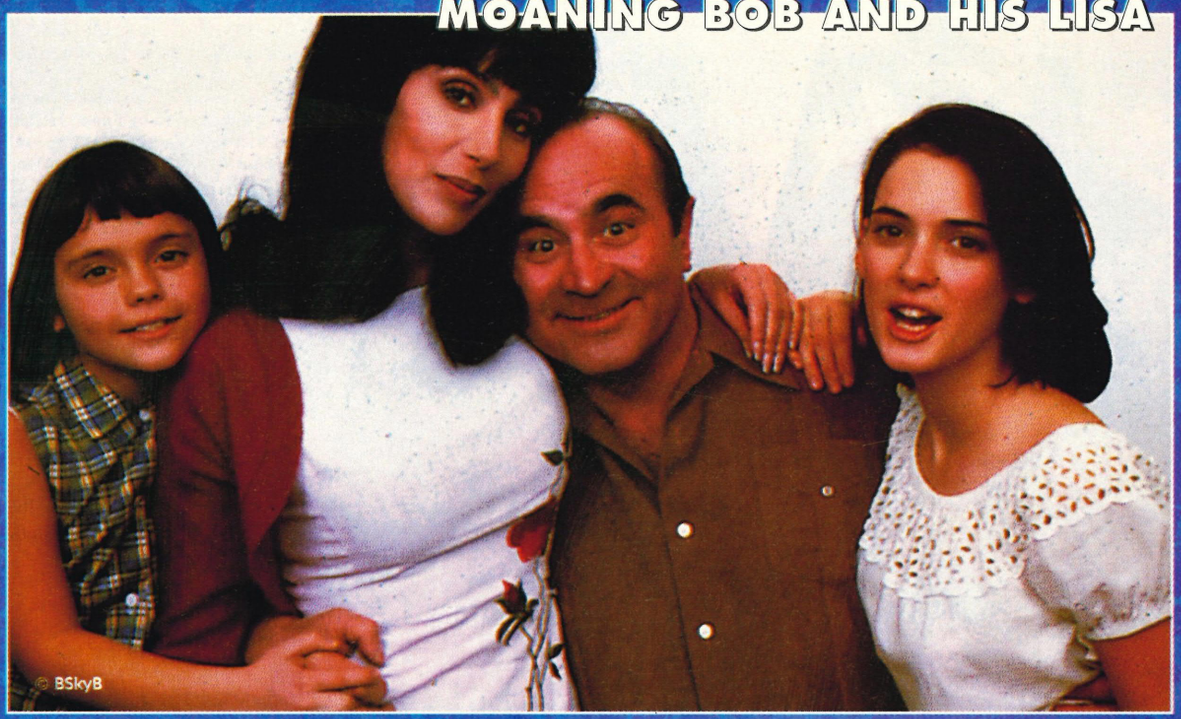
The immovable objects and structures influenced the atmosphere of the sets. A 400-foot long rotary kiln was transformed into an excavation tunnel and portal to the parallel world, two gigantic cone-shaped hoppers loomed ominously as King Koopa's dreaded de-evolution chamber while webs of multi-level catwalks and conveyor belts evolved into Koopa Square in the city centre.

The Goombas, King Koopa's de-evolutioned brute squad, are unlike the Goombas found in the Mario games. These eight-foot tall head shrinkers are far more daunting and frightening than the little brown tomato-like creatures from the game



Mario and Luigi get captured by Dinohattan's police force and are taken to the police headquarters which was also built inside the Wilmington cement factory. I won't tell you what happens next as it will spoil the film!

MOANING BOB AND HIS LISA



The star of Super Mario Bros is none other than British born actor Bob Hoskins who made a big splash in "Mermaids" with Cher. Previously noted for his performance in the thrilling "Mona Lisa" for which he received an Academy Award nomination for best actor, and the outrageous "Who Framed Roger Rabbit", Hoskins was the only choice for film directors Rocky Morton and Annabel Jankel (who also created "Max Headroom").

"Bob Hoskins was always our number one choice, and we were so happy when he decided to do it," says Morton. "He's a superman because he's an everyman. It's his ordinariness that makes him a hero."

Hoskins certainly knows how to pick the more fantastical roles – only last year he played Smee in Steven Spielberg's extravagant remake of the Peter Pan fairy tale "Hook". "I thought it'd be a lark," Hoskins says of the Mario Bros project!

SUPER MARIO BROS

Outside locations surrounding the factory also aided the film and its designers, for example a limestone quarry acted as a desert where Mario and Luigi get stranded, and even a 20-ton Euclid dumper-truck was metamorphosed into Dinohattan's Sludge-Gulper garbage trucks. No stone was left unturned and no useful item was discarded!

MARIO FACT 3

One in three American households contain Nintendo games with 35 per cent of players over the age of 18.

Detail was of prime importance in the creation of Super Mario Bros with the painters of the set being required to include as many Mario-isms into the sets as possible (over 100 game elements are waiting for eagle-eyed fans to find). But it wasn't just the sets that had to be scrutinised down to the last paint-brush stroke or the last nail hammered, the costumes were also of prime importance.

DRESSED TO KILL

Enlisting the help of costume designer Joseph Porro, the enormous task of designing the multitude of outfits for the stars and extras was off-loaded on to his wide shoulders. Owing to the film's prehistoric machinations, a reptilian feel needed to be captured in the clothes and therefore shiny, scaly reptilian fabrics were employed with spikes and fangs adding a final touch. "If you were descended from a dinosaur, these are the things you would find beautiful," insists Porro.

MARIO FACT 4

The first Mario game appeared on the NES in 1985, but he first appeared in a game called "Donkey Kong" in 1980.

And of course there's Mario and Luigi themselves, dressed in the instantly recognisable red and green boiler suits which obviously all Brooklyn plumbers wear! Along with their outrageously huge Thwomp-stomper boots and fry-guy fireball throwers, Mario and Luigi are just how you imagined them, even if their legs are a little longer!

But the question on everyone's lips must be, "What is Yoshi like?". Designed by a team of 35 effects specialists, Yoshi is an animatronic (Go-motion animation) cable puppet similar to Jim Henson's creations as seen in "Dark Crystal" and "Labyrinth". Nine puppeteers are needed to control the pint-sized dino (that cost $500,000 to make) who befriends and protects the captured Daisy.

MARIO FACT 5

There are two highly popular animated TV shows in the States based on Mario. The first, "Super Mario Bros Super Show" attracts 7.1 million viewers per week. The second, "Super Mario Bros 3" is seen in 2.9 million households every Saturday morning.

Unfortunately, despite all his animatronics and advanced technological hardware, Yoshi simply isn't the cute and cuddly green reptile that we have all come to love. He isn't a baby Tyrannosaurus Rex, he is simply Yoshi – big eyes, green, little boots and a saddle. Mario certainly can't ride on the film reptile but we will have to wait and see the movie before we slam Yoshi's appearance completely.

MARIO FACT 6

Mario is most popular in Japan where it penetrates in excess of 40 per cent of Japanese households.

So what does Roland Joffe hope to achieve with this film, will it go down in history as a classic or even instigate ideas for a future generation of game designers? "We're actually trying to create a symbiosis between the game and the movie," explains Joffe. "We'd like to see elements of the film showing up in future games, while elements of the new games, perhaps, would show up in future films..." Who knows.

And so ends the rollercoaster ride for now, re-boarding is scheduled for July 9th but remember kids, this ain't no game!

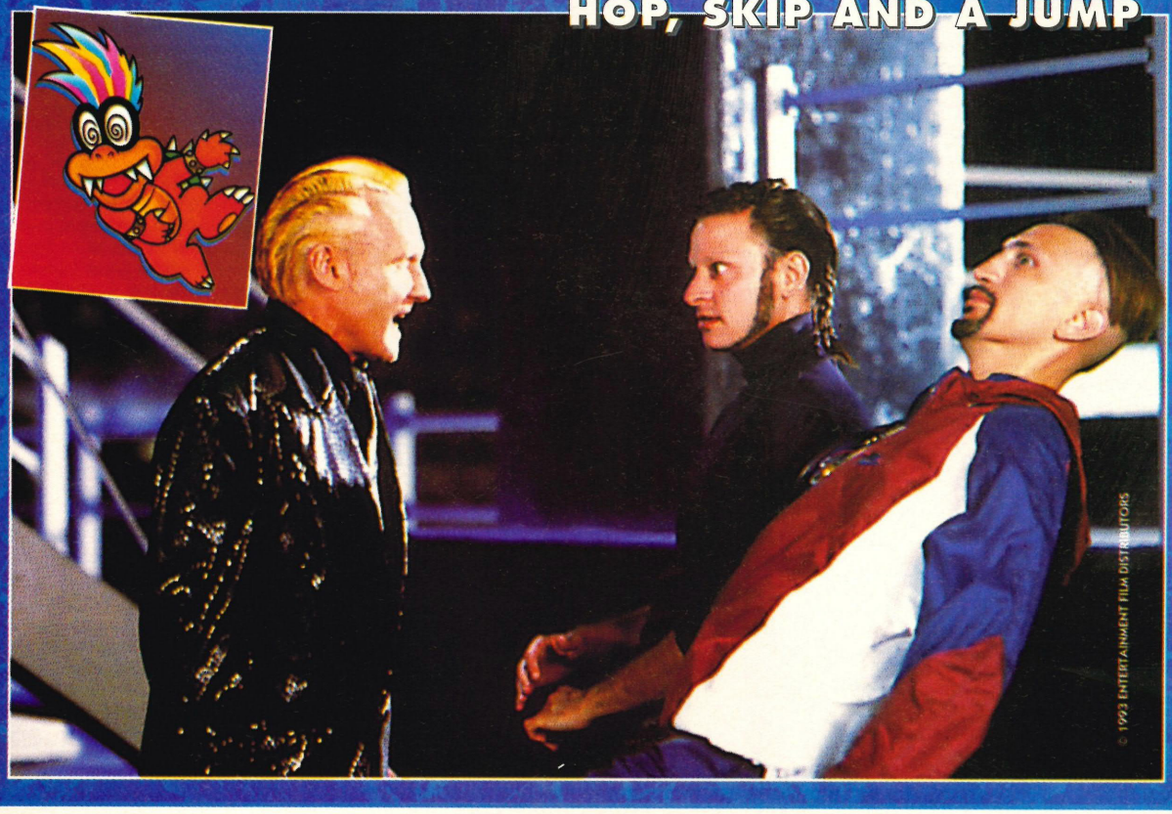
Daisy, played by Samantha Davis from "Pump Up The Volume", is seen here with a Goomba and Yoshi. Yep, that's Yoshi, a bit of shock isn't it? Costing $500,000 dollars, Yoshi unfortunately doesn't look like the Yoshi we've all grown to love

The main street of Dinohattan, as seen here, was created inside a derelict cement factory in Wilmington, North Carolina, USA, using catwalks and conveyor belts as walkways.

Depressing in its design, it is reminiscent of the sets seen in "Blade Runner" with endless neon lights for an added Tokyo-like aura.

Immovable objects were used to great effect to create an urban hell including the steel skeleton of the factory, the kilns and factory hoppers thus generating a futuristic and oppressive ambience

HOP, SKIP AND A JUMP



Where there's a hero, there's always a baddie. This time the baddie is the evil King Koopa played by veteran actor Dennis Hopper. Appearing with James Dean in "Rebel Without A Cause" and "Giant" in the 1950s, Dennis Hopper has had a long and prestigious career, with many nominations for his work including Academy Awards and the Cannes Film Festival.

Admittedly, Hopper doesn't look much like Koopa from the game, but this is apparently due to the fact that all the reptiles have evolved in the parallel dimension and now look human in appearance. This is also true of Koopa's sidekicks, Spike and Iggy, and looking at the film still and the picture of Iggy you can clearly spot the lack of similarities!

As punishment King Koopa has a de-evolution chair which regresses the victims into their former reptilian selves, thus showing you the true nature of this race. Evidence of de-evolution can be seen in the Goombas, Koopa's eight-foot, reptile-headed brute squad who continually thwart Mario and Luigi's mission.

CLASSIFIED ADVERTISEMENTS

✍ **Wanted:** SNES and Gameboy carts bought, sold and exchanged. Send details and SAE.
Benjamin Robinson, 118 Highlever Road, London, W10 6PJ

✍ **Wanted:** Any MB Vectrex computer system peripherals. Good price paid. P.S. A Vectrex is a 10-year-old computer system. Please contact Netan Popat.
Tel: (081) 767 7620

✍ **Wanted:** SNES, must be Japanese, with two joypads and one game if possible. Must be in good condition! £100 ono. Will swap for my JAP Mega Drive, or sell for £90 (with two games).
Phone and ask for Jay.
Tel: (071) 625 5877 after 6pm

✍ **Wanted:** Your good SNES games. Will also sell both SNES and Mega Drive games. Will pay good prices for them.
Ring and ask for Martin.
Tel: (0634) 844999 between 6-9.30pm

✍ **Wanted:** Female pen-pal aged 16-18. Must be into SNES playing, movies and fantasy, for correspondence with 18-year-old, fun-loving male. Please write.
Darren Sellars, 6 Hollin Croft, Dodworth, Barnsley, South Yorkshire, S75 3TF

✍ **For Sale:** Sega Game Gear and six games including Sonic 2. Only £140 ono. Phone after school times for details.
Nic Mackenzie, 34 Holland Way, Bromley, Kent, BR2 7DN
Tel: (081) 462 3060

✍ **For Sale:** UK SNES with Mario, F-Zero, Dragon's Lair, Street Fighter II, Phalanx, Universal converter and loads more stuff for £200.
John-Adam Tzoyas, 68 Monarch Court, Lytleton Road, London, N2 ORB
Tel: (081) 458 3574 after 7pm

✍ **For Sale:** Exhaust Heat, Mario World, Krusty's Fun House, Super Probotector. £25 each. Mario World not boxed. Super Smash TV £15, no instructions.
Cath Adams, 58 Barnstaple Rd, Thorpe Bay, Essex, SS1 3PA
Tel: (0702) 587397

✍ **For Sale:** Sega Game Gear, game plus adapter £80. Casio pocket television with aerial, case and box worth £80, will sell for £30, or swap for four UK SNES games.
Shaun McCrudden, 26 Nettlhill Drive, Uphall Station, West Lothian, Scotland, EH54 5PS

✍ **For Sale:** Atari Lynx II and power pack, Gauntlet 3 game and sun-visor all still in box. Two months old. Will sell for £50.
Gary Milne, 2 Ardeer Place, Fraserburgh, Aberdeenshire, Scotland, AB43 5SW

✍ **For Sale:** Atari Lynx II, five games, carry-case, visor and cigarette adapter, boxed. £120 ono. Also, Mario for SNES (not boxed) £15.
John Hammersley, 92 Northdown Road, Hornchurch, Essex, RM11 7NE
Tel: (0708) 447894

✍ **For Sale:** SNES games for sale or swap. UN Squadron (US) £25, Darius Twin (Jap) £20, Xardion (Jap) £20, Out Of This World (UK) £25, Desert Strike (UK) £30.
William Knaap.
Tel: (081) 882 8202

✍ **For Sale:** UK SNES games. Super Tennis £30, Super Soccer £25. £50 for both.
Ronan O'Driscoll, 3 St Malaghys Road, Glasnevin, Dublin 9, Ireland

✍ **For Sale:** Tamiya Top Force remote control car worth £240, will sell for £120 ono. In full working order plus extras. Or swap for a number of games and cash.
Carlos Arias, 31 Lindisfarne Road, Syston, Leicester, LE7 8QJ
Tel: (0533) 694734

✍ **For Sale:** US SNES games – Mario £20, Street Fighter II £35, or £50 for both. Monkey Island II for Amiga £15. ZX Spectrum games very cheap! Call or write.
Chris Priestley, 28a High Street, Standlake, Witney, Oxon, OX8 7RY
Tel: (0865) 300184

✍ **For Sale:** SNES, six months old with warranty plus 11 great games including SFII, Mario, 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:** John Madden '93 on SNES, boxed with instructions £25.
Danny Soall, 93 Princes Road, Felixstowe, Suffolk, IP11 7PJ

✍ **For Sale:** Turtles IV (Jap), excellent condition.
Phone Chris.
Tel: (0628) 666413

✍ **Swap:** I would like to swap my Desert Strike (US) for Zelda 3 (UK). Must be in good condition.
Ian Denovan, 41 Whiteleas Avenue, North Wingfield, Chesterfield, S42 5PW

✍ **Swap:** My Jap Mega Drive, six games and two pads for a SNES and games (including SF II) all boxed and in good condition.
Russell Wareing, 22 Rookery Road, Churchtown, Southport, PR9 7JQ
Tel: (0704) 28184 after 6pm

✍ **Swap:** Boxed UK SNES with Mario plus Street Fighter II, and six games for the Mega Drive with one boxed Maverick 3 Control joystick. All games are boxed with instructions. I want US SNES with games.
Ricky Valentino, 3 Falkland Avenue, New Southgate, London, N11 1JS
Tel: (081) 368 7486

✍ **Swap:** I will swap Super Castlevania IV for F1 Exhaust Heat, Top Gear, Mario Kart or Axelay.
Steven Kominiak, 23 Peafield Lane, Mansfield, Woodhouse, NG19 9DS

✍ **Swap:** Super Contra (US) for Desert Strike or UN Squadron. Also, F-Zero for Mario Kart.
James O'Dwyer, 31 Firgrove Gardens, Bishopstown, Cork, Ireland

✍ **Swap:** UK Mario Kart or Dragon's Lair for Desert Strike, Prince Of Persia or Top Gear (Preferably UK). Must be in good condition.
Matthew Knight, 32 Tulip Tree Road, Bridgwater, Somerset, TA6 4XD
Tel: (0278) 421152

✍ **Swap:** Hello out there! I have Bart's Nightmare (UK) for the SNES and would like to swap it for an American Football game.
Brian McLachlan, 25 Cambridgeshire Drive, Belmont, Durham, DH1 2LS
Tel: (Durham) 3869994

✍ **Swap:** UK SNES swaps. Smash TV, Dragon's Lair and Bart's Nightmare to swap for Top Gear, Addams Family, Actraiser, or any good games. Games to be sent recorded delivery.
Sheldon Thomasson, 30 Tumbling Close, Ossett, West Yorkshire, WF5 OQX
Tel: (0924) 276000

✍ **Swap:** SNES games to swap for £5. Call Andy.
Tel: (0297) 60451 after 5pm

✍ **Swap:** US Final Fantasy II will swap for Fatal Fury or Another World – JAP or US, does not matter.
Steven Tomney, 95 Clifton Road, South Norwood, London, SE25 6QA

✍ **Message:** Mercury – New Fanzine only £1. SNES, Anime, comics, soundtracks, win a copy of Akira (NES). Reviews, previews and features. Send £1 and an A4 SAE.
Simon Coyle, 20 Belsize Road, Lisburn, Co. Antrim, Northern Ireland, BT27 4BN

✍ **Message:** Fanzine – NINSOLE. You've read the rest now read the best. Only 60p for latest news, reviews and previews.
John Taberner, 13 Romsey Close, Parkside Glade, Cramlington, Northumberland, NE23 9NQ
Tel: (0670) 717705

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OUR TOP TEN SF/SNES OF THE BEST GAMES THIS MONTH

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LISTINGS

DIRECTORY ENQUIRIES

OFFICIALS

Listed below are the games currently available officially in the UK, and are fully compatible with British PAL machines.

ACTRAISER
ENIX • £49.99
A unique combination of action and strategy as you hack your way through this Populous/Sim City cocktail. **79%**
▲ A unique game with loads of things to do
▼ Slightly too easy

ADDAMS FAMILY
OCEAN • £44.99
Tough platform romp with superb presentation and slick visuals. Enjoyable, but a question mark over the longevity. **81%**
▲ Gorgeous presentation and initially challenging
▼ Won't take more than a few days to complete

ANOTHER WORLD
INTERPLAY • £44.99
Slick graphics and great presentation make this a must. An unusual combination of shoot'em–up and adventure. **80%**
▲ Gob-smacking graphics
▼ Far too easy

AXELAY
KONAMI • £44.99
Glorious shoot'em-up with astounding graphics and plenty of action. Another stunning release by Konami. **84%**
▲ Amazing graphics and action
▼ Some glitching in places

BART'S NIGHTMARE
ACCLAIM/LIN • £44.99
A game 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!

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

BLAZING SKIES
NAMCO • £39.99
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

BLUES BROTHERS
TITUS • £50-£55
A typical style platform game romp with great graphics and smart updated musical effects. **84%**
▲ A tough, challenging and enjoyable romp
▼ There simply aren't enough levels

BOB
ELECTRONIC ARTS • £40-£45
Fairly good platform Sci-Fi fun. Take BOB through three different planets to reach his blind date. Nothing outstanding here. **69%**
▲ Some nice little animated touches
▼ Slow, plodding and very difficult

COOL WORLD
OCEAN • £44.99
A dire platform romp with okayish graphics and above average sound, but the gameplay sucks. **41%**
▲ Graphics and sound are OK
▼ Very frustrating and ultimately tedious

DAVID CRANE'S AMAZING TENNIS
ABSOLUTE ENT • £45
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

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
The marvellous graphics from the laser disc machine are translated quite well and the game is eminently challenging. **74%**
▲ Good graphics with some neat visual effects
▼ Very repetitive both visually and to play

DRAKKHEN
INFOGRAMES • £49.99
A massive role–playing game that is set in a bizarre world of polygons. **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

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
F-Zero looks brilliant, plays well but is ultimately a little on the bland side. **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
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

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. **46%**
▲ Quite hard in places
▼ Annoying, no gameplay

HOME ALONE
T*HQ. • £44.99
Control's most hated game. 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
Basically the same as the original, but slightly improved – just run along, dodging the hotel porters etc. **36%**
▲ It's a bit better than the first...
▼ But it's still a complete load of crap

HUNT FOR RED OCTOBER
HI TECH EXPRESSIONS • £45
Sad travesty of a SNES Nintendo Scope oceanic shoot'em-up. Shambling in every way, and worthy of a dunkin'. **31%**
▲ Nintendo Scope compatible
▼ SNES compatible

JAMES BOND JNR.
T*HQ. • £44.99
A shoot'em-up/platform cocktail, James Bond Jnr is uninspired, unoriginal and simply under par. **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. **85%**
▲ Accurate and entertaining play
▼ Awkward to play at first

JOE AND MAC
ELITE • £44.99
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
It's better than the original but over-complicated moves make it boring. **72%**
▲ Good, realistic graphics
▼ Too complicated and unexciting to play

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. **79%**
▲ Quite playable after you've mastered the controls
▼ It's so goddamn slow!

KRUSTY'S SUPER FUN HOUSE
ACCLAIM • £44.99
Help 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. **86%**
▲ Great fun in both one and two-player modes
▼ Joypad controls are tricky to master

LETHAL WEAPON
OCEAN • £44.99
Playing the part of Riggs or Murtaugh you must complete easy missions. Not much playability or longevity though. **58%**
▲ Fairly good film trilogy
▼ Doesn't resemble the films at all, disappointing graphics.

LOST VIKINGS
INTERPLAY • £40-£45
Superb Nordic platform romp requiring a fair amount of thought and dextrous handling to survive. **90%**
▲ Extremely addictive and humorous
▼ You'll waste hours playing it

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

MICKEY'S MAGICAL QUEST
CAPCOM • £45-£50
A bright and colourful platform romp featuring the world's most famous rodent. **84%**
▲ Looks great and is enjoyable to play
▼ Too easy to complete

NHLPA HOCKEY
ELECTRONIC ARTS • £45
Electronic Arts dabbling on the ice hockey front is incredibly animated and realistic. **78%**
▲ Very 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 flying game, with unbelievable graphics and a selection of missions to ensure longevity. **86%**
▲ Gorgeous Mode 7 graphics and loads 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
20 levels of pure quality platform romp makes up the dungeon which you have to negotiate. **84%**
▲ Some of the best animation I've seen
▼ Gameplay is frustrating at times

PUGSLEY'S SCAVENGER HUNT
OCEAN • £44.99
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. **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. 21%
▲ Three tracks to race on
▼ 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. 55%
▲ Two-player simultaneous action
▼ Unexciting and graphically flawed

ROBOCOP III
OCEAN • £49.99
A six level blaster-cum-platform extravaganza. 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. 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 because it's so bloody hard. 60%
▲ A load of Marvel characters are here
▼ It's really very tiresome, tough and ultimately tripe

SPINDIZZY WORLDS
ACTIVISION • £44.99
Guide a spinning top through tight gullies and paths to reach 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. 94%
▲ The graphics are gorgeous and the sound is groovy
▼ It's only a flash shoot'em-up, really

STREET FIGHTER II
CAPCOM • £64.99
This is the ultimate beat'em-up, and is an amazingly close conversion of the arcade original. 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. 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
▼ Shallow gameplay

SUPER BOMBER MAN
HUDSON SOFT • £45
This incredibly addictive, multi-player puzzle game should take the world by storm! 92%
▲ Multitap compatible for four-player battles!
▼ Arghhh! I didn't see that bomb!

SUPER CASTLEVANIA IV
KONAMI • £44.99
A highly atmospheric and enjoyable platform beat'em-up – 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 that is set over eight levels of gorgeous graphics with hints of Mode 7. 83%
▲ Very challenging, lush visuals and atmospheric sound
▼ No password system or battery back-up

SUPER JAMES POND
OCEAN • £44.99
Pretty run-of-the-mill platformer, dated in all accounts, but may appeal to younger players. 66%
▲ Very cute and stylized graphics
▼ Sorry, seen it all before, matey

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. 79%
▲ Quite playable once you've mastered the controls
▼ Difficult to play with a joypad

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
Probotector is an awesome shoot'em-up with breath-taking graphics, six levels of adrenaline-pumping blasting and technically brilliant guardians. 87%
▲ Action-packed and a visual feast
▼ Some slow-down

SUPER R-TYPE
IREM • £44.99
Exclusive to the SNES, Super R-Type is a mixture of the two arcade games, R-Type I and II. 71%
▲ Some of the best shoot'em-up graphics seen yet on the SNES
▼ Major league slow-down, too easy

SUPER SMASH TV
ACCLAIM • £39.99
The aim of this game is to survive, not forgetting to maim thousands 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. 61%
▲ Excellent visuals
▼ Gameplay is lacking

SUPER SWIV
STORM • £44.99
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 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 TENNIS
TONKIN HOUSE • £39.99
The best tennis simulation ever, loads of moves, singles or doubles plus a one or two-player option. 91%
▲ Simply the best tennis game
▼ None

SUPER WWF
ACCLAIM • £44.99
Boring conversion of the shite American sport. 56%
▲ Nice, big beefy graphics
▼ It's just like the real thing – crap

TEST DRIVE II
ACCOLADE • £44.99
Your chance to drive some the fastest production cars in the world. 58%
▲ Occasionally thrilling
▼ Gets boring, lacks finesse

TOM & JERRY
HI-TECH EXPRESSIONS • £40-£45
Hi- Tech Expressions totally bodge the best licence in ages. The lack of Tom is nothing compared to the lack of challenge and presentation the game offers. Avoid! 35%
▲ Tom & Jerry
▼ The game is a bag o' shite

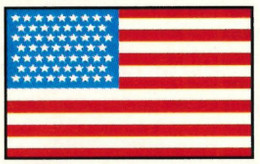
TOP GEAR
KEMCO • £44.99
Slick graphics and smooth scrolling make for great fun either on your own or with another. 85%
▲ Excellent presentation, very playable
▼ A bit easy in one-player mode

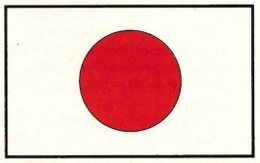
TURTLES IV
KONAMI • £44.99
The graphics are virtually faultless, the animation is first class and it's quite a good laugh to begin with. 75%
▲ Visually stunning and initially great fun
▼ Too easy and boring once you've mastered the moves

ULTRAMAN
BANDAI • £39.99
Ultraman is 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. 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. 89%
▲ Graphically superb, immensely absorbing and the best RPG on the SNES
▼ Diddly squat





IMPORT

All the games below are available through independent 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. 46%
▲ Some of the graphics are good
▼ 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

ASSAULT SUITS VALKEN
NCS MASIYA • £50-£55
Graphically impressive shoot 'em-up featuring lots of level variation, masses of enemy sprites and huge guardians. 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

BATMAN RETURNS
KONAMI • £50-£55
Double Dragon meets the caped crusader in a visually and aurally spectacular, but limited beat'em-up. 79%
▲ Incredible graphics and sound
▼ Very limited action

BATTLE BLAZE
SAMMY CORP • £35-£40
Standard run-o'-th'-mill beat'em-up from Sammy Corp. It features everything you'd possibly want minus frills. 47%
▲ Good laugh for about 10 minutes
▼ 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

BIG RUN
JALECO • £30-£35
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. 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. 28%
▲ Not much really
▼ Most things. It's quite shoddy

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. 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. 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

DIRECTORY ENQUIRIES

▼ **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. **78%**
▲ **An excellent game in terms of playability**
▼ **Samey after a while**

CLUE
PARKER BROTHERS • £45
American version of that great (ahem) board game Cluedo that fails to 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. **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. **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. **54%**
▲ **As always the two-player option is good**
▼ **Just one more in a dull line of blasters really**

DINOSAURS
IREM • £40-£45
A very cute, very playable platform romp based on the puppet television series. **76%**
▲ **Immensely playable and frustratingly addictive**
▼ **The six levels are all too easy to complete**

DRAGONBALL Z
BANDAI • £40-£45
Strange translation of a popular Japanese Manga series, using a rather confusing split-screen beat'em-up technique. **47%**
▲ **Original split-screen approach**
▼ **Fiddly and unexciting to play**

EXHAUST HEAT II
SETA • £70-£75
Seta's new DSP chip is given a run for its money in this souped-up, F-Zero style racing game. It's fast as flip, but not the be all and end all of the racing genre. **78%**
▲ **Incredibly fast and smooth visuals**
▼ **Can get boring and long-winded**

EXTRA INNINGS
SONY IMAGESOFT • £40
Another baseball sim. This time, Extra Innings is one of the best. With cute graphics and enjoyable gameplay. **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. **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
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
FFMQ is an RPG aimed at the beginner. Easy to pick up, hard to put down. **71%**
▲ **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. **75%**
▲ **Still enjoyable**
▼ **But only half as much**

FIRE DODGEBALL
SUNSOFT • £30-£35
The aim is to throw a ball at people, and hopefully knock them over! **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 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. **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. **83%**
▲ **Big, tricky and some great graphics**
▼ **Controls let it down**

GRADIUS III
KONAMI • £30-£35
Although a very early release on the Japanese Super Famicom, Gradius III still remains a playable blaster. **70%**
▲ **Unlimited blasting action**
▼ **Slow-down problems at times, and a bit dated**

HARLEY'S HUMUNGOUS ADVENTURE
HI-TEC • £40-£45
A platform game of microscopic proportions aimed at the younger generation. **60%**
▲ **Colourful graphics and entertaining gameplay**
▼ **Little longevity**

HIT THE ICE
TAITO • £40-£45
Rancid ice hockey sim with tedious gameplay, limited controls and general all-round clumsiness. **38%**
▲ **Humorous animation, and fairly nice speech**
▼ **Everything else is big trouts**

HOLE-IN-ONE GOLF
HAL • £35-£40
A simple but enjoyable golf simulation for up to four players. **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. **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 Golf front is actually quite an enjoyable affair. **67%**
▲ **Offers a great game challenge**
▼ **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. Faster on imported machines. **64%**
▲ **A totally enjoyable pinball game**
▼ **Slow on the British SNES**

JOE AND MAC II
DATA EAST • £45-£50
More cartoon-style capers in this graphical and gameplay improved version. **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. **82%**
▲ **You'll be intrigued for hours**
▼ **Sounds are the weak link**

KING OF RALLY
MELDAC • £40-£45
Splatters of Mode 7 are evident in this racing game, viewing the track from a distorted perspective. **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 Street Fighter II with a difference. **68%**
▲ **A neat variation of the beat'em-up**
▼ **Lack of moves and limited gameplay**

LAGOON
KEMCO • £35-£40
Not as slick as Final Fantasy or Zelda. It's not as challenging an RPG either. **52%**
▲ **Okay-ish presentation**
▼ **Not very exciting - best left for avid RPGers**

LEGEND OF THE MYSTICAL NINJA
KONAMI • £45-£50
An incredible action adventure game. Ilt's got great graphics, atmospheric sound and it plays well. But forget the Japanese version! **85%**
▲ **Addictive and above all, it presents a long term challenge. Two-player option**
▼ **Jap version virtually unplayable**

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 its arcade parent**
▼ **Suffers from major league slow-down**

MONOPOLY
PARKER BROTHERS • £45
Another board game conversion that doesn't offer much for the price. **50%**
▲ **Good presentation**
▼ **Better off with deluxe edition of the board game**

MUSYA
SETA • £40-£45
Musya is a mediocre spike'em-up in which you play Imoto, a Japanese warrior armed with a lengthy pike. **43%**
▲ **I suppose the backgrounds are okay**
▼ **Tiny 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. The aim being 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. **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 genre. **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!. **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. **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**

POP N TWIN BEE
KONAMI • £40-£45
Sickeningly cute, but incredibly beautiful to look at, Pop N Twin Bee is a pretty average vertical scrolling shoot'em-up. **53%**
▲ **Superbly coloured and well-drawn graphics**
▼ **Rather uneventful**

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. **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. **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. 43%
▲ The PC Engine game was good...
▼ This isn't

RAMPARTS
ELECTRONIC ARTS • £45
A game of castle protection, building and catapulting enemies. 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. 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. 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. 76%
▲ Looks such a slick product
▼ Got to be a baseball fan to really enjoy it

ROMANCE OF THE THREE KINGDOMS II
KOEI • £35-£40
A full-blown strategy game set in ancient China. 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
Rushing Beat Run is a yawn-provoking scrolling beat'em-up in similar vein to Final Fight. 64%
▲ It has a two-player option...
▼ But the game still remains bland and unexciting

SHANGHAI II – DRAGON'S EYE
ACTIVISION • £39.99
Very good version of the Chinese, tile-removing puzzle game, mah-jongg. 66%
▲ Relaxing and stimulating to play
▼ Lastability and value for money questionable

SKINS GAME
IREM • £40-£45
This oddly-titled golf game is an average simulation of the 18-hole sport. 67%
▲ Bright, colourful graphics
▼ Too easy

SKULJAGGER
AM. SOFTWORKS • £40
This 21-section platform romp is packed with loads of secret levels and loads of sword fighting. 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. Bears more resemblance to Ballblazer. 65%
▲ Good fun in two-player mode
▼ But ultimately repetitive and dreary

SPANKY'S QUEST
NATSUME • ££40-£45
Control a monkey and explore boring levels to defeat the enemies with pink bubbles. 53%
▲ Quite a lot of levels
▼ All are similar and pretty dull

STREET COMBAT
IREM • £35-£40
One of the worst beat'em-ups ever to grace the SNES. Dire, deformed sprites wobble unconvincingly around the even less convincing gameplay. 28%
▲ Would look alright on a Commodore 64...
▼ No, it wouldn't, come to think of it

SUPER BASEBALL 1.000
CULTURE BRAIN • £40
Culture Brain's awkward as sin baseball sim. 44%
▲ The sound is good
▼ It's a particularly average baseball sim, really

SUPER BASKETBALL
HAL • £45-£50
A graphically superb basketball simulation. 74%
▲ Good use of Mode 7 on the graphics
▼ Excellent in two-player mode, naff in solo play

SUPER BOWLING
ATHENA • £35-£40
Super Bowling attempts to simulate the 10-pin sport, but unfortunately 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. 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. 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. 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. 52%
▲ Responsive controls and enjoyable play
▼ 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. 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, and 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. 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 STRIKE EAGLE
MICROPROSE • £50-£55
Microprose's first excursion into the wonders of the Super Nintendo turns out to be a tepid affair. Some nice Mode 7 tends to disguise the repetitive gameplay. 59%
▲ Lots to do and see...
▼ Over and over again

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
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

TECMO SUPER NBA BASKETBALL
TECMO • £45-£50
Stats, options, a bouncing ball – Tecmo NBA Basketball has got it all. It's very playable, has a great two-player mode and is probably the best of its kind on the SNES. 83%
▲ Playable, fast and fun
▼ Stats are boring, boring

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 TOON ADVENTURES
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
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

TOYS
ABSOLUTE ENTERTAINMENT • £40-£45
Isometric dullness embodied. Toys is slow, unimaginative and REALLY hard. I couldn't believe just how much of a smegma-encrusted waste of plastic this game is. 36%
▲ A couple of nice visuals
▼ Completely boring and repetitive

TUFF E NUFF
JALECO • £65-£70
The only serious contender to Streetfighter II's beat'em-up crown is full of violence and atmosphere. 89%
▲ Great beat'em-up action, lots of atmosphere
▼ I can't quite put my finger on it, but it just misses the mark

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 a very basic game of American football
▼ Presentation is only average, very drab gameplay-wise

UNCHARTED WATERS
KOEI • £45-£50
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

WARPSPEED
ACCOLADE • £45-£50
The influence of Wing Commander is rather obvious here, but you generally never fly against more than one opponent at a time, and they take ages to kill. 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%
▲ Digitized picture of Vanna White is quite saucy!
▼ Completely bland, unless you're a geek

WHERE IN TIME IS CARMEN SANDIEGO?
HI TECH EXPRESSIONS • £45
Carmen Sandiego is an interesting and informative time-tripping sleuth game. Graphics serve their purpose, and the point and click nature of the game works well. 76%
▲ Learn as you progress!
▼ A bit too sedate and involved perhaps?

WING COMMANDER
MINDSCAPE • £45-£50
Accurate conversion of the now classic PC space blaster, and its move to the SNES is pretty inspired. 80%
▲ Huge game to keep you going for ages
▼ Looks rather basic in places

WORDTRIS
ACCOLADE • £45-£50
Amusing variation of Tetris but with some glaring vocabulary omissions. Graphically uninteresting but fast gameplay at times. 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 rather dodgy graphics...

HERE ARE THE LOVELY PUNTERS!

RECORDED DELIVERY

TIME FOR A QUICKIE

Dear Gang,

Just wondered if you could answer the following questions for me please, as I'm stuck?

1. With games like King Arthur's World using Dolby surround sound, is it possible to link my SNES up to my hi-fi? If so, how do I do it and what leads will I need?
2. I saw in one magazine something about the Action Replay cart. One person wanted to know if there were any games that wouldn't work. Well, I know of one and it's Super Mario Kart. Instead of working, the Replay cart erases all the cups you've won and so you have to start all over again.

Whilst on the subject of Action Replay, a friend bought one for £43 in Woolworths at Pontefract. He says it works OK, but to play imports he has to plug the Replay cart into a converter and game carts in the necessary places. Now, I've used a Replay cart and it was a converter, so I was wondering if there are two types of Action Replay carts or not and if so, which do I ask for in the shop? The one which has a converter built in?

3. What F1 racing game can you recommend? I'd like one that looks good, plays well and has a similar speed to Top Gear or preferably faster.
4. Finally, do you have any idea what other games utilising the Super FX chip will be available and can we look forward to reviews of them in the near future?

Well, I think that's about it. I'll just finish off by telling you that Star Wing (British version) will cost £39.99, as stated at the shop where I ordered it. If this is true then games like Star Wing will provide value for money.

Nigel Ogley, Bradford, West Yorks

Super Control:

1. Your SNES can be linked up to your hi-fi via the multi-out socket at the back of your SNES (it's the one that is rectangular in shape). At the other end of the lead you'll find three mono sockets that can either be plugged into a monitor or into the Left and Right auxiliary ports on the back of your hi-fi. Unfortunately, you have to have a stereo system that has auxiliary ports to accommodate an external piece of hardware such as a CD player. Then plug your SNES into your TV using the aerial lead and you're away!
2. You're quite right, Super Mario Kart does not work with an Action Replay cart and neither does Star Wing, but we have not heard of two different Replay carts on the market. Your friend is doing something very dodgy indeed by plugging his Replay cart in to a converter as well, and we do not advise him to continue with this practice. Are you sure he has a Datel Action Replay cart, the one you can cheat with, because it should definitely work as it is a converter in itself!
3. Nigel Mansell F-1 Challenge is probably the best out-of-cockpit F1 game we have seen to date (reviewed last issue, 84 per cent). Developed by Gremlin and released some time in September, it is highly recommended.
4. There are plenty of games scheduled for release using the Super FX chip but what and when is a closely guarded Nintendo secret!

QUESTIONS, QUESTIONS

Dear SC,

I bought the first issue of Super Control and on the whole am very happy with it. I just have a couple of points to make and questions to ask.

My father is shortly going to Hong Kong where he is willing to buy some games for me. I am considering Fatal Fury and Star Wing but I am worried about not being able to work out the controls, will this be a problem?

I accept that a reviewer's opinion of a game may change over time, so I would like to know if your mark for Tiny Toons has changed?

I also request for you to do more reviews on joypads, joysticks and converters. I would be interested in your opinion on the Quickjoy and Turbo Touch joypads. Also, do you have any more news on WWF 2 or Super Fire 2?

Andrew Campell, Lisburn, N.Ireland

Super Control:

Star Wing should be available in the UK as we speak, so there's no need to purchase a foreign version. As for Fatal Fury you should be able to cope with the Japanese manual as the moves are clearly illustrated with diagrams and not masses of text, but it has just been released in America and you should easily get it through an importer.

No, the Tiny Toons score has not been changed, it still gets an impressive 86 per cent.

We will be doing another feature on joypads and other such peripherals but only when there are enough new ones to warrant a big feature. We don't want to review one joypad in one issue then another the next, we prefer to review them all in one big show-down which should be in the coming months. The Quickjoy range is superb and the Turbo Touch is very good but takes a lot of getting used to – see if you can borrow one or try it out in the shop.

WWF 2 is in development and as for Super Fire 2, who knows!

SHORT AND SWEET

Dear Recorded Delivery,

I read your magazine last month and I think it's fabulous. Could you please answer my questions?

1. When will the CD be released and how much will it cost?
2. Will Nintendo make (or are they at present making) a championship Street Fighter II, as I think it's brilliant.
3. What are the Super Control team's favourite games?
4. I like shoot'em-ups and beat'em-ups, so could you please give me some advice on a game you think I should get. At present I have SF II, Super Mario World and Super Probotector. Thanks.

Robert Herbert, Dublin, Ireland

Super Control:

1. Let's put this discussion to rest once and for all shall we! There are no details on the CD ROM at present but as soon as we get some we will share the information with the entire world!
2. Nintendo could be but it is hard to tell, we'll all just have to wait and see.
3. Have a look at the Who's Who section in the news pages for lots on info regarding the mob here at SC!
4. Alex advises that you get Super Mario Kart simply because he adores it and can't find a game to even come close! However, Super SWIV is quite an impressive shoot'em-up (85 per cent) while Fatal Fury is a fine beat'em-up (83 per cent).

INDY-ANA COOPER

Dear Guys and Gals,

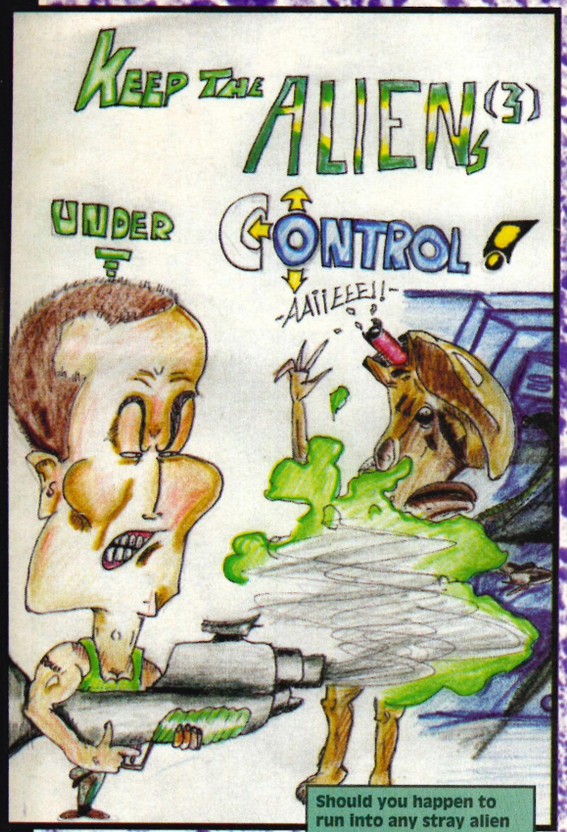
I would like to know if any software companies are planning to make a Nigel Mansell Indy car game or a game based on the US Stockcars, racing on oval racetracks at breakneck speed.

Also, I know Electronic Arts made a game called Indianapolis 500 back in 1990 on the Amiga. Is there any chance of persuading EA to bring the game out on the SNES?

If there aren't any games of this sort coming out on the SNES, can you tell me how the general public can persuade the software companies to do so?

Finally, how do you make your magazine so much better than anyone else's on the market?

Wesley Cooper, Keyworth, Nottingham



Should you happen to run into any stray alien down at your local Sainsbury's, take heed of this splendid advice from 13-year-old Gareth Greenway from Barningham in Suffolk.

Yet another highly impressive, bowel-moving creation from the talented Richard Ramsey. Influenced by mutant Superheroes, Richard has focused on the abnormal muscle definition that is no doubt required of every freedom fighter!

The antics of the Street Fighter II posse come under close scrutiny yet again. Cleverly illustrated by Tonie Shuz from Southdown in Essex, it is now clear what the famous street fighters get up to in their spare time. All they want to do is get home and read SC! Wow!

Super Control:
Tough question! Not that we know of at the moment, but then again anything can happen. I suppose it depends on how long Nige stays in Indy racing. I shouldn't think EA will be persuaded to do a game of this sort – have you ever tried moving a mountain? It all boils down to demand. You can express your feelings by writing to the Customer Services Dept, Electronic Arts, 90 Heron Drive, Langley, Berkshire. If EA see that there is a huge demand for this type of game then it, or any other software house for that matter, may just develop such a game. But I wouldn't hold your breath if I was you!

MR SANDMAN....

Dear Santa, oops! Er, Super Control,

I have had my SNES for about 18 months and have amassed a fair few games. Although I am no kiddie at the grand age of 23, nor am I a mega player, I find many games too easy by far. Costing what they do I am somewhat p****d off!

Yes, I do try them before I buy, but when you get halfway through a game whilst trying it in a shop, it doesn't take very long for the Sandman to come a-calling sprinkling sleep dust about! I finished Mario in five hours although I admit I still can't manage to find the elusive level 97 (Ahem!).

Star Wars took just two and half hours for me to complete on easy. I have noticed some glitching on Jedi on level 14, is this normal or do I have a naff cart?

When is Nigel Mansell F-1 Challenge due? What's the best golf sim? Star Fox looks ace but is it worth the folding stuff?

Mark Walker, Oakwood, Derby

Super Control:
Are you sure that this elusive level 97 actually exists in Mario? We'd like to know if anyone has found it. You're quite right about Star Wars, some of the levels do glitch and it's not just on the Jedi level. However, this happened on our versions as well, so don't worry.

Mansell is due officially in September (see our review last issue). The best golf sim is probably Hole In One Golf by Hal (74 per cent) but it's a pretty close margin between all of them really. Yes, Star Fox is worth the money but wait until the official version, Star Wing is released in Britain in May.

BRITISH BULLDOG

Dear Chaps,

I saw a small clip of a new game called Bulls Vs Blazers recently, would you please answer these questions concerning the game?

1. When is the game set to come out?
2. I have heard that the game is only out on import, is this true?

Also, would you please review the game in a later issue.

Jason Wringe, Edinburgh, Scotland

Super Control:
Bulls Vs Blazers is currently available in America. We're not sure as to a UK date yet, but check out the review in this issue.

MISSING OUT

Dear Super Control,

I recently bought a Super NES and also purchased your famed and fab mag on the same day. I've been told that Super Kick Off has been reviewed in most Super Nintendo mags – have you reviewed it and if so, what's your verdict?

I really want to buy Kick Off but have no information on the game. It would be a waste of money if I bought it and it was crap, so could you fill me in please?

Please help me.

Naser Ahmed, Birmingham

Super Control:
Super Kick Off rates a worthy 79 per cent in our Directory Enquiries section, the best of the existing Soccer games on sale at the moment. However, 79 per cent is not a fabulous mark and it may well be worth waiting for games like Striker or Sensible Soccer later in the year. If your money is burning a hole in your pocket then Super Mario Kart or Street Fighter II will make admirable additions to your collection.

RECORDED DELIVERY

YUPPY TROUBLES

Dear Super Control,

I am aged 30, co-own a successful business and have a problem...

I didn't start playing Zelda III on my SNES until my husband had bought and completed it. He now drives me mad by shouting in my ear "Lift that rock", "Use the bow and arrow", "Place that bomb there", "You're going the wrong way" etc whenever I try and play it.

What I'd like to know is; are there any headphones on the market that will make me deaf to his so-called helpful hints?

Siobhan Reynolds, London

Super Control:

Sorry about your dilemma but I do sympathise, this is an all too common occurrence!

As for the headphones, you could try plugging some in to your TV if you have a headphone socket.

Alternatively, you could always banish your husband to the pub while you indulge yourself in a little Zelda in peace! Also, the mother-in-law tactic always works wonders – invite your mother round and he'll shoot out of the house before you can say "Into The Past"

THUGS AND MUGS

Dear Alex and Co,

I would like to make my input into the debate concerning video games invoking violence in children. I personally believe in this statement, let me explain why:

One day my friend and I went in to Sutton, a neighbouring town, to do some casual shopping. To our horror we were jumped by a bunch of lousy thugs. The attack began when one of them, an SF II addict, cannon-balled himself into my friend and began eating his face.

Taken aback by the sheer brutality of this attack I was blind to the fire-ball which rapidly approached me, sent by another foe. I jumped forward out of its way only to have my torso accept the full brunt of a massive wall of sound! A flash-kick felled me!

The last thing I remember before being the victim of a spinning pile-driver was seeing my friend collapse in a heap on the ground, unconscious after a medium-powered dragon-punch!

Hopefully we will be on solid foods in six months...

Yes, okay, I'm being a bit sarcastic (a bit? – SC), but if I read another letter from someone's sad parents who say that video games have turned their children into animals I will be violently sick!

I mean, c'mon! Everyone gets a little bit frustrated now and again – I'll be the first to admit that I've hit my little brother (He's taller than me actually!) after he's canned me at SF II, but who doesn't? No one actually likes losing (and I only tap him around the head).

If there really are people out there who get very violent then they shouldn't be playing computer games, they should be in an institution! Now, let there be an end to this ridiculous topic.

I'll sign off now leaving a message for Alex: Has he got the black and white poster of Sherilynn Fenn, and if I remember correctly from the Games-X days, he's a Depeche Mode fan, isn't he? What a loyal follower of the man Simmons I am!

Baz and Caroline Machin, Cheam, Surrey

Super Control:

This violence topic is getting a little out of hand but for some families it is very important indeed. You're lucky that you have the right temperament to cope with the violent games and that your parents are understanding with regards to your SNES interest. However, some children do have problems and can't differentiate between reality and fantasy, and yes, they do need help but they shouldn't be mocked because of their problems. Anyway, lecture over.

Alex has got practically every Sherilynn piccy in existence and yes, he's the one who likes the Mode, sad case that he is!

GRIPE AND GRIME

Dear folks,

I have been playing an imported version of Super Star Wars for a while and quite honestly I don't think it deserves the acclaim it has been receiving from you and other magazines. I agree that the graphics are quite nice but they are not THAT impressive and they certainly don't save the game from its many inadequacies.

Very few of the levels in the game offer any real challenge, including the Cantina in which the enemy might as well not be there and the end of level guardian can be killed in seconds. The level just before the Death Star is also pretty crap and simply involves jumping from one moving platform to another. Quite frankly I found this level an insult to both my intelligence and my gaming ability.

The Death Star scene was equally disappointing and also incredibly easy. The one feature that would seem to redeem Super Star Wars is its size as it has 14 levels most of which are quite long. However, this does not add to the excitement at all, but simply means that the tedium is maintained for longer than necessary .

All in all a VERY disappointing game for which I shelled out a lot of money based on games mags' reviews. Some mags (mentioning no names) gave it a rating of over 90 per cent! I wouldn't give it 50 per cent myself as I was bored with it in days.

It certainly pales against classics like Contra III (Super Probotector) which although much shorter offers much more variety and challenge. In Contra III there is more emphasis on tactics as the correct weapons have to be picked up and used to get through certain parts – a feature sadly lacking in Star Wars.

In essence I would advise people not to buy Super Star Wars at whatever over-inflated price will be charged for it when it hits the streets, and look elsewhere for platform shoot'em-up fun. This game gets my vote for the most over-hyped turkey of the year so far.

Paul Taylor, Horsham, West Sussex

Super Control:

We are sorry that Super Star Wars did not appeal to your obviously very choosy tastes. However, we stand by our decision and our 88 per cent mark.

All of us on the team loved Super Star Wars and found that despite its rather long-winded and somewhat laborious levels, the game was highly enjoyable and playable. On the harder levels including Jedi, we found the game to be very hard and rivettingly challenging. We continue to play it now, months after it first appeared in the office.

This obviously wasn't your style of game and it's a shame that your personal opinion differs so drastically from the majority.

I WANT YOUR LETTERS

Come on people, the letters page is beginning to sound like a question and answers endeavour, haven't any of you got anything interesting to talk about? Let us hear all your views and opinions on a vast range of topics and not just your infatuation with the SNES. Also, I'm sure some of you kids out there are budding artists so let's see some stunning pieces of artistic creativity on these fair pages:

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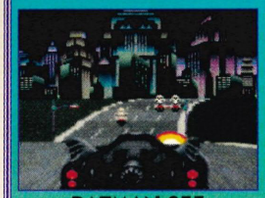

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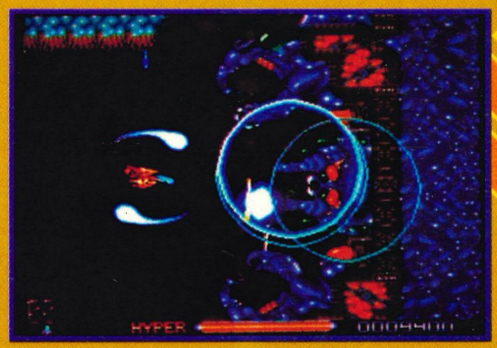
Just in! R-Type III Exclusive Shots!

Super R-Type III is a 16meg game which as yet has no release date, even in Japan. It has six stages in which you are yet again thrust up against the infamous Bydo Empire – they don't give up, do they?



Spectacular new weapons have been included in the gameplay. Here you can see a Laser Beam whilst in hyper mode. Pretty awe-inspiring, isn't it?

Not only have the weapons been suped up, but the backgrounds and explosions are also far more impressive than the original version. We will bring you more screen shots and information as and when we have it!

The use of your weapons will rely heavily on an energy availability meter – once this is depleated you cannot operate the larger weapons. This Beam Wave Scattering Cannon is an effective repellent but is exhaustable

NEXT MONTH

ON SALE 24 JUNE

● **Asterix The Gaul:** That Frenchman who battles for freedom against the fascist Roman oppressors will have his game previewed next month. Can Getafix's potion help Infogrames produce a game worthy of such a hero? We shall see.

● **Super Putty:** System 3's debut onto the Super Nintendo market is all about a ball of blue putty trying to save a nation of robots. What?! Well, that's what we thought initially, but apparently everyone thought the Amiga version was dead brilliant so we could be in a for a real smasher. I know it was meant to be in this month, but shit happens, alright?

● **Mario is Missing:** Mindscape has the licence to do Mario games that aren't like Mario games. This one is an Edutainment package that sees Luigi chasing around the world trying to find Mario before Bowser takes over the world. Did someone mention Carmen Sandiego? Nope, not me.

● **Tiny Toons:** Konami's cracking game based on the exploits of that cuddly bunch of cartoon stars gets the full Access All Areas treatment as we present the full guide.

As if all this wasn't enough, there'll be our report from the **June CES** in Chicago. This is a massive show where the majority of the world's video game industry will be showcasing new products. Our roving reporter will be there getting all the latest information for the exclusive Super Control report.

THE END

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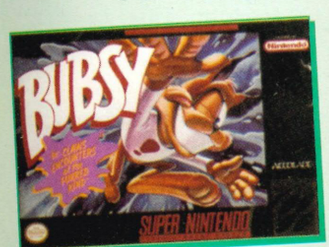

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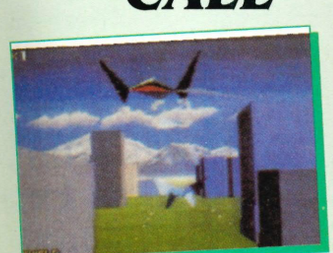

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