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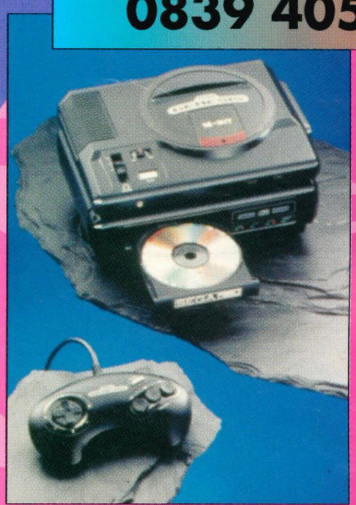


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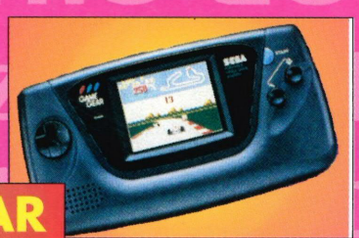
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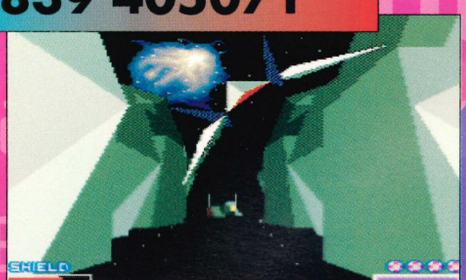
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SUPER CONTROL

The Chicago Consumer Electronics Show took place between Thursday June 3 and Sunday June 5. Super Control was there and valiantly caught the Red-Eye flight back to the UK just to make the deadline. Consequently, Super Control brings you the first report in any UK magazine of the hot news from the Chicago CES. Our in-depth coverage starts on page 6 and goes right through to page 12. We've got exclusive news of the next Super FX game from Nintendo – it's a racing game but you'll have to check out the lead story on page 6 for more exciting details.

As well as all this exclusive news we've also got a World Exclusive preview of another racing game, Top Gear 2. This one looks so much better than its predecessor with some beautiful animation on the cars. If it plays as well as the original, then this could be THE racing game to watch for. Get a look on page 14.

Don't forget to keep writing those letters in to Super Control – we especially want to know if you'd prefer us to focus more on previews and reviews of UK official releases, or if you'd like to see more reviews of obscure import games.



MAN WITH THE LONG CHIN

The Man appears for the first time this month. He was roped in by Andy whilst on his way to Lard Jamboree. His pet, Duncan – a jar of five prawns with a single collective mind, walked alongside whilst we chatted. "Man suspicious of Duncan", he said. "Five prawns with single collective mind may steal Lard from Jamboree – shall keep them on leash at all times." Wise words indeed, Man.

MOST HATED TV ADVERT: That one with those bloody cats
WHO'D PLAY YOU IN A FILM OF YOUR LIFE: 'Parkin'
FAVOURITE FOOD: Hissing Gherkin
FAVOURITE TV PROGRAMME: Bread (est. 1954), Top Gear (Max Width: 4m), The Bill (Caution: HAZCHEM)
FAVOURITE SONG AT THE MOMENT: The Lambeth Walk

WHO'S WHO AND WHAT'S WHAT!

Julian Boardman



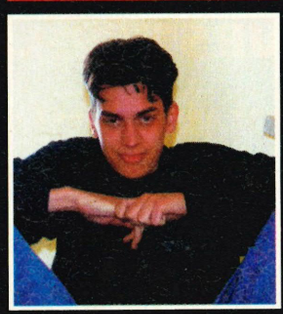
Julian Broadman (as he is known by certain people in the industry) is a veritable Yokozuna of a bloke – unassumingly plump on the outside but capable of producing many kipper-slinging special moves to get you working. We are being unfair to the man though, 'cos he's alright (in small doses) really.
MOST HATED TV ADVERT: I don't see many 'cos I'm always channel-hopping
WHO'D PLAY YOU IN A FILM OF YOUR LIFE: John Belushi, Oliver Hardy, Roger Moore, Ken Morley, Big Daddy, Giant Haystacks
FAVOURITE FOOD: McVitties' chocolate digestives, 10 pints of Marston's Pedigree followed by a steaming Indian
FAVOURITE TV PROGRAMME: One Man And His Dog, The Simpsons, Eerie – Indiana
FAVOURITE SONG AT THE MOMENT: Kill Your Television – Ned's Atomic Dustbin, Teenage Suicide – Kingmaker, Making Your Mind Up – Buck's Fizz

Allison West



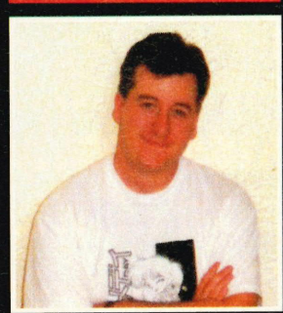
Allie West likes Queen and there's no doubt about it. Her favourite flavour crisps are ...Queen. Allie hasn't twigged just how sad this all is – spending four days at a Queen convention singing karaoke versions of "I want to break free" and "Radio Babber" results in a serious loss of cool points. We think she should wake up and smell the cheese.
MOST HATED TV ADVERT: Thompson Travel Agents' "We go there, we do that!"...Arghhh!!!
WHO'D PLAY YOU IN A FILM OF YOUR LIFE: Dougal, Cindy Crawford, Roger Taylor, Jennifer Saunders,
FAVE FOOD: Tuna fish and strawberry jam sandwiches, cheese and chocolate spread sandwiches, McDonalds Quarter Pounder Deluxe
FAVE TV PROGRAMME: Star Trek: The Next Generation, Whose Line Is It Anyway, MTV
FAVE SONG AT THE MOMENT: Somebody To Love – Queen and George Michael, Open Your Mind – Usura, Plush – Stone Temple Pilots, New Dark Ages – The Cross

Alex Simmons



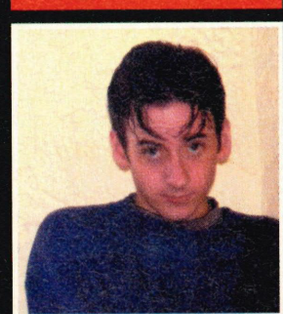
Alex...tall, dark and handsome as he is, is the original McCauley Culkin – the spawny brat with loads of money that everyone loves to hate. It was only the other day I said to him, "Alex, you've got a hair on your sweetie", to which he replied, "Yes, and I'm only 14".
MOST HATED TV ADVERT: The Roysters ads with the annoying Yanks, Nannette Newman's Fairy commercials,Woodpecker "Refreshing change" ads
WHO'D PLAY YOU IN A FILM OF YOUR LIFE: Chachie out of Happy Days, Billy Zane, Oscar the Grouch
FAVE FOOD: Kentucky Fried Chicken fillet burgers, Chinese food, anything with chocolate in it, Chocolate Eclairs, Krona Unsalted, Lurpak
FAVE TV PROGRAMME: Red Dwarf, Have I Got News For You, Simpsons
FAVE SONG AT THE MOMENT: Higher Love – Depeche Mode, We All Feel Better In The Dark – Pet Shop Boys, World – New Order, House is a Feeling – Liquid

Paul Mallinson



He's fat, he's round and he bounces on the ground. Ralph's lost some weight recently (since he dropped his guts this afternoon). He charms everyone with his delightful Yorkshire etiquette (can anyone else say "Raquel out of Coronation Street" whilst belching?).
MOST HATED TV ADVERT: The "We must have value for money" McDonalds ad, Natwest ads, Boasters
WHO'D PLAY YOU IN A FILM OF YOUR LIFE: Joe Dallesandro, John Holmes, Bernard Bresslaw**FAVE FOOD:** Italian or Spanish, Sunday dinners that my mam & dad make, McDonalds Cheeseburgers
FAVE TV PROGRAMME: Dream On, Wildlife 100, Corra, Have I Got News For You. Fave ever – The Incredibly Strange Film Show
FAVE SONG AT THE MOMENT: Chrome – The Jesus Lizard, Moonshiner – Uncle Tupelo, The Roar Of The Masses Could Be Farts – Minutemen, I Felt Like A Gringo – Minutemen, Got Paid Today – Rapeman, and of course, Fall On Me – REM

Andy Martin



Andy can sod off this month – too much exposure to his silly laugh and the word 'babber' has branded him a loser the world over. But the kid prodigy raised on Man United and Bob Hope is too much of a fighter to let us get to him and he can wield a mean inflatable hammer when needed.
MOST HATED TV ADVERT: Rhyl, Vimto, Sega TV
WHO'D PLAY YOU IN A FILM OF YOUR LIFE: Rodney Bewes, Arthur Askey, Bill Tarmey, Wilfred Bramble, Ryan Giggs, Eric Cantona
FAVE FOOD: Me mam's Sunday dinner, chippy, Heinz beans on toast, Cadbury's Dairy Milk choc
FAVE TV PROGRAMME: Coronation Street, Roseanne, The Big Breakfast, Have I Got News For You, Rugrats, Grange Hill '77
FAVE SONG AT THE MOMENT: Glamorous Glue, The National Front Disco, Sister, I'm A Poet – all by Morrissey, The Queen Is Dead – The Smiths, Counting Backwards – Throwing Muses – The Chameleons, Elected – The Sun And The Moon etc

have value for money – I'll win a medal for this!" Looking down at the body he noticed a packet of cheese and

CONTENTS

Once upon a time, the shatterproof ruler of the realm lay dying in a pool of entrails, a pencil protruding from his head. The jester stood up. "We must

The Super Control News



SUMMER CES CHICAGO

Hot news straight from the Summer Consumer Electronics Show in Chicago where we sneak a glimpse at some of the more exciting future releases.

6 Nintendo reveals winter software

8 More Empire Strikes Back shots

11 Exclusive World Heroes shots

Scorching Previews



MORPHING MADNESS

Malleable mayhem in System 3's Super Putty and Interplay's Claymates. We've also got a world exclusive on Kemco's exhilarating Top Gear 2.

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64 Mario is missing

70 Dracula

SUPER REVIEW

SUPER PREVIEW

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THE ANIMATION GAME

Paul pulls on his anorak and NHS specs to look into the world of Japanese Manga and Anime, investigating the links between Anime and console software.

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Red-Hot Reviews



AND FINALLY

Final Fight 2 punches its way into the country and is critically torn apart within these pages. We've also got Accolade's Bubsy and loads more for you to drool over.

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Nifty Game Guides

ACCESS ALL AREAS

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HELP!

We've a nasal cavity full of guides for you this month, including tactical tips for the war game Powermonger and a bundle of curvaceous maps for Tiny Toon Adventures.



INSTANT CHIN 56
The Man with the Long Chin guest stars on this month's tip extravaganza. Nubbynub...

E.N.T.S.

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onion crisps suspiciously holding an Aeresmith pencil case. He turned on the spot, saw the German Panzer tank and thrust himself upon the barrel. Spurt.



Win one of five Super Nintendos in our Future Zone gargantuan giveaway. Enclosed also is a coupon enabling you to get five pounds off any SNES game!

COMPETITION CHALLENGE





RECORDED DELIVERY

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Even more letters from adoring fans to the team's resident super model, Alex. There's also a few other letters which obviously aren't as important.

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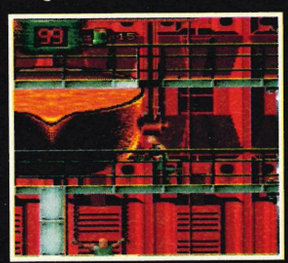
As if the bundle of reviews we've crammed into this issue wasn't enough, we've also checked out the latest games officially available, including Super NBA Basketball, Chessmaster, King Arthur's World, Bulls Vs Blazers and Parodius.

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It's bigger than ever before...it's Directory Enquiries. Every game released ever is featured (well, nearly every game) and is reviewed and rated. We'll even tell you each game's good and bad points.

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DIRECTORY ENQUIRIES

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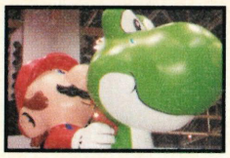
Sell off all your old games and get a load of new ones, just by advertising in our Classified section. It doesn't cost a penny, either.

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NEWS

More Mario 6



FX TRAX
- That's the name Nintendo has given its next Super FX title. Read on...
- Clay Fighter – humour from Interplay
- Eye of The Beholder
- Digest of other news

Virtual Reality? Well, almost 8



VICTORMAXX HEADSET

A fully stereoptic headset, totally enclosed from the real world, plus options for motion sensors? Could this be a case of horse before the cart?
- Accolade showcases Pelé
- Super Turrican from Seika

Scoop: Sho



EXCLUSIVE FIRST CES SHOW REPORT

The Super Control N

WITH THANKS TO THE MILE-HIGH CLUB

SUPER FX RACING GAME HEADS NINTENDO'S NEW RANGE

SIX NEW GAMES IN THE STATES BEFORE CHRISTMAS

Nintendo announced six new Super Nintendo titles at the Chicago CES last month, including a racing game using the much-vaunted Super FX technology. Called FX Trax, this 3D racing game promises to do for driving what Star Wing did for flying.

All the cars and obstacles are created using polygons like those in Star Wing giving an impression of three dimensions. Due for release in December in the US, FX Trax will also be the first two-player Super FX game using split screen technology to give head-to-head, super fast racing.

One of the tricks that the Super FX chip allows the game to do, is to make the cars change shape to fit through different gaps and obstacles. If it's as impressive as Star Wing then it'll really be something special.

MORE MARIO THAN ANYBODY NEEDS

The remainder of the Nintendo range, bar two games, draws heavily on Mario and associated characters. The first game will be named Mario and Wario. Wario is Mario's evil brother and in this mouse-compatible game you must guide Mario through numerous traps and puzzles set by .

It isn't as easy as just jumping about however – Mario has a bucket on his head and you're in fact in control of his guardian angel as he/she/it removes and deactivates the traps and solves all the puzzles! With over 100 stages spread over eight worlds, this will prove to be one big game.

Following hot on the heels of Mario and Wario will come Yoshi's Safari, the first Mario title to make use of both the Super Scope and Mode 7. Viewied from a first-person perspective, you are Mario as he rides Yoshi through a number of landscapes with the aim of trying to save the hapless Princess Mushroom.

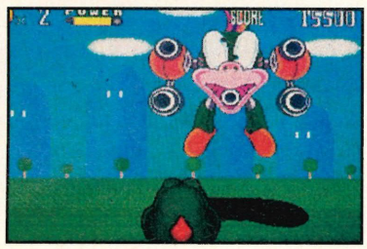
The cart features 12 "progressively more challenging levels" and if the Nintendo in-house quality control system can be relied on, then this could be the first really decent Super Scope game.

Another Super Scope game with great potential (NOT featuring Mario!) will be Battle Clash II, the second Super Scope game in Nintendo's range. Predictably, this is the sequel to last year's Battle Clash, but this one comes on a 16mbit cart and features two-player Super Scope action, with one player taking the role of Michael Andersen (the square jawed hero), and the other assuming the evil guise of the enemy.

NHL Stanley Cup is the other title of the six that doesn't feature Mario. This is an ice hockey sim that uses Mode 7 to the full to scale and rotate the pitch as it follows the play around. Actual players have been filmed to generate the graphics and with the actual NHL logos and team colours this should at least look realistic, although we'll have to wait and see how it plays.

The final cart of this year contains four Mario games on the one cart. Super Mario All Stars includes the first three 8-bit games – Super Mario Bros 1, 2 and 3 all with updated graphics and soundtracks befitting the SNES. The fourth game is called the Lost Levels and is a Mario game that's never been seen outside of Japan. The first three Mario games alone are definite classics so this will be a cart to look out for.

No UK dates have been set for release of these titles, but rest assured that Super Control will bring you news of dates and prices as soon as we possibly can.



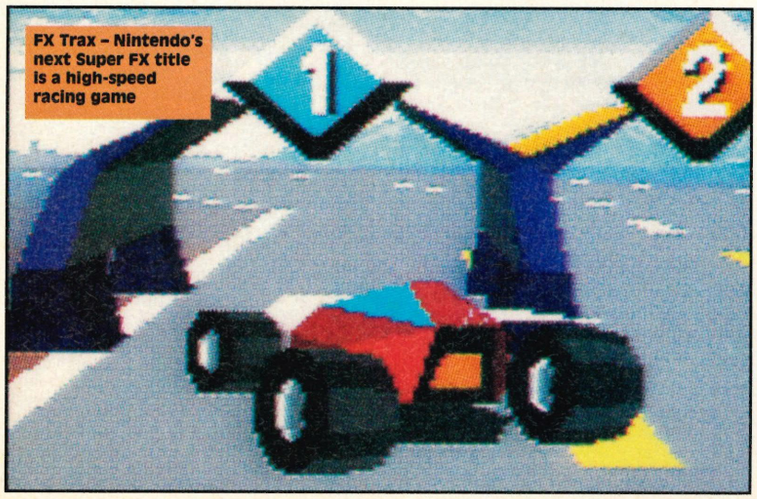
Yoshi's Safari – Get on the back of that dinosaur and ride the sucker



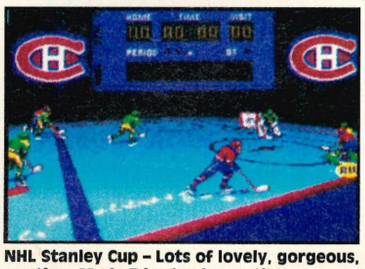
Battleclash II – Two-player head-to-head Super Scope action. It'd better be good...



Mario and Wario – This will be Wario's first appearance on the Super Nintendo



FX Trax – Nintendo's next Super FX title is a high-speed racing game



NHL Stanley Cup – Lots of lovely, gorgeous, pouting, Mode 7 ice hockey action



Super Mario All Stars – The three 8-bit Mario games plus one never seen before

of World Of Heroes 11

SUNSOFT REVEALS MORE

After last month's exclusive news of Sunsoft's conversion of another Neo Geo beat'em-up, this month we bring you hot new shots of the Super Nintendo version

- Dungeon Master: A classic RPG

ews

There's going to be a SFII MOVIE (and it's not the decidedly low-budget City Hunter)...Squaresoft has the SECRET OF MANA, a slash'em-up cum arcade adventure that sees a boy trying to right an upside-down world...The Chaos Engine will be called the decidedly less enigmatic SOLDIER OF FORTUNE in the States...KENDO RAGE from Seta will be another sword and sorcery slash'em-up and let's hope it's better than Musya...Do all this and more when you try and clean up the world in a platform slash'em-up called RUN SABER from Atlus...Hudson Soft has quite a line-up including BEAUTY AND THE BEAST, DIG AND SPIKE VOLLEYBALL and the oh-so-hilarious INSPECTOR GADGET. I bet none of them are as good as Hudson Soft's Bomberman...Those god-awful TROLLS will soon have their own game from ASC in the States, but it is actually being programmed by Cambridge's Millennium...OPERATION ALIENS from TH*Q has Ripley and co fighting hedgehogs (though this may be changed for the final version)...Oh, and TH*Q has got THOMAS THE TANK ENGINE AND FRIENDS, what an orgy of death and destruction that's going to be...SNOW WHITE – HAPPILY EVER AFTER from ASC . She's the one who went to bed feeling Happy and got up feeling Grumpy. Aah, the old ones are the old ones...The darned interesting Cacoma Knight series returns with CACOMA KNIGHT IN BIZYLAND from Seta, I can hardly contain my excitement...PAC-ATTACK from Namco, a kind of Tetris variant but featuring everyone's favourite yellow ball...LUFIA AND THE FORTRESS OF DOOM from Taito is a dead mystical RPG and if the press release is anything to go by it's going to full of very weird names...On the subject of Taito, that lesson in how not to program a racing game, SUPER CHASE HQ is going to honour the Super Nintendo with its presence...



LESTER THE UNLIKELY

Presented in "stunning 2-D Geek-O-Vision (graphics so real you'd swear you were looking at them)", DTMC's Lester The Unlikely at least has a sense of humour.

This is the tale of an unfortunate, bespectacled nerd thrust into an adventure beyond his wildest nightmares. Lester must fight his way through some pretty nefarious outdoor locations in a quest that isn't quite specified on the flyer. It is probably something to do with rescuing some beautiful 'babe' from the clutches of an evil ball-player and if he's man enough to do the job he'll get laid. Kind of a Porky's for the Super Nintendo generation.

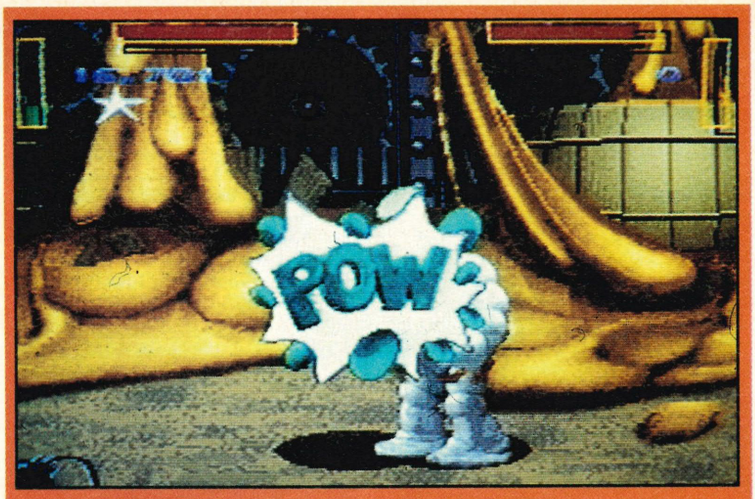
Lester's sprite is created using a technique called rotoscoping, where a real actor is filmed doing all the moves and then that information is used to draw the sprites. The screen shots we've seen do at least show a realistic character as he leaps from one vine to another and fights off the attention of a rabid seagull on the beach.

In fact from what we've seen so far, it has rather groovy graphics all the way through, plus lots of colour and detail to ensure it is good-looking if nothing else. We'll wait with onion breath to see if its gameplay is actually any good.

EYE OF THE BEHOLDER

Another RPG classic that took the PC by storm two years ago has been snapped up for a Super Nintendo release by top geezers Capcom. In the vein of Dungeon Master (see News page 10) this is a first-person RPG that thrusts the player into a series of dungeons, villages and forests as he or she searches for a truckload of hidden treasure.

The monsters in the PC version were some of the most gruesome I've ever seen with 26 eyes and twice as many arms (you know the kind of thing) and all in glorious technicolour. If the Super Nintendo version lives up to its PC predecessor then it will be a real cracker of a game.



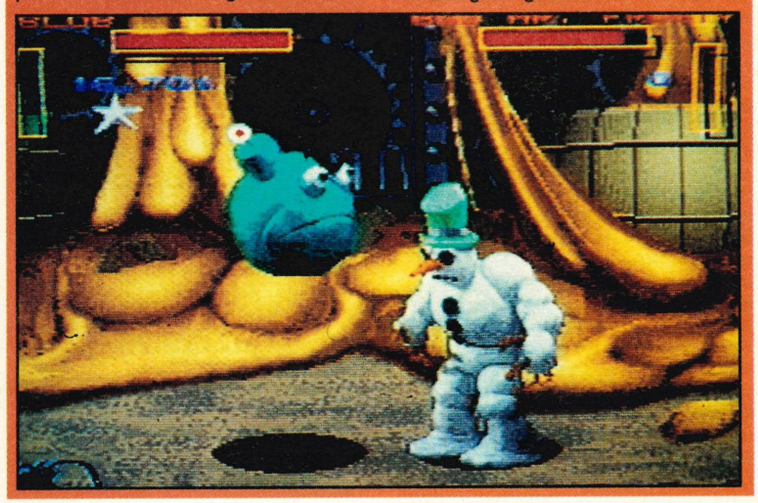
CLAYFIGHTER

Interplay is actually trying to inject a modicum of humour into the head-to-head combat genre with its new title, Clay Fighter. This game uses digitised shots of clay characters to produce a game that promises to combine slapstick humour with a "wide combination of fighting moves".

Characters as diverse as Fat Elvis who uses his hair as a whip; Mr Frosty who throws a mean snowball; not to mention Val the Opera singer who cracks the screen when she sings, are featured. Clay Fighter's intention seems to be to rip the piss out of all the Street Fighter II clones while attempting to provide a decent game as well.

The game's producer, Michael Quarles, explains, "It (clay animation) gave us much more flexibility in designing the game because we were able to make it look like a cartoon...When a character gets hit, the whole face and body will distort or their eyes will bug out...Pieces of clay go flying and characters change shape as they get annihilated".

Sounds rather odd to me, but a fresh approach is always welcome in these parts. Anticipate a Christmas release for this interesting new game.



SUZUKA 8 HOUR

One of my favourite games at the arcade is the sit-on version of Suzuka 8 Hours from Namco, especially when four or more are linked together. Flinging that bike around, safe in the knowledge that the worse injury you can suffer is cramp in your thumb, is far better than the real thing as far as I am concerned.

Well, Namco Hometek is to release the Super Nintendo version and while you might not get the same thrill from sitting on top of your Super Nintendo and rolling around (well, you might), this version actually promises more in the game than its arcade ancestor.

Using Mode 7 to represent the track, Suzuka 8 Hours features five tracks instead of the one the arcade had, and a total of eight bikes each with varying specifications ranging from engine size to the type of transmission. With a five race championship for one player and a practice option, Suzuka offers a fair bit to maintain the player's interest. However, it should really come into its own when the head-to-head two-player split-screen kicks in.

Some serious racing should be going on when this rolls into town later in the year!



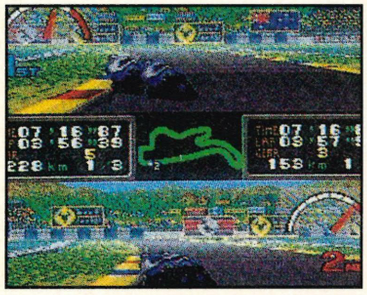


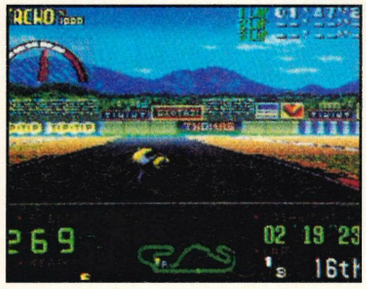
GP-1

Atlus Software has announced a game that it hopes will rival Namco's Suzuka 8 Hour. Its new motorcycle game also uses Mode 7 to represent the track, and also offers split screen simultaneous two-player racing. GP-1 features more tracks though, which are accurately based on some of the world's top motorbike racing circuits.

With your winnings from the races you can build on your machine to turn it into the ultimate racing bike and still be left with enough spares to start your own version of Mr Dobson's Superior Bike Emporium.

Aside from this we know absolutely bugger all about the release dates over the pond or indeed over here.



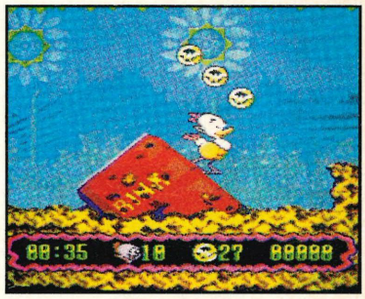


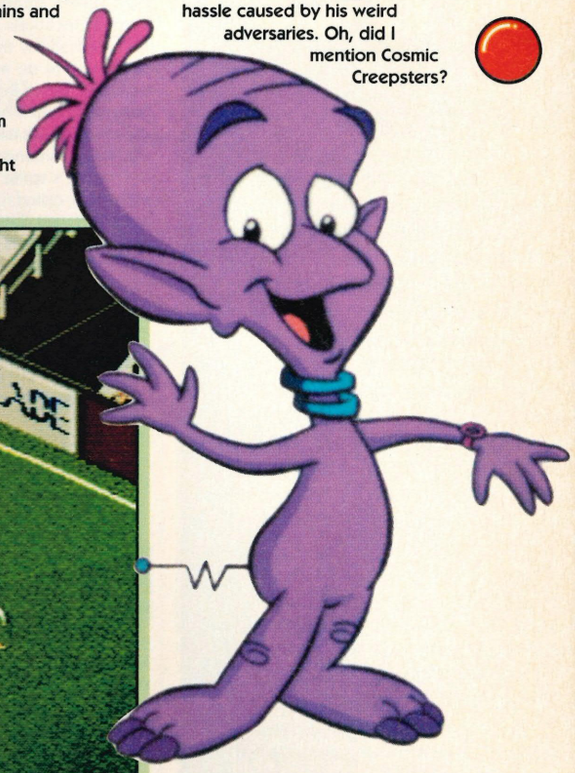
SUPER WIDGET

The Yanks seem to get all the good cartoon characters on TV, yet over here on British network television, what do we get? Do we get Ren and Stimpy? No. Do we get the Simpsons on BBC? Do we bugger, instead we get 25-year-old episodes of Scooby Doo! Pah!

Another cartoon we don't get is Super Widget. This apparently counts its main influence as 1950's Mighty Mouse and tells the tale of a little purple alien with big biceps, who takes it upon himself to use his amazing powers of transformation to save the universe from the likes of Mega Brain and His Merry Band of Brains and the Galactic Goofballs. Yes, quite!

Taking the form of one of those sideways Mario/Bubsy type platform games, Widget can transform himself into eight improved versions of himself to help in his mission to save intelligent life from all the hassle caused by his weird adversaries. Oh, did I mention Cosmic Creepsters?



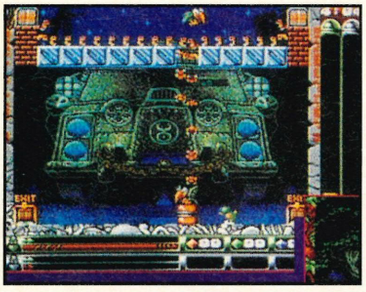


SUPER TURRICAN

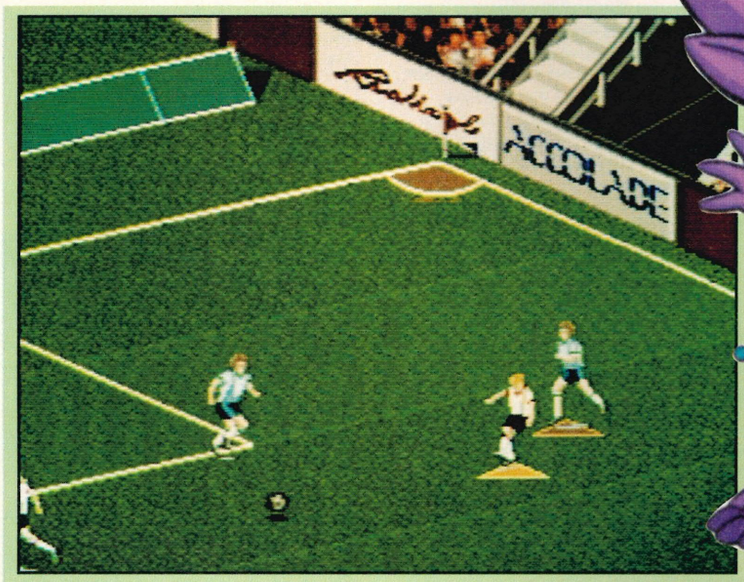
This came from Germany more years ago than I care to remember and set standards for platform beat'em-ups for a long while. Accolade abandoned its attempt to revive it for Universal Soldier, but now Seika has revived Turrican for a whole new adventure game.

Well, what can I tell you? Turrican is this supercharged bloke in powered armour with all sorts of groovy weapons, who gets to jump about all over the place blasting loads of different robots and creatures. He even gets to take on a boss that looks suspiciously like the queen bitch from Alien, but who am I to criticise?

Super Turrican will feature 13 levels (unlucky!) when it is released by Seika in the States towards Chrimble-time. Seika has taken a number of elements from both the original Turrican and the unimpressively titled Turrican 2 and used the best of the Super Nintendo's capabilities to chuck in a load of massive guardians. Comparisons to Super Probotector will obviously not be welcome, but what the hell – we'll make 'em anyway, as it's going to have to compete with Konami's finest to succeed. No UK release date has been announced yet.







PELE

Possibly the greatest footballer in the history of, erm, football has signed with Accolade to produce a football game for the SNES (Well, he'd be no use at rugby, would he?). Pelé has apparently been instrumental in the development of the game to produce what the gushing press release describes as "a revolutionary new sports simulation that will appeal to soccer enthusiasts of all levels".

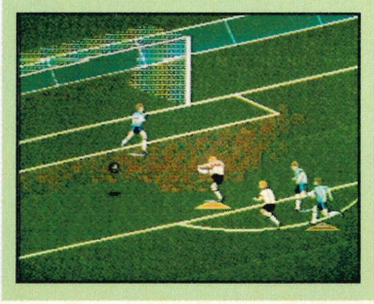
The man himself pops up as coach and also as a player in the faithfully reproduced '62 Brazil World Cup Squad.

Rather genrously he also turned up at the CES to have photgraphs take with assorted football nuts an passers by who didn't now who he was but didn't like to miss out.

Aside from watching all this going on we also found out that you also get the chance to lead a "team of eleven players" (well, that's original) through a 30-match league. Each team will have its own ratings which will be filtered down to the individual players to give each team a distinctive performance level. It will also feature the now standard action replay.

The view-point it uses is meant to represent TV coverage but the peculiar angle of view (35 degrees) means Accolade is going to have to be very careful with the control system to ensure that it plays OK. If it doesn't it may fall flat on its face.

It faces stiff competition though, not only from the superlative Striker but also from the forthcoming Sensible Soccer. It will have to be quite special to do the business against those two.



VIRTUAL REALITY STUNTMASTER

Another attempt to bring VR to the masses? Well, sort of. Tucked away in a small booth some distance from the hustle of the big guns' stands in Chicago, was a small company by the name of Victormaxx.

This company has developed a VR headset, although there isn't any VR for the Super Nintendo as yet! Anyway, it offers stereoptic vision, is fully enclosed and can be used with normal games to give some peace and quiet around the house. Mind you, at $450 it would be cheaper to buy the kids some good books.



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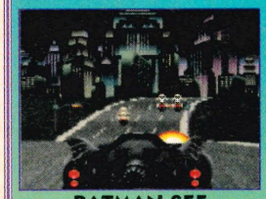


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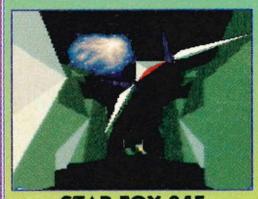
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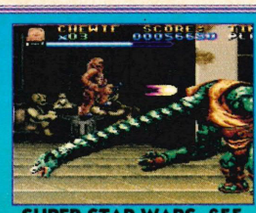
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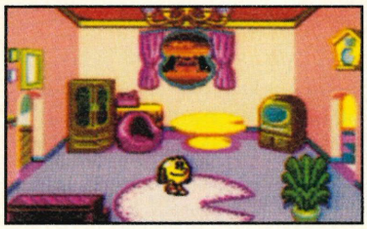
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PAC-MAN 2

Look guys, I'm sorry but this happened to be the last news piece I came across, and I know it's late at night and everything, but... BLOODY HELL CAN'T YOU JUST LAY THE POOR OLD YELLOW BUGGER TO REST AND GO AND DO SOMETHING NEW AND ORIGINAL INSTEAD?

Right, it's OK, it's out of my system now. I'm fine. I'll just tell you about the game. Instead of racing around the maze you actually have to interact with the background and surroundings of the game to prevent Pac-Man (bless him) from getting into trouble. It's going to be terribly cute, it's done by Namco and I really don't care if they ever release it ever. So there.



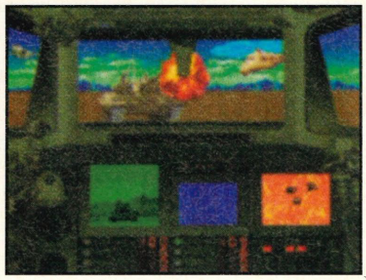
SUPER BATTLETANK 2

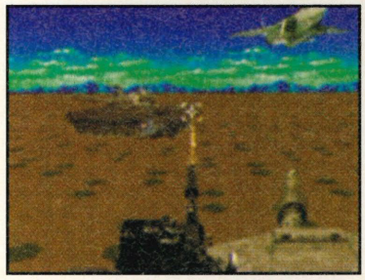
As if Super Battletank didn't involve quite enough cashing in on the whole Gulf "thing", Absolute Entertainment is about to go through the whole rigmarole again, in an attempt to improve on what was essentially a good-looking version of the old Atari game Battle Zone.

This time not only do you get to fire shells at other tanks and try to shoot down helicopters, you also get to sit on top of a tank and fire a pitifully inadequate machine gun at exceptionally well-armoured jet-fighters and armoured vehicles. Join the Army and see the world, as they say...

Super Battletank 2 sticks with the M-1 tank and will also fling in a load of animations of assorted SCUD and Patriot missile launchers to keep the punters happy and get the testosterone levels going.

Like I said, join the Army and meet lots of new and exciting people...and shoot them.







THE WIZARD OF OZ

Yup, I'm afraid this is it, the moment you've all been waiting for...One moment you're living in black and white and the next thing you know your dog's run of and you're hallucinating – I told you not to touch the mushrooms.

What am I talking about? Dorothy of course, chasing little Toto into another world and doing her level best to get back in one piece and track down missing bits of the misfits she finds along the way. Well, if Seta is to be believed, the Wizard of Oz is now in your living room on the SNES.



DUNGEON MASTER

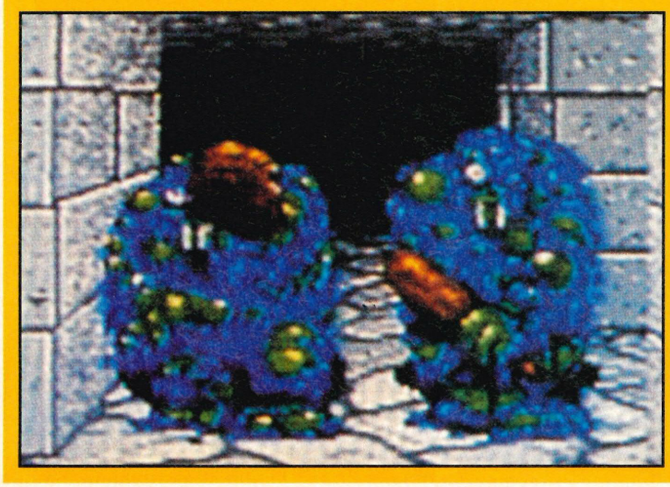
JVC has signed up what is commonly regarded as one of the best first-person RPGs of all time. Dungeon Master was a hit a number of years ago on both ST and Amiga and the majority of gamesplayers the world over still believe that little or nothing has come along on any format to beat it.

Dungeon Master flings the player into an underground maze of dungeons, caverns and interlocking rooms that are populated by treasure as well as some of the most gruesome aliens this side of Home and Away!

Quick thinking and a memory for maps is required as you juggle the options of fighting, using a spell or running away very quickly when faced with an enemy.

On top of all this you'll have to locate secret passages and get to grips with the properties and usefulness of a number of different objects you'll locate along the way.

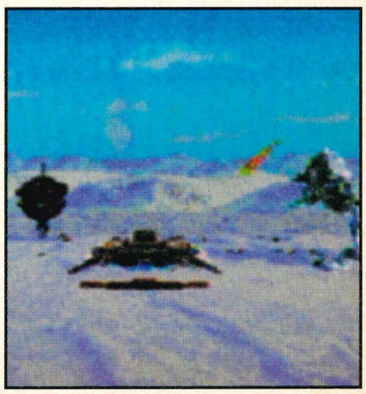
JVC has this planned for UK release late '93, early '94.





SUPER EMPIRE STRIKES BACK

Not much more news than last month really, just a new screen shot to show you and a little bit more about the game to be revealed. The game will follow the plot of the film fairly closely, even down to Luke's training stint on Dagobah. There'll be some pretty stonking Mode 7 sections, especially on Hoth as a snowspeeder takes on he AT-AT walkers and...well, that's all we know at the moment. More news as we get it.



WORLD HEROES

MORE NEO-GEO MAYHEM BLASTS ONTO THE SNES



Sunsoft's World Heroes is yet another Neo-Geo arcade game to be subjected to the inevitable SNES conversion syndrome. Following hot on the heals of Takara's Art Of Fighting Neo-Geo conversion (previewed last issue), World Heroes will also be a worthy rival to Capcom's forthcoming Street Fighter II Turbo edition.

Currently in development, World Heroes will be a one or two-player beat'em-up closely mimicking the arcade version. 16 megs of playing power will enable gamers to battle in the guise of eight different warriors – be they a ninja, magician or even a cyborg in a fight to the death through time and space.

Like all good beat'em-ups you will be able to select each of the eight players to enable you to master their special offensive moves, with each character also acting as an adversary as you battle through the game. The ultimate goal is to reach a mysterious ninth warrior, a powerful and mysterious adversary that no-one knows anything about.

HERO WORSHIP

The two-player mode will be a welcome and addictive feature of the game allowing you to safely beat the crap out of your friends without getting severely chastised by mum for getting a black eye! Again, both players will be allowed to play any of the eight characters in the two-player confrontations.

As you can see from the screen shots the graphics are bold and brash, utilising the 16 meg memory capacity to its full extent. The sprites and backgrounds closely follow the original version's visuals and the special weapons and attack motions are also very similar.

Unfortunately, we have yet to actually play the game as it is far from finished, but at least these screen shots prove that it is on its way. It is a shame that we cannot comment on the running speed of World Heroes, but with 16 meg to play around with it should be reasonably fast-paced.

A release date has yet to be set for the UK but the Japanese release of World Heroes is scheduled for the autumn, although things could be brought forward if we are lucky. Expect to see more information in our next issue.



If you have played the arcade version of World Heroes you probably won't be disappointed with the SNES version, but we will all just have to wait and see...

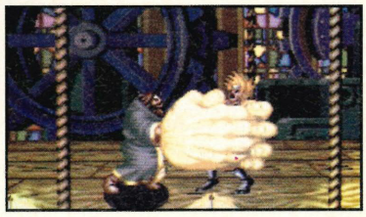






As with all beat'em-ups of this genre, power bars indicate the remaining health of each fighter and a time limit also counts down to create more tension in the bouts

Plenty of special moves exist in the gameplay for you to master against either your friends or the computer. Most are graphically pretty spectacular!





The backgrounds have not been neglected: while the heated action takes place at the front of the screen plenty goes on behind!

TURN AND BURN

From the company that brought you Super Battletank 1 and 2, Absolute Entertainment, comes this flight sim based around the US Navy's F-14 D jet fighter. Subtitled 'No-Fly Zone', Absolute is clearly going to milk the Gulf War terminology and tensions for all they're worth. It will be only the second combat flight sim for the Super Nintendo, following on from the flawed Super Strike Eagle from Microprose.

Using Mode 7 to create a moving horizon (don't put too much effort in, eh lads?), Turn and Burn puts you in the cockpit as you perform day and night missions over the sea, taking on squadrons of enemy MiGs using nothing but your 50mm cannon, a clutch of Sidewinders and your natural talent and good looks to send them spiralling in a ball of flames into the waves! They claim unparalleled realism, but when you realise that this is closely based on a GameBoy game, you have to question the authenticity of these press releases!



NINTENDO SIGNS INTERPLAY

Following its split from Bandai, Nintendo has taken the totally unexpected step of signing up third-party publisher, Interplay, to take control of its distribution in Europe.

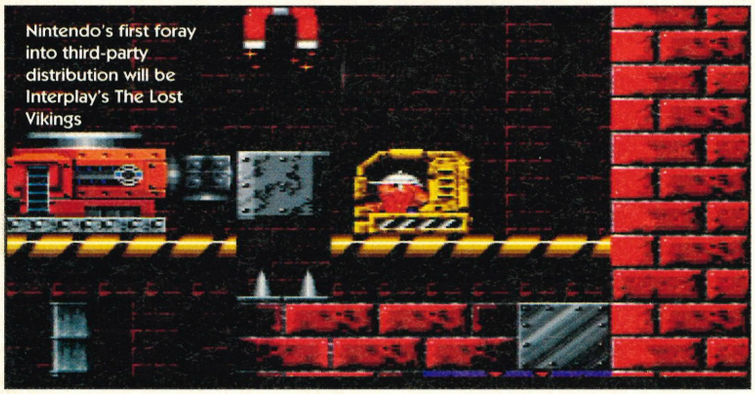
The first game that will be released under this new arrangement will be The Lost Vikings (reviewed in issue one of Super Control, 90 per cent).

Understandably, Interplay is fairly chuffed at this – as seals of approval go this is definitely one of the big ones!

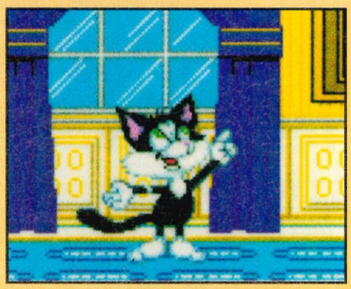
Nintendo was expected to leave third-party games distribution to companies like Bandai and Pinnacle (who handle Infogrames and Storm) and concentrate on its own hardware and software.

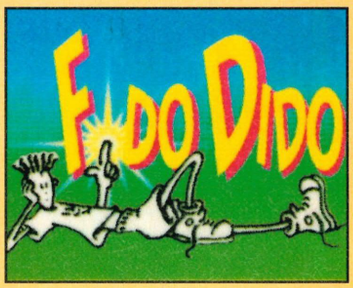






Nintendo's first foray into third-party distribution will be Interplay's The Lost Vikings





CLINTON'S CAT IN VIDEO GAME

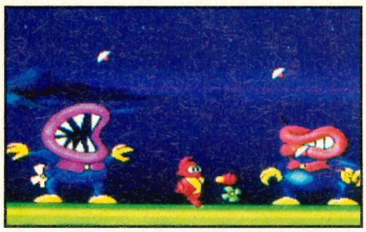
Socks the cat, President Clinton's feline friend and perhaps the best known member of the Clinton administration, will soon be the star of his very own video game. Kaneko has signed up the USA's First Cat for the game Socks Rocks the House, which will see this black and white mongrel from Arkansas wreaking havoc in Washington and generally trying to bring the country down. Only in America...

As if all this licensing activity from Kaneko wasn't enough, that epitome of cool, Fido Dido (he who sells 7Up in this country), is preparing to transform an uncool world into a world of coolness in his video game debut.

He has to fight the enemy of cool, 'Anti-Cool' (I wonder if there's an Uncle Cool), and use his inherent coolness to defeat him. Sounds fascinating.

Chester Cheetah makes a return this year from Kaneko, following up the success of Chester Cheetah: Too Cool To Fool. This time he's making his way across the US in a platform adventure entitled Chester Cheetah: Wild, Wild, Quest. Quite why he's doing this is anybody's guess, but Kaneko will release it later in the year.





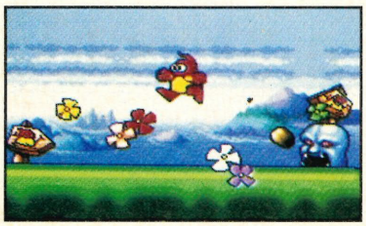
PLOK

As if there weren't enough cute characters dominating the world of games, Tradewest has revealed its plans for another.

Plok is in fact a...well, he's something or other, and one of his major talents is making use of his Velcro joints and flinging his arms and legs at people.

As King of Akrillic, it is down to Plok to rid his land of the Fleas. To get back the flag they've stolen, Plok has to dress up as some of his favourite movie characters and leap around using jetpaks, trucks and helicopters along the way, to give the Flea Queen a good swatting!

This product of a warped imagination will be released in Europe this September.



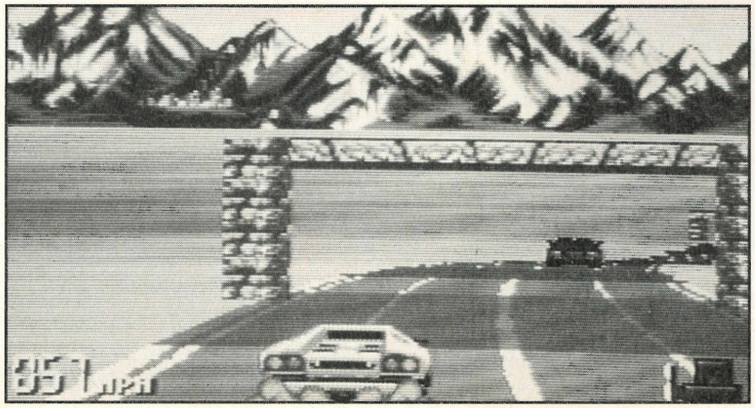
LAMBORGHINI AMERICAN CHALLENGE

Titus, publisher of Blues Brothers on the Super Nintendo, has snapped up the rights to use the Lamborghini name in a racing game. Lamborghini American Challenge will be the end result and it is based in the mad, mad world of America's illegal Saturday night races. These races take place over 60 different routes on the American highways.



It won't be all racing though...well it will, but you've also got to manage your finances – gamble the entry fees against the prize money and monitor the effect that will have on your financial ability to improve your vehicle. Add-ons available will include the usual array of tyres and turbo boosts plus a radar detector to help avoid the attentions of the boys in blue!

With a two-player simultaneous option and mouse compatibility, this game will be available in November.



BEAM ME UP, OR SOMETHING

Beam Software, long-running developer and Australia's only big software interest, has launched its own publishing label, Laser Beam. It begins its assault on the European market with Shadowrun (reviewed this issue) and follows up with an eclectic mix of titles including Edd The Duck, Super International Cricket and Choplifter III. At least no-one can accuse Laser Beam of sticking to only one game genre!

Beam has been going since the days of the ZX80, and was responsible for the top-selling adventure game of The Hobbit on the ZX Spectrum. It also had big links with Melbourne House, the software company that was bought by Virgin in 1987 and has developed such titles as Super Smash TV and Mechwarrior for the Super Nintendo.



FIRE AND ICE PERIPHERALS

NEW ADD-ONS IN THE OFFING

Fire and Ice Ltd is a European company dedicated to producing top quality, revolutionary new peripherals and accessories for the Super Nintendo and Sega Mega Drive, as well as the Gameboy and Game Gear hand helds. It is currently putting the finishing touches to a plethora of new SNES add-ons and we have managed to get a sneaky look at the prototypes.



SNES MOUSE

At the moment, the only SNES mouse available accompanies Mario Paint. However, to alot of people Mario Paint isn't all that appealing and purchasing the game simply to obtain a mouse seems like a waste of money!

Soon there will be a veritable feast of games waiting in the sidelines ready to cater to the SNES mouse, Powermonger and King Arthur's World included, but the lack of mice to play them with is a major oversight. But, no longer!

Fire will be releasing a SNES mouse around July time and although a price has not been confirmed, it will be a darn sight cheaper than buying the Mario Paint package! Here you can see a very early prototype – the finished version will have three colour-coded buttons instead of two faceless white ones.

So at long last we can now play Lemmings easily and without the joypad confusion!



SNES FIVE-PLAYER TAP

Five-player games, like mouse compatible ones, are soon to be very plentiful indeed. Along with Jimmy Connors' Pro Tennis Tour and Super Bomberman '93, many more games are planned which will incorporate multi-player options, and about time too!

At the moment there a few multi-player adaptors available through import dealers, with the Hudson Soft Multi-Tap being a prime example, but as yet there fails to be a British version. Fire is about to change that with the release of their five-player multitap which as yet has no price tag confirmed.

It is slightly smaller and more compact than some of the import multitap adaptors due to its curved design. We should hopefully see it later in the year.



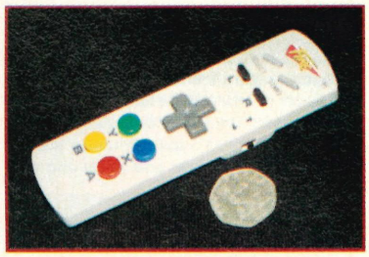
THE EXTERMINATOR

Considerably larger than most adaptors on the market and noticeably heavier, the Exterminator hides a cunning secret. Able to convert the most stubborn import game, Star Fox included, the Exterminator also incorporates an action replay cheat option very similar to Datel's Pro Action Replay cartridge.

Using screen parameters for insertion of the codes, the menu option will be more like a PC Windows facility – simpler and easier to use. The Exterminator will also feature a slow-motion switch which will slow down some of the faster games, ideal if your responses are a little late off the starting block!

It is hoped that the Exterminator will retail for £39.99, somewhat cheaper than Datel's Replay cart. An August release is planned.

Fire also have an standard adaptor able to convert Star Fox, that is available in shops now.



SNES MICRO PAD

Using a 50 pence piece as a guideline you can clearly work out how compact this little joypad actually is. It is unique in the fact that it can be played using one hand vertically as the buttons are so close together, and it's also ideal for frustrated left-handed players.

Featuring a direction switch, the joypad can be flipped horizontally enabling left-handed gamers to play with ease and with all the buttons working in the correct order! However, right-handed gamers can also use the joypad horizontally simply by correcting the direction switch to the side. Bloody marvellous!

A price or a release date has yet to be confirmed, but we will bring you more news when we receive it.

PAL BOOSTER

We have had numerous letters complaining about converting an NTSC signal to PAL recently, so this next news item will be of interest to many.

At long last we can finally announce the availability of a signal converter that will allow you to play your American or Japanese SNES on British TVs. The PAL Booster converts the NTSC signal in to PAL 1 or PAL B allowing you to play on standard TVs not graced with a SCART Socket.

The PAL Booster is currently available although we do not have a price at time of going to press.



JOYCARD

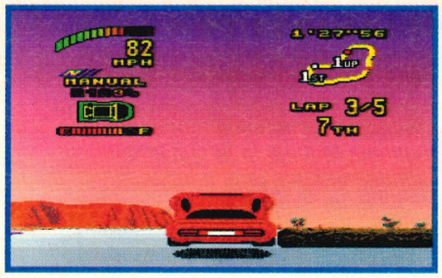
With the current flood of SNES joypads drenching the market at the moment, it came as no surprise to learn that Fire also has a bog- standard pad on offer too!

The Joycard is currently available at most computer stores or other high street chains selling computer hardware and software. The Joycard should retail for about £15 but this is not confirmed.

The pad is almost identical to Nintendo's own pads but also included on the Joycard are four turbo switches for slowdown or rapid fire.



PREVIEW



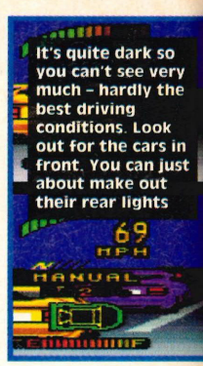
In the one-player mode the solo driver gets the whole screen all to himself. Here we see Andy attempting a three-point turn while taking his driving test



To get the best start, wait until the timer reaches zero then push the accelerator to the floor. You can also punch in a nitro and hopefully reach the front of the pack before the first corner



The moment you touch 88mph, the quantum accelerator kicks in, thrusting you through time into another era



TOP GEA

FASTER THAN MARIO KART



Let's start with a bit of history. Oh come on, it's not that boring! Top Gear 2 has been developed by Sheffield based software house Gremlin Graphics, responsible for such Amiga classics as the Lotus trilogy and the ancient Monty Mole games on the now extinct Commodore 64.

Gremlin also programmed the SNES version of Lotus Esprit Turbo Challenge. For licensing reasons it changed the name to Top Racer in Japan and Top Gear in the States and for the UK official release. Being one of the first PAL Super Nintendo titles available, Top Gear was and still is one of the most exciting racing games around. Apart from my old favourite Mario Kart, it's one of the finest two-player racers available. Now there's Top Gear 2, the sequel to the popular original which is due out around Christmas.

Top Gear 2 is being developed by the same team at Gremlin – namely Ritchie Brannan and Ash Bennett who programmed the original Top Gear and Nigel Mansell's World Championship. It has taken six to seven months to complete and is now in the early stages of testing, awaiting official approval from Kemco and Nintendo.

But you won't have to wait to find out what this exciting sequel is like, because Super Control is taking a sneaky look at one of the SNES's future classics right on this very page.

Obviously, being a sequel and programmed by the same team, Top Gear 2 is very similar to the original. It's a racing game for starters and can be enjoyed by one or two players. If you've seen the first game you'll probably remember its cartoony graphics, the basic-looking cars and so on.

Well, Top Gear 2 looks more realistic. The car you drive, a cross between a Ferrari F-40 and a Lamborghini Diablo, is bigger and features many more frames of animation. For most of the first game you only saw the back of your car, whereas in Top Gear 2 you're shown all of your car including the chassis as you spin and flip off the course!

Another major improvement is the brand new road routine which is faster and smoother than the original and uses a much deeper perspective than before. The routine itself is the 14th version the programmers have created and is a hybrid of the slick scrolling soon to be seen in the Nigel Mansell game.

BURNIN' RUBBERS

Crammed onto an 8meg cartridge, there is a considerable difference between the one-player mode of this game and that of the original. In Top Gear, if you were racing solo your car appeared in the top-half of the screen and a computer-controlled racer would appear in the bottom. Top Gear 2 has a full screen single-player mode giving more room for those impressively slick visuals.

One of the major flaws of the first game was the lack of tracks. No problem here though, because TG2 includes a whopping 64 circuits! Set in eight different regions making up a total of 16 countries, races are plagued by different weather conditions depending on their location. For example Australia is blessed with bright sunshine so racing is easy, but cold regions such as Scandinavia are haunted by blizzards which drastically reduce visibility. In England thick mist makes driving hazardous, as do rain showers that occur almost all around the World.

NOTHING COMPARES 2 U

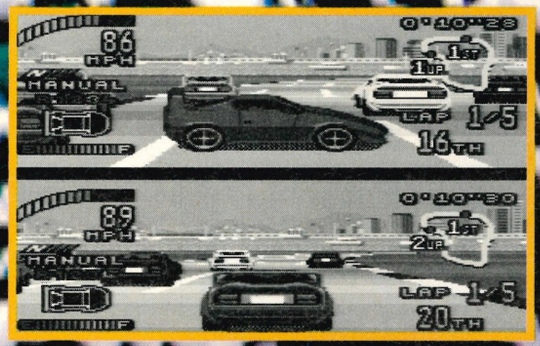


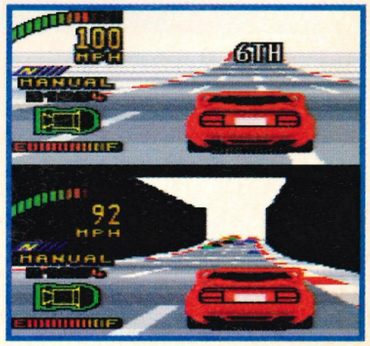
(Above and below) As you can plainly see, Top Gear 2 is a vast improvement over the original game in the solo mode. The screen is split between player one and the computer-controlled car in the first game, but in the sequel the gamer has the screen all to itself



(Above and below) The first game looks virtually identical in both modes and Top Gear 2 uses the same sort of split-screen for the two-player game. What you can't see here is how much faster and smoother the second game is. You will notice the improved graphics, though

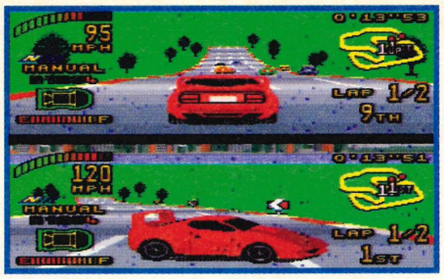




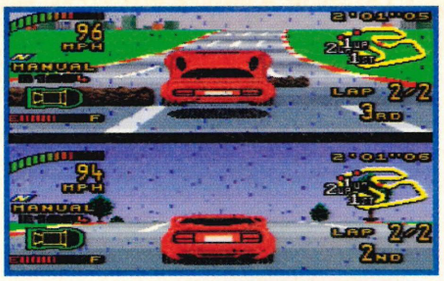


Towering walls stick up at each side of the track, suggesting you're driving through a valley (or in between two very tall buildings)

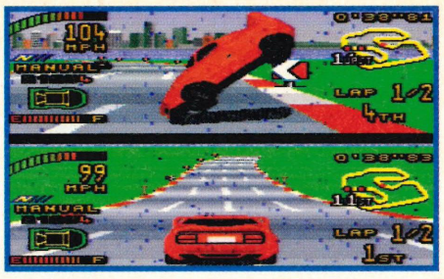




Cornering in the rain is hazardous even with wet weather tyres. Take a corner too fast and your rear end might spin out. Even worse, you might go careering into the crash barriers



Hit the log ramps and you'll fly into the air. They look quite neat but otherwise serve no purpose



Repeatedly bang into the barriers and your car will flip over in an impressive roll. Luckily you won't be injured and won't loose any time! The car won't even be scratched

R2



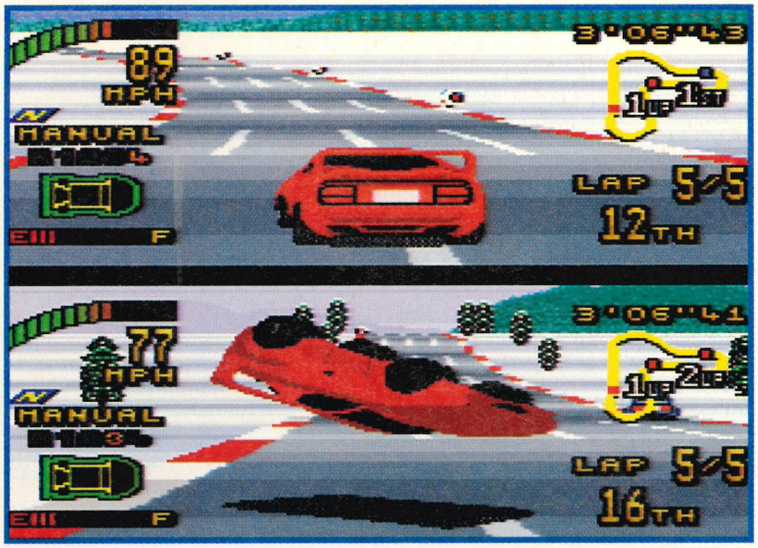
There's also night driving, which wouldn't normally pose any problems but for the fact that you don't have headlights because they apparently "weigh the cars down"!

There are three difficulty settings: amateur, professional and expert. You can also handicap the cars by choosing manual or automatic transmission. Obviously the latter is easier for the beginner, but experts will prefer the advantages of manual gears.

Picking one of four control settings, the accelerator, brake, steering wheel, gears and nitros are within fingers' reach. The game is pleasantly simple to play and is more of an arcade game than a racing simulation. The emphasis is on the player having fun, not worrying about slowing down to 30 miles-an-hour for a weedy right-hand bend.

WHEEL NUTS

It's for this reason you can't really crash the car. It's possible to skid and actually flip your vehicle over, but the paint work doesn't even get scratched. On the pre-production copy we played, crashing didn't really slow you down. It gradually reduced your car's performance but you would have to drive around the circuit using the crash



Flipping your car at 77mph is not the best thing to do in real life, but it's quite a laugh in Top Gear 2. Chortle as your bounce down the road without losing a position



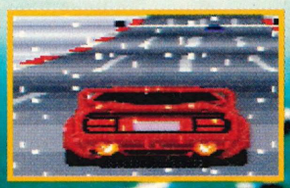
WINDOW SHOPPING



RAIN, RAIN, GO AWAY...



RAIN
The heavens open and the rain comes a'tumblin' down. Water on the circuit makes the surface slippery and even with wet weather tyres these conditions are pretty tricky



SNOW
As well as affecting the car's handling, snow impairs your vision. Thankfully you only get blizzards in the really cold countries



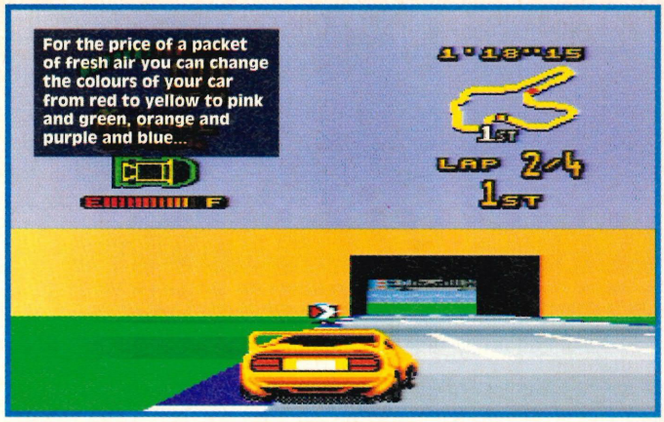
NIGHT
Why the cars don't have headlights I don't know, but it certainly makes night driving much harder. You can turn up the brightness on the monitor to see what's going on...

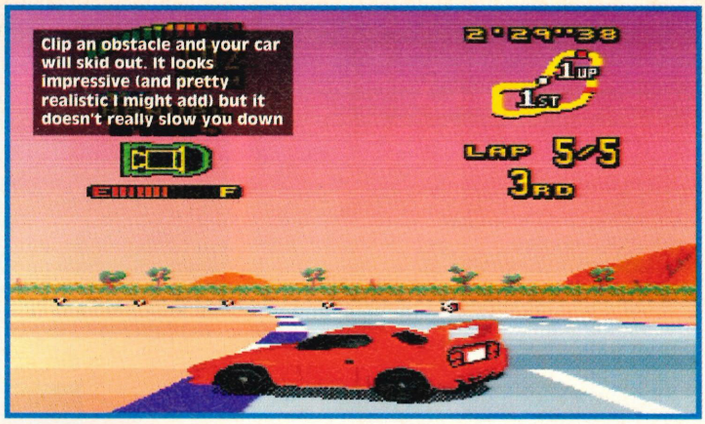


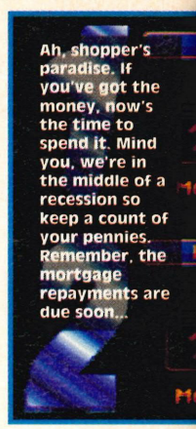
SUNNY
Ah, perfect driving conditions. Sunny weather means you can put your foot to the floor without worrying too much about skidding off. Wouldn't you rather be on a beach?



MISTY
Trying to see the track in the mist is very difficult. My advise? Well, I reckon you should take it easy and follow the car ahead, then nitro past it just before the line!







TOP GEAR 2



The roar of your engine echoes through the speakers as you scream down the long, winding tunnel. The ceiling lights provide ample illumination

barriers as guidance to drastically affect the vehicle's top speed. Whether this is changed in the final version we shall have to wait and see.

Obviously the aim of the game is to win races. If you win races, you earn money. Earn money and your car can be upgraded which in turn allows you to win more races.

DIPSTICK

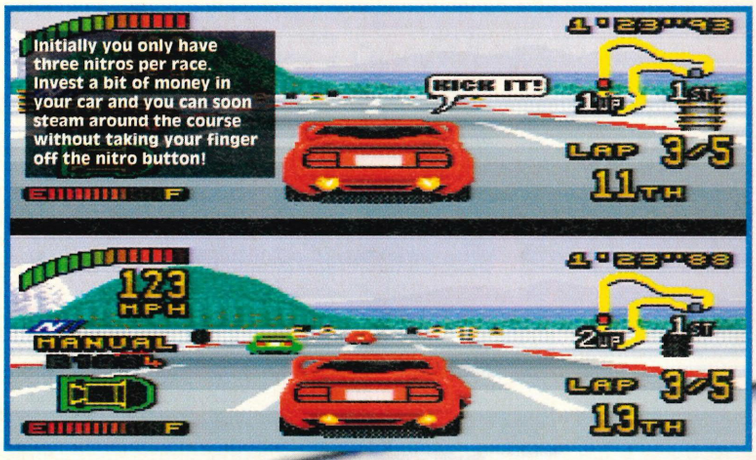
Providing you have enough wonga, there is a wide variety of car accessories including new gearboxes, engines, tyres, more nitro canisters and even armour which protects your car in crashes! There is also the option to respray your dream mobile one of eight different colours and it doesn't even cost you a penny.

Larger fuel tanks are also available, which is very useful as each course varies in length and the number of laps. However, you don't stop off in the pits to refuel. Top Gear 2 has got rid of the usual pit lane in favour of road bonuses, of which there are four. Grab the 'F' icon to replenish your petrol supply, drive over the dollar sign to earn some cash, an extra nitro is given each time you collect an 'N' and finally there are speed-ups which catapult your car forward like the arrows in Super Mario Kart.

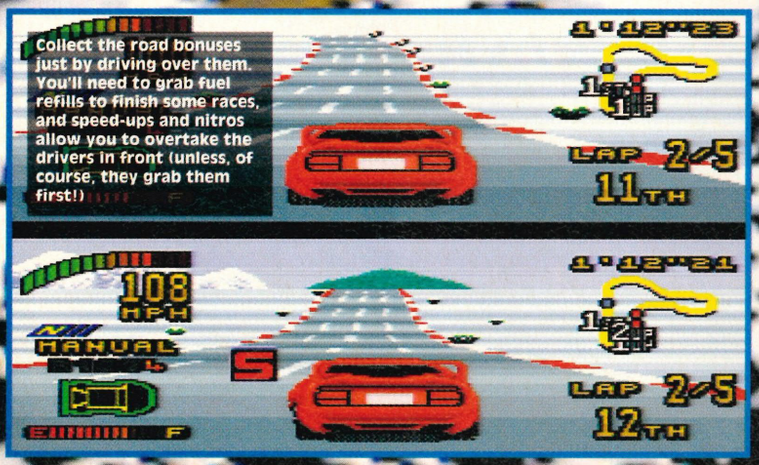
So as you can see, there are a hell of a lot of improvements over the first game, but there is one thing the programmers themselves say they wish they could have included. At the moment your car jumps a little off the ground after speeding over a ramp. Ritchie and Ash wish this could have been more impressive, perhaps playing a more important part in the game.

Ah well lads, the game looks damn fine at the moment and you can't have everything, eh?

ALEX



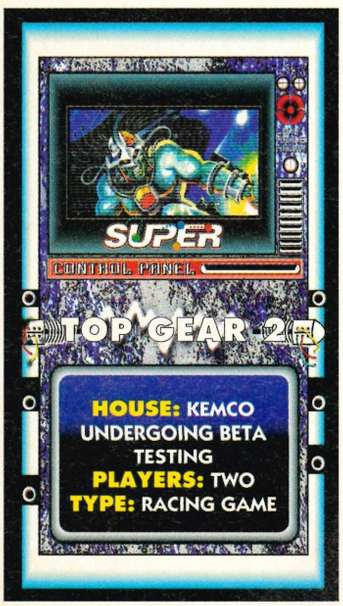






ROADSIDE COLLECTABLES

F	N	S	$
FUEL Two types of fuel pod – one adds a couple of units, the other tops up the tank	**NITRO** Awards a single nitro	**SPEED-UP** Catapults your car forward	**MONEY** Adds wonga to your account



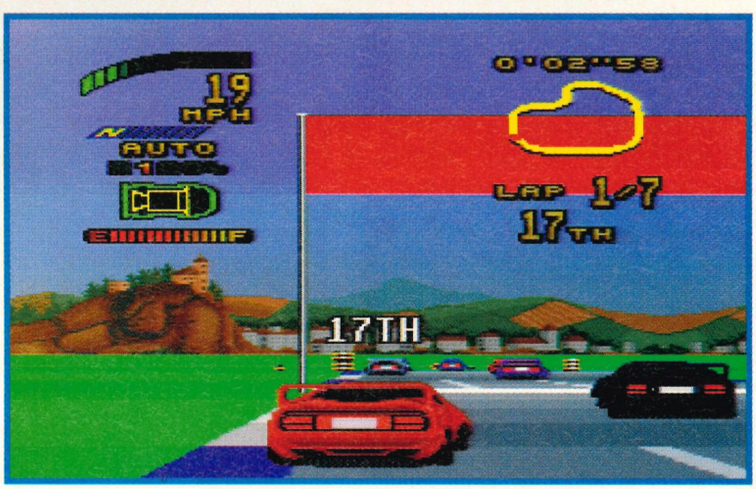


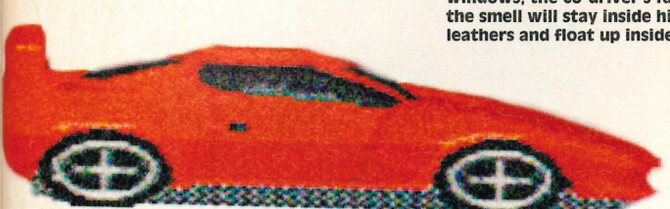


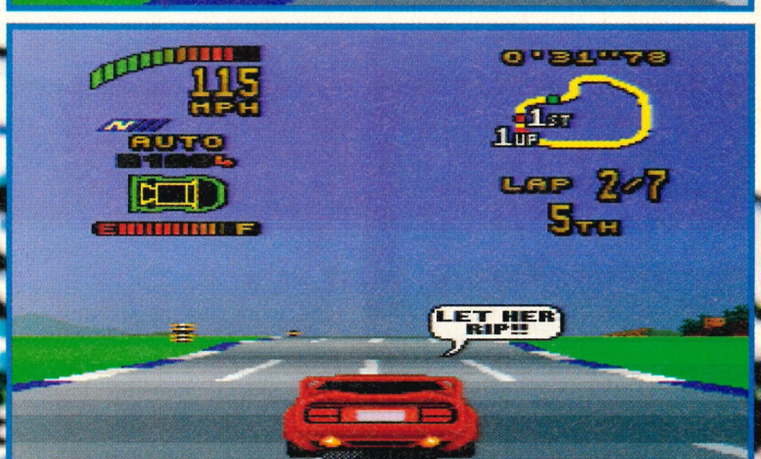
(Above) It's dark and you can't really see that much. But if you look closely you can just make out those red dots on the horizon... they're invaders from the distant planet Pluziog

(Right) Finishing the last race in fourth position, you'll begin this race in 17th. Bit of a downer, really...

(Bottom right) Jesus, wind down the windows, the co-driver's farted! Hopefully the smell will stay inside his racing leathers and float up inside his helmet!

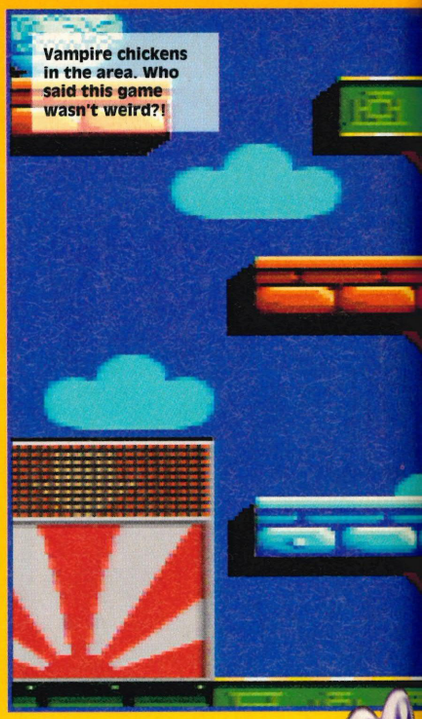


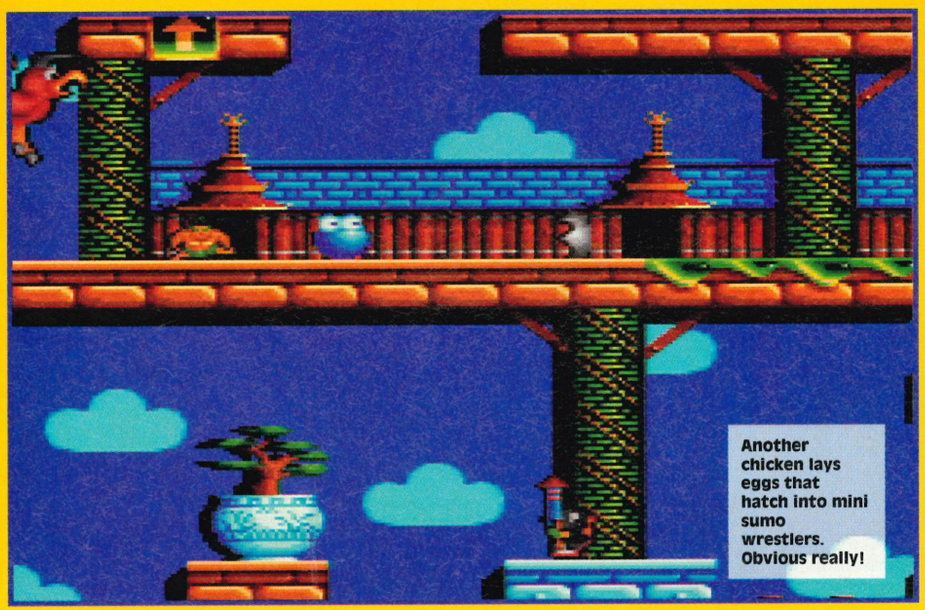
















SUPER P

STICKY-STRETCHY-BENDY-BOUNCY-PODGY-PUTTY!



The green hen flings out her offspring to get in your way and damage your pliability



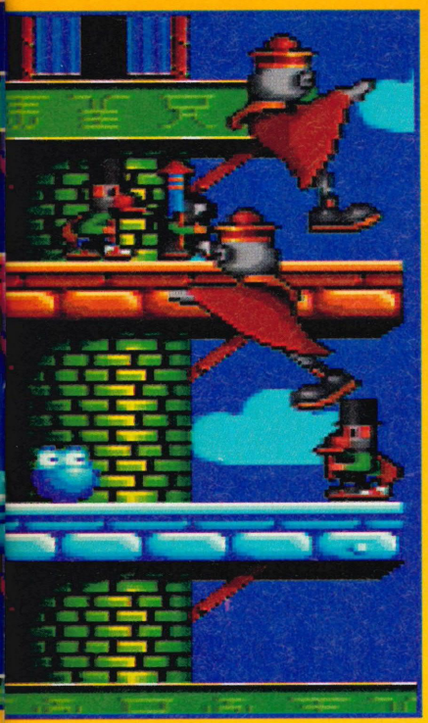
The end of each graphic zone gives the game a chance to tot up how many points you've earned



There he is! The best character in the game, the Scouse Sausage. Harry Enfield would be proud



The Snotgoblin has a good rummage in his nasal passages for something to fling at our hero!





This flying saucer just kind of crash lands and nearly wipes out Putty as it does





PUTTY



There is no such thing as originality any more. In the same way that all stories are hinged on five basic plot-lines, similarly all games are based in or around certain genres. Occasionally a game comes along that takes such a fresh approach to a game genre that it almost redefines the boundaries. Super Putty may be one such game.

At its most basic level Super Putty is a platform game. You, the player, are in control of Putty, a malleable lump of blue stuff who has a number of amazing talents at his disposal. It's these talents that give this game a very welcome breath of originality – zip to the 'A Pose A Day' panel to examine everything Putty is capable of doing.

Putty is apparently a long way from home. The evil wizard Dazzledaze has kidnapped him and stuck him on a moon orbiting his home planet. Fortunately, a tribe of robots who wouldn't look out of place scarfing down a plateful of mashed spuds, have agreed to help Putty by building him a tower all the way back to his planet.

Well, they'd like to help you but the wizard has trapped them in different places all over the planet. Using his powers Putty must stretch, jump and bounce his way to where a robot may be hiding, absorb him and take the little devil to the exit. If he gets all the robots then they'll build his tower home.

It isn't quite as simple as all that though, each level is packed to the gunnells with a wide variety of enemies. In true 'let's give the player a really hard time' style, each of these has its own little way of hindering your progress. Any time one of them makes contact your pliability is reduced. This is your energy, so if it gets reduced to zero Putty will die and it's time to start the level again.

CHIP PUTTY

Putty can render himself invulnerable to attack by flattening himself on the ground. This is rather useful because while he is flat certain enemies can be absorbed and killed by him. Even more helpful is the fact that absorbing anything animal, vegetable or mineral will add to Putty's pliability.

Some things can't be absorbed and don't take to kindly to this kind of treatment and the only way to kill them is a swift punch on the jaw by Putty. He might be a round ball, but he can deliver one hell of a left hook!

If Putty absorbs one of the enemies like the clockwork orange or the rabbit for example, he can then assume their properties and abilities. For example the clockwork orange spits pips, so if Putty absorbs it he too will be able to spit pips. This is really useful for getting rid of anything or anyone that might be in the way.

The games uses these absorption properties to build in a puzzle element. A number of the enemies can only be removed if you assume the powers of another enemy and use them to your advantage. The trick is to work out what to absorb and the best way to use it.

LIKE A PUTTY ON A STRING

Each level has a boss that cannot be killed in the usual manner – a particular favourite is the Snotgoblin who drips mucous all over the place! These chaps can only be killed if you first absorb a set of false teeth. Do this and you now have the strength to absorb and kill the bosses. You don't actually have to kill them, but there are points to be gained if you do and for every 50,000 points you'll pick up an extra life, so it is worth the effort.

There are plenty of bonus icons to be picked up as well but most of these will be hidden in the scenery until Putty jumps or walks his way past where they are. Anything from 5,000 points



The early levels see the robots incarcerated in ice. You have to smash them free and then take them to the exit



Pigs in space? Nope, just pigs on space-hoppers

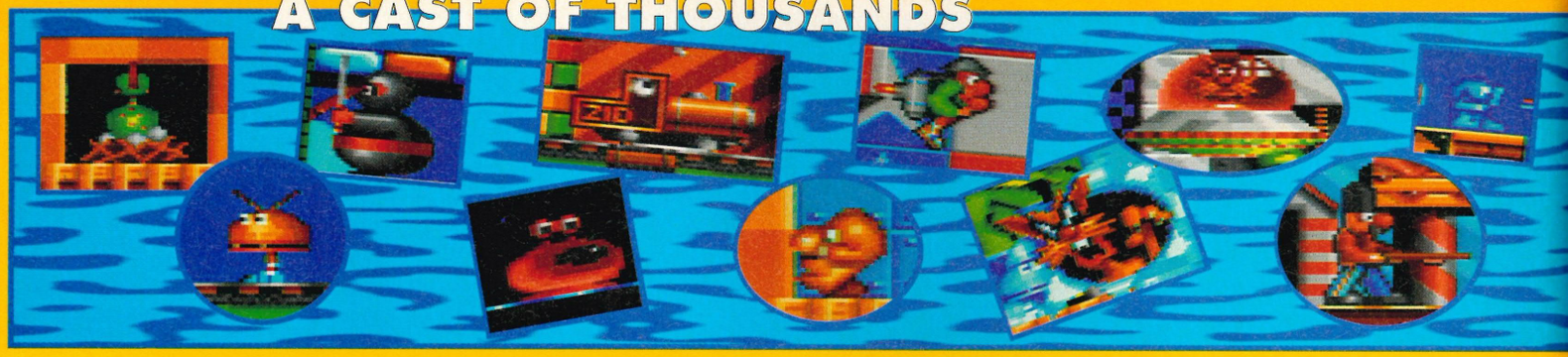


Heeeeeeere's Uncle Ted! The man who makes his living playing his organ turns up and everyone dances



Aha! Putty flattens himself to avoid the attentions of the duck in the motorised bath chair

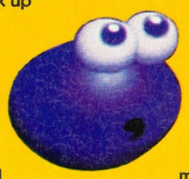
A CAST OF THOUSANDS



SUPER PUTTY

to an extra life can be collected so these are well worth seeking out.

Then of course there is Uncle Ed who pops out of the scenery if you pick up the right icon, and starts playing on his Hammond organ. All the enemies on the level have little choice but to start dancing when they hear his repertoire of bouncy tunes. While dancing they stay on the one spot and this makes wandering about the level an awful lot easier.



Graphically the game will be up there with the best. There's a huge number of different sprites, ranging from little rat-like things that crawl around and do their best to annoy you, to big steam-trains that run over our hero doing all sorts of nasty things to his pliability.

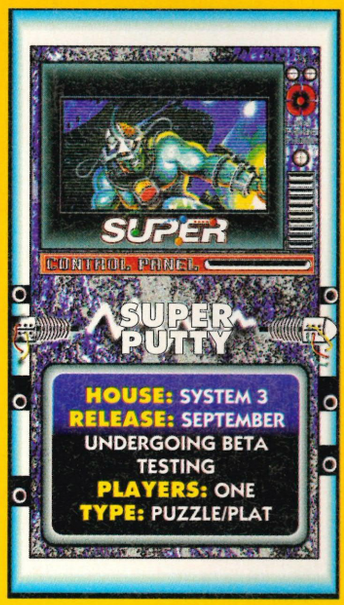
With the programmer taking his inspiration for a lot of the characterisations (there are over 50 of them) from the Tex Avery cartoon, the game is bursting with humorous touches. You'll come up against the Sausage, who shouts "Come on then, I'll 'ave ya now" in a scouse accent, and the cat who bursts onto the screen and hurls abuse at you if you don't do very well!

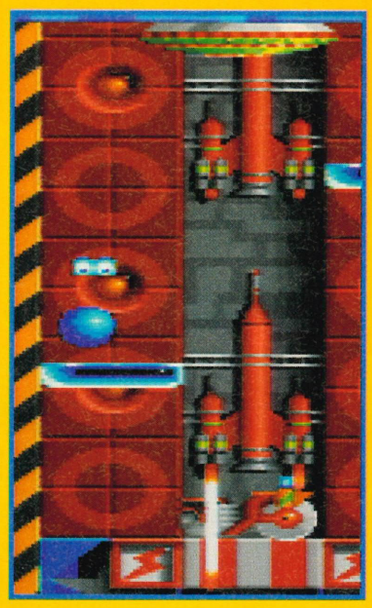
There will be a large number of sound effects in the game as well as the amusing speech samples, with all of this backed up by the music of the Putty Band. The Amiga version couldn't handle sound effects and music, but the SNES being that much better can, and System 3 intends to make the most of it.

On its release in September, Super Putty deserves to do a storm. The combination of wild graphics, hilarious sound effects and the potential for some amazing gameplay marks it out as one to watch out for later in the year.

This will mark System 3's debut into the Super Nintendo market and if it fulfills the potential we've seen in this game, then it could well become a major Super Nintendo publisher. We'll have a full review of the complete Super Putty shortly.

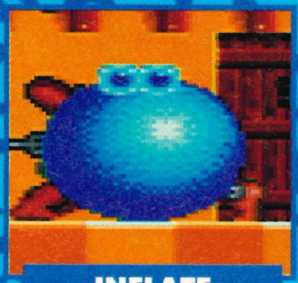
JOOLS



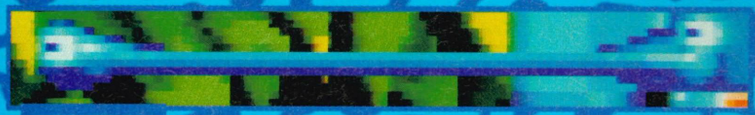




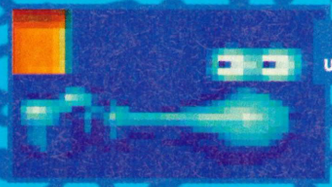
A POSE A DAY KEEPS THE PLIABILITY OK



INFLATE
Putty explodes and destroys everything on screen, but this also costs him 25 per cent of his pliability



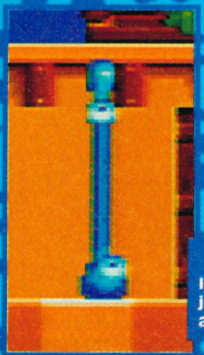
STRETCH ACROSS
Best used when platforms are covered in glue or if jumping means you will hit something



PUNCH
Useful on the basic enemies



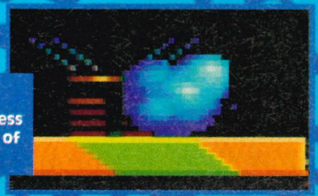
CRAWL
The quickest way of getting up and down stairs





FLAT
Absorb things in this position and become invulnerable

STRETCH UP
If you don't fancy jumping this is more accurate



MORPHING
Putty goes through this painful process when he assumes the characteristics of something he has absorbed



The only way past the 16 ton weight is to stretch under it. If you walk under or jump over it, it'll come crashing down onto you





Look! It's a bullet with your name on, geddit?

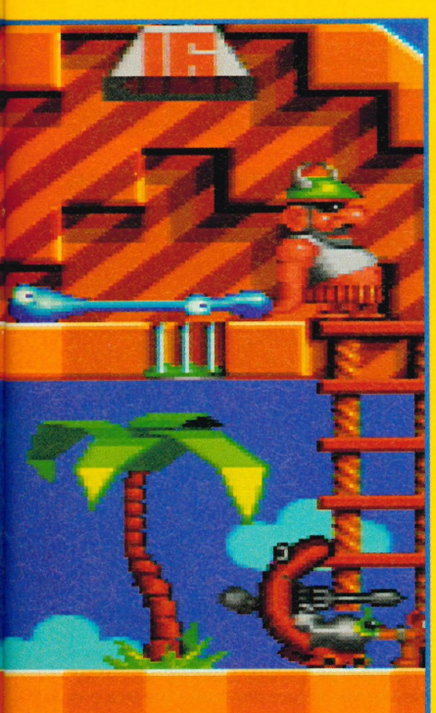




Some platforms are covered in glue making it difficult for Putty to jump off



This sod of a cat breaks through the screen and hurls abuse if you cock things up





The Amiga version was started over two years ago, however the Super Nintendo conversion has taken around half that time to be produced

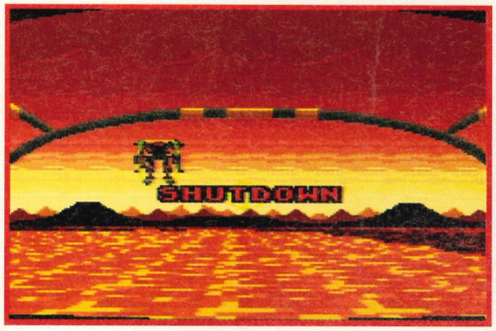
REVIEW

MECHWA

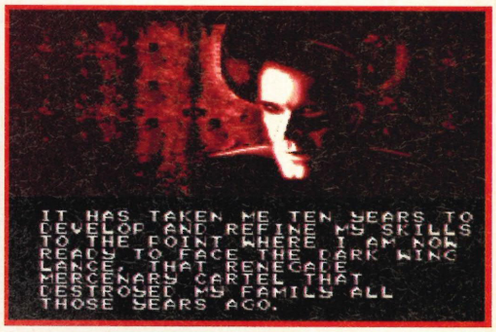
R2-D2 WAS NEVER THIS BIG



To cross difficult terrain without penalty, punch in the jump jets. You can also fight in mid-air, but you'll need a lot of heatsinks to remain aloft

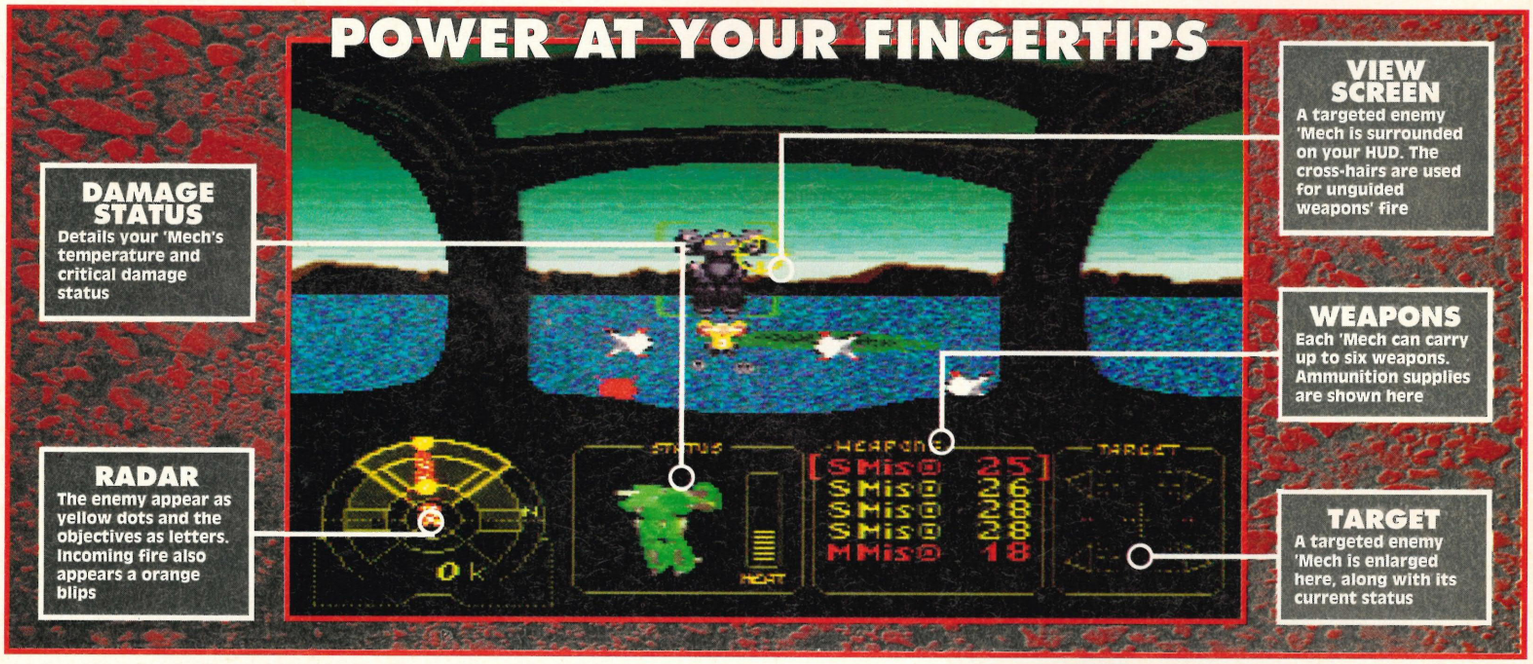


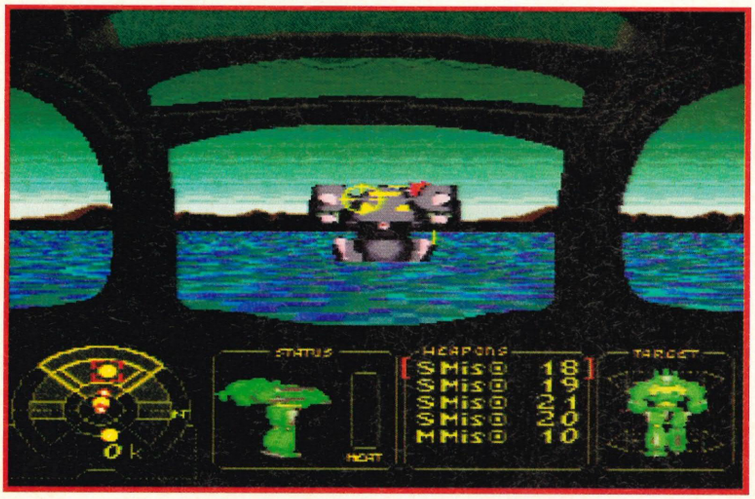
Constant use of the jump jets and laser cannons can lead to overheating. If this happens, the 'Mech automatically shuts down until the engine has cooled off



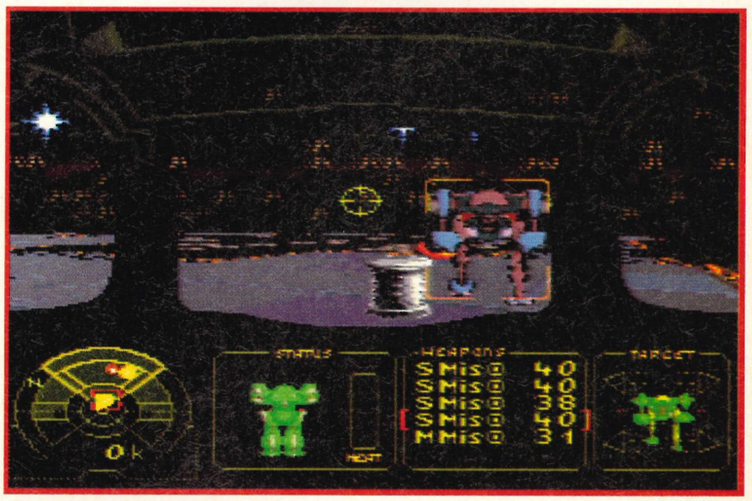
It was 10 years ago that your father was murdered by the leader of the Dark Wing Lance. Your mission is to revenge his death

POWER AT YOUR FINGERTIPS





Stomping into water reduces heat rapidly but also slows your 'Mech down. It won't affect your weapons so hold down fire and nuke the 'Mech in front!



Many of the missions require the elimination of the enemy, but you also have to embark on reconnaissance raids. Find the ammo pod and blast off before the enemy can react

RRIOR



BattleMechs have been around for ages. Battletech, the board game and RPG, has been around for years in one form or another and the Japanese have been fascinated by these super-deformed robots since the cartoon series, Macross.

But why are huge chunky 'bots overloaded with massive eat-plasma-and-die lasers so popular as opposed to smaller robots like Metal Mickey or C3PO? The reason is simple – while Metal Mickey might have been fun to watch a few years back...hang on, he wasn't at all, plus he's not particularly scary. What's more likely to make your sphincter loosen: a five foot trash-can with fuzzy hair or a towering BattleMech?

I suppose Mechwarrior can be described as a battle sim. It simulates a battle, albeit very basically with most of your time spent simply firing, but hell, that's war for you! However, it's more complex than a shoot'em-up as you do need to plan your attack. Charge into combat without thinking and before you can yell "large-robot-with-big-guns-and-lots-of-'em", you'll be pumped full of shells.



'MECHING YOUR MIND UP

Clicking on the main menu you can choose to enter Club Zero Zero, pick a mercenary contract or enter the droid bay. Head into the club but forget blart, beer and fags – that's not what you're here for! Listen carefully to the barman's words of wisdom. If there's any juicy gossip, you can guarantee he knows about it and will tell all if asked.

So, you've found out which planet to visit thanks to the loose-tongued barman, but what about a 'Mech? Starting with the relatively puny Nexus class 'Mech, you have a few thousand C-bills with which to customise your robot, so pay a visit to the Chop Shop.

Stepping into the Chop Shop (apparently that's what all the mercenaries call the 'Mech garage), weapons can be stripped off or bolted on to a 'Mech, robots can be bought or sold and existing 'Mechs may be repaired.

With your 'Mech up and ready to go, selecting the HQ icon will bring up a list of possible mercenary contracts for you to select from. Choose a mission carefully as you can't back out of a contract once you've signed.

So, the contract is now signed and the 'Mechs are loaded and ready for action. With a bag full of fresh undies in one hand and a packet of condoms in the other (you never can tell what you're going to meet in outer space), it's time for the first mission to begin. Dropped onto the planet surface from orbit, you are given a few seconds to familiarise yourself with the landscape and then the battle commences.

The cockpit view takes up two-thirds of the screen while the 'Mech's radar, damage status and ammunition supplies are located on the bottom panel. Enemy 'Mechs appear as yellow dots on the radar, so without pausing for thought, turn your robot around to face the nearest enemy. A targeting cursor will appear around the target and all damage you cause to the enemy 'Mech will appear on the target monitor, also situated at the bottom of the screen.

Initially armed with missiles and a laser, tapping the fire button will unleash a hail of rockets and laser fire at the selected target. Both unguided and homing missiles are available, the latter of which are fire-and-forget shells worth forking out the extra cash for. Other weapons will only strike the target if it lies inside the cross-hairs.

'MECHING OUT

Missiles and machine guns have limited ammunition supplies, but lasers and the particle projection cannon run off the 'Mech's engine. Each time a laser or PPC is fired the temperature of the 'Mech increases. That weapon can only be fired again after the droid cools off which takes a second or two. This problem can be combated by adding heatsinks which soak up the heat emitted by the weapons, but these cost money and weigh down the 'Mech. Jump jets also increase temperature, but they allow the robot to cross terrain without incurring penalty.

In addition to the search and destroy contracts, a few other of the missions that you'll undertake are planetary assault, reconnaissance raids and security duty, all with the general aim of searching for the leader of the Dark Wing Lance who murdered your father a decade ago. Protecting bases from enemy assault requires a defensive strategy, while most other missions are won simply by attacking with out mercy.



If your 'Mech is destroyed or the mission objective lost, you break your contract and no commission is awarded. I just hope you saved the game...



Emerge from a battle victorious and you'll return to the HQ to collect your reward. Use the money to repair an existing 'Mech or purchase a new robot. Save the game now

REVIEW

MECHWARRIOR

Complete the objective successfully and you'll be lifted from the planet surface and back to HQ. With the money earned from the last contract you now have the chance to repair or purchase new 'Mechs.

Buying a new robot is pretty straightforward, you just hand over your cash and the new 'Mech appears. Upgrading a 'Mech is slightly more complex. Money usually isn't a problem, but temperature and weight are. The are four sizes of 'Mech: light, medium, heavy and assault. Each has a maximum load and by adding weapons and armour this limit can be exceeded all too easily. You can still enter a battle with a heavy 'Mech, but it will be extremely slow and will quickly overheat.

Overheating will also occur if too many weapons are strapped on, especially if they're lasers or PPCs. Carefully calculate the fine balance between speed and armament when planning for your mission – will you be requiring an agile scout 'Mech or a slow-moving gun platform?



Choosing the 'Mech's set-up is about the most brain-teasing element of the game, as big weapons overpower tactics on the battlefield. There is no shortage of missions and to complete the game you'll need to finish a minimum of about 35 contracts. This basic game took about eight hours solid play, plus on top of this there are also a load more objectives which aren't directly related to the scenario. Oh, the game also has a save game option which stores a maximum of three games.

SIGOURNEY WEAVER

Mechwarrior has its fair share of lasting appeal and thankfully it is sufficiently addictive to hold your attention until the game is complete. It's very easy to play and that's what makes it enjoyable. At first it may seem impossibly difficult, but once you've familiarised yourself with the simple controls it's easy.

Graphically it's colourful and functional – all the menus are icons which are quick and easy to use. The planet landscapes are a bit flat, but are still quite effective. The robots aren't particularly well-defined when they appear in front of your cockpit, but the intermittent screens are atmospheric. The sound isn't very good, comprising of whooshing sound effects when missiles are launched and moody music occasionally weeping out of the speakers.

I have no qualms about the game's presentation or gameplay, but I was a bit disappointed that I completed it within hours. There's very little variation between missions so after eight hours of repeatedly kicking enemy butt using the same tactics I was just a tad annoyed by the frankly inadequate end-game screen. Still, an enjoyable blast nonetheless.

ALEX



I got quite into this game when it initially came into the office, although the Japanese language barrier caused some problems! However, now that I can actually understand what the hell is going on, I find that I like the game even more! There's loads to do, and building your Mech up to outrageous proportions is a good laugh. At first I found myself getting instantly vaporised by the opposition, but a few plays later (and after developing a liking for long-range combat – chicken!), I had it sussed. Mechwarrior is great once you extract its hidden qualities. Recommended.

PAUL



Alex is right about the atmosphere, Mechwarrior certainly has plenty of it. The static screens that accompany the options soon have you believing that you are in the 31st century. The gameplay is basically nothing more than a 3D shoot'em-up, but it is very well balanced. Tactics have to be developed so that you don't get your arse kicked within the first 10 seconds of a mission and you will have to learn the worth of all the different weapons, so you spend your C-Bills wisely! In all, it is cracking good fun – a shoot'em-up with an edge, and a fine way to vent those frustrations!

JOOLS

'MECH MADNESS



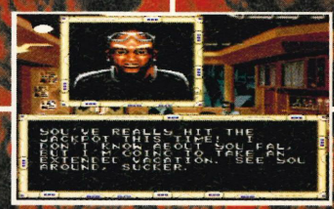
Once you've signed a contract, click on the skull and crossbones to begin the next mission





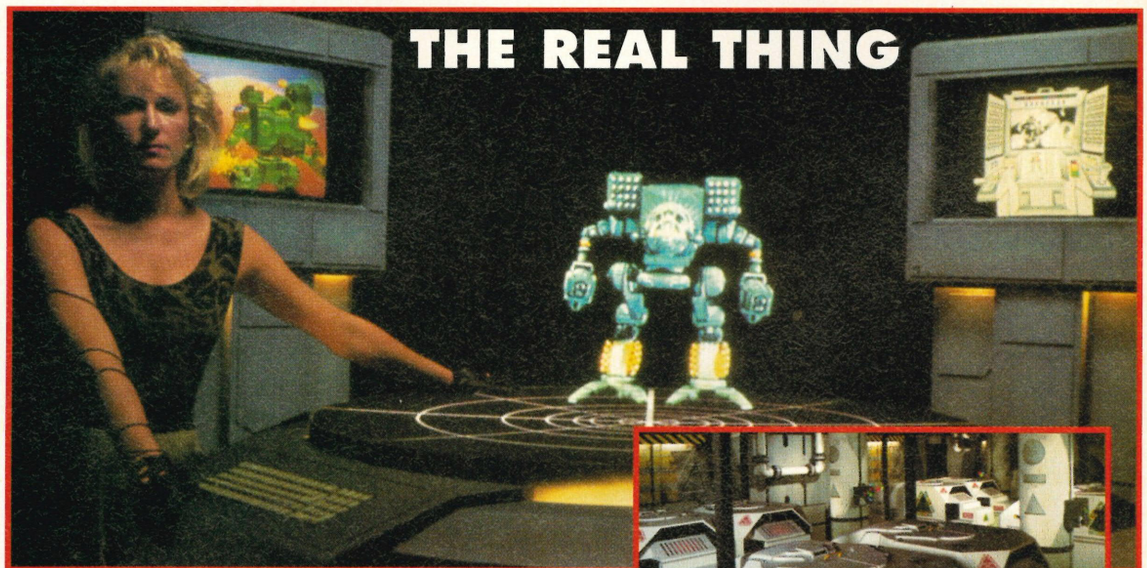


Chat to the barman and he'll blabber precious information regarding the whereabouts of other mercenary 'Mechwarriors



Strike up a conversation with the seedy drinker and he'll offer you a contract. Agree and you can earn yourself megabucks!

THE REAL THING





OK, so you've seen the SNES game but I bet you want something bigger, something more impressive. Well, Mechwarrior is actually based on Battletech, a massive virtual reality game in Chicago.

For a hefty wad of cash, players enclose themselves in a 'Mech cockpit and have a half-hour of virtual Battletech.

At the moment there is only the one centre in Chicago, but soon there should soon be game centres opening in California and eventually we'll get to see them over here in Britain. Personally, I can't wait!



In the Chop Shop, strap on extra armour, weapons and jump jets, update the engine and increase the number of heatsinks your 'Mech has

Repair, modify, buy or sell a 'Mech

There's usually about four or five missions to choose from in the HQ. Pull up information on any of them and negotiate the reward

Holovids reveal vital info on future missions and the location of the ring leaders of the Dark Wing Lance

The news network brings you up-to-date bulletins on everything occurring around the universe

PICK AND 'MECHS

NEXUS MK I



NEXUS MK II



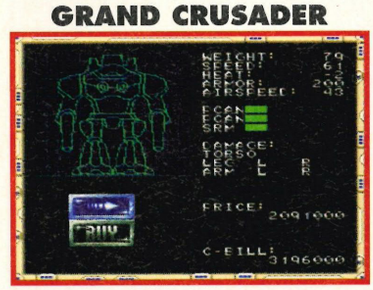
NEXUS MK III



RAIJIN



GRAND CRUSADER



RAGNAROK





Switching over to OWACS, the overhead map details the direction of enemy 'Mechs and objectives



The exact location of the enemy robots can be seen by zooming out



Hey, pretty cool, huh? That's you, in your dead trendy helmet and jump suit. This is just one of the atmospheric interlude screens

REVIEW



MECH-WARRIOR

HOUSE: ACTIVISION
ORIGIN: AMERICAN
PRICE: £49.99
PLAYERS: ONE
TYPE: BATTLE SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

81%

SUPER CONTROL

SOUND	5
GRAPHICS	7
GAMEPLAY	8
LASTABILITY	7

ENERGY HIGH

- Easy to play
- Addictive gameplay
- Offers a wealth of missions
- Save game facility

ENERGY LOW

- Not enough variation
- Flat landscapes
- Sonically disappointing

ALTERNATIVE SYSTEM

Super Battletank (54 per cent) is surprisingly similar, though not as good as Mechwarrior, the major difference being you control an M1 Abrams rather than a 'Mech. The only other futuristic cockpit shoot'em-up that springs to mind is Star Wing (94 per cent), which needs no introduction!

THANKS TO CONSOLE PLUS (0924) 456802

REVIEW



I mean, shit – this guy has had more pre-release hype than anything this side of Sonic 2. For six months now the American mags have been full of adverts for this hero in a furball, not actually telling you anything about the game but just pumping this Bubsy the Bobcat character cult. It's an old trick, hey, it worked for Stalin! The theory behind it is that by the time the magazines turn around and tell everyone how awful the game really is they will already have devoted six times as much space promoting the little sod.

Well, I'm here to tell you that this game really doesn't live up to any of the hype in any way whatsoever. Yes, it is a 16 mbit cartridge; yes, there are over 40 animations just for Bubsy himself and yes, there's a lot of digitised speech. What is not included though, is any gameplay. You know, that old-fashioned concept that made the Spectrum the machine it was; the stuff that is nowadays sadly lacking from the vast majority of games on the SNES, that funny little thing that makes games enjoyable, playable and heck, even good fun.

WHAT'S UP, PUSSYCAT?



He can somersault in mid-air...



...Not to mention pounce on unsuspecting Woolies



Unlike most cats, he can fly...



...And he hates hanging around



Excellent, we get to slide along gravity-defying streams of water



Bubsy doesn't like life on the edge



Many ways of dying, but none compensate for how annoying this game can be



Goes loopy in the company of an attractive woman



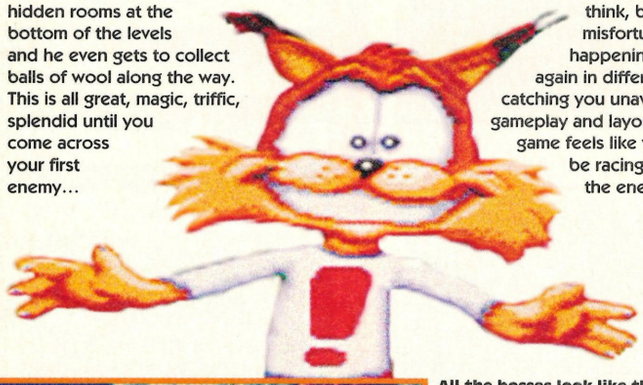
Hit the brakes!

BUBSY

CLAWS ENCOUNTERS OF THE FURRED KIND

HAS ANYONE SEEN MY PUSSY?

It is a shame because this game had such potential. Bubsy is a very well-presented attractive character and presents the opportunity for Accolade to produce the Super Nintendo's very own version of Sonic. This is very nearly achieved – Bubsy does move very fast and a lot of the levels are designed to encourage this with long ramps which he can race down at incredible speeds, hidden rooms at the bottom of the levels and he even gets to collect balls of wool along the way. This is all great, magic, triffic, splendid until you come across your first enemy...



As you are racing along you're highly likely to collide head first into one of the enemy Woolies that are strolling along the ground. "OK, I'll remember to watch out for it next time," you think, but this misfortune keeps happening again and again in different places catching you unawares. The gameplay and layout of the game feels like you should be racing around, but the enemies and obstacles constantly appear out of nowhere impeding your progress.

Before you know it you find yourself walking around very slowly, not taking any risks and doing your best to stay out of trouble. If you stand still you can use the joypad to look around, stretching how far you can see by about half a screen's length. All very useful but who the hell wants to sit about all day looking where is safe to walk? Not me.

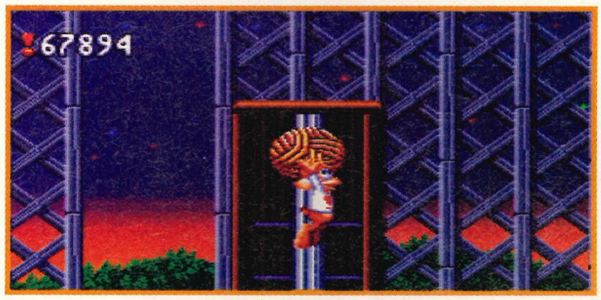
Too often the game catches you out by flinging an unavoidable object at you right at the last minute, perhaps at the end of a long jump or from the platform above, always hidden out of view and always very, very annoying.

TOM JONES

One of the criticisms of Sonic was that it was too easy. Bubsy's creators have obviously taken that to heart and tried to avoid this problem. However, instead of combining fast-moving gameplay with the occasional thought-provoking section, they've just stuck hazards in the most irritating places possible. That's not structured gameplay, it's a pain in the arse.



All the bosses look like this. At the end of every three chapters you'll come up against them. Just jump on the central wool balls when the heads poke out and away you go



No fairground would be complete without a Strength-O-Meter and this one slings Bubsy up to higher ground

When Bubsy goes down, he goes down in style. A sniff of water and he'll pull off the Napoleon impression



Yeah, right. Happens all the time at the fair! There you are just minding your own business when a hot dog attacks you





These egg-dropping, leather-capped birds are one of the enemies that you probably won't see right until the last minute

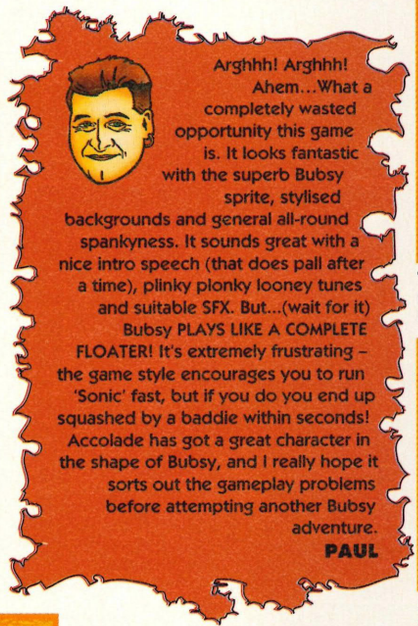


Wooagh! White knuckle time! Just be careful not to fall of the edge. Where the hell's the safety inspector?



A lot of time has been spent producing a wide variety of imaginative settings and you can't fault the quality and number of animations used for Bubsy himself. The much vaunted speech soon begins to grate once you've died and gone back to the beginning a few times.

The game certainly has its moments of fun, but they seem to wear thin very quickly. Bubsy is too gimmicky, relying on short-term attention grabbing ideas rather than in-depth, long-lasting gameplay. It's a shame. **JOOLS**



Arghhh! Arghhh! Ahem...What a completely wasted opportunity this game is. It looks fantastic with the superb Bubsy sprite, stylised backgrounds and general all-round spankyness. It sounds great with a nice intro speech (that does pall after a time), plinky plonky looney tunes and suitable SFX. But...(wait for it) Bubsy PLAYS LIKE A COMPLETE FLOATER! It's extremely frustrating – the game style encourages you to run 'Sonic' fast, but if you do you end up squashed by a baddie within seconds! Accolade has got a great character in the shape of Bubsy, and I really hope it sorts out the gameplay problems before attempting another Bubsy adventure.

PAUL



The canyon is populated by these terribly hilarious gun-toting gophers. Oh, how we laughed

These tunnels are the same as the caves. They'll either teleport you around or take you to a bonus stage





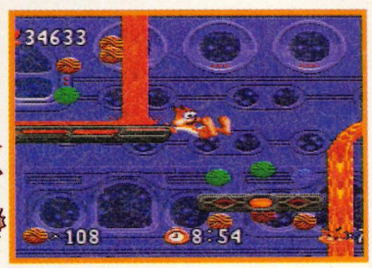




The boughs of the trees have more spring in them than an orthopaedic bed and they can catapult Bubsy way into the sky



This relic from the Keystone Cops will have no hesitation at all in mowing the poor Bobcat down



Find the right cave and you'll be transported to a bonus section where you can collect loads of balls of wool. I bet it seemed like a really good idea at the time



Some of the caves have trains coming out of them. Get rid of these and your entrance will not be halted



Manually operated bridges cross some of the bigger gaps, just don't fall off the end



GO WILD IN THE JUNGLE



MÉNAGE-À-TROIS



CARLOS

Age: Unknown
Height: 189cm
Weight: 61kg

The overhead throw is impressive to pull off. Watch the way Carlos backflips back onto his feet afterwards





The flying kick is a common move that works well from a distance. The collision detection can be a bit ropey sometimes though



This high kick is usually used to finish a baddie off after repeated punches. Unfortunately, Carlos splits his trousers every time!



The spinning sword attack is useful if you're surrounded by enemies. Chop them about a bit before sheathing your weapon once more



HAGGAR

Age: 50
Height: 202cm
Weight: 121kg

Pick up the opposition and give them a nipple twister. They'll soon punch their cards and leave the factory





Haggar's punch is very far reaching – you can knock the crap out of the bad dudes and they can't even get close enough to breathe their babber breath into your face



A hangover from his WWF days? Without a doubt. Haggar's Suplex move is pretty devastating, but a cruel legacy from the world of professional wrestling

Exsqueeze me, but haven't I seen this 'spinning piledriver' somewhere else? Capcom can obviously be forgiven for ripping its own games off!





MAKI

Age: 20
Height: 169cm
Weight: 52kg

Ooh, a sort of spinning bird kick if you get my drift. This is Maki's special move and it really kicks bottom





She may be small but she can throw the baddies like the best of 'em! Maki's off-the-shoulder number is satisfying to pull off



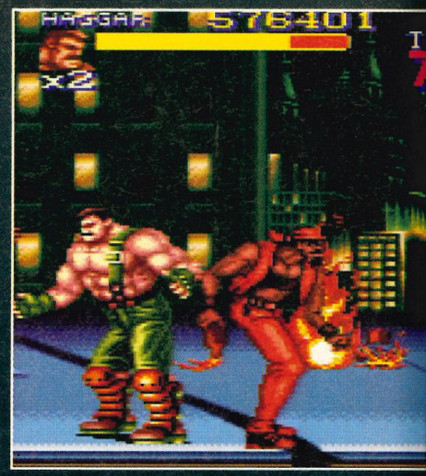
Another flying kick move from Maki. Very useful for taking the bosses out as well as for multiple hits on numerous baddies



Women can do this knee to forehead type effort, but I wouldn't try this at home people 'cos it rilly rilly hurts







FIN





If you look very carefully at the background on level two you will see Chun Li eating Sushi with some other duffers!



Carlos does his backflip party piece trying to impress the two guys just about to attack







Petrol bombs explode forcing a hasty retreat. All's fried in love and war



Final Fight 2 isn't really that bad. It's a quality piece of software (Capcom is no slouch) and compares well to others of the genre. It's just that the sideways-scrolling beat'em-up idea hasn't really worked to any successful degree – walking right, hitting repetitive enemies that repeatedly walk into your fist soon becomes boring. Some of the end-of-level guardians are imaginative but don't provide enough of a challenge to make it totally absorbing. In fact that's the bottom line with Final Fight 2 – it's far too easy as Alex said, and I don't know about you, but I certainly wouldn't pay £70 for a game of this type.

PAUL



Warning: topical discussion imminent! Is there too much violence in video games? Street Fighter II is perhaps the most popular game on the Super NES and it certainly is one of the most violent, bloody games you'll see.

So does this endless diet of violence affect the kids who sit glued to their screens hour after hour? Can Nintendo really be held responsible if a half-crazed maniac decides to gun down innocent bystanders with an Uzi? Is Haggar from Final Fight kicking the crap out of hundreds of blokes just because he was beaten at SFII, or is he out to rescue some girlie and an old geezer from a very large man with bulging biceps who's kidnapped them? Will Reg ever get his wicked way with the delectable Maureen?

Who knows what will happen in Coronation Street, but what I can tell you is that Haggar's main objective, and yours, is to find the two hostages. Don't ask me the reason why they've been kidnapped because I don't know, but nevertheless you will have to conquer the six locations and travel the globe in search of the imprisoned pair.

KNUCKLE SANDWICH

The first difference you'll notice between this game and the first is that the sequel has three characters to choose from as opposed to the original's two. Haggar returns from Final Fight but Guy and Cody have gone off to endorse hair-care products or something like that. The ex-mayor is joined by two new fighters – a young girl named Maki and a confident fighter called Carlos. Each has a pocketful of punches and kicks, plus a single energy-sapping special move. More on these later.

The game can be played by one or two players simultaneously with each controlling a different character. Haggar is tall and well-built and uses wrestling holds to grapple his opponents, while the nimble Maki is faster uses her flying kicks to great effect. Carlos' throw is excellent but you need to grab the opponent before he can be flung over your shoulder.

There is surprisingly little variety when it comes to moves, as each of the characters basically performs the same attacks with only minor differences. They are all executed in the same way – by hammering the punch button and walking mindlessly around the screen. Everything else, like choosing whether to punch or throw, is done for you.

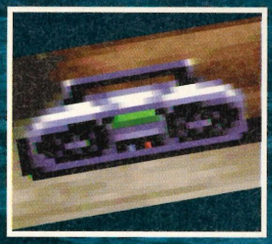
MARY WHITEHOUSE WOULD LOVE THIS

AL FIGHT 2

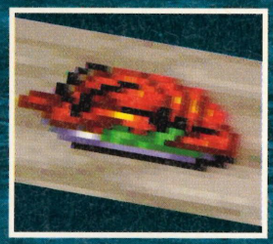
REVIEW

HIT THESE TO GET THESE





The ghettoblaster awards the player with 3,000 points



A cool 5,000 for the lobster, plus an energy boost



The knife is a pretty useless weapon – throw it and it's gone!



A nice refreshing cup of PG fills up your energy meter

FINAL FIGHT 2

Kicking off the game in Hong Kong, the task ahead will take you across the globe to six different countries with each country divided further into horizontally (and occasionally vertically) scrolling sub-stages. There are also bonus stages which appear at set points throughout the game, with extra points awarded for smashing a car to pieces with an iron bar and punching oil drums before they explode.

HAGGAR THE HORRIBLE

The aim of the game is very simple. Just keep walking right, punching and kicking through the seemingly endless waves of freaks and weirdoes. Hardly original gameplay but very violent, eh? Armed with little more than four lives and a full energy bar, your power depletes each time you take a hit. After losing all your lives you have the option to continue depending on which of the four difficulty ratings was selected.

Additional 1-ups, along with other bonuses, are found by cracking open the crates and oil drums. Various foodstuffs restore energy while extra points are earned by grabbing the swag bags and other valuables. Extra time can be grabbed by nabbing the Rolex, adding a precious few seconds on the stage's ever-decreasing time limit.

There are also three weapons to pick up and spill blood over. First off there's the dagger, a single use throwing knife which is pretty crap, really. Then there is the night-stick, a policeman's baton perfectly shaped to fit neatly around a guardian's head. Lastly you'll find the 2x4, a long plank of wood which can prove deadly in the right hands. I told you Final Fight 2 was violent!

As I mentioned earlier, each character can perform a not-so-dazzling special move in addition to the usual punches and kicks. Carlos unsheathes his sword in a whirlwind of cold steel, Maki leaps upside down and kicks out in all directions and Haggar can spinning clothesline the enemy, like Capcom's other beefy fighter Zangief. On the subject of Street Fighter II you'll probably notice a few of its characters hanging around. For instance, Chun Li can be seen picking at a bowl of noodles in Hong Kong.

To compliment the mindless violence Capcom thoughtfully includes six guardians to cater for the blood-hungry gamer. The hulking sprites are huge but can be got rid of surprisingly easily – a swift boot in the happy sacs and they'll fall to the ground like anyone else.

BELOW THE BELT

Hang on a minute, you've probably realised something by now. Final Fight 2 sounds just a little bit like the first game, don't you think? Well yep, it's very similar to the original. Uncannily similar. No, unbelievably similar in fact! These scrolling beat'em-ups are all very samey and Final Fight 2 really has nothing much to distinguish it from the rest.

The graphics are all very nice and it's got big sprites and all that, but I've seen it all before. Even the moves are virtually identical to other beat'em-ups – OK, I know you can get away from the usual punches and kicks but what about something a bit more inventive than the spinning clothesline?

As with most scrolling beat'em-ups the gameplay is very shallow. Paul and I managed to beat Final Fight 2, albeit on easy level, on our first go with the majority of the gameplay simply involving tapping the punch button and walking around.

The harder levels are obviously more challenging but you'll see 90 per cent of the game on the simplest setting. Would you play through the entire game (which takes about 20 minutes and gets extremely boring) on the expert setting just to see an extra few seconds of end sequence?

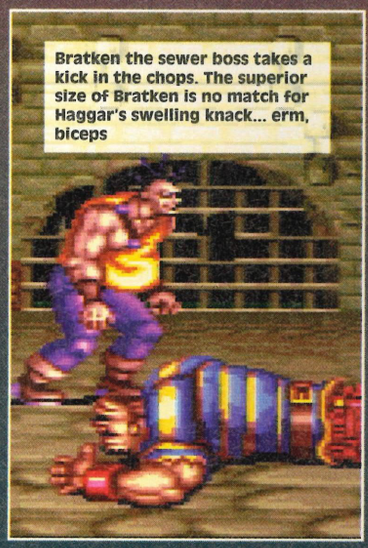
OK, I've virtually slated the game but I will say one thing in its favour – it is an improvement over the first because of the three characters option. However, I still keep my original verdict of guilty of being highly unoriginal and far too tedious. Shame.

ALEX

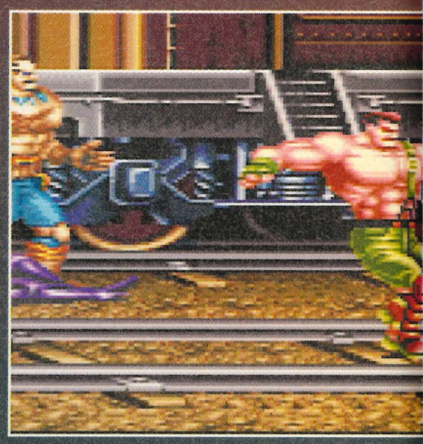


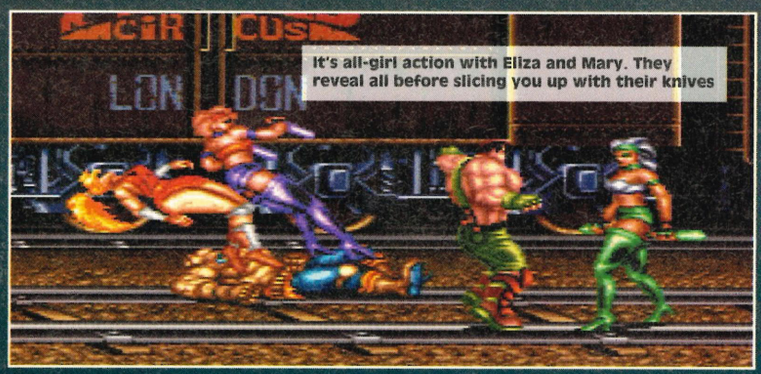
I'm with Paul on this one, the entire genre is essentially flawed and Final Fight 2 has done little to break out of it. When it comes down to it all you have to do is walk around and hit the same two buttons over and over again. Yes, the three characters do make a difference, but it would have been nice to see a few more moves and a bigger variety in the enemies and the way they behave. It is good fun and will provide quite a challenge on the harder settings. It even looks and sounds great, but this is big bucks territory and I'd think very carefully about shelling out this much money for it.

JOOLS



Bratken the sewer boss takes a kick in the chops. The superior size of Bratken is no match for Haggar's swelling knack... erm, biceps





It's all-girl action with Eliza and Mary. They reveal all before slicing you up with their knives





Elick tastes the power of a super Haggar Suplex on the cobbled streets of Venice. I've sat in exactly the same place from where this scene is viewed – s'true!









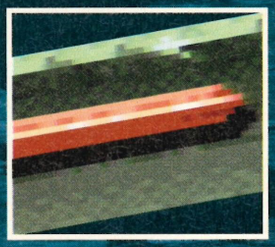
This gives 100 per cent energy increase and 10,000 points!



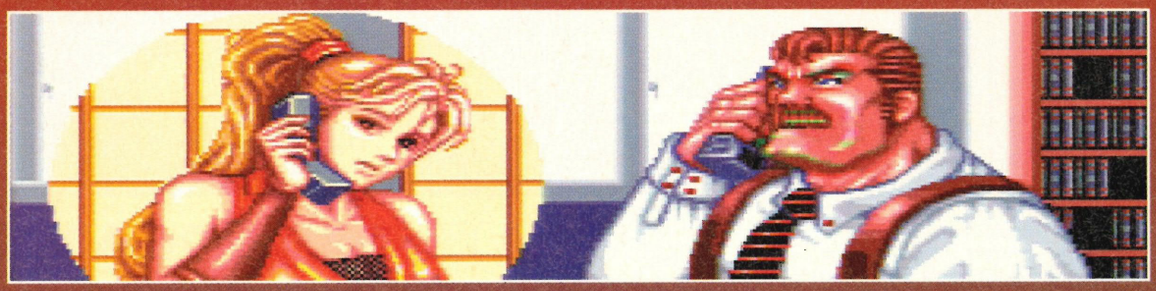
This Nightstick (or Tonfa) is useful for a hit or 10



Collect this Rolex for 1,000 points and a time booster



This bit of 2x4 can crack multiple skulls





Hagger tries his spinning piledriver just for the pose. I bet the ex-mayor feels pretty stupid now!



Smash the car for a chunky bonus. You're given a weapon and you must batter the bodywork until it's in pieces





I KICK ARSE FOR THE LORD



SCHOT
A low-level punk with a spiky hairdo. Easy to pulverise and bully



MARK
Another easy punk to batter. His permed, blond quiff is no defence against your punching power



JONY
Is this guy the bastard son of Zangief or what? He's even got 'Search and Destroy' tattooed on his back



ELICK
The fat electrocutor. Elick attacks with his home-made stun gun and can stop you in your tracks

ATLAS
Atlas is another WWF refugee looking for an aim in life – wearing blue spandex could be it...



MARY
Bit of a femme fatale is old Mary. She'll fool you with her looks before attacking you with her Wilkinson Swords

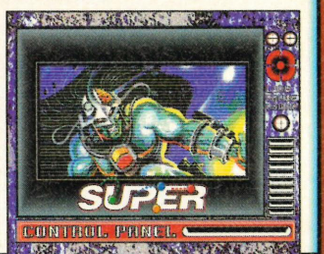


ELIAS
Elias is the Carlton Palmer of the game – tall, fast, a bit of a donkey, but get caught in a tight corner and he'll really give you hell



ANDORF
Andorf runs in, arms flailing, shouting "Hey, calm down, calm down!". We fell about laughing here I can tell you





FINAL FIGHT 2

HOUSE: CAPCOM
ORIGIN: JAPANESE
PRICE: £69
PLAYERS: ONE/TWO
TYPE: BEAT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

76%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	5
LASTABILITY	5

ENERGY HIGH

- Three characters to choose from
- Two-player simultaneous fighting
- Big, beefy graphics

ENERGY LOW

- Yawn-provoking gameplay
- Too few moves
- A bit easy

ALTERNATIVE SYSTEM

The first Final Fight (75 per cent) is pretty similar to this sequel, but with only two characters to choose from and no two-player option. There's Rival Turf (55 per cent), a one or two-player beat'em-up which very poor. I personally would stick to Capcom's Street Fighter II (93 per cent!).

REVIEW

OGRE BATTLE FIGHT



KNIGHT
Wields a very large sword and has all-round fighting abilities

SAMURAI
Attacks with a sonic boom blast. Again he has all-round abilities





AMAZONIS
Uses a bow and arrow in battle but is prone to missing

DOLL MASTER
This magician attacks with an acid cloud, a powerful weapon indeed





WITCH
Using her magic she unleashes a stun cloud which prevents characters from taking a turn

GIANT
Very strong but not very intelligent. Attacks with a club





DRAGON
Very strong if you can afford them, flies and head-butts the opposition

HAWK-MAN
Hawkman is very quick and agile as it swoops in and clubs you





GRIFFIN
Very lucky and also considerably agile, the Griffin has powerful attacking talons

HERO OF LEGEND
Powerful warriors with excellent abilities, they make good team leaders





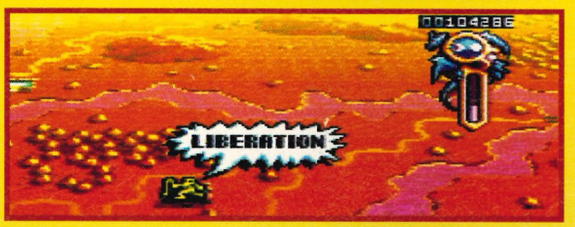
On the game map you select destinations by using a small flag icon. Simply place the flag where you want to go and your team will obey



The battle mode is situated on a 3D isometric playing field allowing you to see all the characters clearly. The stats screens show power bars for all the warriors which decrease when hit

Here you can see the effects of the Sun Tarot card after it was played on the enemy. This powerful burst will decrease the opponent's energy considerably







ONCE UPON A TIME,

OGRE

The march



I could hardly wait for the release of Ogre Battle, it didn't matter that it would be Japanese, I was simply intrigued by the title. Being an avid Queen fan I was more than slightly curious that both the game title and sub-head are song titles from the 'Queen II' album – could there be Queen tie-ins and even a Queen soundtrack? My interest had been well and truly aroused...

Sorrow of sorrows it wasn't to be. Much to my bitter disappointment I failed to find the tie-ins which I had so hoped for! But my interest didn't dwindle – as the intro continued to run and I fleeted through the initial menu screens my disappointment metamorphosed to joy.

OGRE TAKING

At first I was convinced that the game would be completely unplayable due to the Japanese dialogue, I might be able to muddle through a little way but getting any real distance into the adventure would be nigh on impossible. How wrong can one girl be?

Ogre Battle revolves around the power and mystical significance of Tarot, a supposed way of predicting the future using a pack of illustrated cards. Relying on the power of the Tarot for your fighting skills, you take control of a warrior team in a quest to free the giant Zeteginea Kingdom from tyranny and evil... and the odd ogre.

Keeping in with true RPG style, all the characters hail from a Dungeons And Dragons type scenario with Valkyrie's, ghosts, dragons, wizards and witches creating the mug-shot line-up. Each character naturally has its own unique stats and abilities, such as magic and healing properties and also varying attacking and defending strengths.

The strength of a team as a whole is vital to your survival, as is the positioning of your members when participating in battle. Options allow you to tinker around with your line-up thus leaving your less significant members at the front while the team leader shelters behind the human barricade.

Due to the icon driven game orientation you can select teams, destinations, weapons, Tarot cards and actions quickly and with ease. From time to time the game unfortunately reverts to the Japanese text options, but these are quite easily fathomed out simply by trial and error.

The main game takes place on a skewed, Mode 7, 3D map which, as time draws on, impressively changes colour from daylight to dusk and through to night. A small golden icon illustrates your team's position on the map and swiftly moves between locations when instructed.

Various oppressed cities grace each level and it is your job to liberate them simply by moving on top of the fortresses illustrated on the map screen. By doing so you will be thanked with clear digitised speech and offered another Tarot card for your collection.

BATTLE AXE

Now, here comes the exciting part. Multitudes of enemy troops spawn from the occupied cities in a bid to conquer your base castle. It is inevitable of course that you will cross the path of the grey, trundling icons and be forced to "Fight It Out!" as clearly instructed by more digitised speech.

Graphically, this is the part of the game that really cooks my coconut. Swiftly switching to the battle screens you are presented with a beautiful 3D isometric playing area where the friend and foe sprites are positioned.

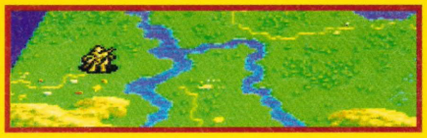


You are allowed seven Tarot cards to start the game with. Each has different powers, such as healing and destruction



The entire game is icon driven making play quick and straightforward. Although the game is in Japanese the bulk of its content is easy to understand





Your Tarot cards can be played only when in the battle mode. Different cards will offer different services, for example the Empress will restore health while the Hanged Man will wreak destruction on the enemy





The wizards are useful characters to have in a team. Able to unleash powerful magic on the opponents, they prove invaluable



AN OLD MAN SOLD ME A FABLE...

E BATTLE
of the Black Queen

Each sprite is exquisitely detailed despite its petite size, and the multitude of colours used are vibrant. Even the backgrounds are intricately detailed to the extent that you can make out books and other such desktop items creating a board game atmosphere at the hands of playful gods.

Unfortunately, and I believe this to be my only real gripe with the game, the fight sequences are fully computer-controlled. You can intervene at any time to play a special Tarot card for attacking or defending should you get desperate, but hit-point rolls, moves and attacking selections are made entirely by the computer.

This does not ruin the game in any way, but it takes away some of the involvement leaving you somewhat out of the hub of the action. However, I could sit and watch the sprite animation for hours and couldn't help getting excited as the hit-points were beaten and battered off the tiny entities!

Each level is only a minute part of the overall game, the kingdom is absolutely huge. In two days I could only get to level five out of what could be hundreds! I am more than impressed with the quantity and quality of gaming potential, and can assure you that you'll be playing this for months testing new tactics and battle strategies.

BATTLE OF THE PLANETS

The presentation of Ogre Battle is also hard to fault. The backgrounds and menu screens are beautifully drawn with colour and detail obviously of the utmost importance, the music too is atmospheric and not the least bit annoying.

Admittedly it takes time, concentration and a largish dose of patience to differentiate between the multitude of icon options, but soon you're in control. There is only one SNES game that I would even consider purchasing for myself, and this is definitely it. **ALLIE**



Ogre Battle looks and sounds bloody cool, it really looks like my sort of game. Although it's completely in Japanese, I soon found myself (with some help from Allie) on top of it all. The scenarios, atmosphere and special graphics slowly dragged me into the game. I found the character battles a simplistic affair and it would have been nice to have had more control over your fighters. I'm always wary of real-time RPGs – they get you thinking quickly, but the constant in and outing to the battle screen soon gets on my wick. Nevertheless, Ogre Battle is a quality RPG. Let's hope it gets translated!

PAUL



The Zeteginea Kingdom where your adventure takes place is massive. This map shows you the extent of the kingdom and on the right you can see individual battle sites



Once you have liberated a captured city it will thank you profusely and offer you another Tarot card. If the alignment is evil, such as the Devil card, and you accept it they will boo you!



THANKS TO CONSOLE CONCEPTS (0782) 712759

DOGGY STYLE



Family Dog performs a high leap to reach the floating bones



Sniffing the ground indicates subterranean goodies!



Digging bones up will replenish your energy

Eat your Chappie for chunks of meaty bonus points

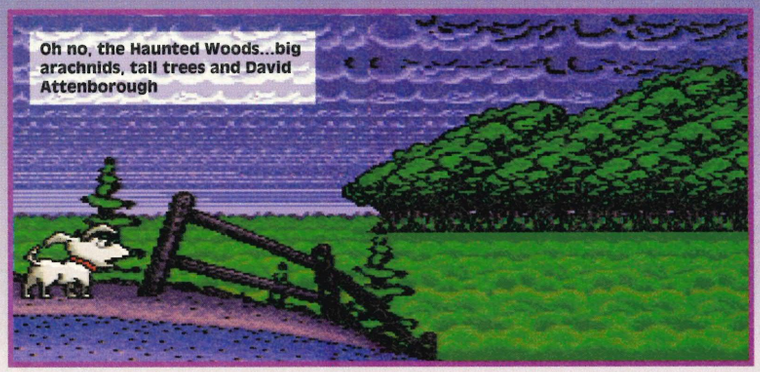


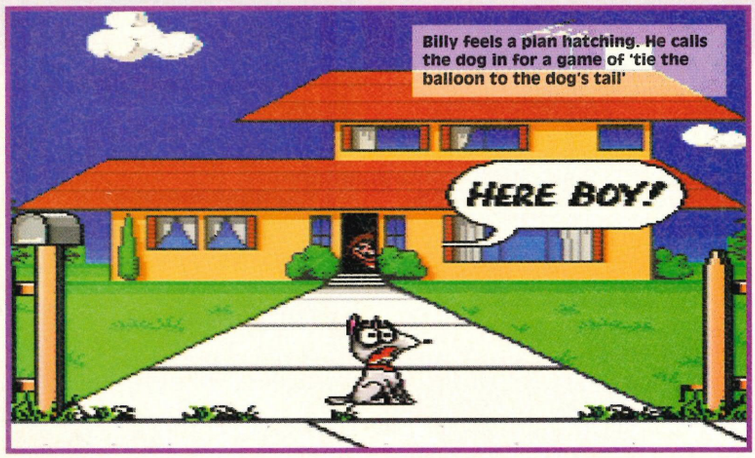


Running is a good way of avoiding Billy's ping-pong balls



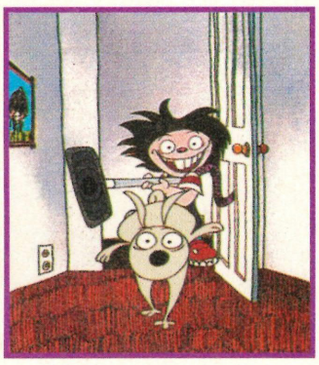
Duck stray objects and the odd bouncing ball





The cats get bigger the further you progress into the game. These army cats have been trained to kill on sight









Family Dog is an excellent animated series. I first saw an episode of this inane Spielberg/Burton collaboration some five or six years ago (at least) on the very first video release of Steven Spielberg's Amazing Stories. It was great to watch with its superb, Hanna Barbara-influenced character designs, the hilarious but realistic situations (such as the Dog being blamed for Grandad's fart!) and the fast-moving action to keep it interesting. I must say I loved the thing, it had the same appeal that The Simpsons has at the moment, with half of the programme floating straight over the heads of the younger audience! Unfortunately, I never saw another episode after that.

Now, some years later, I was just sitting here minding my own business when this new T*HQ game was thrust in front of my mush. Family Dog? Yeah! Better late than never. Apparently now broadcast countrywide in the States, Family Dog has caught on and is causing quite a stir amongst youngsters and adults alike.

DOG ROUGH

The cute, well-meaning Family Dog is terrorised by his young master, Billy. The little tearaway wastes no opportunity to attack the poor dog with his water and ping-pong guns, getting the pooch into all sorts of scrapes with his unwitting master who brandishes an extra-large slipper!

Taking the role of the titular Family Dog, you must battle against the odds to save your skin from Billy and his misdemeanours. The basis of the game is built around a platform format with the dog having to collect bits of bones and doggy biscuits littered around the house to survive. His bone meter, displayed at the top of the screen, represents energy – no bone, no dog!

Barking repeatedly at enemies will kill them, but you only have a limited number of barks so you must collect bits of cheese to increase your bark quota. As well as the athletic doggy jumps that the dog performs, he can also sniff out bones and dig them up, which is handy when you're running low on the boner level.

Starting in the living room, Family Dog must traverse the bookshelves and picture frames to play catch with little Billy. This sub-game involves catching and retrieving the ball before it whacks the baby girl and makes her cry! Fetch five successive balls and you're awarded extra lives for your troubles.

Surviving Billy's water gun attack in the living room leads you onto the kitchen. Mutant blenders, pop-up toasters and flying plates make their presence known whilst little Billy runs up and down the tiled floor destroying anything and everything in his path!

Fed up with your floor-digging antics, you're sent out of the house for a ride in the Master's car. Ah, the fresh air and trees make you feel good to be alive...Suddenly, the Master stops his car in front of the city dog pound and throws you into the kennels! Arghhh, what do you do now?!

The Dog Kennels are full of dangerous animals lying in the gloom ready to pounce on the lost doggie. Chained-up Dobermans must be outbarked and the dreaded Dog Catcher has to be avoided for you to gain your freedom.

IN THE DOGHOUSE

The Haunted Forest is your next stop. Only by successfully negotiating this towering labyrinth and the unpleasant wasps, spiders and all manner of ghouls it is riddled with, will the Family Dog reach the relative safety of the family's suburban household.

My first impression of this game was not one you'd repeat to your Granny. Sluggish, unresponsive gameplay, the likes of which haven't been seen since Gunforce, and incredibly dull and simple background graphics all made me head for the sick bag.

However, after playing for sometime and progressing onto the later levels, I found myself liking it a weensy bit. The initially appalling graphics do improve greatly towards the end, with the Haunted Forest levels being quite atmospheric.

The Family Dog sprite has loads of character, although it has to be said that the designers of the game already had this on a plate from the cartoon series. The dog scratches his fleas, shakes his head and pushes out a yawn every now and then, but not every character-orientated game is a guaranteed success these days, is it?

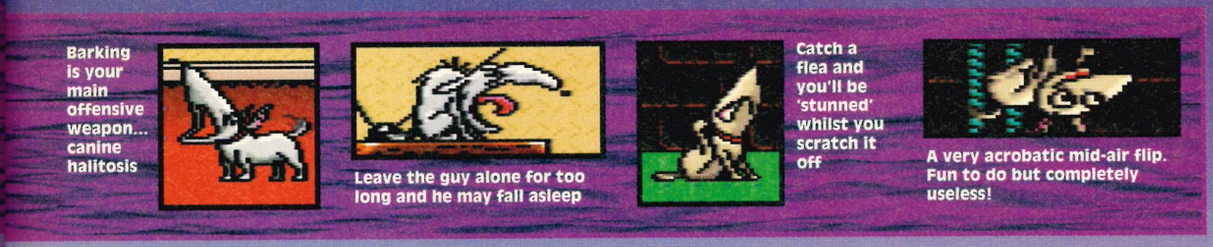
I reckon T*HQ just about managed to pull this one out of the bag. It turned out not to be the turgid dross I initially thought I was playing – Family Dog is in fact OK.

PAUL



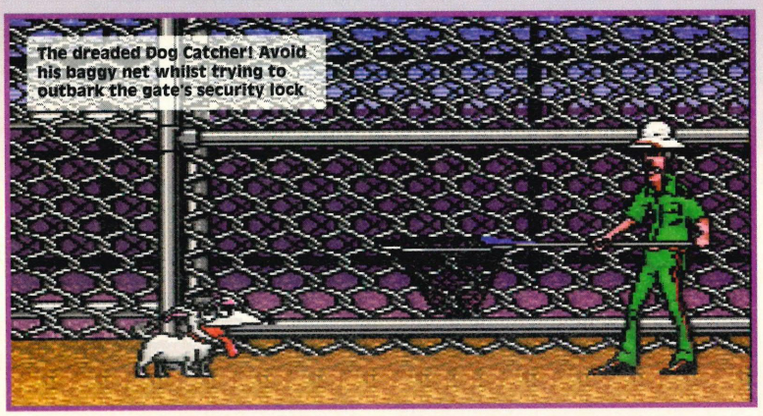
I wasn't completely convinced when I first started playing Family Dog, however I later came to enjoy it considerably. The main sprite has some wonderful little character quirks that give him more personality than many cute game characters to date, and although the background graphics aren't really all that inspired, they do follow the70's style Hanna-Barbara cartoon. The later levels are far more enjoyable than the first few and it seems a pity that your initial impression of Family Dog falters due to this. On the whole though this isn't bad at all, I quite enjoyed myself.

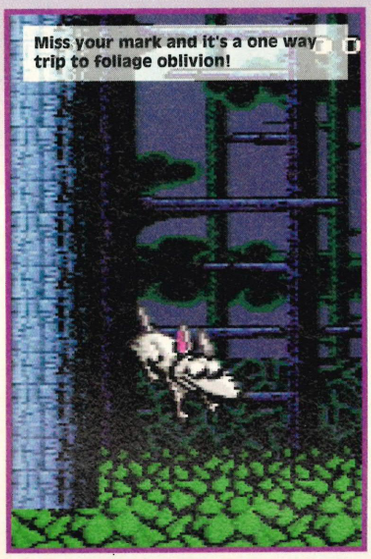
ALLIE

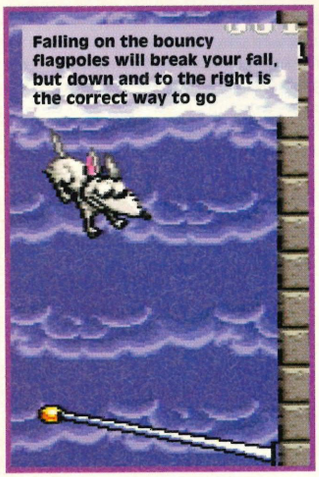


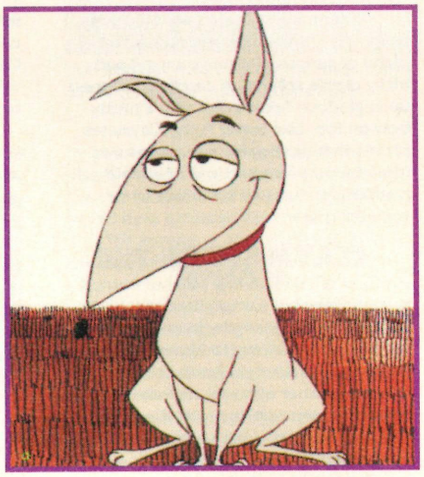
CATCH SOME FLEAS AND PEE ON THE CARPET

MILY DOG

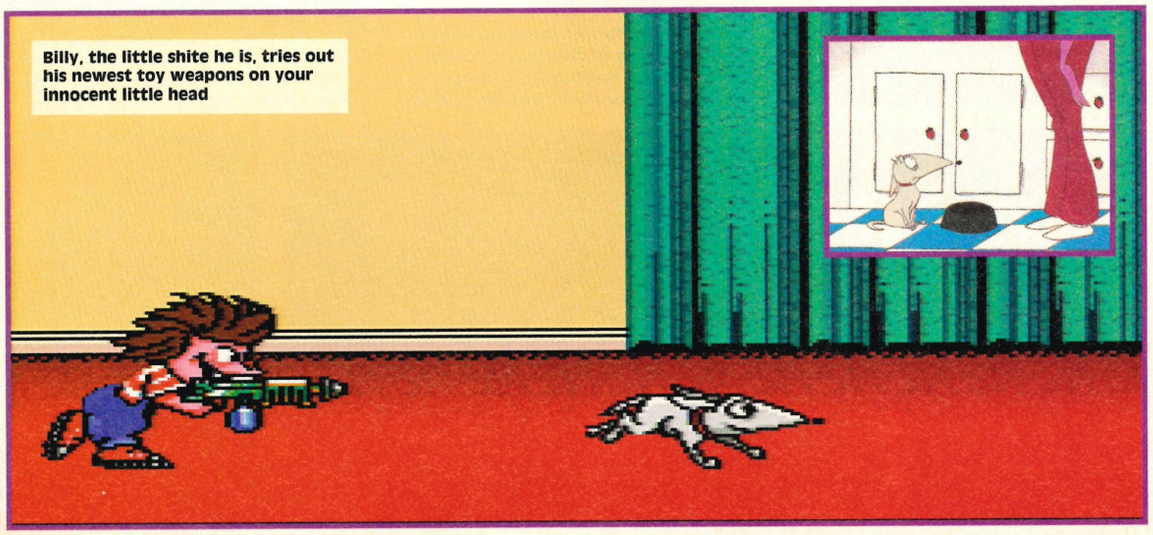


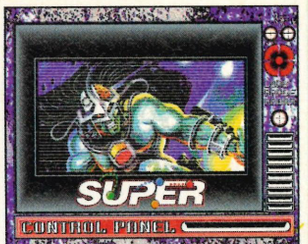












FAMILY DOG

HOUSE: T*HQ
ORIGIN: OFFICIAL
PRICE: £44.99
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

56%

SUPER CONTROL

SOUND	3
GRAPHICS	5
GAMEPLAY	5
LASTABILITY	4

ENERGY HIGH

- Smart dog animation
- Humorous characters
- Later graphics are good
- Great cartoon series

ENERGY LOW

- Sluggish movement
- Bit easy
- Early graphics are crap
- Can be unfair and annoying

ALTERNATIVE SYSTEM

There are loads of smart platform games – Nintendo's classic Super Mario World (92 per cent), Konami's Super Castlevania IV (86 per cent), Legend of the Mystical Ninja (85 per cent), Super Probotector (87 per cent) and Tiny Toon Adventures (85 per cent) are a few I'd recommend.



Duck that Venus Fly Trap (Groan!). You don't want to be chewed up this early on in the game, do you?



Cling onto the bark for dear life and scurry up the trunk. Only Muckster the cat can do this feat of mountaineering



Reach the end of the level and this ectoplasmic-ray-type-thing will change you back into a ball of blue clay

CLAYMATES

BACK TO SCHOOL WITH CLAY AND CERAMICS LESSONS

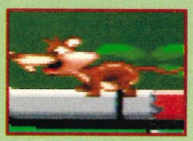
KNOW YOUR ENEMY



FROG
Leapin' lizards (Shouldn't that be leapin' frogs? – ED), these frogs are fast!



DIVING BEE
Watch out for the diving bees – that swoop down when you least expect it



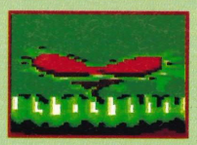
RAT
Besides listening to The Stranglers, rats also like to eat defenceless balls of clay



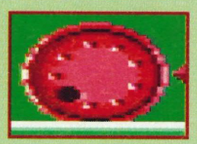
BULLFROG
They're big but not clever. These bullfrogs sprint around looking for tasty morsels



DUCK
These ducks are quackers. Avoid their bills like the poll tax



V-FLYTRAP
"I'm your Venus" – these critters are Bananarama embodied... Avoid!



BARREL
Roll out the barrel, we'll have a barrel of fun... except these barrels kill you!



FISH
We shall have a fishy on a little dishy when the boat comes in



SHARK
The shark is said to be the ultimate predator, so unless you want de-boning, I'd give them a wide berth



Clay is obviously a hot commodity at the moment. In the second of our gigantic previews, Interplay follows System 3's Super Putty offering with its own brand of muddy humour, Claymates. Lots of stringy, slimy, sticky putty balls bounce and splat their way around a plethora of platforms, with a hidden twist that will bring a smile to the sternest face!

Undergoing development for some time now, Claymates is an entertaining blend of serious platform romping and tricky puzzle solving, all carefully wrapped up in glorious Technicolor with a pretty bow on top. Like Super Putty, Claymates proves that developers can move away from the bog-standard and now staid platform formula and introduce us to something new.

CLAYMATE OF THE MONTH

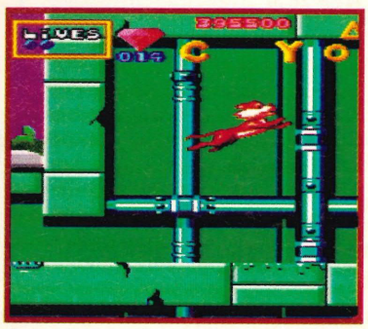
Taking control of a small, blue clay blob you embark on a lengthy journey through various brain-straining levels armed simply with a dangerous right hook. Spanning a massive number of levels each divided into comprehensive sub-sections, Claymates offers more than its fair share of gaming longevity.

The levels are far from linear with platforms reaching high into the skies and deep down to the depths of the earth providing plenty of distractions to keep you amused as you search for the exit. Luckily, your blue alter-ego is fairly pliable and supple letting you jump, bounce and roll easily and fluidly around the ensuing chaos.

Various enemies stand in your way including Venus Fly Traps, rampant bulldogs, slugs, crows and many others, all of which are beautifully animated. As the blob, you cannot bounce on top of the opposition to kill them (see Mario), instead you have a serious right hook that will stun the wildest creature.

OK, so I suppose things could get a little boring at this stage if the game continued to take this course, however, Claymates holds much more in store than this. Let us reveal a little bit of the story-line before we continue.

We are informed that Professor Putty and his son Clayton have designed an amazing Animal Transformation Serum that



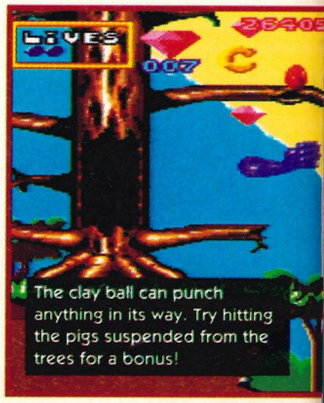
The underground mazes further into the game can be perplexing places to traipse around. Look for switches to turn the steam pipes off



If you collect enough gems you will be taken to one of two bonus levels. They're quite groovy too!



Even these wonderful clouds are digitised from clay models. Give the artist an Oscar, eh?



The clay ball can punch anything in its way. Try hitting the pigs suspended from the trees for a bonus!



End-of-level guardians are quite spectacular. This big dog sprite has been digitised from actual clay models of the character







when mixed with clay enables humans to change their appearances and take on the guise of animals. However, we soon learn that a mad Witch Doctor has kidnapped the professor and turned his son into a simple ball of blue clay in order to gain the precious serum.

THE CLAY TWINS

Enter you – the gamer, in the guise of the professor's beloved son, now a clay blob. You set off in search of your father with the general plan being to save the day. Luckily, whilst being whisked away by the Witch Doctor some of the serum has leaked out of the professor's flask and lies waiting for you to collect.

Upon acquiring the serum which appears as small coloured blobs of wobbly clay, you miraculously change from a blue clay blob into one of five creatures. These creatures are easier to control than your clay blob form and each has its own unique skills and attacks. You'll now find it infinitely easier to traverse through some of the trickier parts of the game.

Muckster the cat can climb trees and vertical poles, Goopy the guppy makes light work of the watery depths, Oozy the mouse squeezes through small passages, Doh Doh the duck has a lethal pecking weapon, while Globmeister the squirrel throws a mean acorn!

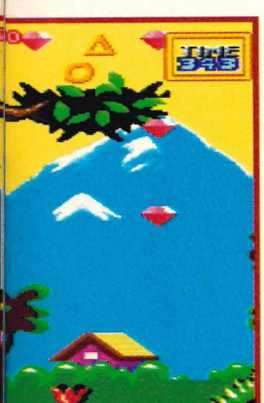
Changing into one of these alter-egos not only gives you more control than when you were in the form of a blob, it also considerably lowers movement inertia, sharpens your response to direction change and also acts as a shield. When hit by an enemy, your animal disguise will disappear thus transforming you back into the clay blob instead of just losing a life as would have occurred otherwise.



Doh Doh can walk through the thick trunks of the telegraph poles. What a guy!

The animation of each character is extremely fluid and the humour incorporated into the movements is subtle yet very entertaining. For example, the cat walks very tall with its head and backside pointing skywards, then it bats away the opposition and out comes its claws as it goes for the tender bits!

While all this is going on, you'll also find bonuses that grace the gameplay such as treasure boxes activated by collecting different shapes, blenders that either freeze the enemies or reveal secret bonus gems, and the letters C L A Y that award you with an extra life when collected.

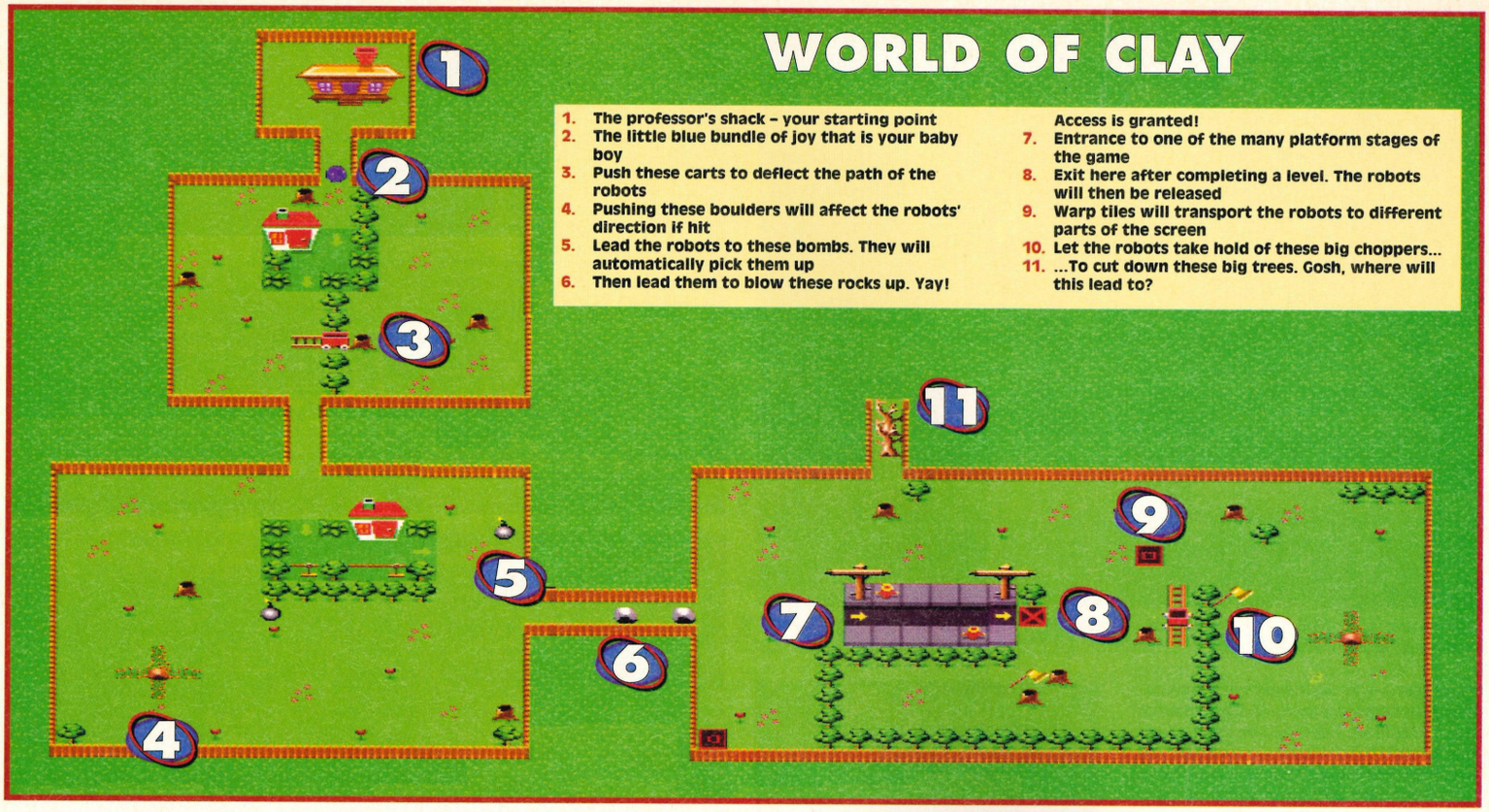




Avoid the electric pulses sent down the telephone lines. Hitting them will result in fried mouse



Cloud nine is a state of mind, or so Alex tells me. Anyway, here's a cloud, and it's not number nine



CLAYMATES

These bonuses play an important part as the gameplay is based on a high score theme, which is increased by collecting small gems and killing enemies. Bonus sections are revealed upon reaching the exits which also increase your points.

POTTERY TRAINED

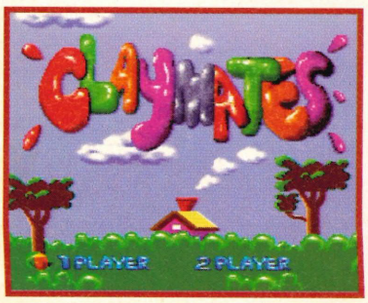
The two bonus sections stray drastically from the gameplay style seen up until this point. Firstly, in a flurry of Mode 7, you take a top-down view of a grid which scales in and out of view as you bounce around the grid squares whilst playing a bizarre adaptation of Simple Simon. The second bonus encounter is the pinball level where, in your search for yet more points, you are catapulted between buffers in a speedy vertical scrolling exhibition.

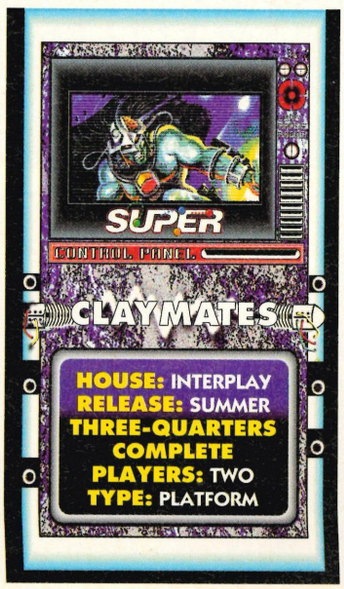
As if all this isn't enough, tricky puzzles also appear between the various levels! Using an overhead map you must move small boulders and carts in order to alter the path of two robots to enable them to pick up bombs and axes to destroy rocks and trees, thus clearing your route to the next level.

Even the continue screen strays from the norm. A giant picture of the earth hangs motionless in the centre of the screen while the Clayton sprite waits patiently on top while you select which option to take. When a selection is made, Clayton happily plods along causing the earth to rotate and the 'Yes' or 'No' option rotates also, meeting him atop the Earth.

Claymates is a huge and very impressive game. At the moment it is still under development and there are a few bugs that need ironing out, and our preview copy was absent of all sound. However, it's definitely en route to becoming one hell of a game. We will of course bring you a full review as soon as possible.

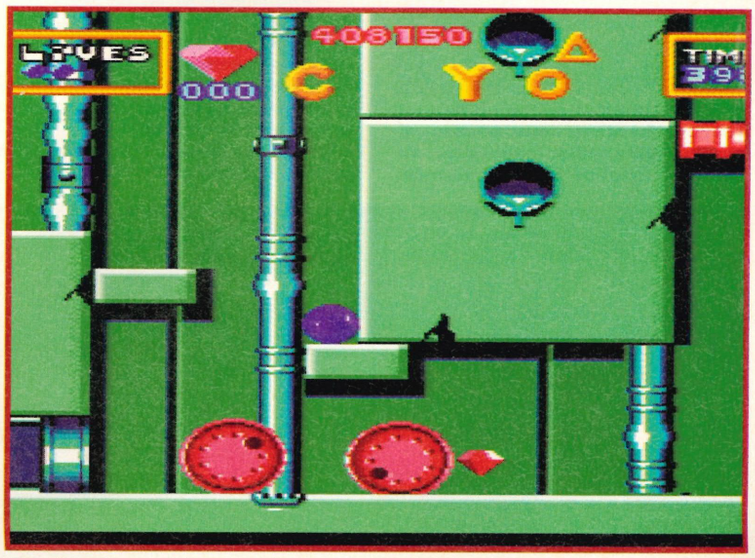
ALLIE







Going underground, going underground, let the boys all sing and let the boys all shout...



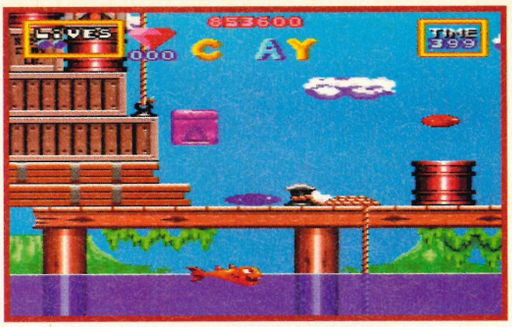
These barrels can catch you out if you're not paying attention as I found out on numerous occasions, so stay frosty



Burst hydrants prove useful for getting to those out-of-reach platforms – even a ball of clay can't jump that far!



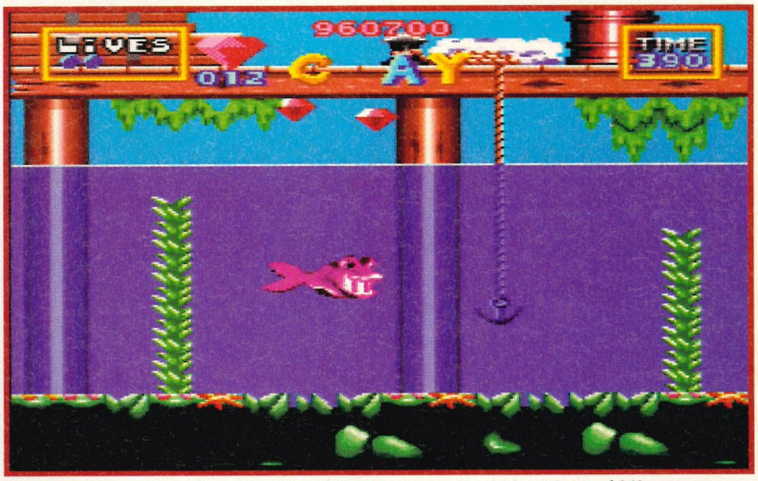
Use these rocking cradle platforms to avoid spiked floors or fatal falls. By 'eck



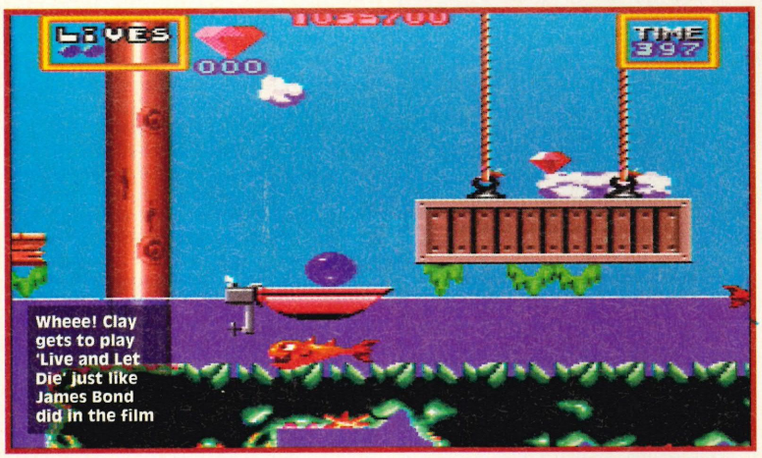
At the docks. Beware swinging anchors, rolling barrels and randy drunken sailors (OK, so I made the last bit up!)



Under the pier the blue ball of clay gets stranded on a rock surrounded by water. Luckily you can still swim



Turn into Goopy the fish and the world is your oyster (Arghhh – ED). Avoid the green coral because it will slow you down upon contact



Wheee! Clay gets to play 'Live and Let Die' just like James Bond did in the film



Dunno about Shark's Fin Soup – it looks like it's time for a bit of clay-flavoured consommé

YOUR CLAY BUDDIES



DOH DOH

Doh Doh is the Woody Woodpecker of the Claymate world. His sharp beak is good in defence but his lack of agility in the air may result in one too many fatal falls



MUCKSTER

Muckster the cat is a real fur-ball dude. His feline claws allow him to climb sheer surfaces and his leaps are fairly far reaching. He isn't the nimblest character in the air though



OOZY

Oozy the mouse is nine millimetres tall (Oozy nine millimetre – geddit?!), is fast on his feet and can squeeze through the smallest of gaps. His cheesy breath is a formidable weapon too



GOOPY

Goopy the fish is an aquatic wonderboy. His bubbly attacks are very effective underwater, but not so out of it. He can walk on land, but stay out for more than 10 seconds and you're kippered!



CLAY

Clay is the bare bones of the game. Formed from a compact ball of elastic clay, he can move at speed, leap over large gaps and punch the enemies into submission with his big fist

GLOBMEISTER

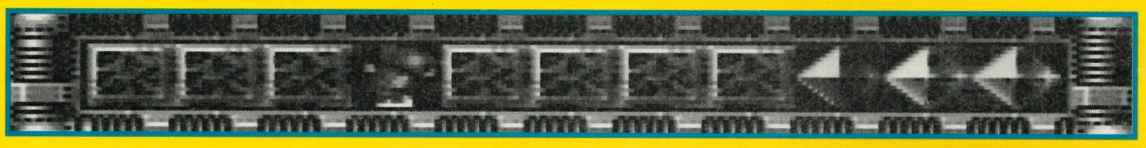
Globmeister, apart from having a rather strange name, is a squirrel with big nuts. He throws these at the enemies from long range. He is very slow in the air so look before you leap

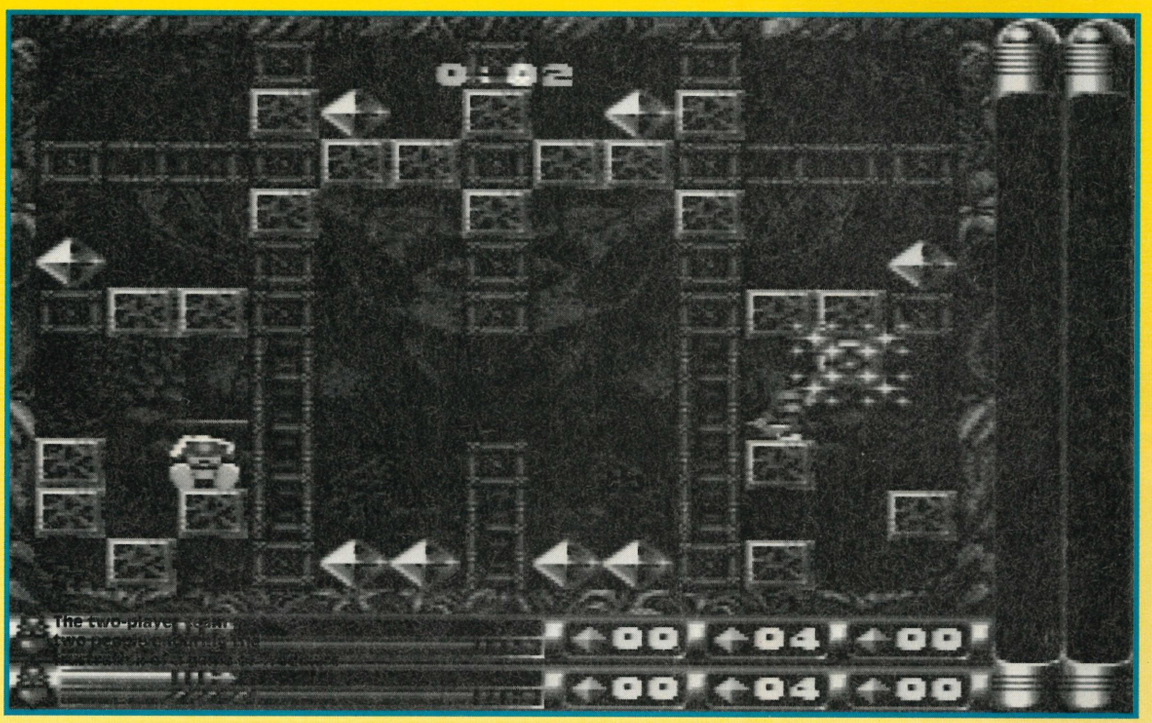


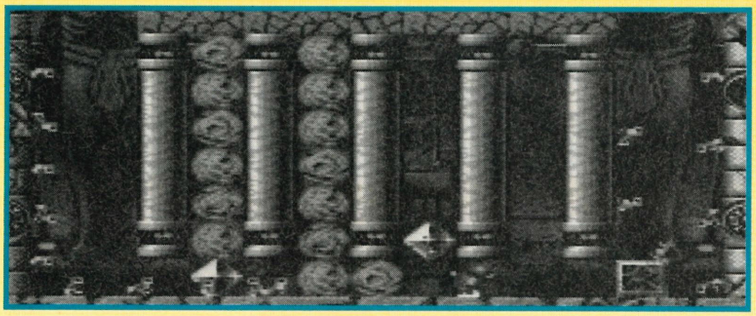
REVIEW

TRODDLERS

WALK THIS WAY



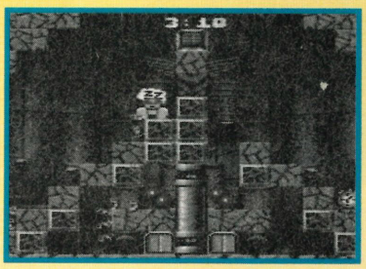




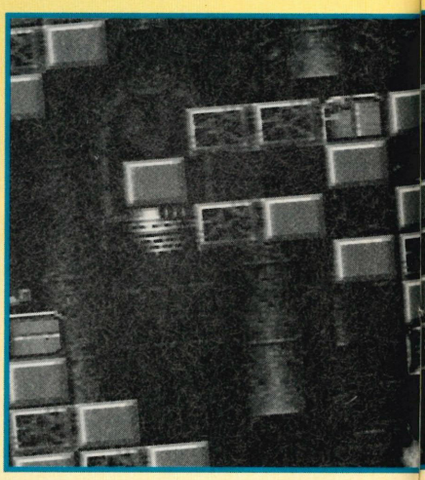
(Above) These columns of rocks will turn into gems if the rocks at the bottom are removed

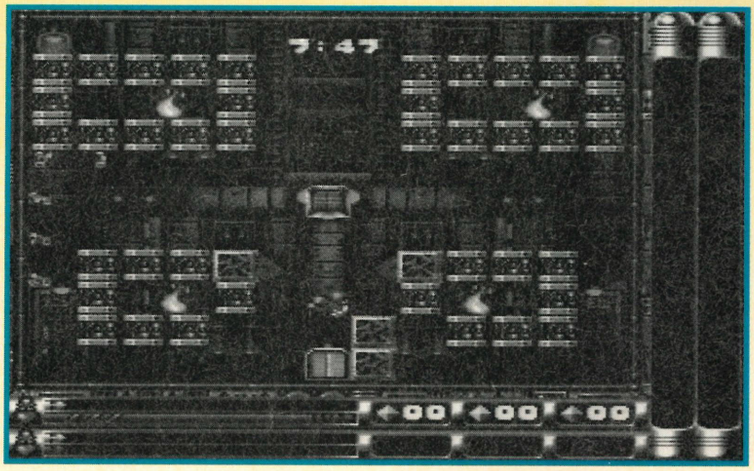
(Right) Be very careful not to let the flames out and about, because they toast the Troddlers and lose you energy

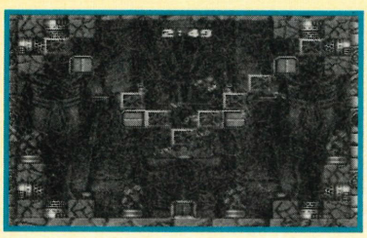
(Below) Every corner has a set of buzzers. If they start wandering about, they stand a good chance of getting zapped

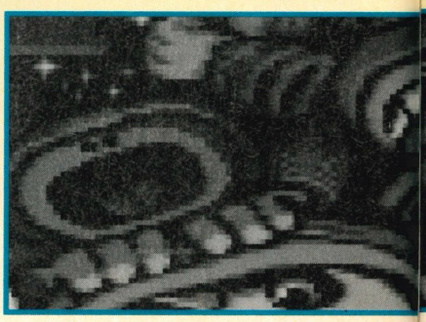


If you feel that you have the time, you can run around picking up the cherries











If being influenced by diverse, eclectic sources offers a chance to produce a high-quality product, then Troddlers should be a real winner. It has shamelessly plundered the plot from both Gremlins and the Magician's Nephew section of Fantasia and the gameplay owes a fair amount to Lemmings. With such successful influences Troddlers could hardly fail.

The Troddlers are little creatures with no ability to make decisions (see Lemmings) – you know, simple decisions such as avoiding certain death. They are discovered in powder form by two magicians' apprentices who add water to them (Gremlins) as they need help with the cleaning (Fantasia). Things get out of hand and before you know it, you've got a game. Super.

TRODDLERS SCHMODDLERS

The basic aim of the game is to build a route for the Troddlers who only ever walk in one direction once they've started (Magnus Magnussson would have been proud), guiding them from their entrance, around all the obstacles and into the exit. Naturally, it isn't quite as simple as this. You control either Hokus or Pokus who bear a passing resemblance to that chap out of Castellian on the Gameboy. Using your character you can pick up blocks, drop blocks, push rocks, walk and jump.

Gravity plays its part so you can't just float around the screen, although blocks will stay put if placed in mid-air thus enabling you to build a ladder of sorts to

climb to higher parts of the level. The Troddlers however, have their own version of gravity – if it's flat they can walk on it. It doesn't matter whether it is vertical or upside-down, they just merrily walk along it as if no-one has explained the laws of physics to them!

The puzzles all begin in a fairly similar way, with the pressing question of how to get the Troddlers from one location to another by moving blocks to the appropriate positions. As the game progresses the tasks at hand become more complex with new elements being introduced. In most levels you will have to save a very high percentage of your Troddlers, so the grinders that turn up in the corner of the rooms are often a little inconvenient.

Another danger is the zombie Troddlers. They apparently didn't take too kindly to being released, and consequently try to hurt the chap you are controlling and generally get in the way. They can be killed by dropping blocks or pushing rocks onto them. Whatever happens, all the zombies on one level have to be exterminated to continue.

JUST WALKIN' IN THE RAIN

To add to the complications, dropping rocks onto the zombies produces gems and often the aim of a level is to collect a certain number of gems of a particular colour. You only get a limited number of rocks and if they are not dropped on zombies, gems won't be released.

The zombie levels are hugely frustrating because the little sods get everywhere and if they touch you, you lose energy. You may kill too many zombies by dropping blocks as opposed to rocks on them, so not enough gems are produced. It all starts to increase the blood pressure, you know!

Frustrating is the best description for this game – it is too fiddly by half. It is very easy to drop a block in the wrong place and as a result send some Troddlers to their doom or find yourself being eaten by the zombie Troddlers. Once you've made this mistake, there usually isn't time to remedy the situation and you've got to reset the level. The extra game elements such as the guns which destroy blocks, Troddlers and you, don't add anything to the gameplay aside from an extra irritant.

The two-player team levels are much the same, except that they are irritating for two instead of one. However, the two-player war levels where a zombie Hokus takes on a normal Pokus, are great fun in much the same way that the two-player Lemmings levels are the best part of that game.

Basically, the main problem is that the game just doesn't look right. The Troddlers aren't cute enough to make you want to save them from whatever doom awaits them, and the way Hokus sits there and pulls out his pockets when he hasn't got any blocks takes up far too much time.

Yes, there is lots of this game, but lots of the same thing, namely moving blocks. It doesn't have the variety that Lemmings has in its gameplay nor the instant cute-appeal!

JOOLS



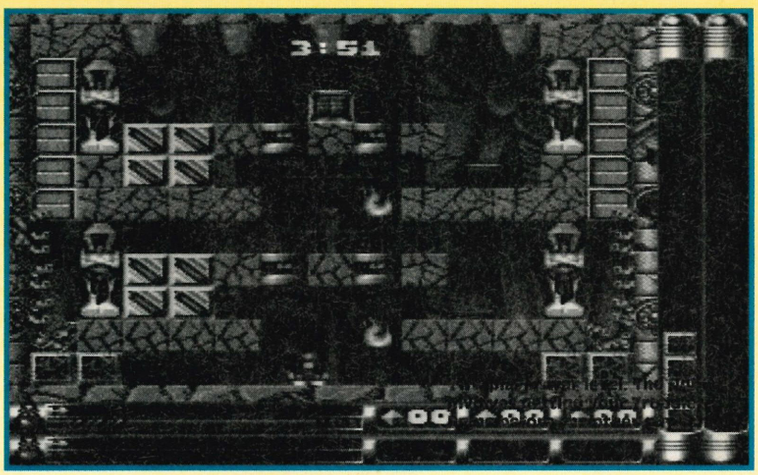
Troddlers wasn't as bad as I first thought. The control system takes some getting used to – I particularly hated the way you have to cycle through your entire collection of blocks just to release the trampoline block you need. Graphics and sound are pretty good, the squeeks and squeals of the yomping Troddlers are OK and the music is of a high quality. Gameplay-wise it didn't grab me. It played well for a couple of hours before the lack of variety relegated it to the cupboard. Sorry, Troddlers.

PAUL

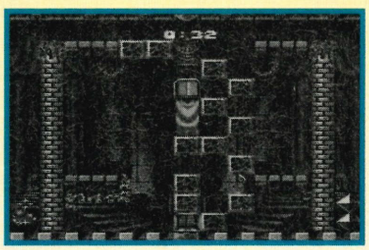


Four options are available to the owners of a Troddlers cartridge – the only decent one is the two-player war









The jewels are down at the bottom of the columns on the left and right. You must collect one particular set last of all

REVIEW



TRODDLERS

HOUSE: STORM
ORIGIN: OFFICIAL
PRICE: £44.99
PLAYERS: TWO
TYPE: PUZZLE

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

56%

SUPER CONTROL

SOUND	6
GRAPHICS	6
GAMEPLAY	5
LASTABILITY	6

ENERGY HIGH

- The 150 plus levels give value for money
- Stereo sound
- Two-player war option is good fun

ENERGY LOW

- Repetitive
- Exceptionally frustrating
- Controls are too fiddly for such a fast moving game

ALTERNATIVE SYSTEM

It has to be Lemmings (86 per cent). Again, you control the fate of a troop of little creatures, but the game is so much better designed, so well structured making it much more fun. There is also Pushover (79 per cent), a domino game but still all about moving blocks around.

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✍ Wanted: All UK/US/Jap SNES games wanted. None refused. Cash waiting!
Benjamin Robinson, 118 Highlever Road, London
Tel: (081) 968 6933 after 6pm

✍ Wanted: Any decent SNES games including Super Star Wars, Tiny Toons, Exhaust Heat 2 or Street Fighter II. Money waiting.
Andrew Harris, 75 Queens Road, Carteton, Oxon, OX18 3YF
Tel: (0993) 842960 after 7pm

✍ For Sale: Free Atari Lynx if you buy my Super NES. Three games included, also two controllers, Jap/US converter, leads, PSU and magazines. Fully boxed with instructions and warranty. Worth £340 will sell for £190.
Derek Silveira, 3 Beaulieu Avenue, Sydenham, London, SE26 6PN

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✍ For Sale: Super NES US game Best of the Best Kickboxing, as new with box and all instructions – £30.
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Tel: (081) 656 4913 and ask for Andrew

✍ For Sale: Perfect condition SNES games: Super Mario World £15–20 and Zelda III £20 with box + instruction booklet.
James West, Bunch Lane House, Bunch Lane, Haslemere, Surrey, GU27 1ET
Tel: (0428) 652864 (weekends)

✍ For Sale: Turtles IV (Jap) for £30. In excellent condition.
Chris, 4 Hurst Road, Burnham, Slough
Tel: (0628) 666413

✍ For Sale: Super NES games, Batman Returns £34, Pilot Wings £27, Ranma 1/2 II £37. All with boxes and instructions.
Max Ludvig, 6 Pembroke Road, Notting Hill Gate, London, W11
Tel: (071) 735 6944 after 6pm

✍ For Sale: Amiga A500 and 30 original games, three joysticks, mouse, etc. Worth over £700. Will sell for only £220. Also Hotshot 2 Radio Controlled Car. Cost £240, will sell for only £80.
Mark Sandison, 55 Mirfield Road, Solihull, West Midlands, B91 1JH
Tel: (021) 705 8891 after 5pm

✍ For Sale: NES, eight games, cartridge stacker, Zapper, two controllers, Game Genie and book. £150.
Stuart Reynolds, The Willows, West Carr Road, Attleborough, Norfolk, NR17 1AN
Tel: (0983) 455465

✍ For Sale: SNES games Tiny Toons (USA) £40 and Super SWIV (UK) £35 – both in excellent condition.
Darren Whitford, 13 Stuart Street, Grantham, Lincs, NG31 9AF
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✍ For Sale: Capcom Mickey's Magical Quest. Boxed as new, unused. Sell for £30. Trailblazer Joystick boxed £20.
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David Sherman, 29 Newbury Road, Breightmet, Bolton, Lancs, BL2 5EQ
Tel: (0204) 373655 and ask for Dave

✍ Swap: Game Gear and eight games including Sonic 2, Sonic, etc for six SNES games (UK versions). Must be 80%+ games.
Michael Maden, 16 Oaklands Road, Edenfield, Lancashire, BL0 0LR
Tel: (0706) 826502

✍ Swap: Super Ghouls and Ghosts, Bart's Nightmare, Krusty's Super Fun House (all UK, fully boxed with manuals) for any other good UK games.
Matt Lane, 46 Tennyson Street, Evington, Leicester
Tel: (0533) 542281 after 6pm

✍ Swap: Street Fighter II and Super Ghouls and Ghosts (both UK) for Super Basketball and Jaki Crush Pinball (any country) or any other reasonable offers.
Toby Skerritt, Rock Cottage, Church Lane, Flax Bourton, Bristol, BS19 3QF

✍ Swap: Will swap Super Mario IV, Pitfighter, Super Soccer, Turtles IV, Super Smash TV, Street Fighter II, Super Mario Kart, WWF and Joe & Mac. All games UK. Most games considered.
Chris Lowe, 5 Tithe Road, Wood End, Kempston, Bedfordshire, MK43 9BE
Tel: (0234) 854939 between 4pm and 8pm

✍ Swap: Super Mario Kart (UK), Populous (US), Turtles IV (UK) to swap. All good games considered or will sell Populous (US) for £25 and Turtles IV (UK) for £30. Mario Kart not for sale – for swap only.
Alistair Reeder, 54 The Green, Welbourne, Lincolnshire, LN5 0NJ
Tel: (0400) 72461

✍ Swap: Any two of my UN Squadron (UK), Mystical Ninja (US), Turtles IV (US), Smash TV (UK) for your Fatal Fury or Tuff E Nuff. Or any one of mine for Wing Commander, Super Parodius, Ranma 1/2 2, Zelda III or F-Zero. All must be UK or US.
Daniel Avery, 49 York Road, Watford, Herts, WD1 8BE
Tel: (0923) 248757

✍ Swap: Super Star Wars, Castlevania IV, Star Wing, Ghouls and Ghosts – wanted, to swap for my Mario Kart (UK), Another World, Street Fighter II.
Shaun Perry, 62 Burnham Street, Fenton, S-O-T, Staffordshire, ST4 3EX
Tel: 317831

✍ Swap: SNES Addams Family, still boxed only two months old, for Joe & Mac, Chuck Rock or Ultraman.
Mario Silvestri, 21 Vibart Road, Yardley, Birmingham, B26 2AB
Tel: (021) 784 1948

✍ Message: For a list of 100 tips and cheats on the SNES, plus Street Fighter II Champion edition strategy guide, send £1.50 and a large SSAE to Mr R Lovatt, 133 Canterbury Way, Stevenage

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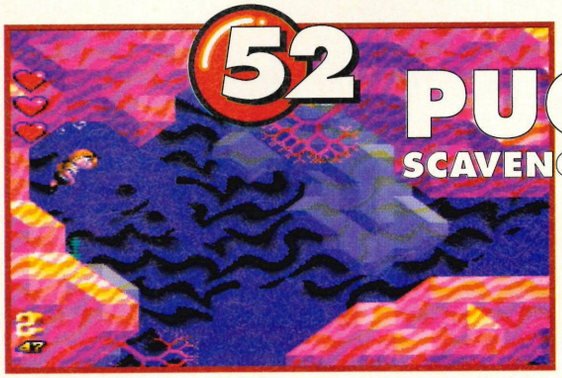
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ACCESS ALL AREAS



52 PUGSLEY'S SCAVENGER HUNT

THE FINAL LEVELS

When the Addams Family started, Uncle Fester farted, he farted through the keyhole and the keyhole farted back. And that's where the tail ends. Where the dog bit runs out



44 TINY TOONS

BUSTER BUSTS LOOSE, SIX PAGE JAMBOREE

Do Bunny Rabbits go sshhh in the woods? Buster doesn't, as he's a cartoon rabbit. As we all know, cartoon rabbits are constipated. Ask Bugs Bunny why he always talked about doctors...



50 POWERMONGER

...LACTOSE. SORRY, TACTICS

It's a bit like Populous, but with less lard. 'A guide fit for the gods.' (Arf Arf) Except it wouldn't be any good for Gods, as that's a platformer. And this isn't



55 STAR WING

The Final Conflict

Well blow my horn, it's taken a while, but here is the full pollution to Gorf. Sorry, Andorf. Blimey, Gorf! Now that was a game. Why, I used to play that on the local fair for two bob a go etc etc...



56 STAR WING



INSTANT CHIN

We promised you a celebrity, and that's what you've got. The Man With A Long Chin calls in to offer his wisdom while on his way to a Lard Enthusiasts' Jamboree sponsored by Lardax, The Number One for Animal Fat Products

INSTANT CHIN

You want tips? You got 'em!

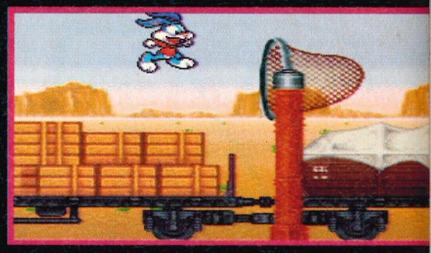
TINY TOONS

MAROONED IN TINY TOONS? OUR GUIDE CAN HELP...

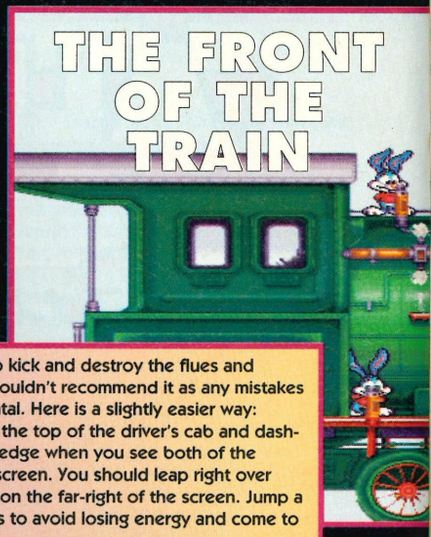
The blokes walking down the stairs will turn and walk in the opposite direction when they reach the bottom, so if you don't kick them, stand on the far-right of the screen and wait for them to pass.

One barrel rolls down the third flight of stairs, and two or three down the fourth flight, depending on how long you hang around. At the top, Montana will jump from the window onto the train and Buster will follow him





THE FRONT OF THE TRAIN



It is possible to kick and destroy the flues and funnels but I wouldn't recommend it as any mistakes made will be fatal. Here is a slightly easier way:

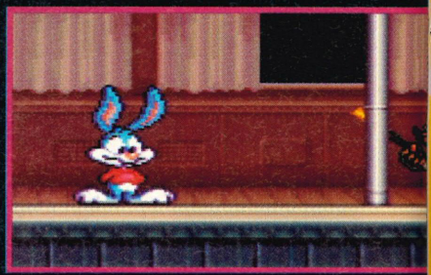
Run along the top of the driver's cab and dash-jump from the edge when you see both of the flames on the screen. You should leap right over them and land on the far-right of the screen. Jump a couple of times to avoid losing energy and come to a halt.

Jump towards the funnel and dash up the side and over. Walk down the ladder and wait for the screen to catch up. Now walk back to the left, avoiding the steam valves and walk off the edge to the ledge below.

When the screen scrolls right, jump from your ledge onto the wheels and past the steam. As more of the front of the train appears, dash-jump onto the platform opposite and keep walking to the right to avoid the flames that appear from the engine.

Montana Max will be shatting himself, so why not help him out? Time for another sub-game!

THE MAGICIAN







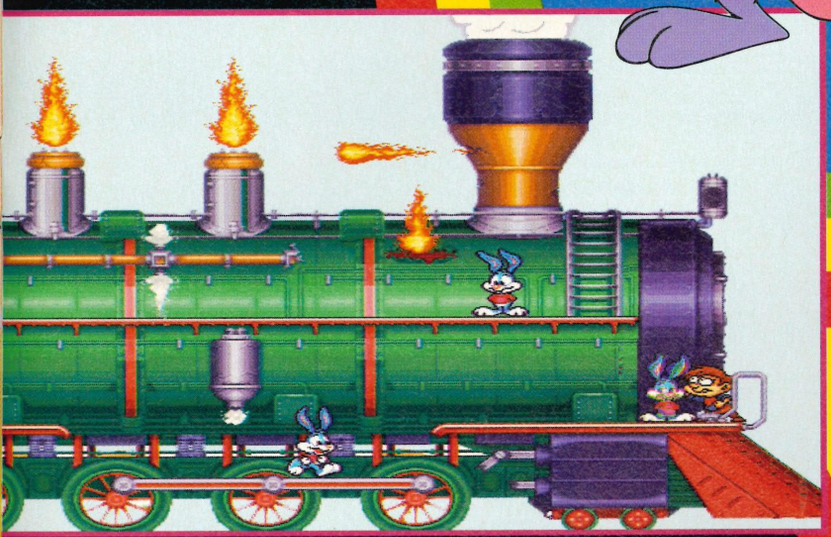
Tiny Toons is an unquestionable leader in the latest crop of SNES platform adventures. It combines straight-forward platform running and jumping with heart-stopping speed levels and some simplistic but cleverly thought out puzzles. The sub-games are great and to top it all some fabulous graphics and sounds accompany you on your way. I recommend it wholeheartedly!

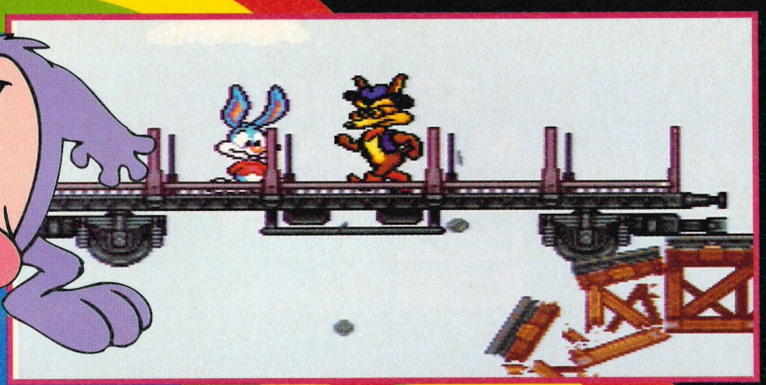
86%

ON THE TRAIN

The actual train section is pretty easy – it's simply a case of kicking the few enemies. However, the four nets can be a pain.

When you reach here, jump the first net and then collect the carrot. Stand still and wait for two nets to pass above you before jumping up onto the sheet and jumping the fourth. Then dash onto the carriage. Should you get caught in a net, quickly hit dash to break free of it

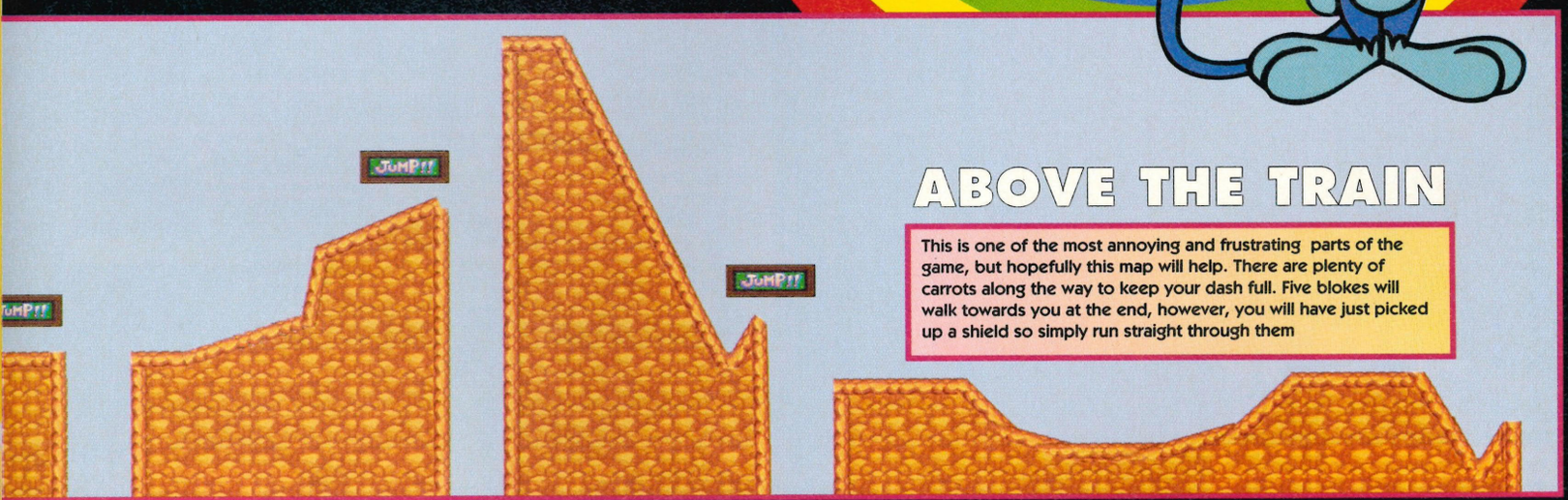




THE BRIDGE

Wait until you can see the next carriage before you dash-jump from the one you're stood on. Two blokes advance on you in the first two carriages – the third is clear except for Road Runner and Calamity who simply rush past you





ABOVE THE TRAIN

This is one of the most annoying and frustrating parts of the game, but hopefully this map will help. There are plenty of carrots along the way to keep your dash full. Five blokes will walk towards you at the end, however, you will have just picked up a shield so simply run straight through them

This enemy is easy, either drop-kick him repeatedly to prevent him counter-attacking or dash-kick him, return to the left of the screen to avoid his cane and repeat the process







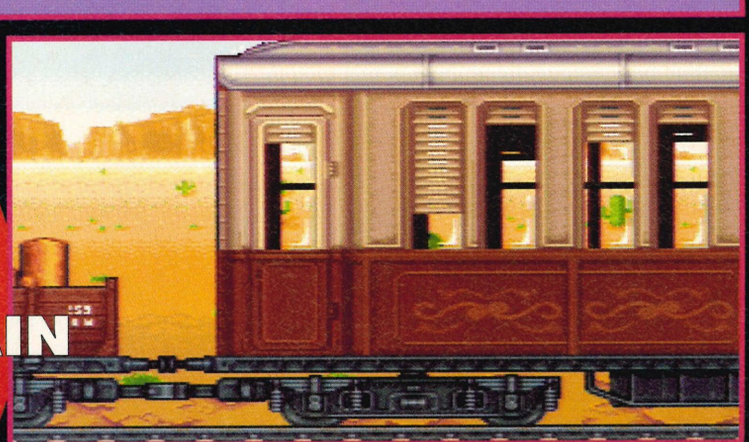
THE PLATFORMS

Keep cool and these should be easy. The red platform shown moves faster than all of the others, so you need to quickly jump from this onto the next block and onto the train



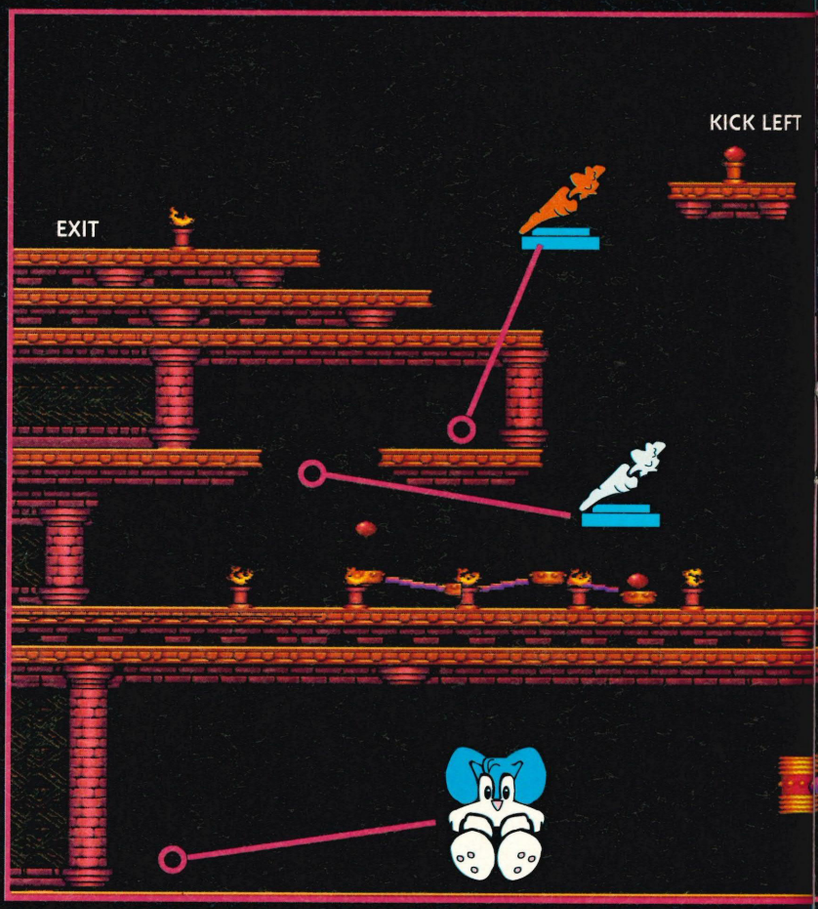
TOP TRAIN

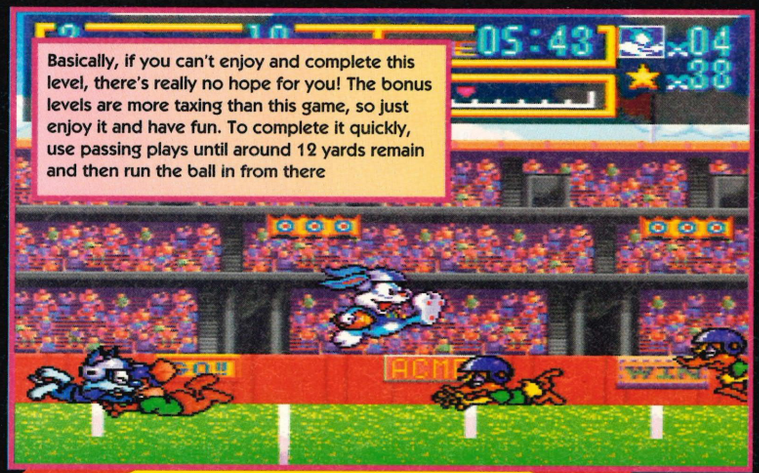
DON'T run into this train carriage, run along the top!



SPOOK MANSION

Before leaving the level, dash up the left wall then jump across to the right for a crystal and gold carrot





Basically, if you can't enjoy and complete this level, there's really no hope for you! The bonus levels are more taxing than this game, so just enjoy it and have fun. To complete it quickly, use passing plays until around 12 yards remain and then run the ball in from there

You will come across a few of these throughout the mansion. The little balls must be kicked off their podiums and onto a set of springs below. Kick this particular one to the LEFT and follow it onto the springs

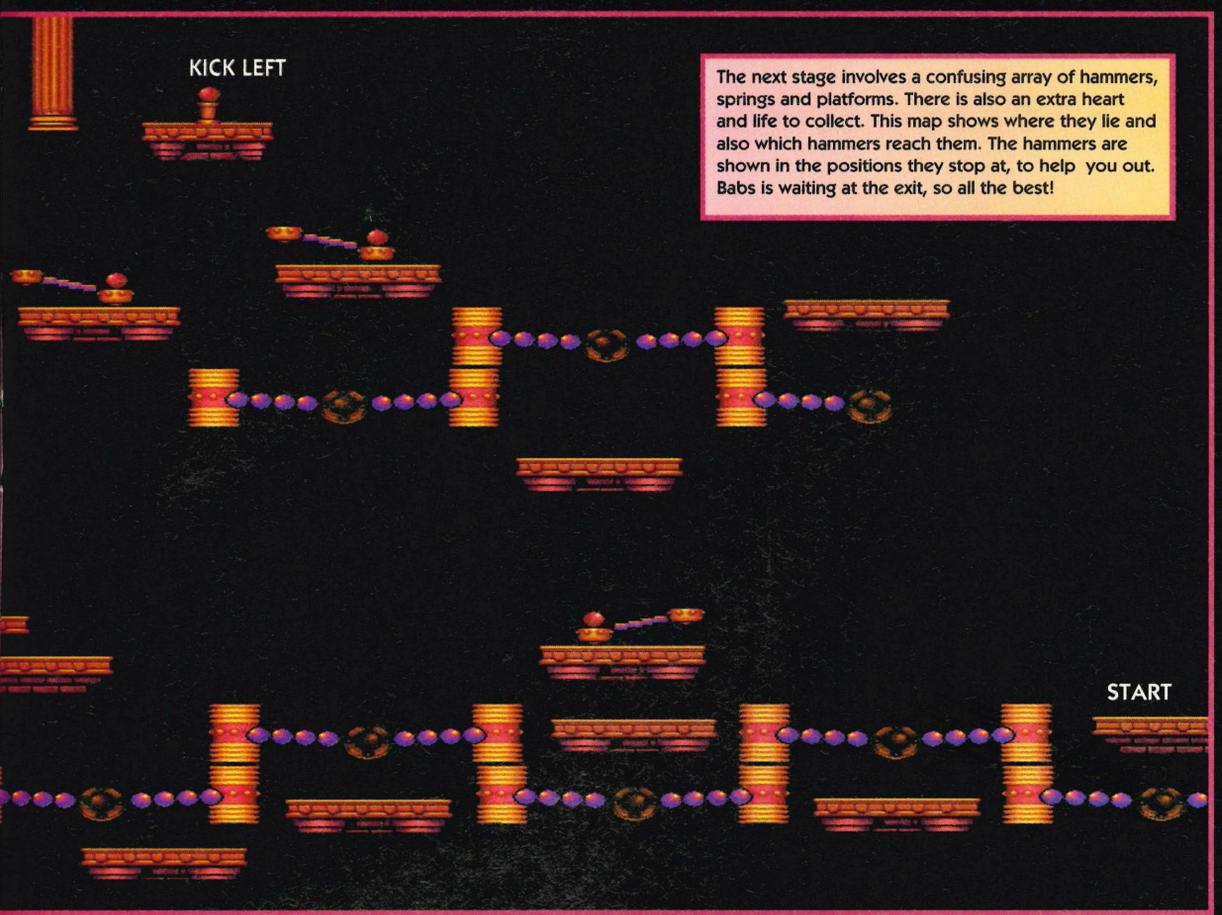




Standing Buster on the springs will now throw him up onto the platform above where there are some carrots for him! Jump back across to where the ball was on the podium and dash-jump to the right. Run up the wall and collect an extra life







The next stage involves a confusing array of hammers, springs and platforms. There is also an extra heart and life to collect. This map shows where they lie and also which hammers reach them. The hammers are shown in the positions they stop at, to help you out. Babs is waiting at the exit, so all the best!

Babs asks you to rescue her friend Ugly, who has been imprisoned by the mad scientist who has fitted Ugly with a mind-controlling helmet which is connected to a machine.

To complete this stage, the machine must be destroyed by kicking the bolts that Ugly throws at you, back at the machine. Ugly will also lob light-bulbs which you can avoid or destroy by kicking.

To complete this easy stage, keep a distance between Buster and Ugly by charging across the top of the screen and dropping down when it's safe to kick some bolts back at the scientist. Keep doing this until the machine is destroyed and Ugly and Babs are reunited



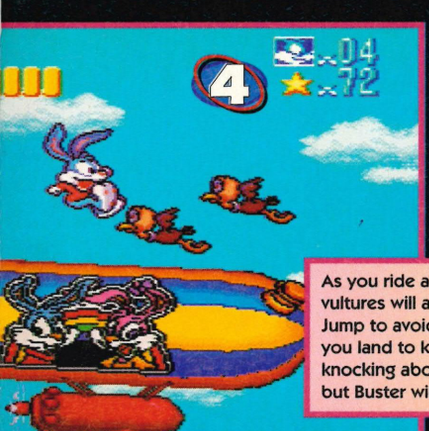


You have to guide Buster to the top of the screen by jumping on the bubbles that Hamton drops from his plane. These hang around for a while before bursting but you'll need to be quick. Jump only on the two middle bubbles and utilise the balloons that appear at intervals to take a breather

BUSTER'S SKY JINKS



These balloons burst almost as soon as you stand on them, so keep moving. Here, take a diversion to the left and up. Collect the extra life then continue to the right and onto the airship



As you ride along on the airship, vultures will attack you from both sides. Jump to avoid these and drop-kick as you land to kill any that are still knocking about. The airship will pop, but Buster will be rescued by a friend!



KEY



GOLD CARROT
This replenishes all of your health hearts, but rarely appears.



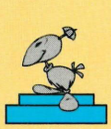
SILVER CARROT
More common than its Gold brother, it restores one health heart.



CRYSTAL CARROT
Very rare, the Crystal Carrot adds a health heart to your total.



GOLD DODO
Again very rare, this makes Buster invincible for a short time.



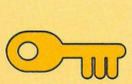
SILVER DODO
Very common and very important, this tops-up the dash guage.



CRYSTAL DODO
Very handy in tight spots, the crystal dodo turns enemies into stars.

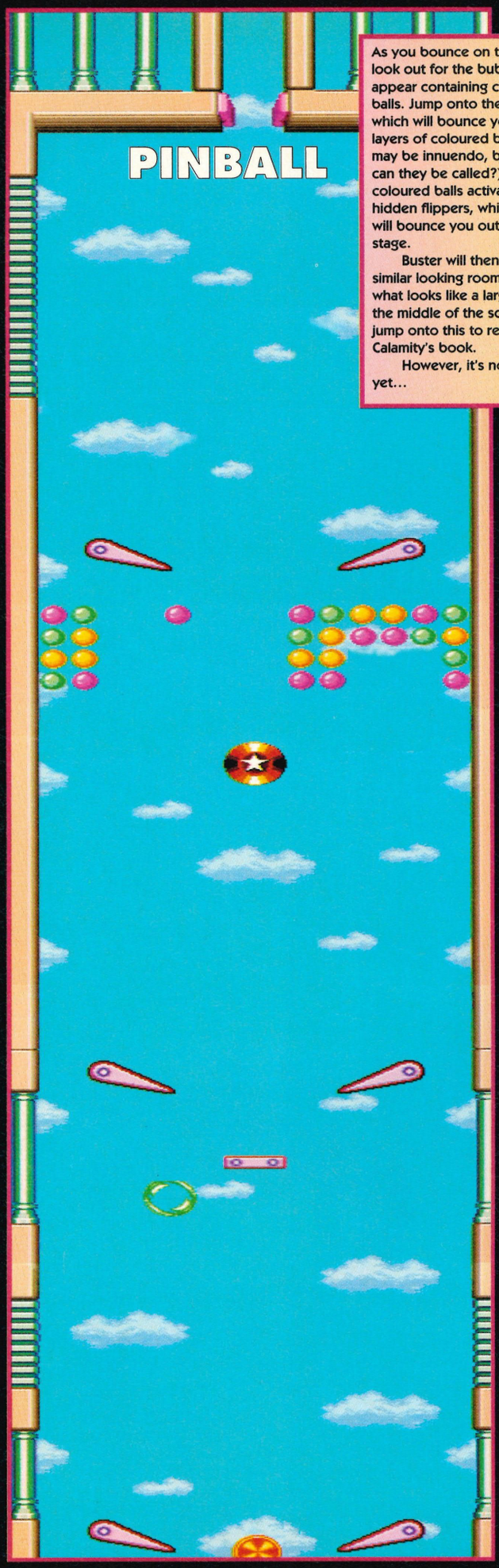


BUSTER BUNNY DOLL
Ahhh! This smashing Buster Doll means an extra life. Yahoo!



KEY (WHAT ELSE?)
On later levels, these open vital doors to help you complete stages.

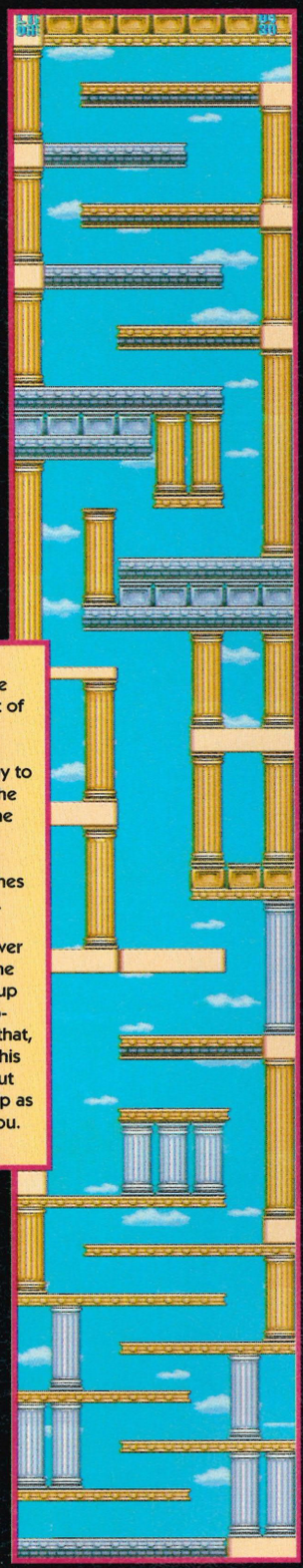
While I'm here, could I thank Ralph and Commander Gore for all their heroic help with the (girl) guide. Faffers Rule!



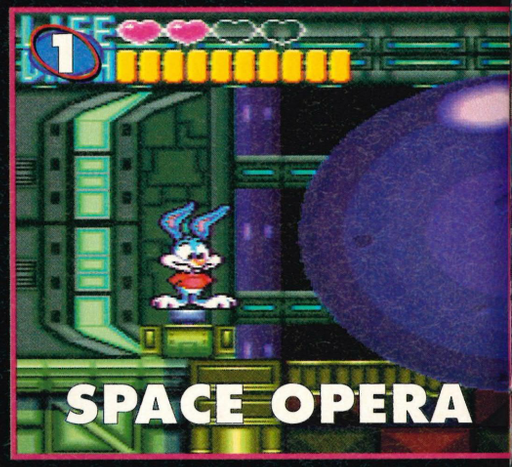
As you bounce on the flippers, look out for the bubbles that appear containing coloured balls. Jump onto the flippers which will bounce you up to the layers of coloured balls, (look, it may be innuendo, but what else can they be called?). These coloured balls activate the hidden flippers, which in turn will bounce you out of the stage.

Buster will then appear in a similar looking room containing what looks like a large pinball in the middle of the screen. Simply jump onto this to retrieve Calamity's book.

However, it's not all over yet...



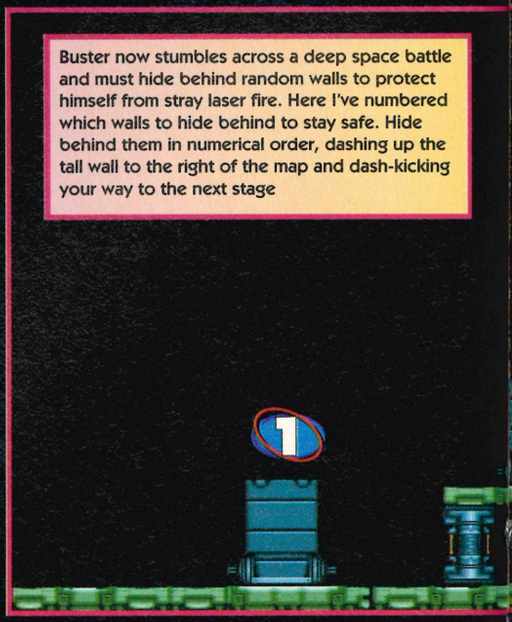
In this, probably the hardest part of the game, Buster must make his way to the top of the screen in one mad dash before the screen catches up with him. There are plenty of silver dodos on the way to top up your dash-o-meter, and that, along with this map, is about as much help as I can give you. Good Luck!

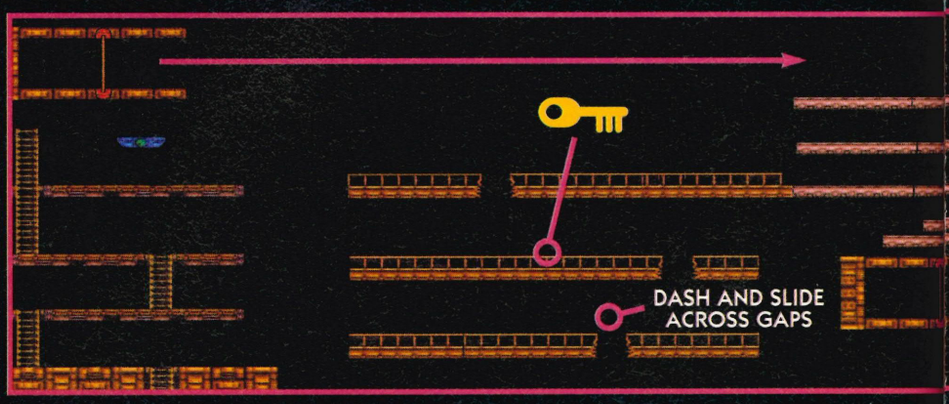


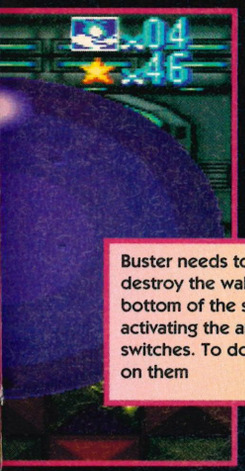


You need this door, space pla

Buster now stumbles across a deep space battle and must hide behind random walls to protect himself from stray laser fire. Here I've numbered which walls to hide behind to stay safe. Hide behind them in numerical order, dashing up the tall wall to the right of the map and dash-kicking your way to the next stage







Buster needs to use the ball to destroy the walls at the top and bottom of the screen by activating the anti-gravity switches. To do this, simply jump on them





To the top-right of the screen are some extra stars to collect, while at the bottom-right is a small room which Buster will be locked inside by a robot.

The robot spins around the room, throwing out stars each time it hits the orange sphere. Hang around and collect some stars if you like, or drop-kick it twice to destroy it and open the doors. Go right





to collect the key to so jump right onto the form and go right



Collect the crystal carrot and climb up this ladder

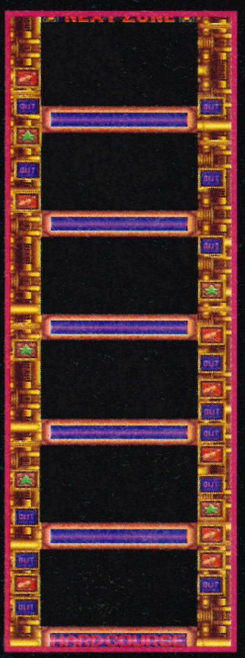


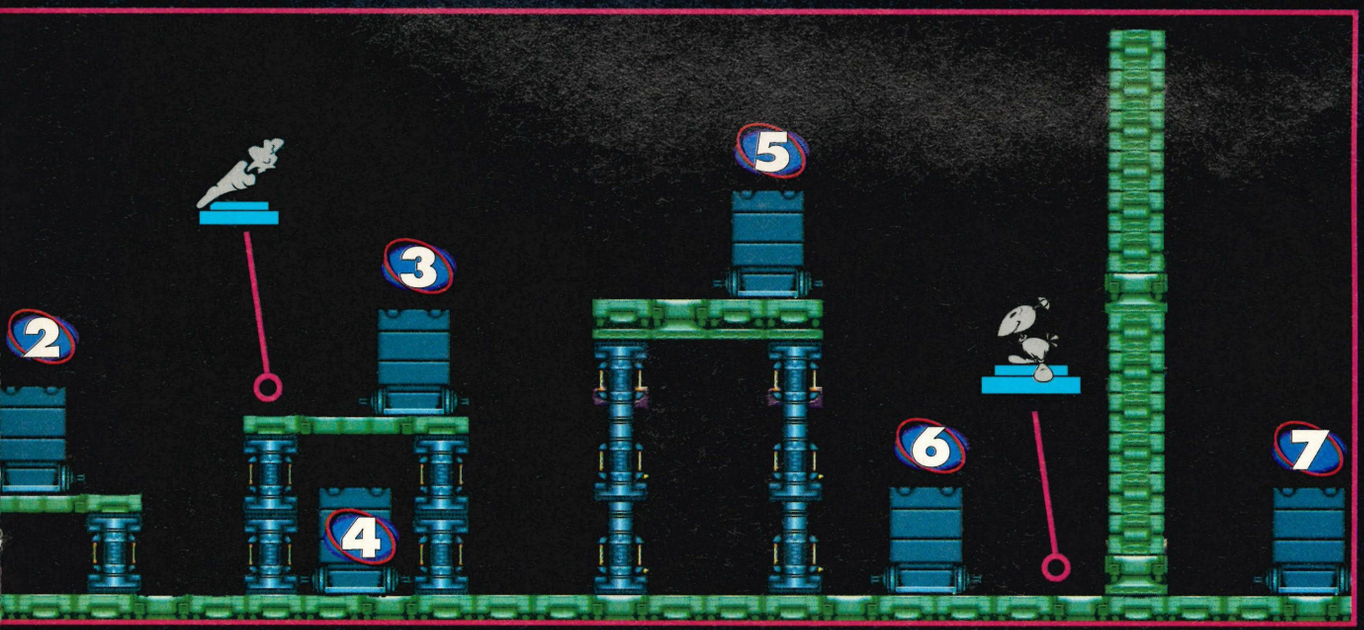
Dash-jump right (twice) at the top of the ladder to collect the gold carrot. Go back left





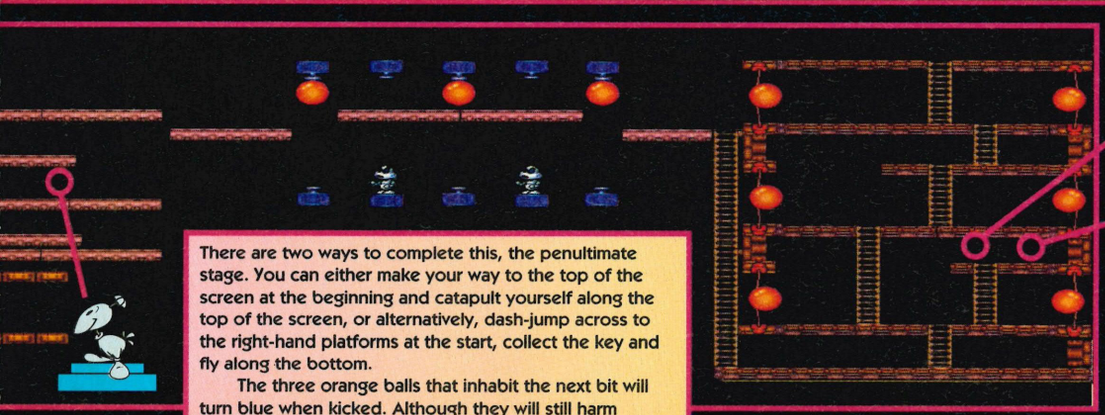
Return right to collect the key. Make your way back to the door, open it and walk right, inside the platform, activating the light beam. Proceed to the next stage!





You will reappear in a room containing just an easy and hard course. Don't worry, it isn't a trick! The easy course really is easy which is why I've mapped the hard one.

OUT releases large barrels which trap Buster inside and return you to the bottom of the course. Two robots come along and beat the barrel to a pulp and draining your energy, so beware! The STAR releases three big stars, worth 10 normal stars, and the dodo symbol replenishes your dash

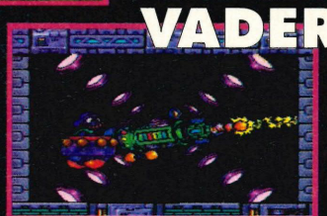


There are two ways to complete this, the penultimate stage. You can either make your way to the top of the screen at the beginning and catapult yourself along the top of the screen, or alternatively, dash-jump across to the right-hand platforms at the start, collect the key and fly along the bottom.

The three orange balls that inhabit the next bit will turn blue when kicked. Although they will still harm Buster, they will now take out enemy robots as well.

Exit top-right to face the final battle!

DUCK VADER



Stand in the centre of the screen and drop-kick over the laser fire, knocking Duck Vader from his seat. Repeat this to spin the gun in the opposite direction and shoot the duck. You can ride on the gun, which is fun.

Now, enjoy one of the best end-of-game sequences I've seen in ages!

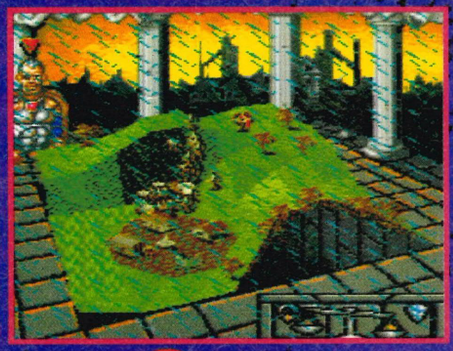
POWERMONGER

TACTICAL TIPS FROM THE MASTER OF 'MONGERING

Powermonger is a terrifically absorbing war game which is particularly challenging in the later stages. Obviously we can't meticulously guide all 195 battles, but we can reveal useful conquest tips for the enthusiastic warmonger.

CREATING A BATTLE PLAN

1 Hang on! Before you charge around letting your sword do the thinking, sit back and view the territory. Work out where each of the enemy encampments are and plan your attack carefully. You only start off with a few men so don't even try to attack a town crawling with troops. Concentrate on the smaller villages initially, because you'll need to build up your army to attack the cities





2 Starting off at base camp, flick your posture onto aggressive. order your troops to recruit and then scavenge for food. Your home camp often holds men and supplies so make sure you remember this rule every time you begin a new territory

3 Once you've spotted a nearby village it's time to attack. Click on the query icon, then press on the village square to see how many men are present. If there are only a few, bring your posture down to passive and charge in for the kill. Because your men are not fighting aggressively, they won't slaughter every enemy soldier in sight

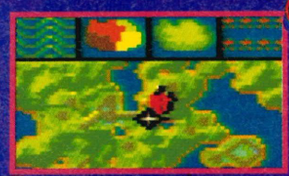




4 With the town under your control, once again put your posture back up to aggressive and scour the area for recruits and food. Always hunt for supplies with an aggressive disposition as this will reap the biggest rewards

5 Only the early levels can be conquered simply by attacking a village, recruiting men and then going on to defeat the next encampment. Just remember to keep an eye on the conquest balance and make sure you switch over to aggressive for the final battle in each land. Show no mercy and take no prisoners – your men have everything to fight for





6 Obviously things get a little trickier on the later stages. You'll still have to follow the basic rules of recruiting and gathering food after each battle, but now you'll face larger, better equipped armies. Once again, click on the map to look for small, nearby villages which make easy-pickings

7 Beware! A lot of the smaller towns are ruled by powerful leaders who are based in huge cities a few minutes walk away. As soon as they hear of your pillaging, they'll send in an attack force to finish you off



FORGING A

8 Forming an alliance with the dominant enemy ruler is always an excellent plan of attack. Providing they are willing to join forces, you can hide under their wing and attack the weaker enemies, retreating behind your allies for refuge



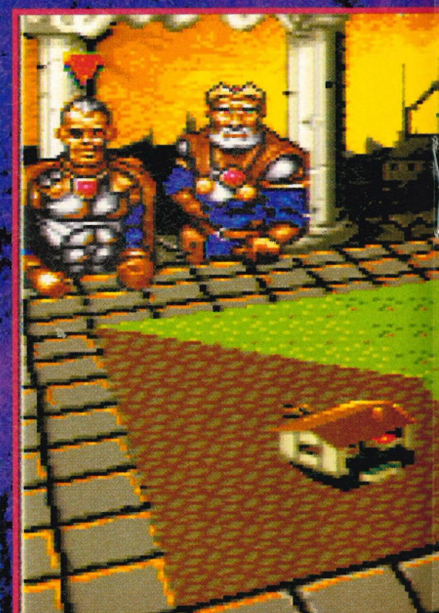


INVENTING



11 Another thing to remember is that you don't necessarily have to invent weapons – you can always create boats, ploughs and pots. Boats are obviously vital if your base camp is on an island, as they will provide a means of crossing to the mainland as well as fishing for food. Ploughs increase food production and pots are useful for trading

TRADING





Powermonger is basically Populous with more options. Powermonger revolves around beating the crap out of the enemy rather than altering the land with your holy powers, but it's still a difficult game to get into. However, once you're in, it's hard to tear yourself away from this lengthy strategy/war game. It's got lastability, it's got addictiveness – the only thing it hasn't got is speed.

79%

N ALLIANCE





9 Then, when your army is strong, you can safely wander into your ally's base camp, flick your posture to aggressive and beat the living daylights out of them before they can react. It always pays to play dirty!

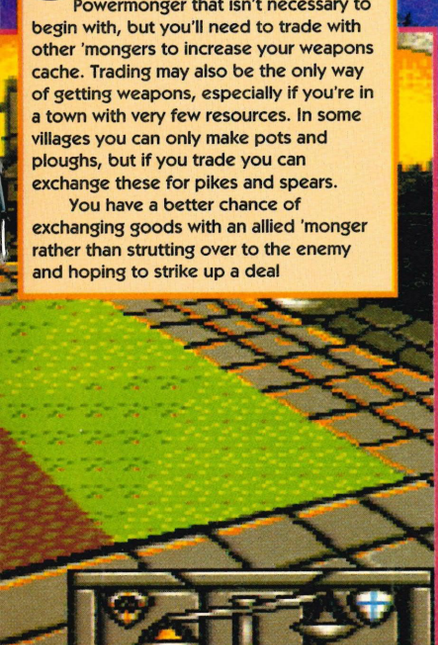
10 Inventing items is a vital part of the game, but you must be in the correct place to create the right weaponry. Stuff like bows and pikes are adequate for the virgin Powermonger, but I prefer bigger weapons like swords, cannons and catapults. If you want to build swords you need metal and if you want metal, you need a mine

10a A mine takes ages to build and when it is built, your village then becomes a prime target for attack. However, an army with only a few men can quickly churn out weapons when the mine is constructed so it's well worth investing in one. Keep glancing at your food store as your troops can't get food or any supplies while they're inventing



12 Trading is another element of Powermonger that isn't necessary to begin with, but you'll need to trade with other 'mongers to increase your weapons cache. Trading may also be the only way of getting weapons, especially if you're in a town with very few resources. In some villages you can only make pots and ploughs, but if you trade you can exchange these for pikes and spears.

You have a better chance of exchanging goods with an allied 'monger rather than strutting over to the enemy and hoping to strike up a deal



USING MULTIPLE CAPTAINS

13 Another captain is a blessing, as long as you share out your troops between both leaders and give them an ample amount of food. You can then control them independently. You'll have to keep an eye on the status bars at the top of each – if a blood-stained dagger appears, one of your commanders is under attack! Switch back to him quickly and either change your posture to counter-attack the enemy's charge or retreat!



14 The main advantage of having two captains is that you can conquer territories a hell of a lot faster and it's also possible to attack from two directions, catching the enemy in the cross-fire



SPIES

15 Hmm, spies are tricky. There is no point in sending out a spy if you've only got one captain, because if the first captain is killed it's game over, man! Personally, I would only send a spy into the last enemy encampment to see how large his army was before I attacked. If enemy troops are too numerous, time can be spent either producing weapons, gathering stock or recruiting men





16 OK, I may have told you earlier to carefully plan your attack, but the quicker you storm the enemy, the less time they have to build up their forces. You need to increase your numbers quickly, so charge the small villages as fast as possible, remembering to recruit and replenish your stocks



Oh, one more thing: ALWAYS RECRUIT AND RESTOCK! Follow those two simple rules and you're halfway to becoming a Powermonger

WARMONGERIN' WEAPONS

BOW
To build bows, your posture needs to be aggressive. Excellent for the early campaigns

BOAT
Great if you need to cross water! You'll need a passive posture and fishermen in your village to construct boats

CANNON
Cannons take time to construct. Your posture must be aggressive and a merchant must dwell in your camp

CATAPULT
The same requirements as for the cannon: aggressive posture and a merchant in your settlement

SWORD
To build swords you need to contruct a mine first. This takes ages, but it's worth it in the long run

PLOUGH
Farmers need ploughs to cultivate the land and increase food production. Flick to passive posture

PIKE
The pike is perhaps the easiest weapon to build, as all you need to do is select a neutral disposition and then invent!

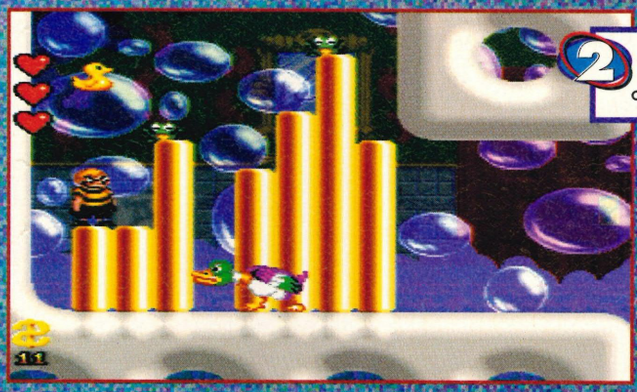
PUGSLEY'S SCAVENGER HUNT

THE BATHROOM

ROOM 2

1 As you enter room two there is a door in the wall to the left. Entering this and making your way to the exit at the top of the screen, results in you being transported to....





2 ...Here, the middle of room five

3 Alternatively, you can make your way through the room as normal until you reach this switch. Jump from the switch, through the hole in the roof...





4 ...And enter this nice, long room containing lots of dollars. To collect the money that's out of reach, jump up while stood next to the right-hand wall



5 Fall down the hole when you've collected the coins and you'll re-appear a little further ahead

ROOM 3

6 Don't collect these coins, just walk straight into the secret room





7 Inside the room, hit the switches 312 to turn off the wall. Jumping into thin air here will activate hidden blocks

8 Every little bit that's difficult to reach usually has something worth collecting!





ROOM 4

10 Head-butt the blocks away to collect the extra life. Then hit the switch to proceed







14 Enter the secret room first before collecting the switch



UNDERNEATH THE BATHROOM

ROOM 1



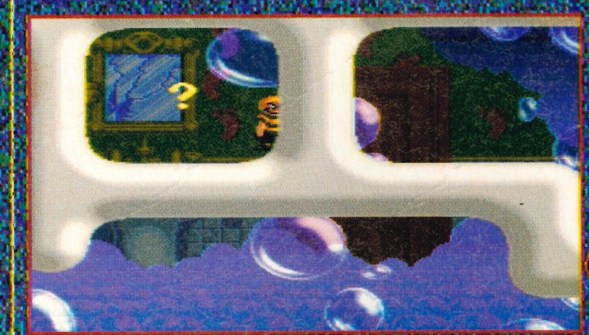
1 As you begin, swim straight to here. The wall to the right will disappear



2 Swim into the hole that the vanishing wall made. Collect the coins and go back the way you came



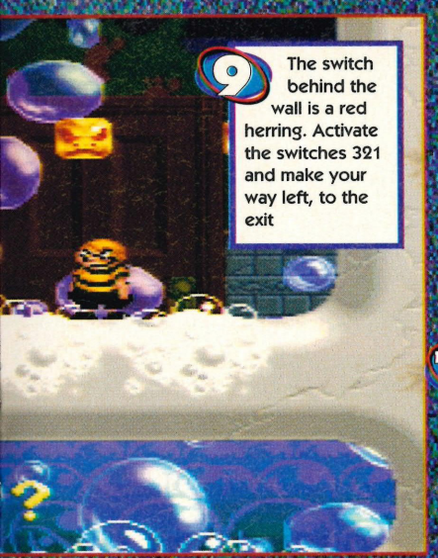
15 Hit the switch to show the coins. Jumping from the switch into the top-right corner will bless you with an extra heart



16 Make your way to the top (mind the rubber duck) and walk through the wall to collect the switch



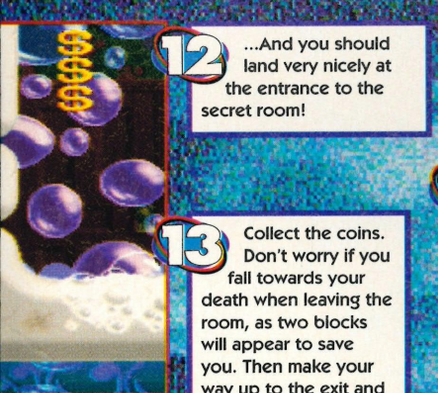
17 Go right, walk through the wall below the exit and collect the switch. You should have collected three switches now, and the three walls blocking the exit will have disappeared. Leave!



9 The switch behind the wall is a red herring. Activate the switches 321 and make your way left, to the exit



11 Don't make your way along the bottom of the room as this is too dangerous. Jump up and get the switch, then walk into and through the wall, jumping as you leave....



12 ...And you should land very nicely at the entrance to the secret room!

13 Collect the coins. Don't worry if you fall towards your death when leaving the room, as two blocks will appear to save you. Then make your way up to the exit and leave



ROOM 5



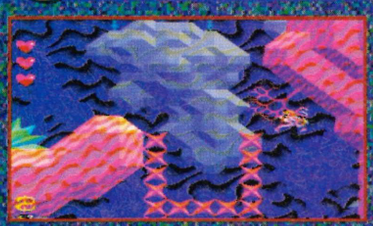
3 Swim to here and the wall will disappear. Go right and the other wall will also vanish



4 Swim down to here and collect the coins when the wall vanishes

ROOM 2

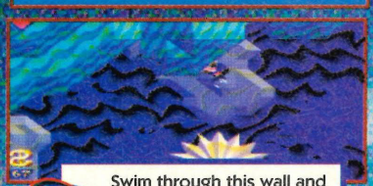
5 Swim down to the right of these stars and left, through the gap





6 As you go through, swim up and follow the path round to the exit

ROOM 3



6 Swim through this wall and head right, following the path round to the exit

THE OCTOPUS



Very easy. Carefully swim around its head avoiding its arms and the screen's walls. Drop onto its head as you swim above it. Repeat until it's dead and the ink is yours!

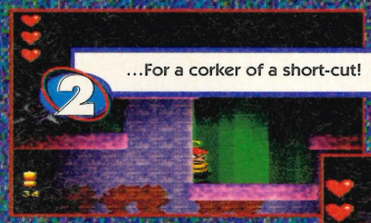
THE BASEMENT



ROOM 2



1 Walk into this wall...



2 ...For a corker of a short-cut!

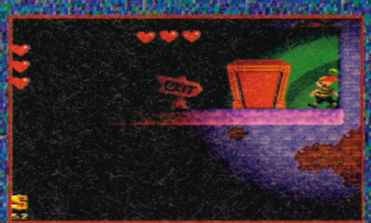
ROOM 3



3 Jump left at the entrance, walk through the wall and collect the switch. Return the way you came

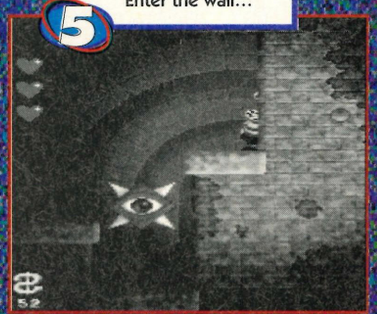


4 When you arrive here, drop onto the bottom of the screen and walk right. Another wall will appear. Carry on to the right



6 ...And you'll travel to the exit proper. Before you leave, try walking into the wall on the right

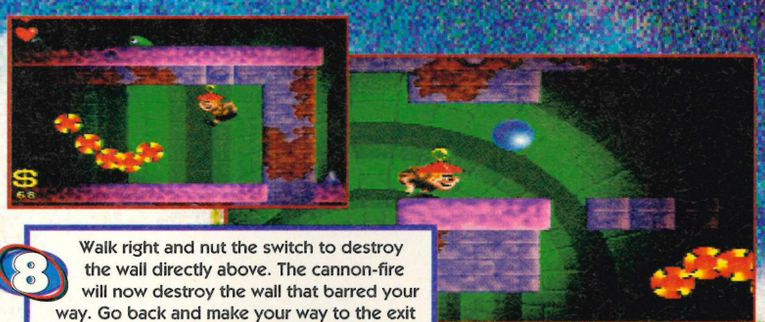
5 Enter the wall...



ROOM 4

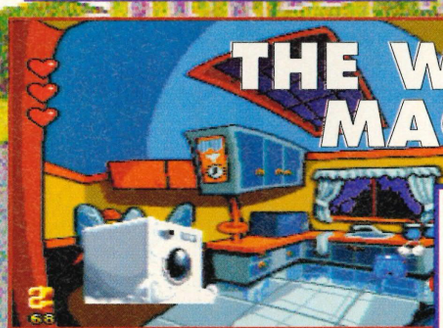


7 You can't quite make this jump! Walk right



8 Walk right and nut the switch to destroy the wall directly above. The cannon-fire will now destroy the wall that barred your way. Go back and make your way to the exit

THE WASHING MACHINE

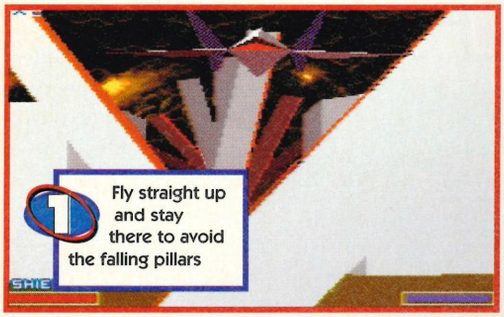


Jump onto the clothes it shoots at you. Apart from giving you loads of points, the clothes can also be used as stepping stones to jump onto the washer as it advances on you. When you score a hit against it, move a safe distance away to avoid the large ring of Y-fronts it fires at you. Repeat until fade and collect the skiddy knicks

NEXT MONTH: THE FINAL INSTALLMENT – MORTICIA'S ICEBOX

LEVEL THREE, THE FINAL PART OF...

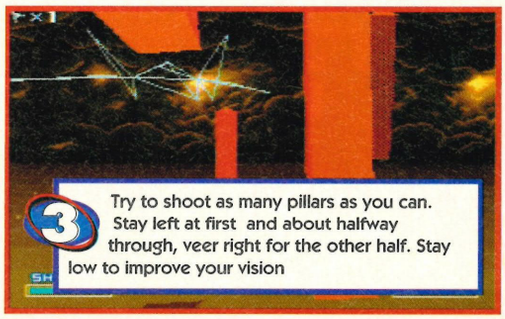
STAR WING



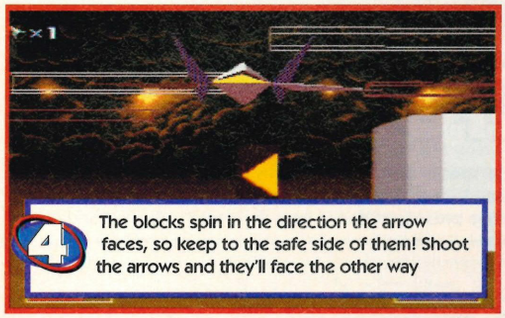
1 Fly straight up and stay there to avoid the falling pillars



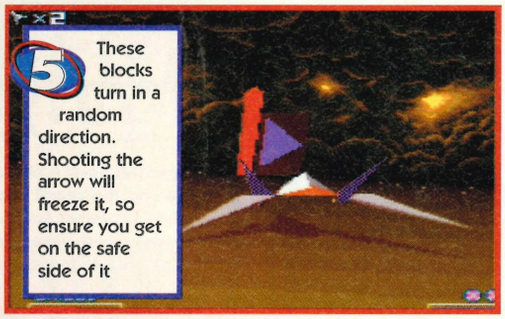
2 Fly towards these on your side to create room to fly between them. Swoop in low to collect the shield



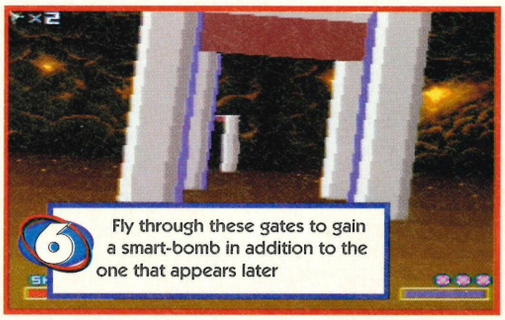
3 Try to shoot as many pillars as you can. Stay left at first and about halfway through, veer right for the other half. Stay low to improve your vision



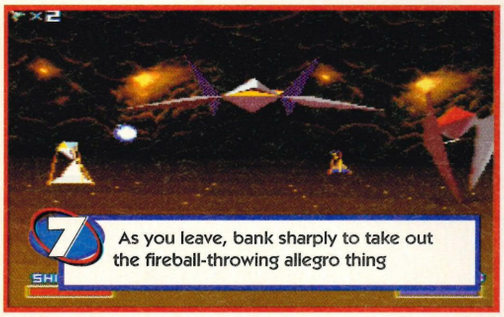
4 The blocks spin in the direction the arrow faces, so keep to the safe side of them! Shoot the arrows and they'll face the other way



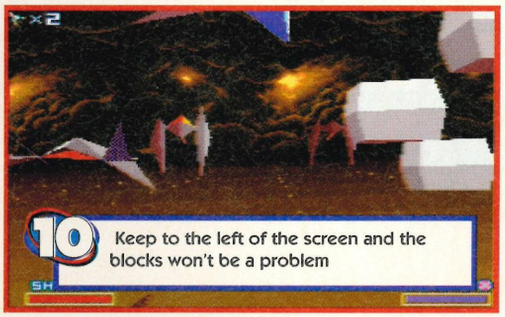
5 These blocks turn in a random direction. Shooting the arrow will freeze it, so ensure you get on the safe side of it



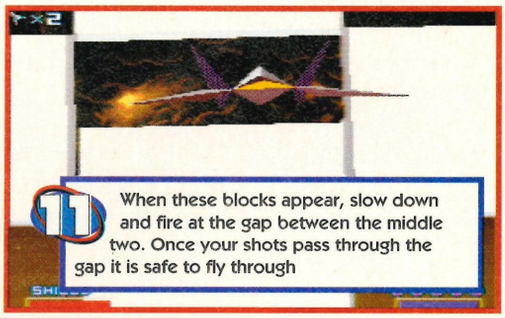
6 Fly through these gates to gain a smart-bomb in addition to the one that appears later



7 As you leave, bank sharply to take out the fireball-throwing allegro thing



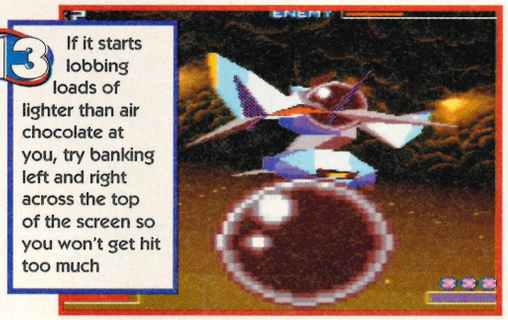
10 Keep to the left of the screen and the blocks won't be a problem



11 When these blocks appear, slow down and fire at the gap between the middle two. Once your shots pass through the gap it is safe to fly through



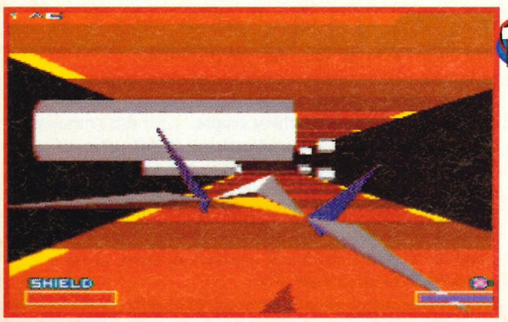
12 Smart-bombs are useless here, so pound the button while aiming at the small square that opens at the bottom



13 If it starts lobbing loads of lighter than air chocolate at you, try banking left and right across the top of the screen so you won't get hit too much



14 It will now separate and begin to spin while its top circles above. If it drops a mine, use a bomb to destroy it



15 The final tunnel to Andorf is THE hardest part of the game in my opinion. Collect both power-ups and slow down to negotiate the walls. Slow down as often as possible and when clear, fly up on either wing to clear the doors that lead to Andorf



16 First shoot his eyes to turn him into a cube, then use a smart-bomb to change him into his deadliest form. He will fire a contant stream of fireballs and blocks, so fly in a figure-of-eight to draw his fire and sneak in when possible to shoot his eyes. Use bombs when he turns into a cube to defeat him!

INSTANT CHIN

Teletext



NUB

This is Man With A Long Chin, proprietor of top gaming mag DIGITISER, from Channel 4 Teletext, page 470. Man got lost on way to lard enthusiasts' jamboree and that swine Martin would only show Man way to event if Man agreed to write Instant Relief. Man not best pleased. Man eager for animal fat-related antics. Nubbynubbynubbynub.



NHLPA HOCKEY

Hockey is silly game. Just lots of men with big sticks...Hmmm, maybe not such a silly game. Man like now!

Anyway, here codes for final rounds of game:

H5J3V79RM4ZVHW2P	MINNESOTA V WASHINGTON
H5L19CY59FPZPT22	WINNIPEG V NEW JERSEY
BN7Y34ZSP46DIT4R	BUFFALO V ST LOUIS
DHYLKFDGB0B402SP	WASHINGTON V LOS ANGELES
C42Z8MN44Y4YLG39	QUEBEC V VANCOUVER
HZ2B48N9HY55MK8W	CHICAGO V NEW JERSEY
HFPY7KLT9VXYCFV1	CALGARY V HARTFORD
C4Z358NMFJG3JMK0	NEW JERSEY V TORONTO
FZV795XCZ344SNSM	CALGARY V MONTREAL
B14J9L0YLTCP9LDS	BOSTON V CHICAGO
G75X97V90T0M6MNY	VANCOUVER V QUEBEC
HFNB55PZ9WLTMZSM	VANCOUVER V BOSTON
HL61CRJ3NX49PT3K	EDMONTON V BUFFALO
B17F5MF0ZG238V8F	BOSTON V MINNESOTA
HTPTRGHGWB79VHZP	WINNIPEG V NEW YORK
FFB1LC1K10YZW0V2	DETROIT V BUFFALO



ALIENS Vs PREDATOR

Hmmph. This game is known in 'special' circles as Save Lion Rates SPRD, but Man not saying why. It is secret surprise.

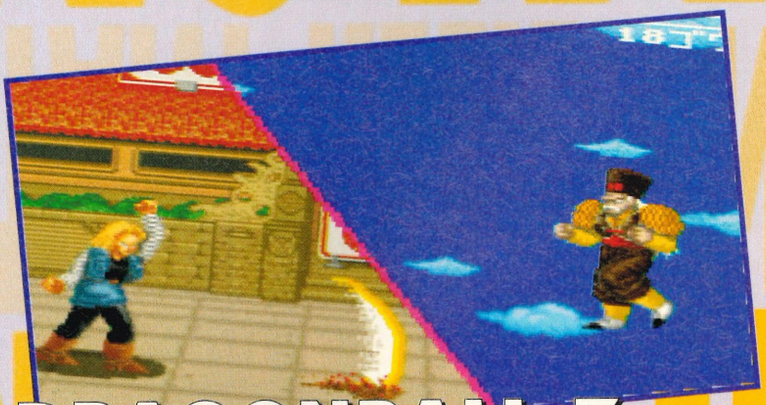
Here is options screen thing: press Start during intro then hold L, Right, X and Start.

LYING GET

Man not like liars. Man think liars should be shaved in front of a large crowd of sailors for their sins. A liar sent us this cheat for Super Mario World.

To reveal all 96 levels of game, go to Ghost Ship with cape. Go to big pit and fall down. Use cape to float and collect Yoshi coins on the way. When you get to bottom, try this impossible task – only use exit when last two numbers of timer and last two numbers of score are same. Liar says you will be taken to Yoshi's house and all levels will be open.

Can anyone make liar's claim work? Man has shaving machine ready. Man reveal liar's identity soon.



DRAGONBALL Z

Want to play all characters on this game? Man tell you. Man tell you NOW.

Hold down Y, X, A, B, L and R (You might need some charming sticky tape or other adhesive substance. Man often use the lining of Polecat's stomach. Tasty too!), and rotate the pad until you hear small man shouting something simple.



KIKIKAIKAI

Stupid name for game. Stupid name make Man angry. Man beat game with metal flail. Ka-cha! Ka-cha! Hold down X and Y, then press A,A,A,A, B,B,B,B, A,B,A,B,A,B,A,B and Start for stupid, stupid level select.

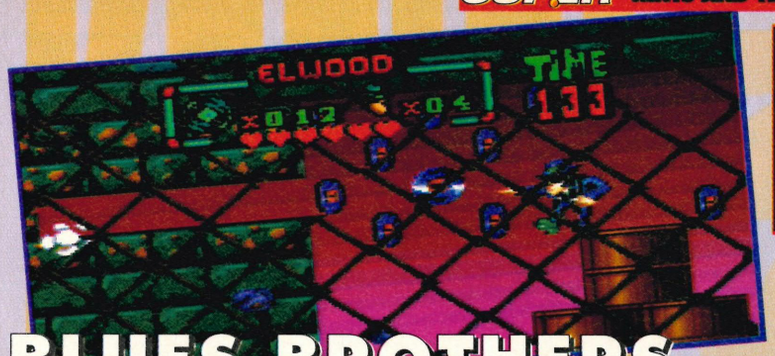
FLYING HERO

Flying Hero? Prancing Pranny more like. For level, lives and continue options, press Select on title screen. Then Select and Start on joypad two.



BUG SCHMUG

Man not like cartoon rabbits. Man dreams of day when he use orbital sander to grind them into dust. Tiny Toons is game featuring cartoon rabbit. On train engine at end of Western Movie stage, Martin reckons that you can walk into driver's cab and reappear under funnel. What does Martin know? He is big fop.



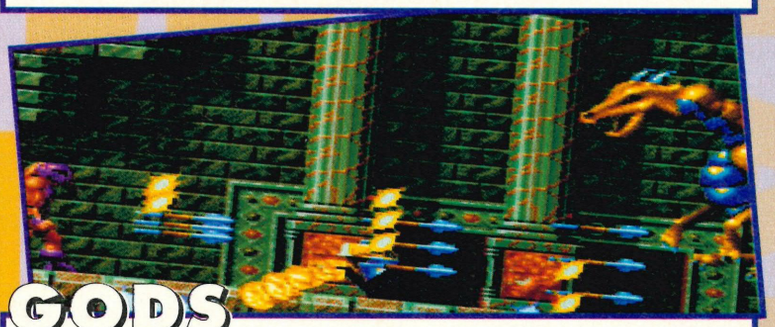
BLUES BROTHERS

Hmm, game based on tall man and short, fat man. Man suspicious of such couplings. In game, when you reach Denver concert, collect 11 extra lives, die and repeat process until you have maximum of 99. Man thinks this tip is dangerous.



STREET FIGHTER II

Man not interested in Street Fighter anymore. He not going to do this cheat, he really not. Hhhhuhhhrrrggh. Oh, alright. Want to see all character endings without pummelling through level seven? Then either get your mate to do it or put in 'Championship Edition' cheat (Down, L, Up, R, Y and B), and put difficulty level on two. Start game and press Start and R before picture fades when you beat Bison, to see full ending.



GODS

Here is tip of Man's own. When making lard from domesticated mammal (ie dog or cat), remove small intestine first and mix fluids with flour and glue. Mould mixture into attractive container and allow to harden. It can then be used for storing any unwanted gristle or flesh. Now here is Gods level codes:

- LEVEL 2 : SD1
- LEVEL 3 : MGB
- LEVEL 4 : BMH



STAR WING

Man hears that Nintendo had to change name of this game from Starfox to Star Wing after pressure from Claire Rayner who is celebrating her moniker-related victory by presenting this tip.

Here tip: Select destination after leaving secret Black Hole level by looking out for ring of yellow triangles, like those in picture one.

Fly through these and you will leave hole. You can choose destination by choosing which rings to fly through. Here map of destinations in picture two...luvvy.

Ring one to Sector Y, level one
Two to Sector Z, level three
Three to Venom, level two.

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INSTANT RELIEF

INSTANT CHIN

OOH THEY'VE DONE IT AGAIN

This time with The Blues Brothers. It's been put in the Maverick comedy freezer until further notice. Expect it to be defrosted and warmed up in the comedy microwave some time in the future.

THE MAN'S BABBER CORNER

Here is list of individuals who sent in tips that didn't work, were copied from other mags, got simple questions wrong or insulted Man with their misinterpretations of requests for help. If you know any of these people, give them Chinese Burn from Man....Thank-you.

- Neil Paterson
- J Bulligham
- Sunil Patel
- Russell Searle
- Des Edmunds
- Stuart Folley

HAVE YOU CONSIDERED SENDING SOMETHING ILLITERATE TO SUPER CONTROL?

Are you going to Scarborough Fair? Parsley, Sage, Rosemary and Lard. How many more times can we rip off Digitiser? Questions, Questions, Questions. Just look at the size of those Q's.

To win something nice, send your tips, bugs and guides to us. But don't bother unless you can answer these questions comically:

- 1. Complete this sentence in a comedy fashion – "I really want the game I have asked for because...."
- 2. Spell the following – Babber, Faffers, Clag-Nuts, Winnits and Undercrackers
- 3. Congeal the Condiment – vinegar, cheese, crustacean, Greeny, Ringos, Alma Sedgwick and Cookeen. Which one writes for Gamesmaster?

Send your answers, chips and teats to: Super Control, Maverick Magazines, Waters Green House, Waters Green, Macclesfield, Cheshire, SK11 6LF.

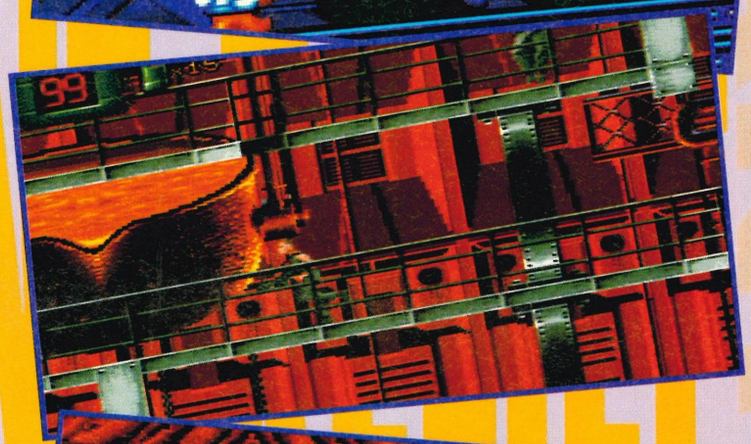
ISSUE FOUR GOES SHOWBIZ

As if Man wasn't enough, Ralph will shortly be clobbering the red carpet with the Maverick hammer in a desperate bid to get rid of the stains left over from Long Chin's Animal Fat experiments. Why? Because we'll need to roll out that very red carpet for issue four's smashing Instant Relief Celebrity Showbiz Special.

A constellation of stars have been lined up to supply their personal clips and beets, so if you've an ounce of showbiz blood in you, I suggest a steak vienna, a bottle of pop, a chocolate bar and a smearing of Echo on 29th July. Prepare to be dazzled!

Oh yes, there'll be some guides too. Girl guides? No, game guides. Robocod, Alien 3 and the very lovely-looking Equinox to be concise. Like the dictionary. Only in colour. Not black and white. Or green screen. Like the Commodore PET. Or the Amstrad.









Teletext

THE MAN'S REAR END

There, Man With A Long Chin has revealed his most intimate tips to the public. Man going to Lard Jamboree now. You not stopping me, Martin. Man going to jamboree, then going home to Digitiser. Man not like it here in Super Control, it smell too much like a cat he once owned.

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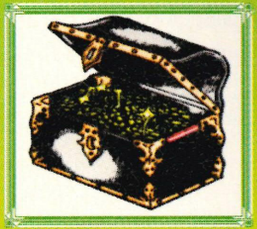
Calls cost 36p per min (cheap) and 48p per min (all other times). Maximum call length 4.5 minutes. Please make sure that you have permission to make this call.
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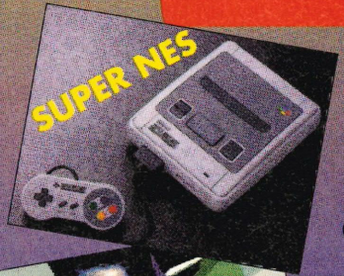
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OPTING OUT

Striker is so loaded with options that you're likely to prolapse upon sight. Just check out this sample for size...



Break the language barrier. Fancy a game in Svenska?



This is the main options screen. From here the pitch is your oyster



Friendlies are used for practice against another team



Select your teams from any of the 64 presented. I'd go for Qatar if I was you...



World Knockout is every team for themselves – a football Royal Rumble if you like!



Eight, 16 or all 64 teams can participate in the World Knockout



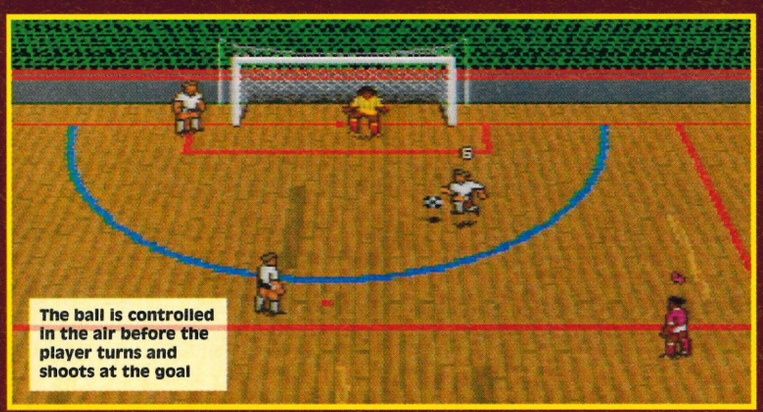
Quite a few games have been played and the tournament league is starting to shape up



The world league is great for multiple-player games. We've got our own Maverick league going



Choose the teams you want playing in the league. No shit-kickers wanted here...



The ball is controlled in the air before the player turns and shoots at the goal



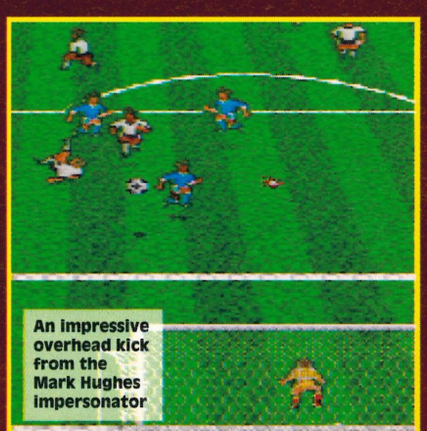
(Above) Pressing L or R during dead ball situations allows substitutions to be made. The bar by the side of the player shows his stamina levels







You don't control the throwing player during throw-ins. Instead, you control the receiver on the pitch



An impressive overhead kick from the Mark Hughes impersonator



Football can be one of the greatest games for both spectators and players, but there again it can also be 90 minutes of sheer boredom. All the soccer games on the Super Nintendo have erred towards the boring side until now – Striker is the first one to capture the real excitement of a game of footie.

The first thing that contributes to Striker's success is the game's view-point. The game is viewed from a 45 degree angle as opposed to from directly above or from the side and uses Mode 7 to scroll the pitch back and forth. This gives you the impression that you're watching the match through a moving camera suspended 30 feet above the pitch.

The screen shows about 25 yards of the pitch and the first thing you'll notice is that there isn't a scanner of any sort showing the position of the players. But you don't need one, because passes are always the right weight and the players you aren't controlling generally move onto the ball.

SWAN VESTAS

The ease with which the ball can be controlled makes Striker the game it is. Dribbling is so easy and turning on the ball is just a case of changing direction – no need to fiddle about here. During play three buttons are used; one to pass, another to shoot or hit a longer ball and the third to try for headers and overhead kicks. If the pass button is held down and the D-pad moved at the right time a series of players will perform one-touch passes without you needing to hit the button every time a new player gets the ball.

It is whilst playing a move like this that you'll notice how fast the game is as it flicks from one end of the pitch to the other without hesitation, leading to really fast-moving, exciting action. One minute you'll be defending just outside your own box, then a couple of passes later you'll be 30 yards from their goal-line on the break and about to knock in a dazzling cross.

This gives the game an added realism and encourages you to build more complex moves, whereas in Super Kick Off the gameplay basically involved running straight at the goal and chipping the ball over the 'keeper. The game rewards ingenuity, for example sending a winger down to the corner flag to loft in a cross is frequently rewarded with a dangerous and often spectacular shot, though not always

YOU'RE GONNA STR

a goal. No other game actively encourages the building of complex moves or plays as well as Striker does.

With Striker's impressive viewpoint you get a great 3D effect as the ball slams into the back of the net past the 'keeper's fingertips. The full impact of such a shot would be lost in other games such as Super Kick Off due to gameplay being viewed from above. The excellent crowd noises add a lot to the atmosphere – there is even an air-horn at some matches and appropriate "oohs" and "aahs" are made as the ball smacks the cross bar and is saved!

There's the opportunity to score some cracking goals in this game plus the action replay function means that you get to watch them over and over again, frame by frame and even in reverse if you want to. Magic for rubbing your opponent's nose in it...

If you want a bit more than just playing one-off friendlies against the computer or a mate there are options aplenty to keep you engaged. The Super Cup is a one-player, seven-round, knockout tournament wherein you pick one of 64 international teams available and away you go. The World Knockout is for eight, 16, 32 or 64 teams with as many of these controlled by the computer or players as you choose.

SAMMY MCILROY

The World League pits 16 international teams against each other with each team playing all the others twice. All these can be played as proper 11-a-side matches or as an indoor six-a-side version. The indoor pitch has all the correct markings, is smaller and the ball can be played off the walls. A password system ensures you can go to bed when you're tired.

On top of all this, individual elements of the game can be tailored to your requirements – how hard players kick the ball, how much aftertouch they put on it,



Once you've selected your team you can then check out the individual players



Plan a successful strategy and the goals are sure to come rolling in



League and cup competitions can be saved using this rather long-winded password system



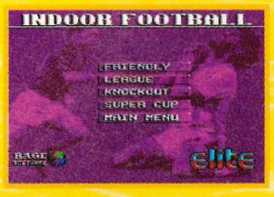
The first round of the Super Cup has been played. It's now time to take the computer on



When it's over you're presented with a statistical breakdown of the match



The Human League are a crap band from Sheffield. This is the league result table



Fancy a spot of indoor footie? Subbuteo is totally out of the question though



We love you Title Screen, we do, we love you Title Screen we do!

GET YOUR 'EAD KICKED IN, MATE

STRIKER

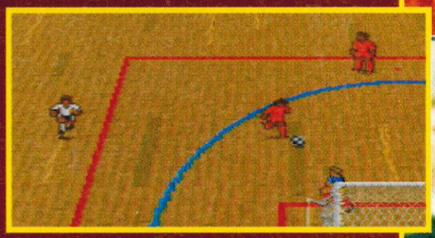
whether their headers will go screaming past the keeper or just trickle into his hands, the nature of the pitch conditions and more. You can even decide if you want to play using the new FIFA rules or not.

There is enough here for anybody and everybody looking for a decent footie sim. It is far more playable and enjoyable than any previous soccer game and Striker Fever has already taken over the office in a big way at lunchtimes – we had a league and a tournament going within a day of the game's arrival!

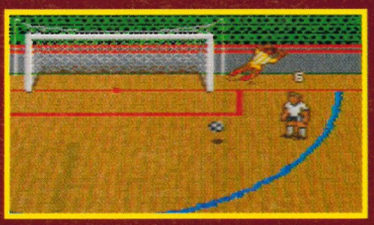
It isn't perfect, there seems to be a small advantage to playing down the pitch and there are certain ways of ensuring you score a goal almost every time. But despite that, it is a cracking game. With so many options and oodles of playability it has to be the best Super Nintendo soccer game yet.

JOOLS









The goalkeeper dives too early...it's in the back of the net and the crowd roar!





Striker is the best football game on the SNES at the moment. It plays a fast, intuitive game and is varied enough not to bore. Controlling the players is dead simple, and after a bit of practice you'll be scoring spectacular goals for all to see! As a multiple-player game it's the tops – we've got a league going here in the office, stopping work dead when the game is switched on! The sound FX add loads of atmosphere and the options are the icing on the cake. Striker isn't exactly perfect, but if you want a Super Nintendo soccer game, avoid all the rest and buy Striker – British software at its best!

PAUL



STRIKER

HOUSE: ELITE
ORIGIN: OFFICIAL
PRICE: £44.99
PLAYERS: ONE TO 64
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

88%

SUPER CONTROL

SOUND	8
GRAPHICS	8
GAMEPLAY	9
LASTABILITY	8

ENERGY HIGH

- Realistic gameplay
- Incredibly playable
- Encourages good play
- Great crowd noises

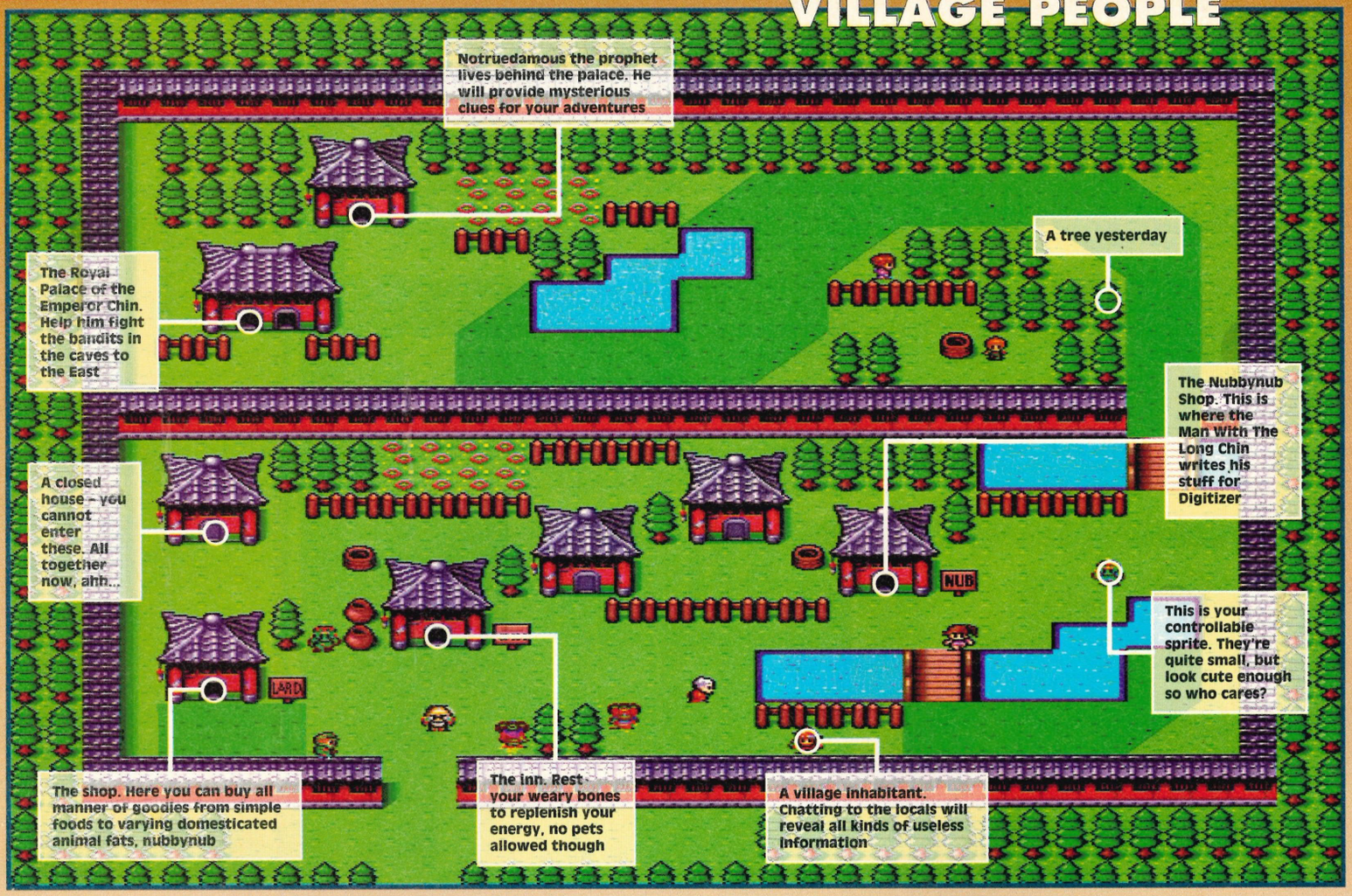
ENERGY LOW

- No goal difference on leagues
- A couple of sure ways of scoring goals which can ruin a match

ALTERNATIVE SYSTEM

Super Soccer (61 per cent) and Super Kick Off (79 per cent) are the only alternatives on the official market, but neither of them come close to the excitement and the thrill of Striker. Import alternatives, well, Soccer Champ and Goal! spring to mind but unfortunately they're both plop.

VILLAGE PEOPLE







I got this game wrong. Oh, I'm SO upset! Mind you, this is a slightly interesting diversion from the main action sequences





This tiny village is located far in the mountains in a lush valley clearing... My god Paul, what ARE you trying to do, polish a turd?!





Right, I'm not having this. Since when has the poor old SNES had to put up with software as poor as Super Ninja Boy? Culture Brain's new action/RPG hybrid is so incredibly bad that I thought that I was having a really bad dream in which the machine I was using was an unexpanded Oric-1 with a wobbly RAM pack. Complements are hard to pay when the shit's this thick...

Super Ninja Boy is an RPG of sorts. You take the role of either an adventurer called Jack or his friend Ryu. Both have the same abilities and can be played simultaneously by two players. The game begins in the village of Yokan, deep in the heart of Chinaland. From here you must stock up on useful goodies before venturing out into the harsh wilderness of the Chinaland plains.

NIN-JA WOBBLE

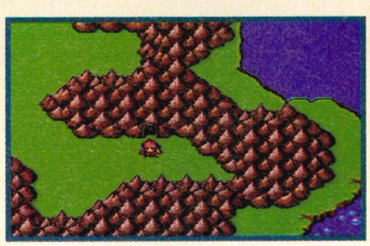
Once outside the confines of the village walls you must traverse the countryside, fighting off attacking demons and solving the taxing puzzle presented to you. Demon attacks are randomly selected – sometimes



Buying a Skin Gauntlet from the shop – they should be prosecuted under the Obscene Publications Act for selling that!



An example of the astounding fight sequences. Jack downs one Eagle Warrior and takes on another



The main map screen. You're lost, surrounded by mountains, a cave beckons you to enter...



These cat monsters are easy to kill. Just keep pressing punch and throw (well, they're the only things you can do)



SUPER NINJA BOY

LEGEND OF THE MYSTICAL SUPER NINJA BOY

you can move for quite a while before facing hostility, other times you can be attacked on four or five occasions within a short space of time.

Ensuing battles are presented in a sort of beat'em-up format. You control your character directly and must pummel the enemies into oblivion by jumping, kicking and punching. It is these so-called 'action' sequences that really show the game for what it is. The sprites are incredibly badly drawn and animated, moving very jerkily throughout the deadpan backdrops. Jerk, jerk, jerk go the graphics.

The fighting itself is totally unfair. Sometimes the enemy can be killed very easily, whilst other times you're finished off in seconds. I found it particularly annoying when you're stunned by a punch and the opposition keep throwing you until you die, giving you no chance of defending yourself.

On certain occasions special action missions need to be completed. These are roughly the same as the regular battles except that the aim is to traverse a scrolling left-to-right platformed landscape to reach the end. These would be simple enough if the programmers had the decency to give you at least SOME rational control over your character! Jumps are erratic and slow and the sluggish joypad responses ensure repeated deaths and restarts.

As you progress through the RPG (ie the better) element of the game, more options and items fall at your disposal. Buy some Dragon Eggs and you will be able to use these in the action sequences to fly with – no, not flying eggs, they hatch into flying dragons! You ride on their backs, OK? Mind you, they last for about 10 seconds so they're about as useful as faulty condoms.

You also get to pick up better weapons as you progress further into the game. The more enemies you kill, the more money you can get. Swords, Throwing Stars, Mighty Balls (!) and Boo Bombs can all be bought and used to varying degrees of success.

SPOT THE NINJA

The ninja characters also have a number of special moves in their repertoire. These can be used depending on how many Marks you collect. Punching rocks on the action stages reveal these bonus-type Marks. You can hold a maximum of 15 and these get used up the more you use your special moves. Moonsault Kicks, Cyclone Kicks, Miracle Kicks, Break Attacks and Ninja Cyclones can all be used against the evil minions. These may sound impressive, but believe me they're not.

Everything about Super Ninja Boy is substandard. Don't get me wrong, I'm a big RPG fan on the whole, it's just that I hated this particular game. It looks terrible apart from the odd building in the villages, it sounds bad and it's a completely inferior rip-off of one of my favourite SNES games, The Legend of the Mystical Ninja.

There may be plenty to see and do in this game, but I'm sure there's plenty to see and do in the New York Bronx which doesn't mean that I'd like to wander around there either!

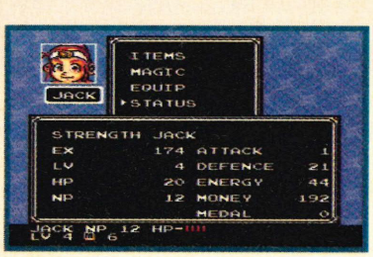
To put it simply, Super Ninja Boy is easily one of the most uncomfortable games I've had the displeasure of playing in a long while. I hope this game doesn't get a release over here – how could this get a release and Mystical Ninja never see the light of day in the UK?! Diabolical.

PAUL



Oh dear. Anyone for a shite sandwich without the bread? Super Ninja Boy takes poor quality into another dimension, delving into the depths of the worst-smelling game of all time...Home Alone. At first I thought Super Ninja Boy looked a bit like the Final Fantasy games which I quite enjoyed, but Culture Brain (the gits responsible for the equally dire Super Golden Fighter) has proved it can release yet another turkey with this totally unplayable RPG/action combo. Don't bother wasting £50 on this game, I recommend you have a day out on the Isle of Wight instead.

ALEX



Keep an eye on your status screen. You may become concerned about your low energy levels, though I doubt it



This town is located high in the mountains and is inhabited by Rick the master ninja. He will help you in your quest



Complete two (rather cack) tasks set by Rick and he will give you the Spider Shoes. They allow you to walk on the ceiling

THANKS TO BITS & PIECES (0625) 501810



SUPER NINJA BOY

HOUSE: CULTURE BRAIN
ORIGIN: AMERICA
PRICE: £49.99
PLAYERS: ONE/TWO
TYPE: ACTION/RPG

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

11%

SUPER CONTROL

SOUND	3
GRAPHICS	1
GAMEPLAY	1
LASTABILITY	1

ENERGY HIGH

- Mode 7 bit is okay
- Some nice village graphics
- Cute characters
- Large world to expore

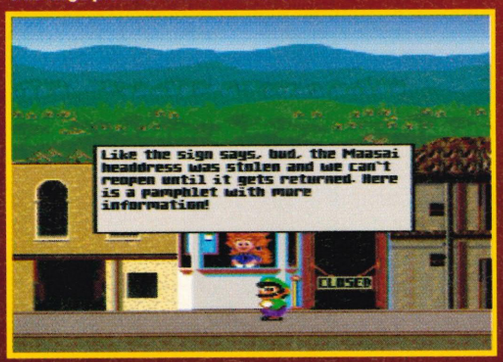
ENERGY LOW

- BAD action sequences
- Extremely frustrating gameplay
- Slow, jerky graphics
- The entire game

ALTERNATIVE SYSTEM

This tries to be Konami's classic Legend of the Mystical Ninja but fails miserably. Mystical Ninja (85 per cent) is still one of the best games of its type. Other good action type RPGs are; Soul Blazer (79 per cent), Zelda III (89 per cent), Final Fantasy II (72 per cent) and Actraiser (79 per cent).

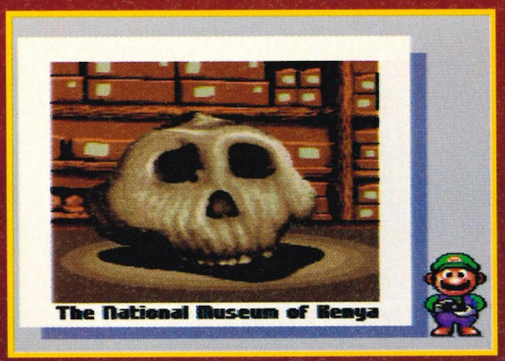
Excuse me, I wonder if you know where I could return this large piece of architecture to?



A map of the city, all done in the best possible Mario style

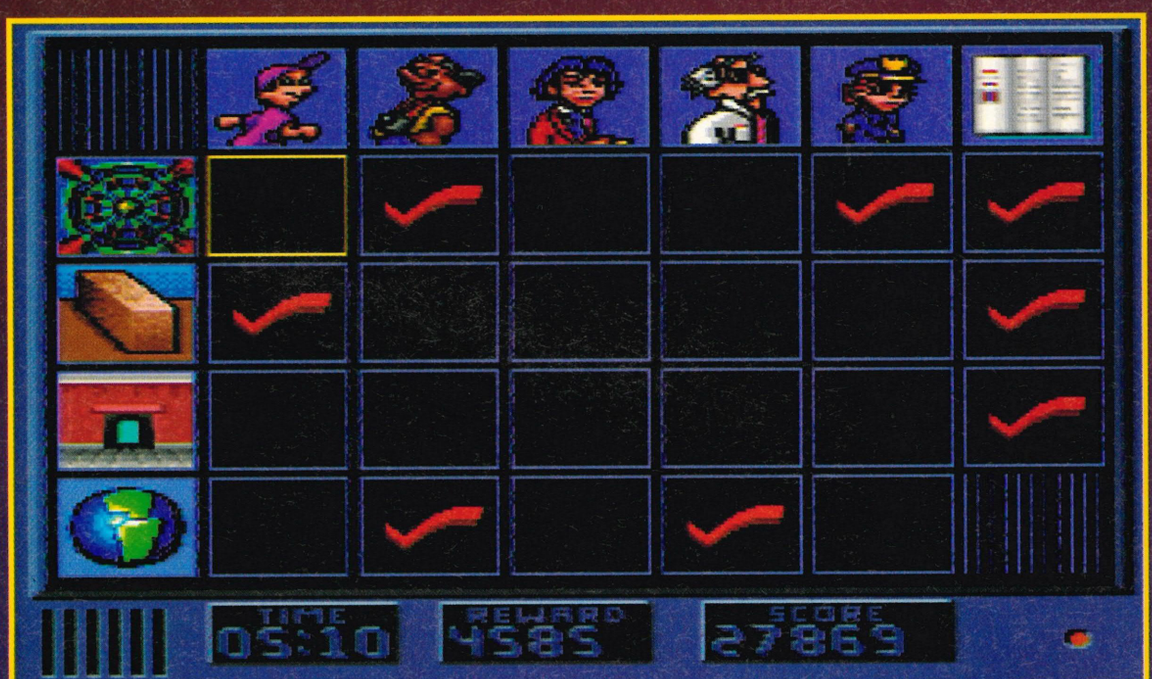


This skull is one of the artefacts missing from somewhere in Africa



MARIO IS MISSING

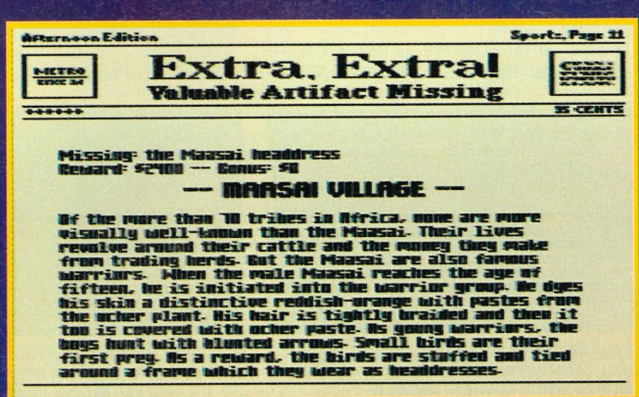
IT'S TIME TO TEACH YOU A LESSON



(Above) Your computer stores all the information collected from the people you have talked to and the pamphlets you have picked up



(Right) The Tourist Information office distributes pamphlets detailing what has been stolen. Obviously calling the police completely slipped their minds!



Afternoon Edition — Sports, Page 11

Extra, Extra!

Valuable Artifact Missing

35 CENTS

Missing: the Maasai headdress
Reward: $2400 — Bonus: $0

— MAASAI VILLAGE —

Of the more than 70 tribes in Africa, none are more visually well-known than the Maasai. Their lives revolve around their cattle and the money they make from trading herds. But the Maasai are also famous warriors. When the male Maasai reaches the age of fifteen, he is initiated into the warrior group. He dyes his skin a distinctive reddish-orange with pastes from the ocher plant. His hair is tightly braided and then it too is covered with ocher paste. As young warriors, the boys hunt with blunted arrows. Small birds are their first prey. As a reward, the birds are stuffed and tied around a frame which they wear as headdresses.



Mario Is Missing, like Mario Paint, falls into a new category of software now appearing on the Super Nintendo, classified as Edutainment – entertaining educational products. Educational packages no longer have to be boring extensions of classroom monotony, learning can be now fun and who better to teach you than everyone's favourite SNES character, Mario!

Blatantly aimed at the four-years-old and upwards age range, Mario Is Missing may initially have limited appeal to older players. However, for the younger ones, its carefully planned trip into history will definitely be beneficial to the primary school learning process.

SCHOOL'S OUT

Featuring the characters, graphics and sounds from the Mario World game, the recognisable face of Mario should succeed in distracting younger players from the 'education' cloud that could otherwise deter them from playing.

As the title of the game suggests, Mario has disappeared. You take the role of his brother Luigi with your mission being to try and find him. Unfortunately though, you soon discover that Mario is not the only thing that's gone astray, valuable artefacts from around the world have also been stolen...and Bowser is the crook behind it all!

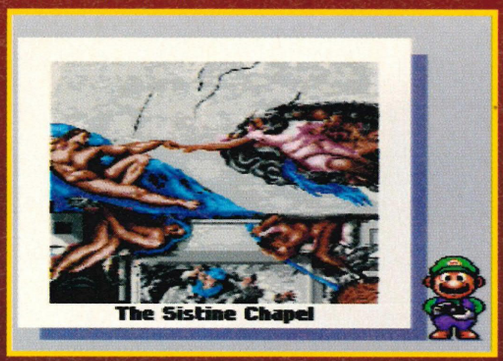
The game spans 19 levels with each one situated in a different global location. Upon entering the location you initially do not know where in the world you actually are. Each of these venues has had three historical items, some of which are unfeasibly large, stolen by Bowser's Koopas and it is down to Luigi to retrieve them.

By wandering around the streets of each city you will stumble across Tourist Information bureaus where a nice woman will give you a useful pamphlet that contains historical information concerning the treasured items that have disappeared.

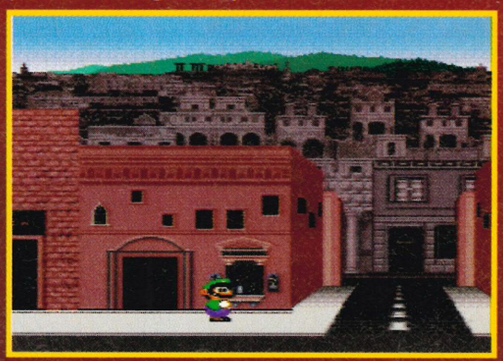
Complete five levels and Bowser comes out and attacks you. A few jumps on his head and away you go



Someone stole the ceiling from the Sistine chapel. Remarkably, you found it



Three Koopas carry around all the stolen artefacts, the problem is finding the Koopas





(Left) Before Luigi can leave a level, Yoshi must be summoned from the Antarctic and guided to where in the world you think you are

(Below) Once you've guided Yoshi to your location, you can pop off to the next level. Note the mini map at the top of the screen



This must be studied and then off you go to begin your search.

Some of the missing items are very strange indeed, including such unlikely things as the Sistine Chapel paintings from Rome, a baby elephant from Nairobi and even the gates to Tiananmen Square in Peking! Now where would Bowser possibly manage to hide such obscure works of art as these? Well, the answer lies with his Koopa troops.

Whilst wandering through the streets, Luigi bumps into Koopas who happily stroll around in the afternoon sunshine. Only three Koopas out of the many you"ll come across have the objects in their possession. However, you can easily find out who has what by jumping on their heads!

When an object has been found you must then go and harass the city's residents to ask them for some help and advice. Not only will these residents offer useful information as to your whereabouts but they will give you historical facts about the missing items as well.

After finding the missing piece of history you must then try and remember which Tourist Information bureau in which city moaned about its absence and return it accordingly to that location. After offering to return the item you will be asked a few questions by the woman at the bureau to prove that you have the genuine artefact. It is at this point that your interrogation of the residents and observation of the pamphlets will come in useful.

When all three of the artefacts have been returned to the correct places, you must then find Yoshi who is waiting patiently in Antarctica. Using a global map you must guide Yoshi to the city that you believe you are currently in. Once again, only by using careful deductions made from the information given by the character interaction will the city be revealed.

THE THREE R'S

As well as the appealing Mario graphical style identical to that seen in other Mario games, lots of humour appropriate to the targeted age groups has been incorporated into this game to increase its attraction to younger players. For example, when asked who painted the Sistine Chapel in Rome you are given the choice of the following four answers: Leonardo, Michaelangelo, Donatello or Splinter!

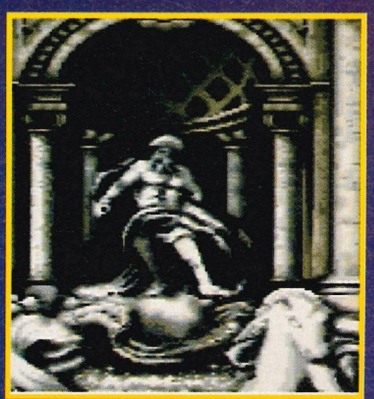
I'm sure that adults too will have fun solving the puzzles and along the way they might even learn a few historical facts that they didn't previously know! Personally, if I had had this game when I was studying 'A' level history I might have passed!

Mario Is Missing will be released here in the UK hopefully in September.

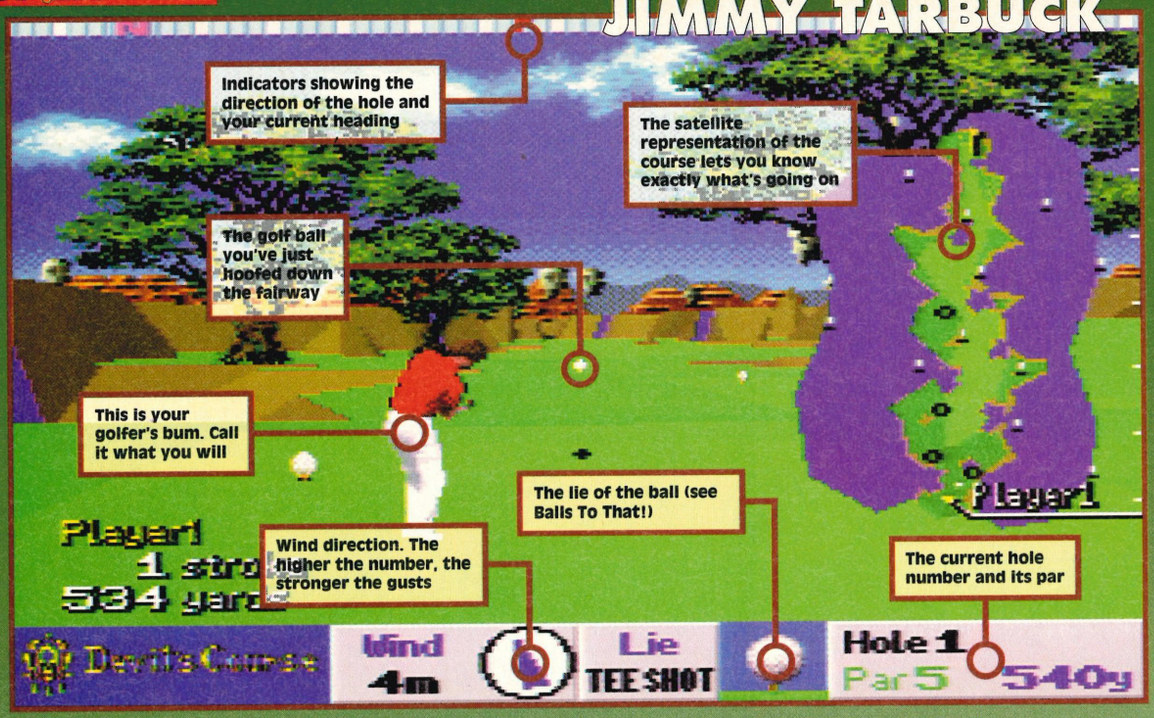
ALLIE





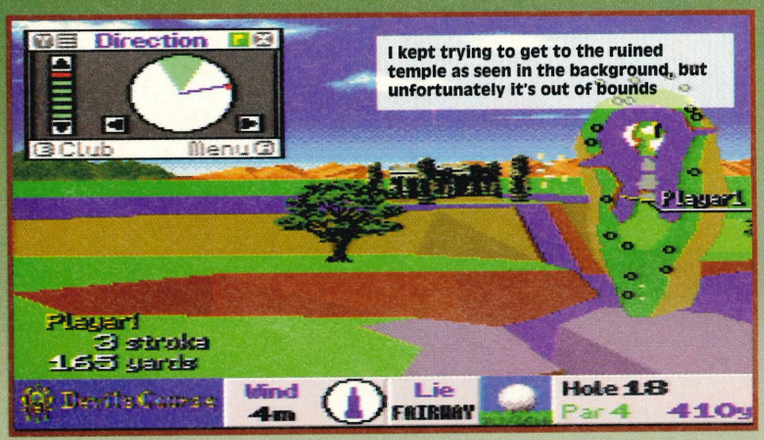


JIMMY TARBUCK











How many golf games has the SNES got? Quite a few I can tell you. What with Hole-In-One Golf, Jack Nicklaus Golf, Pebble Beach Golf and Waialee Country Golf, the console golf market is well and truly overflowing.

To add a modicum of spice to the genre T&E Soft has come up with Devil's Course Golf, a golf game with a difference. The designers of the game's courses threw away the rule book and plumped for a touch of fantasy along with a fair degree of mortal danger (mortal to the ball anyway!). The Devil's Course is exactly that – it's a bleeder, filled with all manner of traps and steeper gradients than Macclesfield town centre.

As with your average round of golf, Devil's Course offers a grand total of 18 holes to play, some of which are pretty easy, some a pain in the grass. Most of the holes have varying degrees of terraced landscape with some, especially the fifth hole, being mountainous in proportion. Just getting the ball onto the green can result in your ears popping...now that's realistic!

RONNIE CORBETT

There's loads of water and rock outcrops with one range being completely composed of rock causing the golf ball to act similar to a pinball during play! Waterfalls, huge trees and lava (?!) also grace the course, and enormous rock monoliths hover in mid-air on selected



DEVIL'S COURSE G



THE DEVIL YOU KNOW OR THE DEVIL YOU DON'T

BALLS TO THAT

You'll be surprised where your balls can end up – sometimes in the dodgiest of places. If you look at the bottom of the screen a small graphic representation will show the lie of the ball.



Obviously this is when you tee the ball off down the range. Good, eh?



The smoothest cut of grass on the course surrounds the hole



Longer grass will slow the ball and also lessen bounces



Compensate for the long grass by hitting the shot with more power than normal



The roughest grass is useful for deadening an out-of-control loose ball



The sand pit. Shots differ depending on how deep your ball is buried



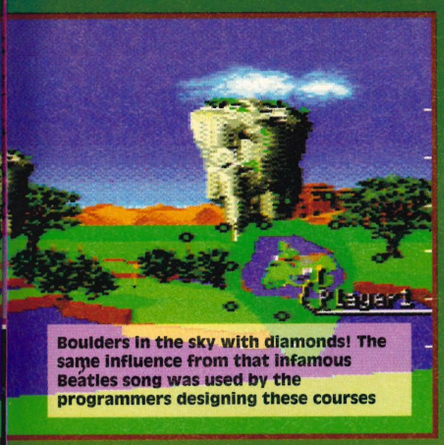
That bit of unimportant grass in the middle that everyone forgets about



Igneous rock is the hardest. Hitting it will ricochet your ball skywards



Sedimentary rock, whilst being porous, isn't quite so mean to the ball



Boulders in the sky with diamonds! The same influence from that infamous Beatles song was used by the programmers designing these courses









holes making chipping the ball into the air a risky business.

Once you get over your initial suprise at the design of the course, you'll find that Devil's Course is pretty simple to get into. All the golfer's actions are controlled within a small window top-left of the screen which can be moved to another corner by pressing Select.

The first thing on your agenda is to select your direction using the heading indicator at the top of the screen, then choose your club. Your caddie will recommend a club, but you don't have to use it. Changing your stance will impose a certain degree of 'aftertouch' to the struck ball, for example if you're hitting in particularly windy conditions, this can be compensated for in your stance.

When all the options have been chosen it's now time to attempt to hit the ball. "Arghhh, no! Hit the ball? What and burst the bubble, it was all going so well until now!" The SNES updates the landscape when the ball hits the ground then follows it until it slows to a halt. This is fine but can become really annoying when your ball is sliding down a hill and the screen follows it, flicking the view repeatedly.

Putting follows more or less the same procedure, except this time the gradient of the green is represented as a vector layout making your shots easier to judge. Take note of the useful hints offered by your caddie at this stage especially if you're a beginner.

Most of the time it's dead easy to follow the action and the screen update is quick enough not to grate on your nerves. However, on the odd occasion I didn't have a clue as to what was going on, for example, when a ball obviously heading for a rock-face disappears through it and onto the green...Eh? On a couple of occasions I even took a shot from the top of the water!

ROD STEWART

OK, so I'm nit-picking here – Devil's Course Golf is a decent golf game incorporating a novel twist. The weird courses are fun to play and impressive to look at with their huge, spiked sculptures and ruined Temples which are not really the norm in your average golf simulation game, are they?

I generally liked the graphics although I just couldn't stop thinking what this game could be like utilising the Super FX chip...Imagine being able to pan and track around the course in real-time at any angle. The mind boggles – but I'm afraid you'll just have to make do with limited viewpoints and the slow-ish update of this game for now!

Music-wise Devil's Course is adequate. The opening title music is quite good (as is the digitised pic of Devil's Canyon), but the in-game sonics are pure 'elevator music'. Going straight to the options and turning it off is one solution, but I stuck to turning The Jesus Lizard up on my Walkman!

Never mind that, Devil's Course is a fun golf game for up to four players, but unfortunately with limited longevity. The save game feature is a bonus, but with only 18 holes to play on the one course there's only so many trees to hit your balls into.

PAUL



Devil's Course is yet another golf game as if we've not seen enough recently! However, as Paul has said, the course certainly is a little out of the ordinary! It makes a welcome change to come across completely unrealistic hazards and course layouts that you'd never actually see on a real golf course! Unfortunately, I found the actual golf mechanics, selecting the weight of the shot especially, a bit too awkward for its own good and the putts seemed to have a mind of their own. Still, it's definitely novel which is unusual and welcome on the Super Nintendo.

JOOLS

GOLF - AH HA HA...

SEAN CONNERY

Showaddywaddy were wrong, there aren't three steps to Heaven after all – there's four and here they are:



Work out the direction of a hit in relation to wind speed, distance and position of obstacles



Choose from a selection of 14 clubs, from the beefy Driving Woods to the very handy Pitching Wedge

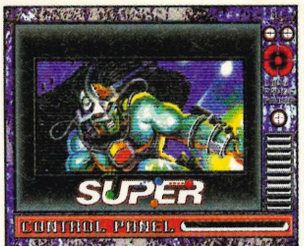


Adjust your stance to either compensate for the wind or to curve the ball around awkward corners



Set the speed of the hit, then the slice on the ball. Accurate button jabbing is needed here

THANKS TO CONSOLE CONCEPTS (0782) 712759



DEVIL'S COURSE GOLF

HOUSE: T&E SOFT
ORIGIN: JAPANESE
PRICE: £45
PLAYERS: ONE TO FOUR
TYPE: GOLF SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

74%

SUPER CONTROL

SOUND	4
GRAPHICS	7
GAMEPLAY	7
LASTABILITY	6

ENERGY HIGH

- Novel twist to course design
- Simple to play
- Save game feature
- Four-player fun

ENERGY LOW

- Sometimes very confusing
- Fairly slow update
- Crap supermarket music

ALTERNATIVE SYSTEM

Try any of these for size, they're all on a par (groan) with this game, without such torturous courses; PGA Tour Golf, Jack Nicklaus Golf, Hole-In-One Golf, Pebble Beach Golf, Irem Skins Game, Waialee Country Golf and John Madden (Although it's American football and it's crap).

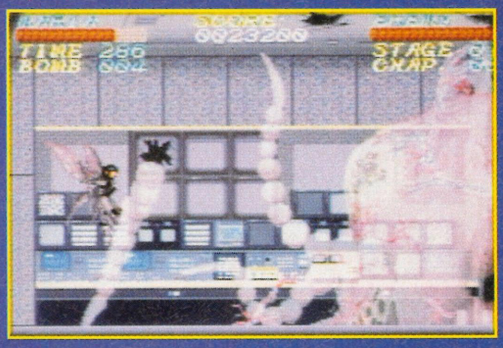
Fire and brimstone rain from the sky! Watch out for these fiery attacks as you progress into the game



This enemy is whipped into a cloud of smoke. There are 10 different weapons to utilise in Dream Probe



Look at the size of that end-of-level guardian! I'm glad my dreams aren't this scary!



ALL I HAVE TO DO IS DREAM

DREAM PROBE



American software developer Renovation is about to hit the SNES with its second title, following on from its reasonably successful beat'em-up Doomsday Warriors (reviewed in Super Control issue two, scoring 58 per cent).

Dream Probe is an 8meg scrolling action adventure of nightmarish proportions. Caught inside a new invention called The Dream Probe, you enter the horrifying dream of a young girl. Your character must save her from a fate worse than death. As you can imagine, this dream isn't a very pleasant one – buildings crumble, mutated creatures swarm through the streets and civilisation has been decimated by evil forces.

DREAM ON

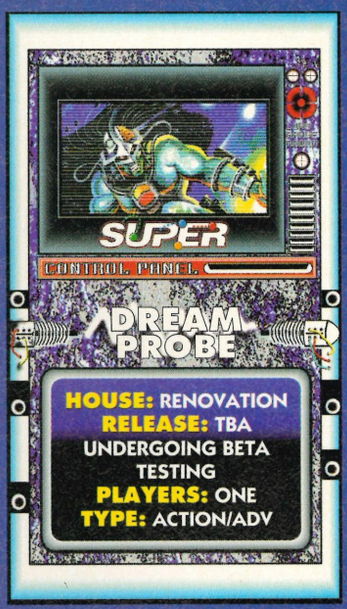
Upon entering the girl's dream you'll encounter many evil cyborgs, winged-demons and other diabolical enemies which you must hack through to destroy the out-of-control Dream Probe and save the girl. A nightmare, eh? And not an Elm Street in sight...

There are 10 different weapons to master and either a macho male or fearless female character to choose from, allowing for changes of strategy depending on your choice of fighter. The further the player reaches into the game, the stronger their character becomes, so as the game becomes more challenging your character is better equipped to deal with the situation you must face.

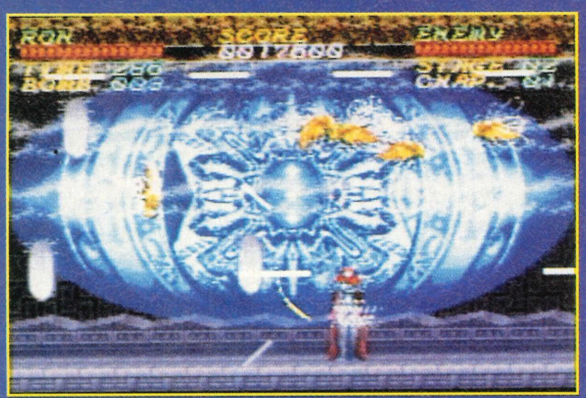
Dream Probe is set over 32 stages within six different levels, so there's no denying the fact that this game will be huge. Looking at the screen shots it's obvious that great care has been taken over the graphics with the end of level guardians looking particularly meaty in design.

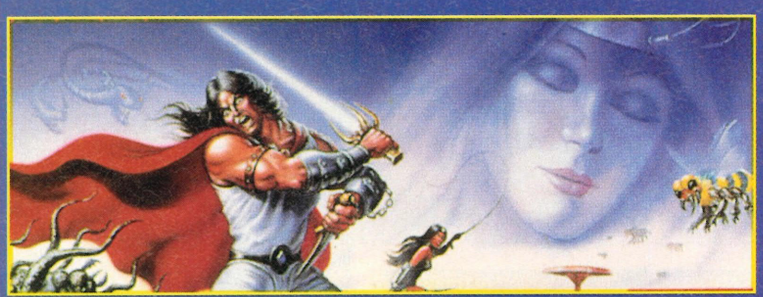
Dream Probe looks set to establish Renovation as a serious developer of Super Nintendo software. Super Control will bring you a full review of this game as soon as we possibly can.

PAUL



From this scene you can see that the graphics in Dream Probe look pretty tasty. We hope the finished game will live up to the standard of these graphics







For some reason you seem to have grown wings! Maybe they will help you defeat this skulking monstrosity?



RENOVATE YOUR HOME

Not a company to sit back and rest on its laurels, Renovation also has another SNES game waiting in the wings.

Arcus Odyssey is a one or two-player role-playing game that features all manner of dark creatures and magic. Comprised of eight individual quests, Arcus Odyssey presents the player with a choice between four differing characters and numerous huge dungeons to explore.

Progress through the damp corridors must be tackled with a fair degree of caution due to there being many vicious traps, evil denizens and vicious monsters that must be avoided. However, it's not all bad – collecting magic potions, treasure chests, additional lives and other such goodies will no doubt bring a welcome smile to your weary adventurer's face.

RPG fans would be silly to miss out on Arcus Odyssey, so watch this space for a full review in a future issue!

UNDERWATER WACKINESS WITH DOUBLE AGENT POND

JAMES POND'S Crazy Sports



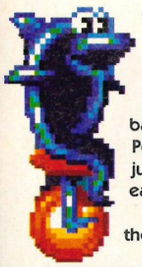
FI5H agent James Pond is back, with all the sophistication of a German wrestler with a body hair problem. Taking a well-earned break from his undercover agent antics, Pond ventures into the aquatic Olympiad in this, a welcome rest from the steady supply of drab platform bonanzas.

James Pond's Crazy Sports is a humorous parody of the four-yearly sporting event, the Olympics. James and his fishy friends compete over eight events, collectively named the Aquatic games.

Up to four players can compete in the outrageous events, and while the solo game is amusing, the most fun can be had when a load of mates compete against each other. You can also practice any of the events to hone your performance to perfection on each of three difficulty levels.

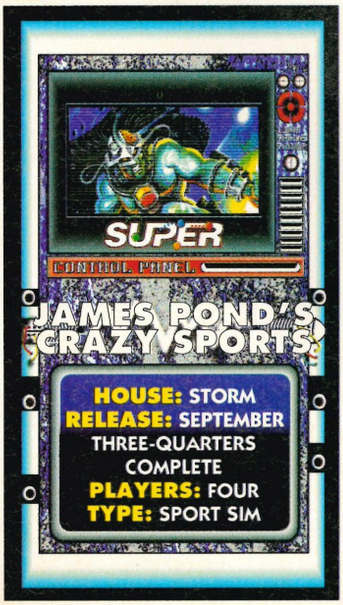
Surprisingly, the aim of the multi-player and solo games are different. In the single-player mode you're out to win medals: gold if you're good, silver if you're pretty good and bronze if you're not so hot! A higher score matters most in the multi-player game, racking up precious points by pipping your opponent to the post.

The eight events are easy to play but quite tricky to master. Most are button-tapping marathons with the occasional event requiring a bit more skill.



Depending on your degree of success in the previous event, you'll be offered the chance to compete in one of two bonus rounds. The first is a juggling act in which furry balls drop from the sky and PJ Penguin has two minutes to juggle as many as possible to earn bonus points.

The other bonus game is the long jump. Controlling the long-legged amphibian, F-fortesque Frog, you aim to leap as far as you can. Punishing the buttons builds up speed then a further tap will send the frog flying across the sandpit. Anyway, enough of the bonus game, here come the events...



100 METRE SPLASH

By far the easiest event of all. Simple button tapping is all you have to do to win, but there is an easier way of winning. Just look up for inspiration...

KIPPER WATCHING

Guide Cecilia the seal around the screen in an attempt to knock away all of the flying beach-balls. Each time a sleeping seal is hit by a bouncing ball, he'll wake up. Another bonk to the bonce and he'll leave. Lose two seals and the event will end. Keep the slumbering seals content by jumping up and nutting the balls off the screen.

HOP, SKIP AND JUMP

It's time for F-fortesque Frog to show off his skills by leaping his way to victory. To build up momentum, furiously tap the keys. When the time is right, jump. F-fortesque will then skip along the ground, but don't stop tapping the buttons, keep going! After a few seconds an angle bar will appear. Stop the angle at around 45 degrees to send the frog flying in the air!

THE BOUNCY CASTLE

Back with Pond in the gym for the next event. Jump on the sponges to gain height, then perform dazzling aerial tricks to earn the judges' applause. The faster you perform all 36 tricks the better your medal.

FEEDING TIME

Freddie Starrfish (groan) must save his starving fishy friends. Armed with an empty bucket, Freddie must fill his pail with sweets and drop them off the pier and into the gaping fishes' mouths. If you don't fill the fish they'll get caught by the anglers.

SHELL SHOOTING

Stomp on the limpets to send them flying in the air. Catch the shooting shellfish in your silver bowl, then throw them in the air to burst the balloons. Don't let the little rascals knock you down and watch out for the spiny beasties – they've got a helluva prick!

TOUR DE GRASS

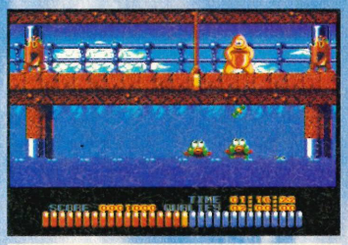
Mark the unicycling shark is the athlete for the penultimate event, a moronic race across the bumpy terrain plagued by nippy crabs. Mark can bunny-hop over the obstacles but finds it hard to cycle up hills!

LEAP-FROG

Leap-frog is the amphibian equivalent of hurdles, replacing the metal hurdles with electric eels! Jump the slimy sea-snakes or get the shock of your life.

Phew! James Pond's Crazy Sports looks set to be a great multi-player game and is due out in September from Storm.

AQUATIC OLYMPIAD ANTICS



FEEDING TIME
Fill your bucket with brine-covered candy and throw it down to the fish before they're caught by the dirty anglers



SHELL SHOOTING
Stomp on the little limpets to send them flying, then catch them in your silver bowl. Boot them high in the air to burst the balloons



100 METRE SPLASH
Hammer those buttons and go for broke! Don't worry about busting your joypad, just beat Freddy to the line!



TOUR DE GRASS
Mark the shark pedals his unicycle to victory over the crabs which try to nip his inner tube. Keep those fins moving!



KIPPER WATCHING
Let sleeping seals lie by knocking the beach-balls out of harm's way. Two hits and they'll flee to the sea



LEAP-FROG
Beware the shocking electric eels in this aquatic version of the 110m hurdles. Don't tread in the water!



HOP, SKIP AND JUMP
The agile amphibian can leap like a good 'un, providing you thump the buttons. Run like hell then skip with your skipping-rope for a bit. Finish off with a mighty jump

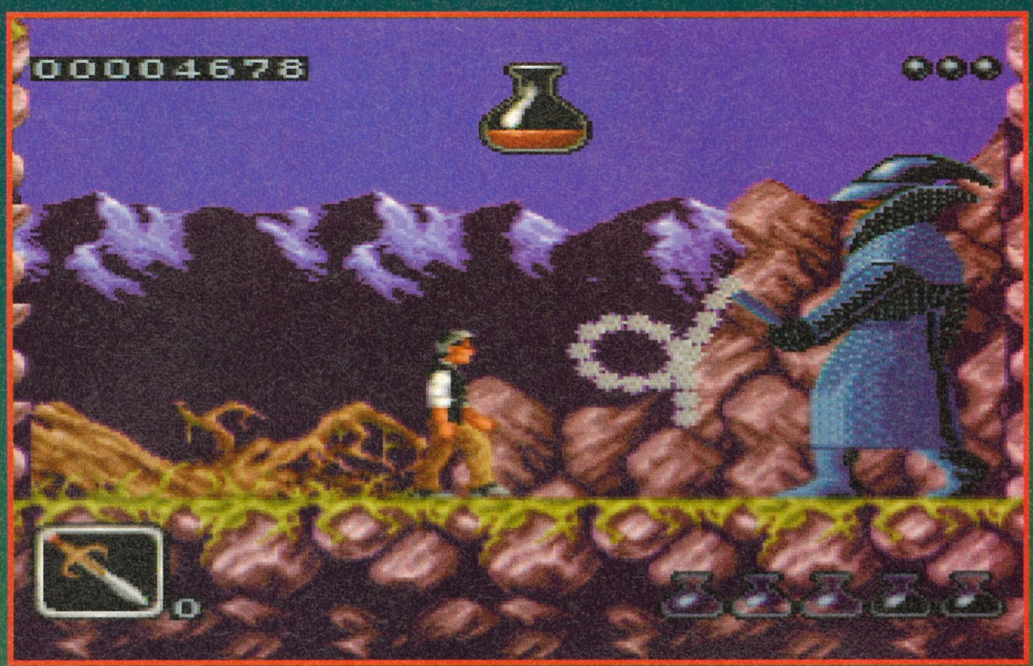


THE BOUNCY CASTLE
Back with Pond, flex your fins as you somersault and twist through the air to earn precious points



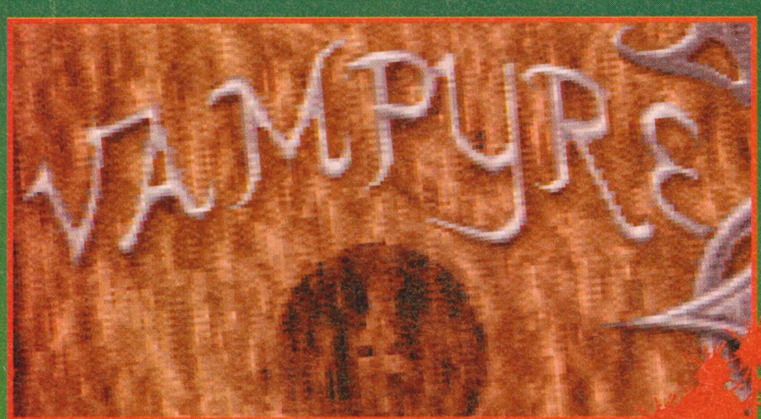








One of Drac's mates carries this very large whip, but as he's the first guardian he's got to do something to try and slow you down



DRAC

A GIANT LEAP FOR MANKIND



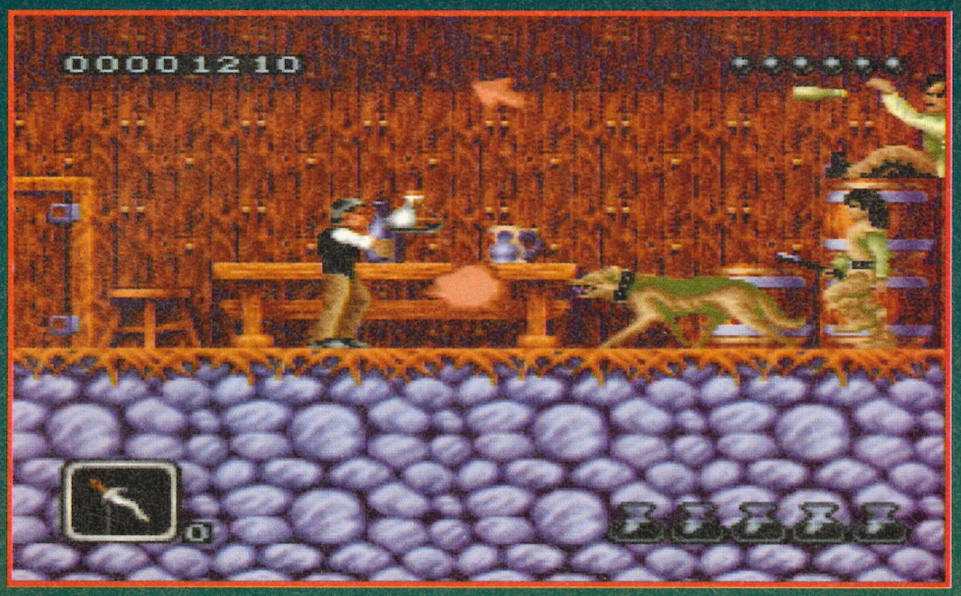




My man, Van, will sort you out regarding which weapon you should be looking for



The old crap about the pub's dogs licking you to death is absolute nonsense – here they lunge straight for the wedding tackle



Bram Stoker's CULA

FANGS FOR THE MEMORY



Despite the film only being a modest success on its cinema release, Sony Imagesoft and Columbia pictures have worked hard together to produce a number of games on different formats that try to get as close to the film of Bram Stoker's Dracula as possible.

What makes this all the more rewarding is the fact that all the hard work – the development and programming – is being handled by the UK's very own top Scousers, Psygnosis. In fact a press release that landed on my desk just before we went to press reveals that Sony was very impressed, in fact so impressed it bought the company!

Right from the game's opening sequences, it borrows from the film. The game is presented as a series of extracts from the Vampyre Chronicles in much the same way as the Dracula film was presented as a series of extracts from the diaries of the main protagonists. The beginning of each of the seven levels is presented as a page from the diary, with the small illustration at the top of the page then opening out in classic Mode 7 style to become the first screen of the game... Simple yet elegant.

Each of the seven levels is divided into locations (stages to you and I), typically with two or three per level. Each level and location has its own distinctive graphical style, described in the programmers' notes as "dim and moody" or "inhospitable stone walls, broken stained glass windows" for example.

Along the way to Dracula's lair you'll pass through village inns, abandoned convents and a lunatic asylum amongst other places, all of which should be familiar to those who have seen the film or read the book.

BLOODY HELL

Each level also has its own array of sound effects, from the barking of the dogs to the distant howls of hungry wolves (which sound ever so much like the howl from 'An American Werewolf in London'). These effects are used very successfully to add to the atmosphere in conjunction with a low level, but always present, soundtrack. Just background music, but you know it is there.

Once you got past all this wistfulness about how it all feels and looks, you'll probably begin to wonder if it plays to any great degree. Well, the gameplay is pretty simple. You control Jonathan Harker as he goes on a quest to find out if the thing he's about to marry really is an ex of Dracula's, or if he's just getting a bit paranoid.

NOW THAT'S A LOVE BITE!

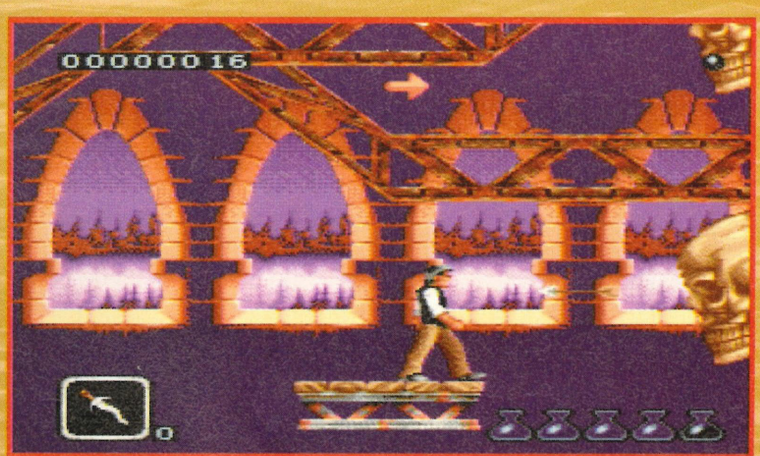
All the levels are based on a combination of exploration, leaping from precarious ledges, dangling from chandeliers and flinging your sword or some other weapon about to fight off the massed number of denizens of the night.

Some levels will simply involve fighting your way through until you find the exit, but in others you will have to locate Van Helsing who will offer a helping hand and suggest which weapon would be best used against the soon to be confronted end-of-level boss (more of those later).

What makes this a little easier is the addition of a helpful arrow which will point in the direction of Van Helsing, although the path may not always be as straightforward as just following a pointy thing. Often you will need to locate an object and bring it to a certain place, thus opening a previously locked door or hidden passage.

A lot of this game involves leaping about, mainly onto moving platforms so timing is crucial. Here are a few examples.





PREVIEW

Bram Stoker's DRACULA

The enemies show a wide variety of influences, everything from the tabloid's favourite – the rabid dog, to fast-moving rats, huge bats and a fair smattering of the undead. Far from being predictable in their movements, many appear in new places every time and their attack methods are definitely a bit on the sneaky side.

Take the zombies for example, they just pop out of the ground without any warning and try and take a bite out of your neck. Or the dogs, easily beaten off in the earlier levels, but they gently saunter towards you on the later levels then take a speedy lunge at your family jewels before you can say "Sittt!". A few of the enemies employ this lunging tactic which provides a fair few surprises and gives what could have been linear attack patterns, a much needed jolt up the arse.

As Harker you have a number of lives and each life has a number of hit-points. The enemies also have hit-points, but one consolation is that if they hit you they also lose a hit-point. The only way they can be killed without you taking any damage is by using your weapon.

You begin the game with a measly dagger but by the end of level one you'll already have progressed to a much bigger and far more useful sword. Some of the weapons that Van Helsing suggests are quite tasty – the shotgun for example, although it only has a limited number of shots. Fortunately you can choose whether or not to use the new weapons, giving you the opportunity to save them up for the guardian.

HOW WOULD YOU LIKE YOUR STAKE?

The guardians are all the incarnations that Dracula took in the movie: including his brides, that lustful wolf thing and the dapper gent who took to walking around 19th century London in blue-glass Lennon shades. Yeah right, I know it looks good but come on Mr Ford Coppola, let's have some sense of temporal context here – how many Edwardian dandies had blue sunglasses? While we're on the subject, who the hell told Keanu Reeves he could do an English accent? Eh?

Anyway, less wibbling irrelevancies, back to the game! While the early guardians won't take the accomplished gamesplayer too long to defeat, I can see the later ones especially the wolf, causing no end of blood-curdling aggro for anyone who gets that far.

The development team, who go by the name of Travellers Tales under the auspices of the terribly helpful Steve Riding, had just a six-month window in which to complete this project from scratch. No mean feat when you look at the quality of the graphics. If the graphical style of Dracula looks familiar then it may be because you've played games like Leander/Galahad or read previews of Puggsy on the Mega Drive. Both these games were developed by the same team and the continuity throughout gives this team's games a definite common identity.

Bram Stoker's Dracula will be released by Sony Imagesoft in the UK between September and October. Look for the full review nearer the time.

JOOLS





It's big Van again, what a star he is. This time he's suggesting you go to a club, or something

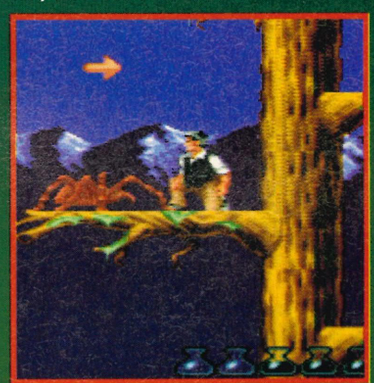








Gulp! Arachnophobes beware – this game may cause some discomfort



Bloody hell, it's one of them Rott-bull terrier things. Run aawwaay!



KNOW YOUR ENEMY

Dracula features a wide range of decidedly gruesome creatures that will do their best to kill Harker.



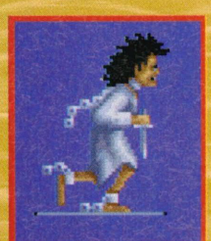




























There you are in Transylvania walking through a graveyard, I mean what do you expect? Fairies?



"And whoo's howse is this? With a beewtiful maaarble fiarplace, it has to belonng to nun other than Draacula"





The lunatics are taking over the asylum. Whatever did happen to the Fun Boy Three? And their all-girl backing group...







THE DRAC PACK

Being a vampire is not very easy, you have to spend all your time changing your form to suit your situation. Unfortunately, the situation usually involves trying to kill Harker.













You will need lots of money to enlist the help of fellow Shadowrunners to do your dirty work for you. The best way to get money is by killing your adversaries



Stats and inventory can be called up at any time enabling you to clearly see magic, strength and money. You can also select items for use here



Run through the streets to find various buildings and doorways leading to rooms and clubs. Simply walk into the entrance or doorway to gain admittance



Big hint! You will find corpses lying about the streets. Search the bodies to find weapons and armour – one such corpse lies in the sewers!

SHADOWRU

LOST IN THE SHADOWS



Very few decent RPGs have appeared on the SNES to date, a sad situation indeed and one that should be remedied quickly. Of course we have the now legendary Zelda and Final Fantasy sagas to contend with but they are beginning to go a little grey around the edges.

Luckily though, the tide would appear to be changing. Shadowrun is the second impressive RPG to surface this month (see Ogre Battle also) with in-depth and complicated gameplay that you can really sink your teeth into.

RUN TO THE HILLS

Hailing originally from a text book or 'over-the-table' RPG, Shadowrun leans towards the Cyberpunk style of adventure game, differing slightly by combining technical wizardry with magic and incantations. Closely following the text book adventures, Shadowrun thrusts you 50 years into Seattle's shady future where Megacorps inhabit buildings the size of an English town.

Fans of the original Shadowrun will no doubt launch themselves into the Super Nintendo version without a second thought, the rest of us however will have to wade through the intense manual first. Luckily though, everything we need to know is lovingly detailed within the handbook, everything that is except the puzzle solutions!

Your adventure starts in a morgue where you find yourself lying on a cold slab without the slightest inkling of who or what you are. You must search for your identity by piecing together the huge Shadowrun puzzle and in turn uncover a gigantic corporate scandal.

Viewing the game from above you traverse through various rooms and streets situated on a 3D isometric landscape. Enough detail is incorporated into the graphics to create a believable atmosphere despite the overall lack of visual excellence, thus allowing you to get a definite feel for the locations.

The sprites are fairly small yet they remain fluid in their movements, although unfortunately the background graphics appear to be somewhat flat in appearance. However, this does not distract from the absorbing content of the gameplay.

Using the direction pad you control the main sprite's movements around the playing area. Jake Armitage, for that is his name, runs swiftly in any direction manoeuvring easily between and around any obstructions. Luckily the collision detection is in perfect working order or things could get very annoying.

To perform an action you activate a cursor which appears in the guise of a hand. By moving the cursor around the screen using the D-pad, you can observe useful items and characters. A small box will flash on the screen if you find anything of relevance and when this happens you can then activate your options menu.

Interacting with game characters is a necessity if you are to progress in the game. You can either talk to them or give them an item from your inventory to provoke a desired response. If you choose to talk to them you will be presented with a basic yet clear communication screen consisting of multiple choice questions.

As you communicate with others you pick up key words in the conversation which are then added to your vocabulary memory for future use in order to cross-reference subjects with other characters. Although communication is very straightforward I found the vocabulary quite limited, therefore it was quite a chore to acquire the desired information.

Seattle's streets are far from safe (Sounds like Macclesfield!) so you'll need to find some firepower. Weapons and armour can be picked up in various places, mainly from rotting corpses but don't let your morals get in the way or you'll end up in the morgue yourself!



There's a lot of running backwards and forwards in Shadowrun – collecting items to take to point 'X', only to return back because you need something else. Like most RPGs this simply stimulates and enhances the gameplay rather than dampening it, allowing you to think long and hard about the puzzles that face you.

THE SHADOWS

Due to the intricate nature of Shadowrun you find yourself being sucked into the adventure. You are no longer simply an onlooker but Jake Armitage himself. Like Ogre Battle the gameplay is mesmerising, I was captivated within minutes and found it extremely difficult to drag myself away from the game!

Shadowrun is huge and very difficult, although some of the puzzles are so easy you could kick yourself for not spotting the solution sooner. To quote a gem of a cliché, there really is plenty to keep you occupied.

Admittedly, the graphics while serving their purpose well enough, do not grab you by the short and curlies particularly. However, the dank atmosphere of a futuristic Seattle has been captured very well with the use of intense shadows, flickering street-lights and oppressive grey buildings.

The music and sound effects are extremely effective, complimenting the dingy atmosphere of the game perfectly. Lots of groans, bangs and crashes echo through the background music and for once I did not have to turn the volume down!

Shadowrun is a fine example of an RPG, one which is addictive and proves very hard to put down. The gameplay is incredibly impressive and far too absorbing for its own good (and mine).

I am now intrigued as to the content of the over-the-table version...

ALLIE



Shadowrun drips atmosphere and drags the player into the game from the outset. It reminded me of a number of old Spectrum games I used to play – particularly an old sleuth game by Imagine called Movie. Shadowrun has many similarities to this with loads to do and a control system that doesn't alienate the player too much, although it isn't totally intuitive. Grabbing a pistol and running straight into a battle is good fun, shooting the hit men is very satisfying but I don't know how long these thrills will last. A good quality game to lose yourself in.

PAUL



Use the cursor to talk to characters. Some are very ugly but don't let this put you off, I don't!



By talking to characters you pick up key words to question other people with later. The more cross-referencing you do the more information you will gain



Bars are useful starting points from which to gain information and help. The club managers are very important people as they tend to hear everything

UN



You can give items that you have picked up to other characters to make them a little more responsive to your questioning. If you are not supposed to give a certain item to someone you will be prevented from doing so by the computer



You start the game in a morgue suffering from amnesia – such an inconvenience! It's up to you to find out who you are and what part you play in the world of Shadowrun, which is no easy task



Due to the Cyberpunk orientation you can log into a computer Matrix system to gain further information. However, you will need a Cyberdeck and probably the help of another Shadowrunner



Once jacked-in to the Matrix you are able to walk about the computer network lines searching for data banks. Intrusion counter-measure electronics have been included into the Matrix to keep out hackers, so you will have to tread carefully









Magic plays an important part in Shadowrun but you do not start the game with the ability. You must find Jangadance who will give you mystical power



SHADOWRUN

HOUSE: DATA EAST
ORIGIN: AMERICAN
PRICE: £59.99
PLAYERS: ONE
TYPE: RPG

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

85%

SUPER CONTROL

SOUND	7
GRAPHICS	6
GAMEPLAY	8
LASTABILITY	8

ENERGY HIGH

- Closely follows original over-the-table RPG
- In-depth gameplay
- Good character interaction.

ENERGY LOW

- Lots of running back and forth
- Slight lack of story-line direction
- Graphics a little flat

ALTERNATIVE SYSTEM

Shadowrun is the only Cyberpunk style RPG available. Although it incorporates magic, its main roots lie with computers and technology. Other RPGs to watch out for include the newly released Japanese epic Ogre Battle, and of course Zelda, Final Fantasy, Wanderers From Y's and Soul Blazer.

THANKS TO BITS & PIECES (0625) 501810

ON THE LEVEL



The cloud level is pretty impressive at first, but you soon realise that it's nothing special and the enemies are a sad bunch of losers



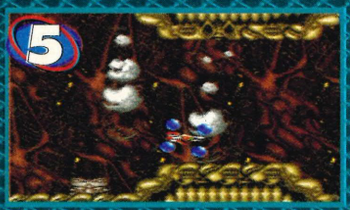
The desert landscape of level two. You'll be attacked by numerous sand worms (Original!!) and desert bio monsters. Nice planet in the background



The spore nest is very difficult because there is less room to manoeuvre. Winged bio monsters and bio plants attack in a big way



The biometals have overrun this doomed city. They lie in wait amongst the ruins, and gun emplacements fire loads of missiles in your direction



Deep into alien territory the steam jets add a modicum of atmosphere but no threat (Thank god!). Very much a H R Giger rip-off is this level



The aliens' lair! Arghhh! Only one type of enemy attacks here – killer bio shrimps! They're bloody hard and bloody boring too!



BIO



These long, sleek bio ships attack over the cloud levels. They're pretty easy to kill though, which is more than can be said for most of the baddies in the game!







Yes, it's the year 2082 and the Galaxy has gone ape-shit. War has broken out between the Dragoonians and the Babberians, decimating entire planets and annihilating millions of living beings. Come the end of the war, the Earth's natural resources have been totally depleted – there's no fuel, no minerals and no toilet roll, so obviously the remaining populous must act quickly to save their skins.

A fleet of battered space cruisers is sent out into deep space in search of replacement resources. The fleet encounter the planet UP457...bleak and hostile on the outside, but overflowing with resources on the inside. They land on the planet and are instantly wiped out by a mysterious race of Bio Mechanoids inhabiting the planet.

The Earth Council then choose to send a lone combatant up to the planet to investigate (if you were them, wouldn't you just try another planet?!). This lone pilot is YOU. Yes, you're the guinea pig for a change, and must fly into the heart of the planet and destroy the growing alien forces. You have only 52 hours in which to destroy the aliens before they grow in size and take over the galaxy!

METAL HEADS

Seated in a revolutionary new fighter with experimental weapons...hold on, how many shoot'em-ups have this scenario? Anyway, back to the story...Your fighter, the WASP, is capable of firing three different kinds of weapons; normal plasma pulses, a wider-arced wave beam and a concentrated laser bolt. Picking up power pods littering the landscape will power these weapons up to (not so) huge proportions. Guardian orbs can be used to protect your ship from enemy flak and can also be jettisoned outwards as an offensive battering ram. This proves very useful in a tight corner.

If there's one thing Biometal has got a lot of, it's tight corners. And bullets. It's really, REALLY hard to play. The frame of the game, the basic left-to-right horizontal-scrolling shoot'em-up is fine and looks OK, but the sheer frustration of being caught in countless no win situations completely ruins any gameplay initially evident.

Despite what you may have read in other magazines, Biometal is incredibly difficult on the easy setting, never mind the normal and hard modes! Even the best gamesplayer around will have a hard time getting past level three on easy, and there are six levels in total!

Unfortunately, the difficulty isn't the only negative aspect of Biometal. I don't think I've seen glitching this bad on any SNES game to date (even worse than Super R-Type) and the incredible amount of slow-down brings the game to a standstill when there's a lot of explosions on screen. It's appalling – sloppy programming rears its ugly head again.

The levels themselves are pretty poor too. The background graphics are good throughout the game (especially the cloud levels on the first stage), but the enemies are dire all the way through. They either attack in their millions throwing unbelievable amounts of bullets in your direction or just sit there looking stupid! Bigger enemies are pretty unspectacular – they shoot at you every now and then, but are never so bold as to make any impression.

BABY BIO

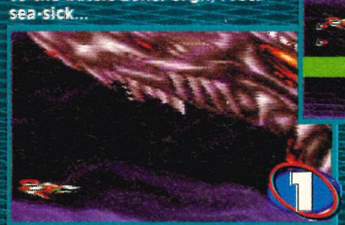
The end-of-level guardians are a joke too. Only the first few did anything for me. I liked the Mode 7 morphing boss on the first level, but the rest are just piddling little sods who are a bugger to beat! Get to the final boss and you're presented with an impossible task in beating him – a huge, intestinal arm bashes you whilst at the same time you're fired upon by hundreds of killer bubbles!

To tell you the truth the only reason I got to see this far into the game is because I had a cheat on, otherwise it would have been bloody impossible! A challenging game is great, but come on Athena, this is a bit much!

The difficulty level doesn't even prolong the longevity of Biometal due to it being an incredibly boring game to play, coming nowhere near the title of best SNES shoot'em-up. It just doesn't offer anything

DE PLANE, BOSS!

The first boss Mode 7's down to the battle zone. Urgh, I feel sea-sick...





Once fully formed, this beast tries to shoot you with a big green cannon. Shoot it back...right between the red eyes



Second level guardian. This one swipes out with its two arms and fires a green flamethrower at you. Fried

This giant bio tulip (good eh?) attacks using killer pollen and seeds! Feed me!





This snake creature is a real pain. It slowly encircles your ship whilst firing homing missiles. Time to die





THIS TIME IT'S BORE

OMETAL

new, original or interesting. As for the fact that the European version will be graced with a 2 Unlimited soundtrack...well, that doesn't bode well for quality control, does it?!

There are loads of other SNES blasters that'll cook your lasers rather than singeing your peashooter as Biometal does. In a word (sorry, some words), Biometal is complete and utter crap. Don't even consider buying it unless you're either (a) rich, (b) masochistic, or (c) incredibly stupid.

PAUL



Biometal is tougher than Chris Eubank ("Thtupid, thtupid."). It's ridiculous! Even on easy level it's a challenge to get off the second level, let alone complete all six stages. Some may say the game's a breeze but don't believe a word of it – it's rock hard. But the difficulty is just one of Biometal's major flaws. The graphics glitch big time, putting it in the same league as Super R-Type. The sound is OK, but slowdown is appalling and combined with the outrageous difficulty rating, the result is a grossly disappointing shoot'em-up with little more to offer than a good laugh (at your expense).

ALEX



The laser is completely crap. It takes ages to rattle the next shot off, by which time you're splattered





Wow! You get to fly this close to Kuwait! No, actually it's Selsey Bill, isn't it?

Like other games of this sort, Biometal incorporates huge (ish) end-of-level guardians to stop you in your tracks. Obviously you must beat these baddies to progress further into the game. Good luck – you'll need it (to quote some game or other...)

The evil fifth boss can interchange into three different guardians. This blue one fires needles at you



It swaps – and becomes the red guardian with a destructive wide-beamed laser

This yellow-bellied guardian isn't a chicken. It fires hundreds of bullets at you!





The final guardian. If you can dodge the tentacles and bubbles whilst shooting the head and midriff. Easy, eh?



BIOMETAL

HOUSE: ATHENA
ORIGIN: JAPANESE
PRICE: £45
PLAYERS: ONE
TYPE: SHOOT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

44%

SUPER CONTROL

SOUND	2
GRAPHICS	6
GAMEPLAY	2
LASTABILITY	1

ENERGY HIGH

- Nice background graphics
- Not a push-over
- Bouncy back-beat music

ENERGY LOW

- Far too difficult
- Horrible glitching
- Loads of slow-down
- Boring, boring

ALTERNATIVE SYSTEM

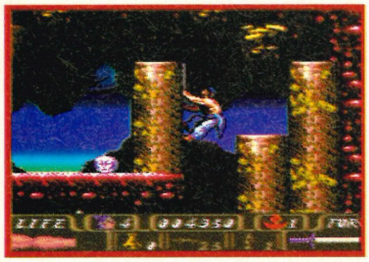
There are a fair few decent shoot'em-ups on the SNES. As for horizontal scrollers: Cybernator (73 per cent), Super Probotector (87 per cent), Axelay (well it does have some horizontal bits! 84 per cent). Vertical scrollers: Super SWIV (85 per cent) and Super Aleste (70 per cent).



The SNES version of First Samurai is virtually identical to the Amiga game with very little in the way of improvements in either the presentation or gameplay departments







The First Samurai can cling to walls like Spidey. He hasn't got the nice all-in-one lycra suit with wrist-mounted web-slingers though, so he ain't no superhero

FIRST S



To summon the guardian you must collect five red bonus talismans. One is found below the walls of fiery dragon's breath. How do you reach that?!



When there's no obvious solution to a puzzle, use the magic powers of the golden bells. Ring the bell to cast a powerful Samurai spell which will douse the flaming floor stones

THE BEST PLACE TO START IS AT THE BEGINNING



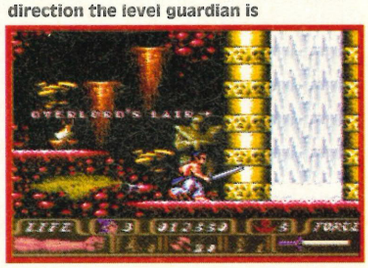
The First Samurai entity was originally brought into this world two years ago as the brain child of Vivid Image Software, who originally designed the game for the Amiga and ST computer formats. It is quite surprising therefore, that it has taken so long for someone to snap up the rights for the console version of the game. At long last Kemco has taken the bold step forward.

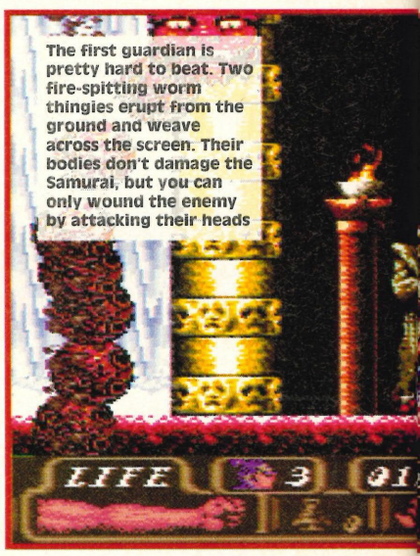
Some of you may be familiar with the original ST and Amiga version, and if so you will be pleased to note that the basic design and concept of the SNES game remains the same with only a few alterations. The main difference is the game's overall speed including sprite movement and background scrolling, both of which have been quite drastically improved making the game considerably more fluid.

The game illustrates the plight of a young Samurai who, in an effort to avenge his master's brutal murder goes in search of a ferocious Demon King. His travels take him to the future, the year 2323 AD to be precise, from where he must bring the Demon King back to the past to defeat him once and for all.

Armed with a ferocious and extremely sharp samurai sword, the idea is to hack and slash your way through a plethora of platform-orientated levels dripping with various mutated enemies. Unfortunately though, the sword isn't permanently attached to your sweaty palm – should your energy or spirit bar drain below a certain level you will lose your sword leaving you with no choice but to demonstrate your kicking and punching skills.

Little tips are revealed as you progress through the game, telling you when to knock down walls, use magic and in which direction the level guardian is





SUSHI BAR

Magic also aids you in your mission. By calling on the ancient spirits and the all powerful Wizard Mage, you can breach tricky obstacles that stand in your way such as raining fireballs, pillars of stone and invisible platforms by destroying them or creating pathways. However, your magic is limited and will deplete each time you have to call the Mage, so you must therefore kill more enemies to replenish your Force Meter.

The game spans three stages but there are actually five different sections to complete, the first of which finds you in a mystic battlefield. Battling against time and various opponents you must seek out five Mystic Runes in each of the sections. You must then find the Overlord's lair where the five runes will summon the Demon.

Bonuses play a large part in First Samurai's gameplay. Apart from your sword you can also pick up knives, axes, grenades and shurikens throughout your adventure. The shurikens encircle the First Samurai character, acting as a sort of shield but are the only bonus weapons to act in this magical (and rather useful) way.

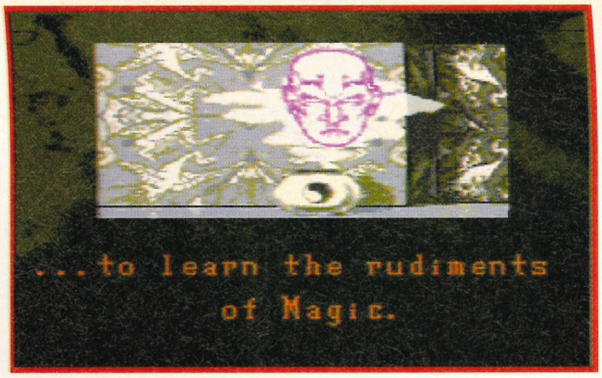
There are various non-weapon bonuses with differing uses, for example in order to summon the Wizard Mage you must first seek out Magic Bells which are few and far between and must be used with the utmost of caution; Force Pots allow you to activate continue points should you unfortunately die mid-level; while food baskets increase your energy level. Collection of most bonuses results in either carefully executed digitised speech or impressive orchestral sound effects.





Another of the summoning talismans can be found above. Grab five and head for the guardian chamber





SAMURAI





Each time you die the game restarts at the begining of the level, unless you sacrifice a bit of life force and 'save' at one of the continue pots



Walls can be battered down either by using the sword or by punching and kicking at the obstacle







FIRST SAMURAI, LAST NINJA



FOOD BASKET
Restores a bit of energy



SMART-BOMB
Grab the face to destroy everything on screen



AXE
Equips the First Samurai with throwing axes



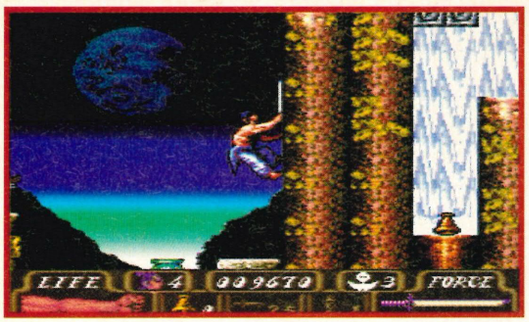
BELL
The golden bells store the magic power of the Samurai



SAVE URN
Crouch by the pot to activate a continue point



Five tokens are needed to summon the guardian



Here we show the Samurai climbing up another wall. Nimble guy, isn't he? He can climb down walls, too



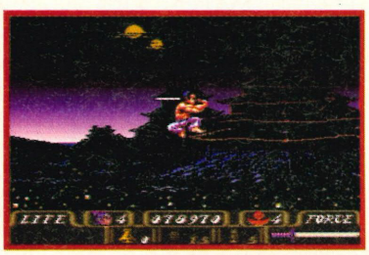
Bloody Street Fighter characters get everywhere. Blanka injects electricity into the game by shocking the Samurai



The second guardian is a robot skeleton. Use your daggers to attack from a distance – watch out for the spiked balls



Tokyo 1999. Little helicopters attack with mini machine guns. This industrial hell-hole is crawling with thugs and low-lifes



Paul demonstrates his ability to grab action-packed screen shots. Here we see the Samurai...well, that's about it

FIRST SAMURAI

The sound quality of First Samurai is really quite outstanding – somebody obviously found a digitiser and went completely overboard with the effects! Regeneration of your character initiates a choir-like sound effect which I swear is pinched straight out of the Flash Gordon movie (namely the scene when Flash is dead and Princess Aura comes to revive him with a kiss!), and collecting a food chest results in a choir of angels singing "Hallelujah!". Impressive indeed, if a tad over-the-top!

DEMON-STRATE

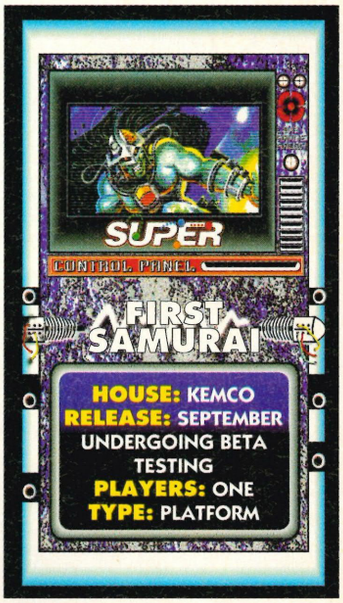
Many of the levels which in the original First Samurai game were outrageously huge and complicated have now been improved by making them more linear (especially the earlier levels), to render the game more appealing to a console audience. A tutorial mode has also been included into the first level for those players too lazy to read the manual – Kemco's words, not mine!

The graphical content remains pretty much the same with an atmospheric use of pink and purple hues in the background content. The main sprite is also unchanged including his array of armed and unarmed movements. As already mentioned, Kemco's only real worry concerning the original game was its speed so it tried to limit any other necessary changes to a minimum.

First Samurai will no doubt appeal to a wide range of gaming enthusiasts, not just platform freaks. The martial art displays will also have some potential ninjas frothing at the gills!

Slated to hit the Japanese and American streets in June, we will see a PAL version here in the UK in September, with an expected retail price of £49.99. However, expect to see a Japanese import review next issue.

ALLIE







In a typically He-Man type pose, the Samurai raises his sword to the sky and yells something about having the power. He's obviously got shares in NORWEB

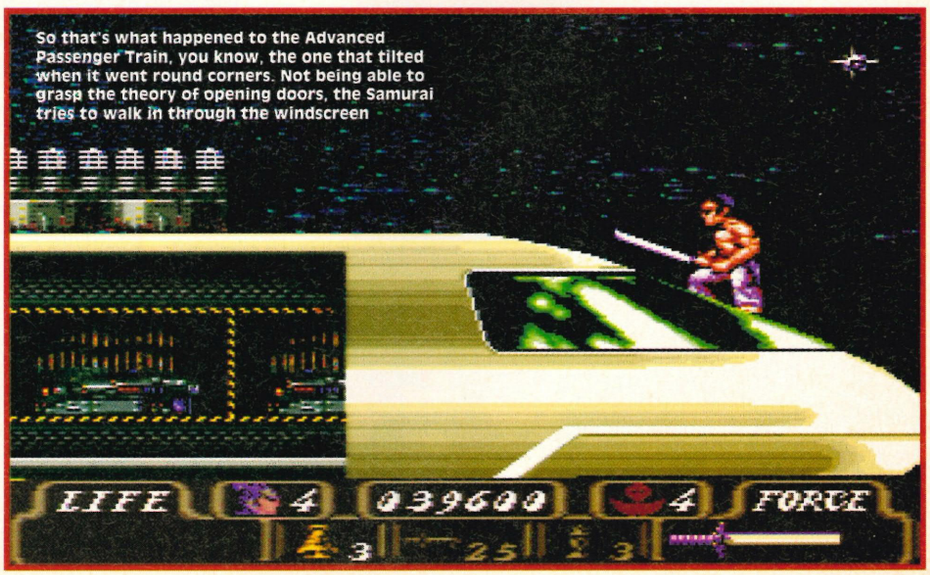




First Samurai has lots of bells and lots of chains. Here we see a nice golden bell which can be rung and a rusty chain which can be climbed



The fourth level is the time elevator, a ride from hell to heaven on the quantum-leaping lift. Next stop, the Demon Lord's lair



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COMPETITION



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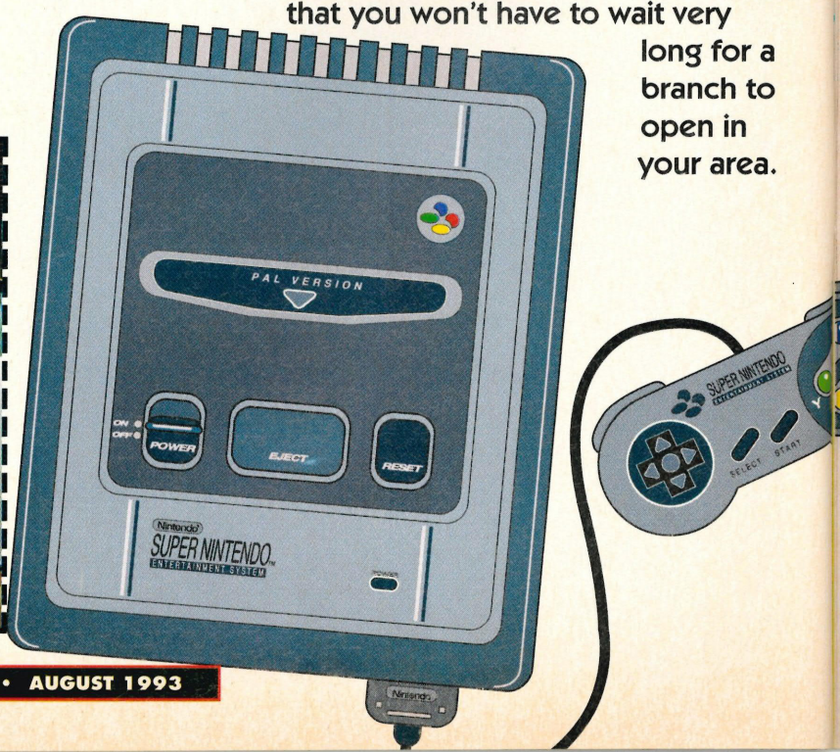
Future Zone is rapidly becoming one of the leading lights in video game retailing. It began modestly with its first store opening just eight months ago in High Wycombe, and since then it has continued with a rolling programme of store openings. The chain now has 22 stores, including seven that were part of the Games Store chain.

Future Zone caters for all that a Super Nintendo owner needs, from basic hardware to the latest games and peripherals. However, that isn't all – every aspect of video gaming is represented (even the Atari ST has a place): Gameboys, Mega Drives, Amigas, PCs and more. You'll probably be able to pick up a copy of your favourite magazine as well.

With all its stores in prime locations right in the heart of the nation's shopping centres and high streets, Future Zone is one of the easiest video games stores to find. If its plan to have a total of 130 stores across the country from Aberdeen to Exeter by the end of 1995 goes to plan, then nobody will be far from the distinctive yellow and cyan logo of a Future Zone store and it will become a valuable part of the Rhino Group.

Keep an eye out if there isn't a Future Zone store in your area yet – store openings are always marked with competitions in the local press and in-store promotions. Its huge expansion plan should mean that you won't have to wait very long for a branch to open in your area.





ONE

ER & VIDEO GAMES

ETITION

ENGE

If you'd like the chance to win a splendid prize courtesy of Future Zone, then you're in luck – read on!

Future Zone is giving away **FIVE SUPER NINTENDOS** and as if that wasn't enough it's also thrown in a discount voucher that will give a whopping five pounds off any Super Nintendo game purchased in one of its stores.

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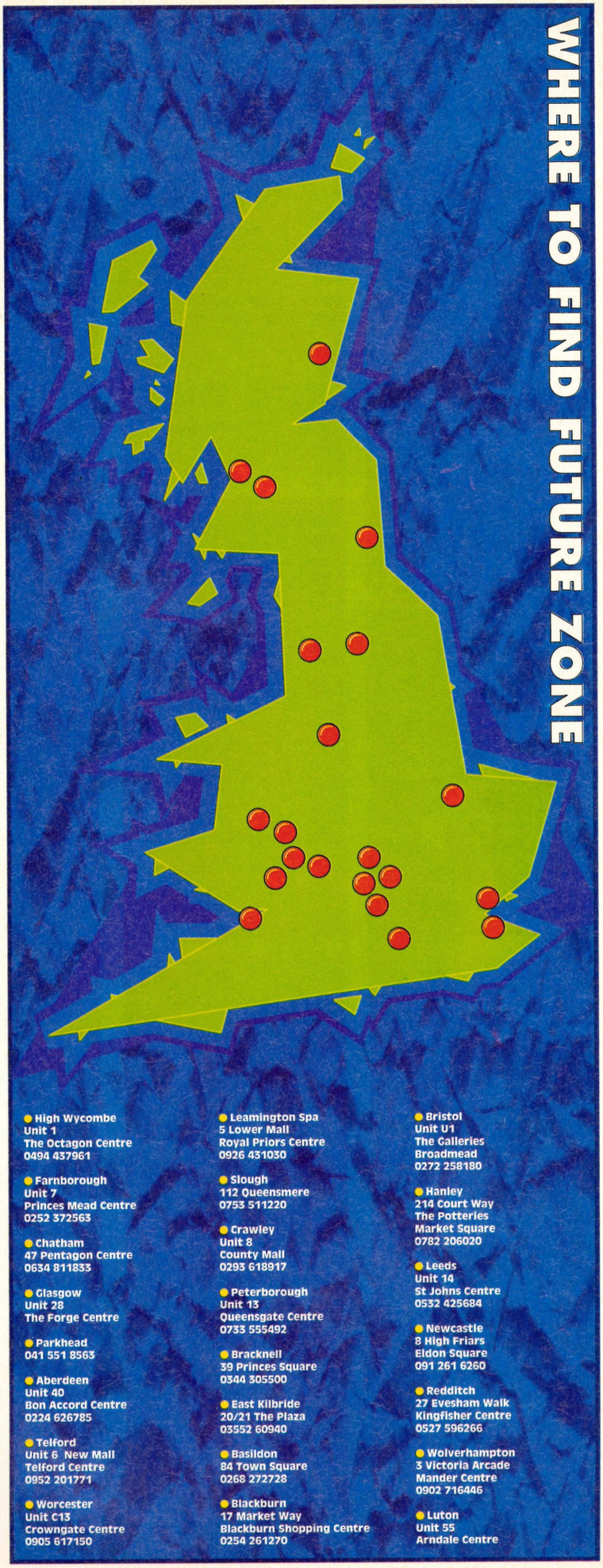
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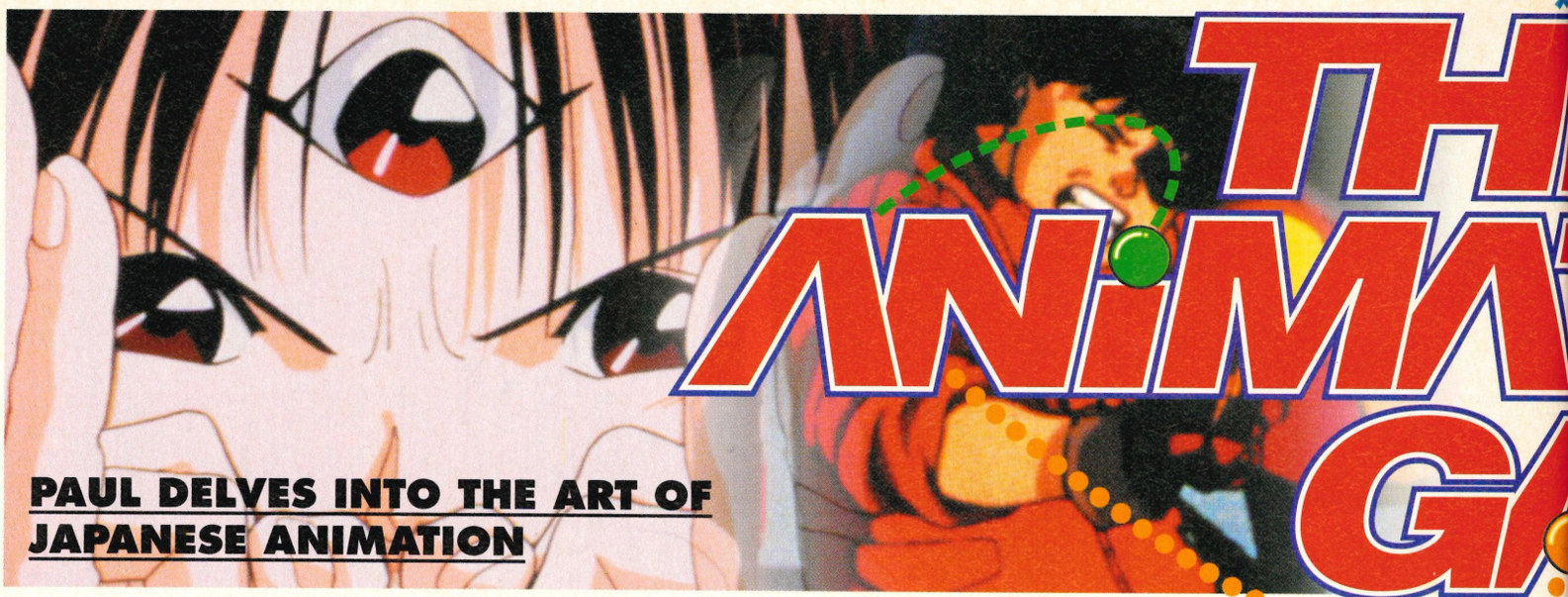
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FEATURE



THE ANIMA GA

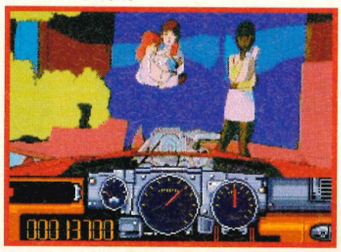
PAUL DELVES INTO THE ART OF JAPANESE ANIMATION



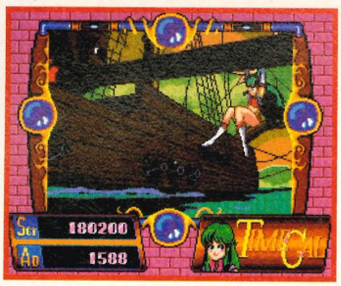


The Cyber Formula GPX game is based on the successful Anime TV series

(Below) Road Blaster FX uses digitised, drawn Anime to convey the action – pity it's only available on the Mega-CD at the moment



(Below) An animated Time Gal leaps from ship to ship in this Dragon's Lair-esque Anime adventure

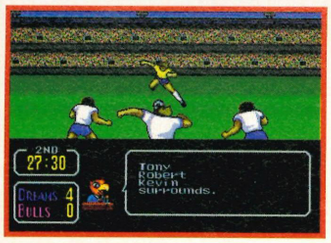






Super-deformed action in NCS Masiya's Cybernator, also known as Assault Suits Valken





(Left) The character animation in Captain Tsubasu IV is heavily influenced by the Anime style



Ranma 1/2 is one of the more recognised Anime/game crossovers













Cute, Japanese 'Kawaii' characters taken from Natsume's superb scrolling shoot'em-up, Kikikaikai

ANIME SELECTION

Anime (pronounced Animay), the art of Japanese animation, is an ever-expanding sub-culture in the UK. In Japan it's big, and I really mean BIG! Original Animation Videos (OAVs as they are usually called) sell huge amounts, have massive followings and regularly cross over onto different mediums such as computer consoles, live action movies and Japanese Manga (their word for comic). So remember, 'Anime' is animation and 'Manga' are comics – some people still insist on calling Anime 'Manga', which is wrong, OK!

RE-ANIMATOR

The influence of Anime on Japanese Super Nintendo games is widespread, covering every game genre from the beat'em-up to the RPG.

Obvious Anime tie-ins such as Fist of the North Star, the flawed beat'em-up from Shoei springs to mind, as does NCS Maisya's Ranma 1/2 based on the Rumiko Takahashi comic series, the forthcoming Dorreamon platform game, and the hyperactive Dragonball Z beat'em-up and RPG.

Many other Japanese games, few of which ever reach our shores, have been influenced by the Japanese style of animation and character design. The rushing speed lines featured in games such as Renovation's Doomsday Warrior, Tecmo's RPG football game and Captain Tsubasu IV are typical of the genre, as are the wide-eyed 'cutes' (called Kawaii in Japan, a word for the cute style of character design that the Japanese love) that proliferate the Manga, Anime and games markets – see the sequences in Konami's Pop 'n' Twin Bee, Ranma 1/2, Cyber formula GPX – the racing game based on the Anime series and even the Lazerblazer game bundled with the Nintendo Scope!

Crossing formats for a second, there are a couple of Mega-CD games available for the Mega Drive that are purely produced as interactive Anime. Road Blaster FX, the furious car chase action game and Time Gal, a swords and sorcery animated adventure, are both obviously Anime influenced. Super Nintendo owners should look forward to loads of these Anime CD games when the SNES CD ROM unit is launched early next year.

SUPER DEFORMER

Sometimes, if a game becomes incredibly popular in Japan, an Anime series will soon follow. Sammy's Wanderers from Y's became a hit animated series after the game's intial success, as did Capcom's Street Fighter II which swamped the Japanese market with many different promotional tie-ins.

The Anime, Manga and games markets are catalysts to each other – they complement each other well and their frequent interaction often proves to be a huge marketing success. Anime and the games market will doubtlessly be producing offspring well into the foreseeable future!



Pop 'n' Twin Bee is cute overload! Superb graphics save a rather dull game





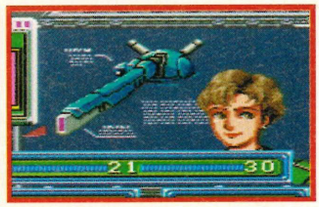






The hugely successful Dragonball Z series has appeared in a number of SNES games so far





(Left) The Lazerblazer game bundled with the Nintendo Scope has Anime-style intro screens

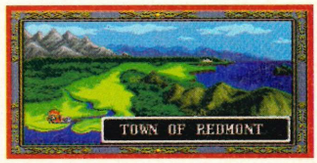






Fist of the North Star, released on video in the UK by the Manga label, is also available as a tepid beat'em-up by Shoei

(Below and right) Wanderers from Y's became an animated series following the huge success of the game!





FEATURE

THE ANIMATION GAME

ANIME IN THE UK



The Anime fan base within the UK has exploded in size over the last year or so. Video and magazine support is rapidly on the increase. Manga video, dedicated to the Anime cause, has released numerous features to critical acclaim, the latest additions to their ever-growing catalogue being the gothic horror adventure Vampire Hunter D, over-the-top sex and gore in Urotsukidoji II, and the sci-fi spy thriller, Lensman.

Newly-formed label Anime Projects has just released eight episodes of the highly acclaimed Bubblegum Crisis series, swiftly followed by Kenici Sonoda's car chase overload, Riding Bean.

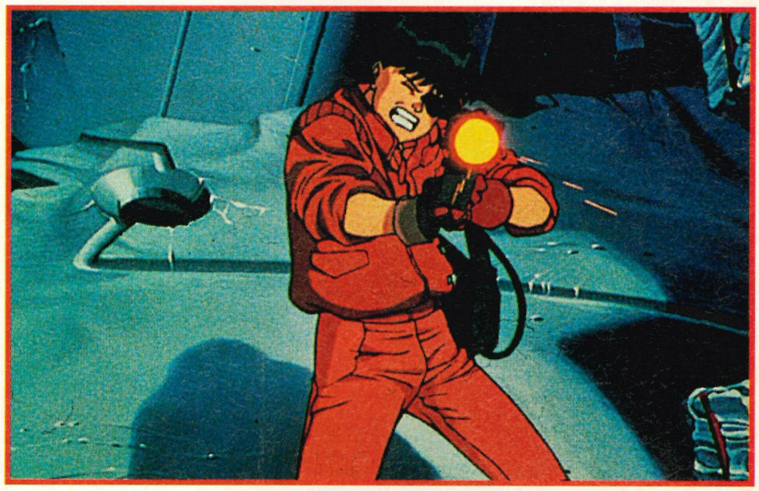
For written Anime information, a copy of Helen McCarthy's expertly produced Anime UK magazine would be a sound recommendation as it covers all the UK Anime releases and the more obscure titles little seen in this country. Numerous Anime fanzines have popped up throughout the country, with titles ranging from Trash City to Tales from the Cajun Sushi Bar. All prove to be a good read and will keep dedicated fans supplied with up-to-date information at regular intervals.

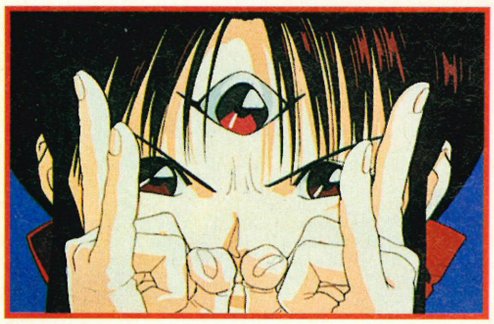
For more information, contact the following:

- Anime UK, 3rd Floor, 70 Mortimer Street, London, W1N 7DF
- Trash City, 34 Perran Road, Tulse Hill, London, SW2 3DL
- Intensive Care, 32 Lockier Walk, Clarendon Gardens, North Wembley, Middlesex, HA9 7TW

漫 MANGA VIDEO 画

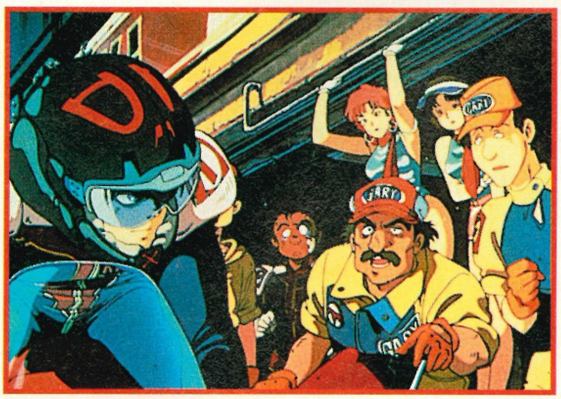
If you've not heard of Akira, then where have you been?! Island World Video's first ever release became a huge success, paving the way for an Anime invasion. Akira is a futuristic cyberpunk adventure set in the sprawling mega-conurbation of Neo Tokyo. Bike gangs fight it out in spectacularly animated sequences. The animation is some of the best ever seen and it has won many awards. A double collectors pack is still available for around £20, or you can wait a few months and watch it on BBC2!





Japan's occult fantasy serial, 3x3 Eyes hit Britain in Spring. Released on the Manga Video label, 3x3 Eyes follows the exploits of Pai, a 300-year-old Triclops who holds the secret of immortality. Pai desperately wants to become a human, her only hope being the Statue of Humanity – an artefact created before the dawn of mankind.

Part one of this 18 rated video is available in the shops now with a RRP of £10.99



Developed from its Manga counterpart, Venus Wars follows the exploits of the Killer Kommandos biker gang as they attempt to defend their home on Venus from attack.

Unlike many other releases, Venus Wars is a fairly straight forward action adventure that doesn't leave the realms of plausibility too far behind. Overall, one of the best Manga Videos to date

LATEST RELEASE



Following on from Hideki Takayama's first three episodes of this saga, Urotsukidoji II is an edited release of episodes four and five in the 'Wandering Kid' OAV series.

Every 3000 years the Overfiend Chojin appears, uniting human, man-beast and demon worlds into the Land Of Eternity. Here in part II we are back with Amanojaku and his search to find the Chojin. Will he find the legendary Overfiend, surviving the excessive sexual violence and the attacks from demon beasts from other dimensions?

Urotsukidoji II is as imaginative as its predecessor, containing loads of over-the-top scenes (not suitable for under 18s!) and fast action. Check it out if you're old enough – Looney Tunes it ain't! Urotsukidoji II is out now, costs £12.99 and is an 18 certificate

Mix a sprinkling of gothic horror with a surrealistic touch of Anime and the result is Vampire Hunter D.

'D' has loads of atmosphere, loads of gore, and an essential sense of humour.

STOP PRESS!

Upon its release in May, Manga's Vampire Hunter D went straight into the national video charts at number eight, outselling even Lethal Weapon 3!



MAKE MY ANIME DAY

On April 17 and 18, 1993, The Rutland Hotel in the dark depths of central Sheffield found itself besieged by hoards Anime fans from all over the country. Why? They were all there to witness the third Anime convention – a weekend of nothing but Japanese sub-culture and imaginative animation, all sponsored by the Sheffield Space Centre.

Over 300 people of all shapes, sizes and sexual persuasions, gathered together within the tight confines of the hotel grounds to watch new Anime features, buy highly sought after merchandise, play computer games and generally meet other people interested and involved in the subject.

Upon registration we were presented with commemorative T-shirts (Cool!), a smart booklet, script translations, a video programme and a map of the area! Sheesh – we were only there for a day and the video programme proved monumental enough in itself! Not bad for a mere £15! We hobbled off to catch an hour of the hyperactive epic of destruction that is Dragonball Z, a hugely entertaining film with ridiculously over-the-top fight scenes, not too far removed from the game reviewed in last issue!

A quick look around the dealers room, through tons of incredible videos, T-shirts, comics, books, mags, etc had us all salivating at the mouth.! Why hadn't I brought more money with me? Doh! Most of the available merchandise flashed pretty expensive price tags (NTSC videos for 30 quid?!), but there were some bargains to be had, mostly amongst the thousands of Japanese comics on display.

It was in the dealers room that we met the organising committee. These guys really had their heads screwed on the right way, were extremely cooperative and nice people to boot. Helen McCarthy of Anime UK Magazine fame was on hand for a chat, as were the many other attendees pottering around the Hotel area.

Before leaving the Rutland Hotel we decided to catch a premiere viewing of the incredibly beautiful and entertaining 'Porco Rosso'. Have you ever seen a pig fly? You will if you manage to stumble upon a showing of this astounding piece of Japanese animation!

Although we watched the film in its original Italian language, the plot seemed simple enough to decipher – a pig flying a souped-up bi-plane battling against evil sea pirates! It also proved to be a real scream especially in the final scenes when Porco is challenged to a flying air duel and both pilots suddenly run out of ammo, land and continue the fight in the sea! This was definitely one of the funniest fights scenes I've ever had the pleasure of viewing.

Our last call was the auction. Crazy bids by crazy fans, lots of models, artwork and videos, some going for a song, others going for a bomb. Rare videos and original animators' models went for upwards of £50 and the lowliest of comics were thrown into the crowd as freebies! An entertaining and hilarious occasion if ever I've seen one, with practically every single member of the convention crammed into the room.

So, we managed to see almost everything that we could see – the art and model display, the films and the enthusiastic people. A great, atmospheric day was had by all and we wait with anticipation for Anime Day four!

The auction. The auctioneer tried to sell some of his own artwork, but the crowd weren't having any of it and decided to rip the piss instead!

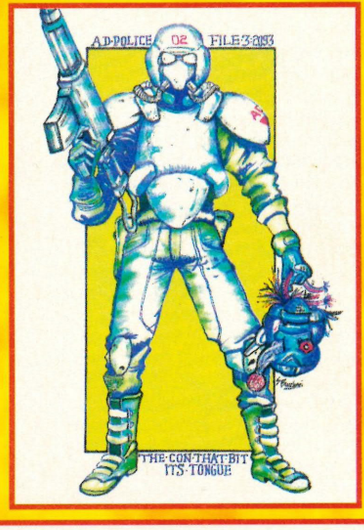




Fan model displays were popular amongst the attendees. This cute, gun-toting lady was one of the best on display



The Anime Day Committee assemble! From left to right: Phil Reeder (Video Programme Organiser), Darren Deakin (Treasurer), Lawrence Stuart (Technical Advisor) and Rick Cowling (Chairman)





Anime UK Magazine with Helen McCarthy at its helm, is a must for all British collectors. Adorned and decorated by Wil Overton, Anime UK is beautifully designed and illustrated, and it proves to be a great read too! Check it out



FUTURE MANGA VIDEO RELEASES

JULY
- R G Veda
- The Heroic Legend of Arislan

AUGUST
- Crying Freeman
- Doomed Megalopolis

NOVEMBER
- Golgo 13

DECEMBER
- Rumik World

LATEST RELEASE



Lensman, directed by Yoshiaki Kawajiri, is based on Galactic Patrol the third novel in E E 'Doc' Smith's landmark science fiction series. The book was reputedly a major influence on the Star Wars films.

Incorporating lots of stunning computer generated animation, it follows the exploits of Kimball Kinnison, the Lensman, on his mission to restore galactic peace to the galaxy. His journey takes him through many unknown planets encountering man-eating plants, giant snails, raves in the sky (!), exploding cities and drug-controlled populations. Lensman is out now, costs £12.99 and is certificate PG

THANKS TO RICK COWLING AT THE SHEFFIELD SPACE CENTRE (0742) 758905, AND THE ANIME DAY COMMITTEE FOR ALL THEIR HELP!

OFFICIAL STAMP

A ROUND-UP OF THIS MONTH'S OFFICIAL RELEASES

CHESSMASTER

House: Mindscape
Price: £44.99
Available: May
Type: Sim
Energy High: Educational
Various difficulty levels
Energy Low: The board game is cheaper
Offers nothing if you don't like chess

Board game conversions always seem completely useless – why pay £50 for a cartridge when you can have the board game for a tenth of the price? One could argue that sims of this sort, especially chess are excellent educational tools for younger players, particularly when you have to play against a computer.

The Chessmaster himself has varying levels of difficulty from novice to Grand Master. By watching the Chessmaster's moves you can learn new tactics and impressive moves with which to catch out any human opponent.

To add spice to what is otherwise a plain game, you can view the board in three modes; in 3D, or in the basic 2D modes of Standard and War Room. The War Room views the board from above and displays all moves made by both players leaving the board area relatively small, while the Standard mode is again a top-down view, this time filling the entire screen.



This version of chess is somewhat drab in appearance with a distinct public domain feel. Sadly, very little effort has been incorporated into the presentation with mass use of blues and blacks for the backgrounds and unshaded green and white for the board.

Even the 3D mode where you view the board with perspective is disappointing. The pieces are still very flat in appearance and the angle of viewing makes it hard to see some of the pieces. The option to toggle between standard and fantasy pieces is a nice little touch but it doesn't raise the game's appeal, it simply exaggerates the fact that no matter what you include, chess is still chess and it will always look pretty boring.

SUPER CONTROL 51%

SUPER NBA BASKETBALL

House: Tecmo
Price: £TBA
Available: May
Type: Sports sim
Energy High: Two-player option
Great presentation
Energy Low: Irksome ref interface
Over-complicated

Officially endorsed by the American NBA (National Basketball Association), this rather speedy basketball sim is somewhat complicated. Riddled with rules, regulations and stats, the flow of the game can be hampered far too frequently due to the backcourt, travelling and second penalty violations. Fortunately, the exciting action of the game keeps you enthralled throughout all these disruptions.

Designed for one or two players, NBA Basketball offers a joyous range of gaming options for you to shake your Nikes at. A full and somewhat lengthy league season is great for the more accomplished players while one-off friendlies are useful for practising. You can also play with All Star teams to get the best performances out of your chaps or if you're a real couch potato, a coach option allows you to sit back on your butt whilst managing your team.

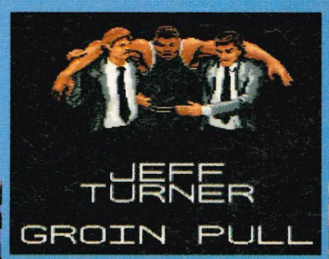
Each game is divided into four periods which can be altered in length, game speed and difficulty on the options screen. At first it is wise to attack the game at a slower pace as the speed of NBA is quite daunting to say the least until you have got to grips with the feel and controls of the game.

All the big basketball names are included – Magic Johnson, Larry Bird and Michael Johnson to name the ones we all know, but for the more dedicated basketball fans there are no doubt many more instantly recognisable names in this game. Although the sprites are quite defined you cannot establish who's who on the court, therefore names pop up at the bottom of the screen and stats screens display more in-depth info on your hero.

Like most football sims around today, the computer does not automatically flick control between the players nearest the ball – you control this feature yourself which is actually very useful. However, on the downside it is annoying that you cannot turn off the referee's constant interceptions, I mean what's the point of fouling if you can't get away with it?!

Time outs can be called during play to make substitutions to your team or to give you a breather from the rather frantic action. For the real anoraks and train spotters out there the wonderful array of stats screens can be called up at any time offering no real use. Despite its speed, the game is reasonably straight forward.

SUPER CONTROL 83%





KING ARTHUR'S WORLD

House: Jaleco
Price: £44.99
Available: May
Type: Puzzle
Energy High: Very challenging
Icon driven system
Energy Low: Far too slow
Not instantly accessible

King Arthur's World is more or less an adaptation of Lemmings with a similar puzzle game orientation and minute, unintelligent, sheep-like game characters!

Using a simple icon driven menu system you control members of King Arthur's army including builders, barrel-men, soldiers, archers and wizards. Like Lemmings they're all pretty dense and need guiding in the right direction, as well as being told when to build, fight and visit the little boys' room.



Using your army of workers, the idea is to navigate the levels avoiding natural hazards as well as various unfriendly life forms to ultimately gain safe passage to the exit. Should Arthur die before he reaches the exit, your mission is over and you must repeat the level again.

Although the sprites are very small, you can still differentiate between each type of worker. The background graphics are complicated, colourful and also incredibly detailed. There are some end-of-level guardians which tower over the other sprites, but they retain clarity and detail.

The biggest headache in this game is its painfully slow pace. Unlike Lemmings, which happily bob along at a reasonable rate, King Arthur and his bods look like they're on a funeral march. If you need another worker from the base you must wait until he gets through the entire level – this takes time and is highly frustrating.

If you can overlook the speed factor then you have a really comprehensive and

challenging puzzler on your hands. The levels are large, the puzzles are taxing and the graphics are colourful.

King Arthur's World will keep you occupied for a long time.



SUPER CONTROL **79%**

BULLS VS BLAZERS

Software House: Electronic Arts
Price: £44.99
Available: May
Type: Sports sim
Energy High: Two-player game mode
Special player moves
Energy Low: Slow and frustrating gameplay
Cluttered graphics

Bulls Vs Blazers is the next SNES offering from Electronic Arts, this time simulating the popular sport of basketball. Hot on the heels of Super NBA Basketball (also reviewed in this month's officials), Bulls Vs Blazers sadly fails to match the slickness of Tecmo's NBA Basketball.

Featuring 18 basketball teams, 16 of which are standard NBA sides and two All Star Teams, either one or two players can simultaneously participate in a little bit of slam-dunking and board-walking. Both one-off games and the full tournament are open to both players, with game time limits ranging from 2 to 12 minutes.

There are two modes of play included; arcade mode and simulation mode. The arcade mode is a pretty much non-stop affair where the players do not tire and the action is rarely interrupted, whereas the simulation mode presents a much harder game with the players tiring easy and substitution being of prime importance.



When you come in range of the basket, the computer will automatically select the best shot – be it a slam-dunk or a normal over-arm action. If you are taking a penalty, a small T-bar appears at the top of the screen determining the power and direction of your shot.

Unfortunately, the gameplay is hampered by an over-zealous computer side which more often than not wins possession at the start of the game and is practically impossible to shake off when marking you. Also, the animation of the sprites is very jerky and static.

This is nowhere near as enjoyable as Super NBA Basketball due to the lack of presentation and special touches such as animated slum-dunk or foul play screens. If you're looking for an exciting and fast Basketball sim, NBA is the one to go for.

SUPER CONTROL **61%**

PARODIUS

House: Konami
Price: £49.99
Available: Now
Type: Shoot' em-up
Energy High: Humorous graphics
Fun to play
Energy Low: No two-player option
A little easy



In a violent frenzy of bold primary colours, Parodius bursts onto the screen with sarcasm and wit tightly in tow. It is, as its name suggests, a parody of Gradius with comical elements and graphics taking the 'Michael' out of nearly all shoot'em-ups to appear on any format.

Designed by a few of the original developers who contributed to Gradius, Parodius is a standard, horizontally-scrolling shoot'em-up with plenty of aliens and impressive parallax backgrounds. It is these enemies and backgrounds however, that stray from the norm with wild and wonderful creations to tease your sense of humour and gaming skills.

The basic concept of Parodius differs very little from any other sci-fi shoot'em-up game you've ever played. Controlling a small ship with unfeasibly large weapons, you are to defeat as many aliens as possible and then overcome the guardians situated at the end of the stages, ultimately saving humanity from devastation and so on.

There is a choice of four ships to control, each a little bizarre in its design with differing weapon capabilities and power-ups, offering you refreshing challenges. The Vic Viper is a basic rip-off of the original Gradius craft but is a pretty useful all-rounder, the Octopus has great potential for bolt-on weapons, the Twinbee has excellent defences and lastly the Pentarou has devastating proton missiles.

Throughout the stages there are various bonus pods to be collected which will increase the stats and firepower of your ship including bolt-ons, drones, speed-ups and missile launchers. The more pods you can collect without dying the better your weapons or various bonuses will be.



The graphics are extremely colourful with comical details poured into every sprite. It is quite difficult not to laugh whilst playing, especially when creatures such as an American Bald Eagle flaps frantically on screen only to explode in a puff of feathers when defeated, or when a scantily clad female strides very inelegantly across the screen whilst attempting to crush you between her thighs!

The guardians are quite large in comparison to the size of the screen, but remarkably there is little slowdown or glitching. Each of the guardians is quite unique in its method of attack but most however, are rather easy to defeat. This leaves Parodius somewhat disappointingly unchallenging.

Despite being a little easy, Parodius is nevertheless a fun and novel approach to the now staid shoot'em-up formula and is well worth looking in to. With its four different ships to choose from, it offers a little extra gaming longevity but as mentioned before, the opponents are not dangerously life threatening.

SUPER CONTROL **83%**



OFFICIAL STAMP

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 its longevity. **81%**
▲ **Gorgeous presentation**
▼ **Won't take more than a few days to complete**

ALIEN 3
ACCLAIM • £49.99
Really atmospheric platform-cum-shoot'em-up with moody graphics and challenging gameplay. **83%**
▲ **Plenty to do**
▼ **Can become repetitive**

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**
▼ **Some glitching in places**

BART'S NIGHTMARE
ACCLAIM/LJN • £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**

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 4meg 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 • £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**

CHESSMASTER
MINDSCAPE • £40-£45
Mindscape's SNES release of the home computer classic. **51%**
▲ **Quite challenging and a pleasant change**
▼ **Why pay £50?**

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 and bright**
▼ **Gameplay sucks, very tricky**

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...**
▼ **Sadly boring to explore**

EQUINOX
SONY • £TBA
Superb isometric adventure with outstanding graphics and highly addictive gameplay. **85%**
▲ **Compelling gameplay**
▼ **Dodgy perspective at times**

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, but 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%**
▲ **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%**
▲ **It's 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**

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**
▼ **Can 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**

PARODIUS
KONAMI • £40-£45
A hilarious and welcome change to the shoot'em-up genre. **83%**
▲ **Great fun to play**
▼ **No two-player option**

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**
▼ **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**

POWERMONGER
IMAGINEER • £49.99
God-like battle simulation that lets you rule the world – literally! Full of tactics and strategy. **79%**
▲ **In-depth gameplay**
▼ **Slow to play**

PRINCE OF PERSIA
KONAMI • £54.99
20 levels of pure quality platform

romp makes up the dungeon which you have to negotiate. 84%
▲ Excellent animation
▼ 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, and it's thoroughly enjoyable
▼ It's bloody hard

PUSH OVER
OCEAN • £39.99
A cerebral domino game much in the same vein as 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 a two-player simultaneous mode. 55%
▲ Simultaneous two-players
▼ Unexciting and graphically flawed

ROBOCOP III
OCEAN • £49.99
A six level blaster-cum-platform romp. You probably won't manage to get past the first level. 29%
▲ Yeah, right
▼ Too hard and it glitches

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%
▲ Lots of Marvel characters
▼ 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%
▲ Great graphics and sound
▼ 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%
▲ No slow-down
▼ 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, 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 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

SUPER PROBOTECTOR
KONAMI • £44.99
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
▼ 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
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 areas
▼ 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
▼ Crap like the real thing

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

TINY TOON ADVENTURES
KONAMI • £40-£45
One of Konami's finest games, with first-rate presentation, addictive gameplay and a wide variety of exciting levels. 86%
▲ Extremely playable, highly addictive
▼ It's a bit on the easy side

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
▼ Unoriginal platform effort

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
▼ 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

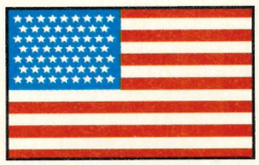
ULTRAMAN
BANDAI • £39.99
A laugh at first, but then you realise you forked out £40 for it... 44%
▲ Quite amusing
▼ You'll laugh at the poor quality of the game.

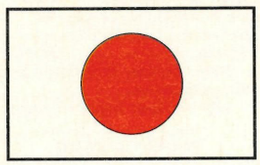
UN SQUADRON
CAPCOM • £49.99
Superb conversion of the coin-op. Loads of levels, heart-pounding action and brilliant graphics. 82%
▲ Fast action with loads of levels and gorgeous graphics
▼ Slight slow-down

WORLD CLASS RUGBY
IMAGINEER • £39.99
Rugby Union sim with plenty of options and smooth scrolling. Very competitive gameplay. 72%
▲ Great use of Mode 7
▼ Slightly unresponsive

WWF ROYAL RUMBLE
ACCLAIM • £59.99
Far superior to the original, this version lets six wrestlers into the ring at once. Good fun. 70%
▲ 12 wrestlers
▼ Repetitive gameplay

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 and immensely absorbing
▼ 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 nice graphics
▼ It plays like a snotty tissue. A wasted opportunity

AMERICAN GLADIATORS
GAMETEK • £44.950
Game conversion of the popular TV show. Lots of muscles but poor graphics and shoddy gameplay. 41%
▲ Event variation
▼ Little challenge

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%
▲ 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 spectacular, but limited beat'em-up. 79%
▲ Great 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!

DIRECTORY ENQUIRIES

BULLS Vs BLAZERS
ELECTRONIC ARTS • £44.99
Sub-standard sim with sluggish animation and scrolling, blocky graphics. 61%
▲ Two player mode
▼ Slow gameplay, cluttered graphics

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
▼ Aren't eight people that would want to play this

CAL RIPKEN JR BASEBALL
MINDSCAPE • £40-£45
Another baseball sim which happens to be very similar to the rest. 54%
▲ Good graphics and sound, two-player option
▼ The computer is too good, flawed rules

CAPTAIN NOVOLIN
RAYASYSTEMS • £39.99
Educational scrolling beat'em-up about diabetes. Should be given away to schools. 32%
▲ Educational value
▼ Grimy graphics

CHESTER CHEETAH
KANEKO • £45-£50
A very strange-looking platform romp with massive sprites, bold colours and plenty of humour to keep you amused. 57%
▲ It's funny if you like that sort of thing
▼ Irritating aspects in the game and too easy to complete

CHUCK ROCK
SONY IMAGESOFT • £45
A stone-age home computer platform game that has been transformed to the SNES with cartoon graphics. 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%
▲ 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%
▲ Helicopter looks 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%
▲ Two-player option is good
▼ Just one more in a dull line of blasters really

DINOSAURS
IREM • £40-£45
A very playable six level platform romp based on the television series. 76%
▲ Immensely playable and frustratingly addictive
▼ Too easy to complete

DOOMSDAY WARRIOR
RENOVATION • £39.99
A fun beat'em-up with extravagant special moves. Colourful graphics, dodgy controls. 58%
▲ Impressive special moves
▼ Far too easy and static

DRAGONBALL Z
BANDAI • £40-£45
Strange translation of a popular Japanese Manga series, using a rather confusing split-screen beat'em-up technique. 57%
▲ Split-screen approach
▼ Fiddly and unexciting

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%
▲ Fast and smooth visuals
▼ Boring and long-winded

EXTRA INNINGS
SONY IMAGESOFT • £40
Extra Innings is one of the better baseball sims. Cute graphics and enjoyable gameplay. 70%
▲ Cute 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 OK...
▼ Diabolical gameplay

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 Street Fighter 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%
▲ 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
▼ May not appeal to some

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, 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
▼ 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 is 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 greatly from being nigh on impossible! 51%
▲ Challenging shooty
▼ Won't 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 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%
▲ 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
▼ No 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 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 your 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 on the beat'em-up genre
▼ Lack of moves, limited gameplay

LAGOON
KEMCO • £35-£40
Not as slick or as challenging as Final Fantasy or Zelda. 52%
▲ OK-ish presentation
▼ Not very exciting – best left for avid RPGers

LEGEND OF THE MYSTICAL NINJA
KONAMI • £45-£50
An incredible action adventure game. It'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
▼ 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 slow-down

MONOPOLY
PARKER BROTHERS • £45
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
Mediocre spike'em-up in which you play Imoto, a Japanese warrior armed with a lengthy pike. 43%
▲ 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. 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

OPERATION LOGIC BOMB
JALECO • £46.99
Maze-like shoot'em-up with various dumb enemies and easy guardians. Average graphics and sound. 61%
▲ Varied selection of weapons
▼ Not enough levels

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.

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 ortwo-player mode

PIPEDREAM
BULLET-PROOF • £40-£45
A marvellous rendition of the pipelink-up game. It's nothing special, but has 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 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 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%**
▲ 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 characters to fight against. **78%**
▲ Excellent Japanese graphics
▼ 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
▼ A massive rip-off

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
▼ Must be a baseball fanatic

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...
▼ Bland and unexciting

SHANGHAI II – DRAGON'S EYE
ACTIVISION • £39.99
Great Chinese, tile-removing puzzle game, mah-jongg. **66%**
▲ Relaxing 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
▼ 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
▼ Easy, and repetitive

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
▼ Small for an adventure

SPACE FOOTBALL
TRIFFIX • £40-£45
Bears more resemblance to Ballblazer than football. **65%**
▲ Fun in two-player mode
▼ Ultimately repetitive

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
▼ Too similar and pretty dull

STREET COMBAT
IREM • £35-£40
One of the worst beat'em-ups ever. 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

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
▼ Can get a strike every time!

SUPER CONFLICT
VIC TOKAI • £54.99
Rather long-winded Middle Eastern battle sim. Lots of shooting, stats and inadequate graphics. **71%**
▲ In-depth strategy
▼ Enthusiasts only

SUPER DOUBLE DRAGON
TECHNOS • £40-£45
A horizontally scrolling beat'em-up for either one or two players. **72%**
▲ Very playable
▼ Excitement is 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
▼ Suffers from slow-down

SUPER F1 CIRCUS
NICHIBUTSU • £40-£45
Overhead view of inaccurate courses 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

SUPER GOLDEN FIGHTER
CULTURE BRAIN • £45-£50
A beat'em-up with one-on-one and side scrolling mixed together. **34%**
▲ Are you kidding?
▼ 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
▼ 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 it soon becomes boring

SUPER PLAY ACTION FOOTBALL
NINTENDO • £45-£50
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 and sprite collision

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 exciting
▼ Too easy and quite dull

SUPER STRIKE EAGLE
MICROPROSE • £50-£55
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
▼ Tedious gameplay

SUPER VOLLEY 2
VIDEO SYSTEM • £40-£45
A game for one or two players, Super Volley 2 has a women's international league, or a 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

TAZ-MANIA
T*HQ • £44.99
Original racing game with Taz running around the screen to collect Kiwis. Great graphics and sprites. **78%**
▲ Novel gameplay
▼ Lack of variation

THE TERMINATOR
MINSCAPE • £39.99
This is more painful than Arnie's acting! It looks bad, plays even worse and is highly unoriginal. **46%**
▲ Great driving section
▼ Diabolical presentation

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
▼ Too much slow-down

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 ENT. • £40-£45
Isometric dullness embodied. Toys is slow, unimaginative and REALLY hard. **36%**
▲ A couple of nice visuals
▼ Boring and repetitive

TUFF E NUFF
JALECO • £65-£70
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
▼ Just misses the mark

ULTIMATE FOOTBALL
SAMMY CORP • £40-£45
Ultimate Football is a basic American Football game with no frills. **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 and 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. **78%**
▲ Great graphics
▼ Drags a bit

WAYNE'S WORLD
T*HQ • £45
Platform game with a close resemblance to BOB. Once the novelty of the Wayneisms wears off it really is a bit duff. **46%**
▲ "We're not worthy!'
▼ very repetitive

WHEEL OF FORTUNE
GAMETEK • £40-£45
Based on the tacky US TV show. **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. **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. **60%**
▲ Two-player mode
▼ 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

RAPE SEED OIL

Sir,

After reading the advice you gave to a reader concerning the disk drive for the SNES, I would like to air my opinions as well. Your argument against the disk drive is that it may encourage people to pirate software, but the same argument could apply to anyone who has penis being be a potential rapist.

Apart from using the disk drive to make an illegal copy of a game as you stated (although not every game can be copied), it could be used to back up titles. Don't tell me that cartridges cannot be damaged, because I have a few in front of me now. It also has replay, game saving, cartridge check and gold finger functions (like the Game Genie).

If you think a disk drive is the only method to make illegal copies of games, then you are wrong. By using PC Links and an interface card, you can download a game to the PC and vice versa, which costs a lot less than a disk drive.

The problem with pirating software is nothing to do with hardware, it's more to do with the price of software and a matter of personal ethics. If the price of games was reasonable, I wouldn't bother to use pirate copies. When the price of PC games was unreasonably high, people tended to make copies but when it was low, people didn't bother.

Additionally, if you think using a disk drive to copy SNES games is wrong, what about people in the game rental business? In my eyes, that could be considered as another form of pirating.

David Lee, Swansea

SUPER CONTROL:
Come on, David, how can you compare pirating to rape? The disk drive units could be described as back-up units if you have the sensibilities to only use it as such, but there are many, many people out there who are using them to pirate software. You wonder why the prices are so high for games – well, it's because people are paying a couple of quid for a disk and not the £40 for a cartridge. The software companies are losing money and they've got to get it back somehow. So do us all a favour if you want to see the prices come down, stop using these infernal machines.

RUMBLED

Dear Super Control,

I am a SNES owner and have recently bought the WWF Super Wrestlemania game. Although it is a visually great game it is somewhat limited in its character movements. I was wondering if there are any other SNES wrestling games on the market either over here now on import or coming out in the near future.

I'd also like know if it would be possible for there to be a 16-bit wrestling game, the likes of which was seen in Street Fighter II.

M A Griffiths, Shrewsbury

SUPER CONTROL:
Yup, there are other Wrestling games on the market. There's WWF Royal Rumble, the second instalment from Acclaim and this time it's bigger and better. In fact, it's 16-bit! It was reviewed last issue actually, so get your back issue now.

WAITING GAME

Dear Sir,

I have been waiting with growing enthusiasm for the official release of Nigel Mansell F-1 Challenge. I was very disappointed to read in issue one of Super Control that it won't be released until September.

Everyone rightly complains that games are over priced, but so far I have not heard any complaints regarding the fact that that in England we have to wait up to six months for the PAL version. I think it most absurd that a game based on Mansell's 1992 F1 victory will be released first in the US, where Grand Prix is about as popular as cricket or Rugby League.

Mike Harvey, Liverpool

SUPER CONTROL:
It is hard to say why games are not released at the same time all over the world and it is indeed extremely annoying. Unfortunately, it is something we all have to live with, so all we can do is keep our fingers crossed and pray that somebody will sort this mess out!

ARTFUL DODGER

Dear Super Control,

Recently I purchased a copy of Super Play magazine and read with interest an article on Japanese Anime and Manga products. I have not had much contact with this kind of art before and I was really enthralled by the amount of new comics and films that are circulating.

I was also amazed to learn that a lot of our favourite SNES games originate from some kind of animated film or even a comic series. It seems a shame that we cannot obtain such items over here.

Is there any way that I can find out more about Anime and Japanese art? Will you be doing any features such as the one in Super Play? Where do I get hold of this stuff?

Lastly, I have heard of a magazine called Anime UK which one of my friends told me about – if there is such a magazine, where can I get a copy? Although I'm not asking you to rip Super Play off, it would be nice if you did some sort of regular Anime feature as I'm sure there are a lot of ignoramuses like myself who want to find the front door to this new and fascinating world.

Sean Holliday, Great Yarmouth, Norfolk

SUPER CONTROL:
As you can see, in this issue we have done a big feature on Anime and its links with the SNES market. If you read the article you will discover that you can obtain translated copies of Japanese animated movies in most major video and audio stores such as HMV and Virgin – watching Akira or Venus Wars is a good introduction. If you do not wish to buy them first, then most video rental shops stock a small selection.

As for Anime UK magazine, yes, it does exist and you can obtain a copy through subscription only. Write to: Anime UK, c/o Helen McCarthy, 147 Francis Road, Leyton, London, E10 6NT and enclose an SSAE.

GUIDING LIGHT

Dearest SC,

I am taking this opportunity to write and tell you how helpful your players' guide section has been. If it hadn't been for you, I think I would be bald by now after pulling my hair out with frustration! The biggest help to me was the Another World guide – I was going absolutely loopy until you printed the solution.

Some of my friends have said that players' guides take the fun out of the game by solving the puzzles for you. However, I strongly disagree because at least I've still got my sanity!

Although you did show us how to complete the game step by step, I still had to go through it all myself as you weren't there holding my hand! Despite you pointing me in the right direction, it still took me a good couple of days to finish the game after reading your guide and I still enjoy going back to the game now to see if I can still beat it.

So thanks, Super Control for saving my sanity, my wife's sanity and my dog's sanity. Keep up the excellent guides and I look forward to the one on Gods (Hint, hint!).

Philip Harper, Bethnal Green, London

SUPER CONTROL:
We're glad to hear that our guides are useful. We are not trying to spoil your

gaming fun by printing these guides, we are simply trying to help those who need it. I mean, let's face it, if you don't want to know how to finish a game then you don't have to read the guide, do you?

MAMMA MIA

Dear All,

I feel compelled to write and tell you a little about myself – don't worry, this isn't going to turn into an autobiography, I just want you and everybody else reading this to know something, OK!

I am a 45-year-old mother, career woman and wife. I have two sons aged 19 and 17 who are both 'into' their Super Nintendos and Mega Drives in a big way, and who also know when it's time to do their homework!

I am writing to you because I must protest at this appalling hype centred around video and console abuse, parents who blame the video games for their childrens' misbehaviour and the general anti-console feeling that is brewing.

Personally, I wasn't over keen on my children getting one of these machines to start with, but I figured that they had saved the money so why should I stop them? I soon came to realise that these machines are actually beneficial in some ways and at least I know they're not hanging around on a street somewhere!

One of my boys has always had difficulty with hand and eye co-ordination and in the last year his condition has improved no end thanks to playing Mario World and other such games that require nimble fingers and quick responses. It has also inspired the other one to seek a possible career in computers and programming.

Now I have become hooked and find it an excellent way to relax and wind down after a hard day at the office. So consoles are not a menace to society, within moderation they can be beneficial to the user. All the parents that say their child has become violent because of his/her console have only got themselves to blame, they should show them who's boss and control the time spent on it. I do and it's worked wonders!

Mrs S Evans, Ashford, Kent

SUPER CONTROL:

Thank you for your brilliant letter, that should set some things straight if nothing else will! No-one condemned the BBC Micro when it first came out, in fact everyone hailed it as an excellent educational tool. Well, the SNES is too. Here is a good example of how it can improve hand and eye co-ordination which a lot of youngsters suffer from.

INTERROGATION

Dear Super Control,

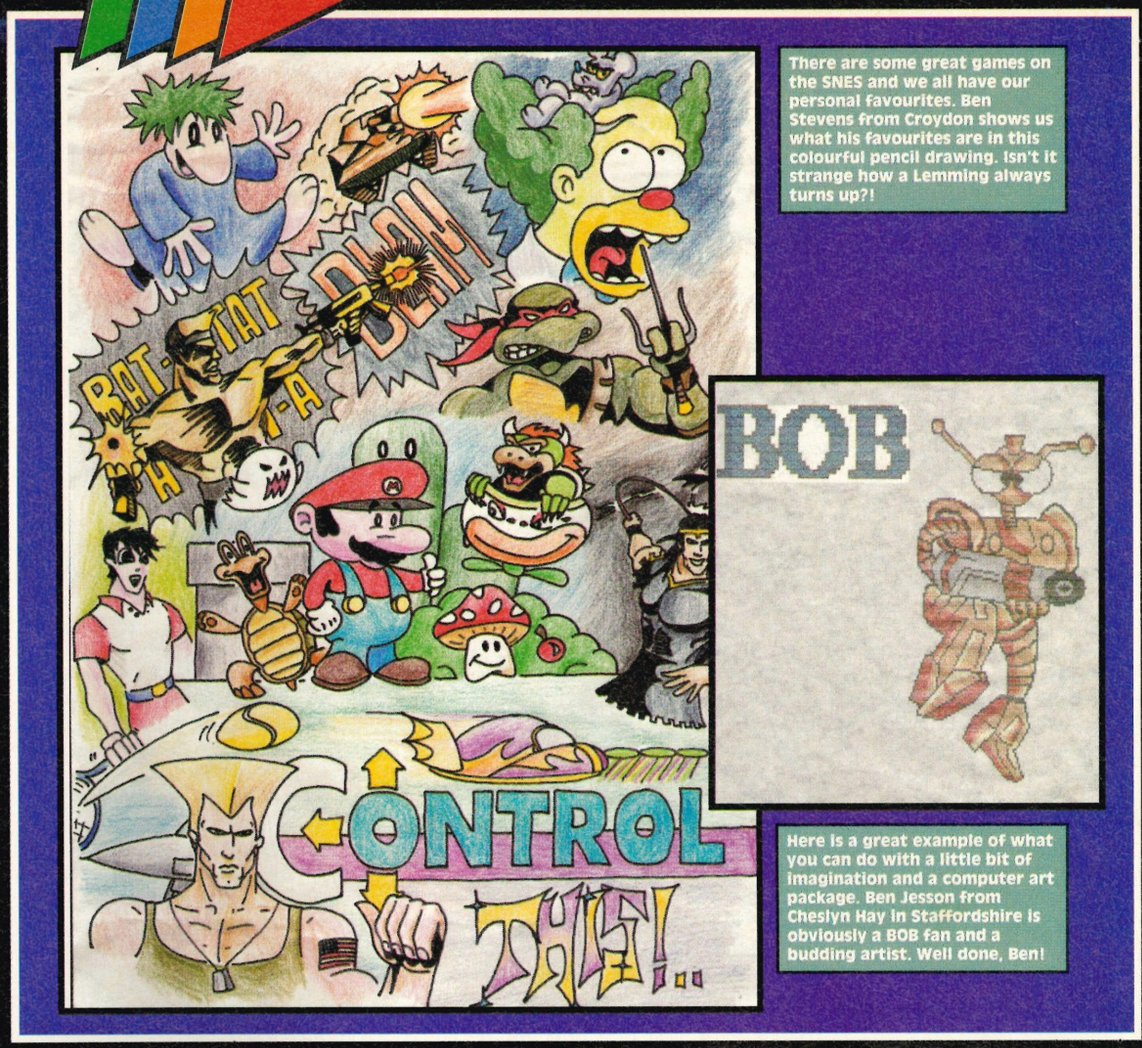
I must congratulate you on your first issue of Super Control. Rather than sit here writing drivel all day, could you answer these questions, please?

1. Is it possible to scan real photographs and digitise them well on the SNES? Is it possible to video real-life and play recordings back on the SNES? If yes, then why don't companies incorporate digitised sprites and backgrounds into their games?
2. Why did Nintendo change the name of Starfox to Star Wing – won't this surely decrease sales?
3. Will a superior quality art package be released soon, maximising the SNES' much talked about colour capabilities?
4. Will there ever be a solution to the problem of no cover games on SNES magazines? The closest I have come is a crap system which can be inserted into special cartridges which you buy separately. Has anyone ever thought of inventing such a system?
5. Could you explain the situation of Nintendo having to license all cartridges, thus eliminating music and picture cartridges, etc, as I am slightly unclear on the subject.
6. I definitely think you should incorporate a pin-up girl into Super Control, you should call her the Super Control Advanced Babe (Or SCAB for short!).
7. Can you get high-resolution monitors for the SNES?
8. My only criticism of your magazine is the high vocabulary rate can get a bit tooo heavy for us normal mortals. I vote you adopt a dirty male chauvinistic sense humour!

Adrian Leverseidge, Spalding, Lincolnshire

SUPER CONTROL:

1. Developers do incorporate digitised sprites and backgrounds into games – Wayne's World was a good example of digitised sprites. Unfortunately, the digitisation isn't always that obvious.
2. Starfox was already a registered name in Europe and therefore couldn't be used again by Nintendo. Why should it decrease sales, everyone knows that the game remains the same!
3. That's a great idea, but at the moment there aren't any plans for such a utility. When we hear of anything, we'll keep it to ourselves!
4. What would be the point of cover-mounting SNES games, card system or not. They are far too expensive to be exploited in such a fashion and it is incredibly doubtful that cover-mounting will ever happen.
5. Nintendo owns all the rights to the Super Nintendo system and any game that is to appear on the format. If a company wishes to develop a game for the SNES they first have to ask Nintendo's permission.
6. This is a computer mag and not a bimbo mag and the females on the SC team might be a little put out! Besides, the male members of the team are quite content with their monthly subscription to Razzle...
7. At the moment there are no monitors specifically designed for the SNES.
8. We are sorry, from now on we shall not use words of more than one syllable (Doh!).



There are some great games on the SNES and we all have our personal favourites. Ben Stevens from Croydon shows us what his favourites are in this colourful pencil drawing. Isn't it strange how a Lemming always turns up?!

Here is a great example of what you can do with a little bit of imagination and a computer art package. Ben Jesson from Cheslyn Hay in Staffordshire is obviously a BOB fan and a budding artist. Well done, Ben!

LETTERS

RECORDED DELIVERY

CAREER MOVE

Dear Super Control,

I have a few questions for you.

1. I have tons of ideas for games but don't know what to do with them. What do you suggest?
2. Will Road Rash appear on the SNES?

Andrew Dolan, Altrincham, Cheshire

SUPER CONTROL:
Write all your ideas out on paper in a coherent form, date the document, sign it and then get a couple more people to sign it as witnesses. Next, choose a software company who you admire, Electronic Arts or Core for example, and write them a letter outlining your ideas – but don't send them your actual ideas yet! Ask them if they could point you in the right direction and if you get any feedback and interest from said company, then think about sending them your ideas.

Road Rash isn't planned as yet, but it will probably appear at some point.

WHERE IS IT NOW?

Dear SC,

A while back I read that Hornby Hobbies would be releasing a Superdeck Adaptor for the Super Nintendo that would enable you to play NES cartridges on the SNES without any problems whatsoever. What has happened to this product, is it still going to be released as I haven't heard anything since?

I believe that the Superdeck will bring Super Nintendo game prices down, as many people will be eager to purchase NES games especially as they're considerably cheaper than SNES ones. Also, it will give us a chance to get our hands on the other Mario Brothers' games which have eluded the SNES format for too long.

Mark Peterson, Carlisle

SUPER CONTROL:
Hornby Hobbies has informed us that the Superdeck is planned for a fourth quarter release. At the moment the developers are still ironing out a few bugs, but don't worry, the Superdeck idea has not been forgotten completely. We will bring you more information as and when we get it.

MARIO STRIPPED BARE

Dear Super Control,

Just what is it with this fabled 97th level in Super Mario World? If it exists, where is it? I can only get the 93rd level up on my cartridge, and cannot find the remaining three levels anywhere. Do you or any of your readers know where these missing stages are and the truth about level 97?

Steve Garfield, Leicester

SUPER CONTROL:
Well Steve, as if the sun didn't shine from our backsides enough, just turn to the Instant Relief pages for an excellent Mario World tip, enabling you to access all the areas in the game. As for level 97 – no, it doesn't exist. Anyone who says otherwise is a complete screamer.

MARIO-NATION

Hi everyone,

I quickly put pen to paper after reading your Super Mario Bros film feature in issue two. Wow! It looks great. I can't believe it's taken this long for someone to actually make a film based on Mario and Luigi's escapades.

I do agree with you that Yoshi looks a little on the dubious side but if the quality of Jim Henson's animatronics is anything to go by then he'll probably be a great little character.

You say the sets looks very similar to Blade Runner, is that the same Blade Runner that was released in the cinemas recently as a director's cut? I was a little bit confused when you mentioned this film as I couldn't picture it at all!

Will the film be opening nationwide on July 9th, as I live out in the stix and would hate to miss it. Also, do you think there will be a Super Mario Bros 2 film?

Stuart Gordon, Padstow, Cornwall

SUPER CONTROL:
We're glad you liked the feature, the film does look great, doesn't it? All of us here at the office can't wait to see it. Blade Runner was recently released as a director's cut in the cinemas and will soon be available on video. We are informed that Super Mario Bros will be released everywhere on July 9th so you shouldn't have any problems getting to see it, just convince your parents that they really should take you. As for a sequel, who knows, I suppose it depends on how this one does first.

WORKAHOLIC

Dear Team,

I am 16 years old and currently preparing for my GCSEs. In September I will be going to sixth form college where I hope to study Computer Science and Economics. I am writing to you in order to ask how I would go about writing a fanzine or some kind of newsletter using professional printing and distribution.

I have been reading your magazine and I am really impressed with the quality of the articles and classy look which you have adopted. How do you go about producing your magazine? Surely you can't be using 'cut and paste' nowadays, so how do you do it and will similar facilities be available to me when I go to sixth form college?

Also, if I decide to go into magazine production and design will the subjects I have chosen be beneficial to my future career? If not, what kind of courses can you suggest I undertake in order to follow through with a career in publishing?

I hope you can help. Congratulations on the magazine.

Paul Thorpe, Hull, Humberside

Super Control:
A lot of hardware is used to produce our magazine and it doesn't come cheap, so we would be very surprised if this sort of equipment is available in a sixth form college.

However, you are quite right, we do not use the cut and paste method, instead we design all the pages on Apple Macintoshes using an application called Quark Express. From this we output all the pages on to colour separated film which costs a packet in itself, and then all the film goes off to a quality printer. If you have Macintoshes at your college you could design the newsletter and print the pages using a laser printer, then staple all the pages together. If you are a little more serious then you could consult a local printing firm for some quotes and some useful advice.

As for your courses, it depends on what side of publishing you want to go into. There are lots of different areas available and not just writing and art! Good English is needed for writers and production editors, art qualifications are needed for the artists and designers while business studies would be good for administration and accounts, but the list goes on. It is best to talk to your careers officer at school if you're really serious about working in this field. Good luck with your exams.

I WANT YOUR LETTERS

At long last things are beginning to get a little more interesting in the Recorded Delivery office – well done, give yourselves a round of applause! I know you're all dying to get your views aired so let's see more letters flooding in regarding all those gripes, groans and queries. Send your letters to:

RECORDED DELIVERY
SUPER CONTROL
Maverick Magazines,
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PAUL ROSE, TIM MOORE
for supplying us with review copies of many of the games featured in this magazine.

NEXT MONTH

ISSUE FOUR ON SALE 29TH JULY

Issue three was a bloody corker, wasn't it, eh? If YOU think it was a corker, or if you think it was crap even, write to our dedicated scribes with your grievances and/or praises. We want to hear what you think of our love child. We'll print any interesting letters, depending on how legibly they're written that is. Next month Super Control is packed throbbing to the hilt with big games hot from Japan, the US and of course the complete low-down on all the official releases. If all goes according to plan we should be bringing you exclusive reviews of Top Gear 2, Claymates, Asterix, Mario Is Missing, Street Fighter II Turbo (fill pants!) and Mega-lo-Mania amongst others. Yoinks!

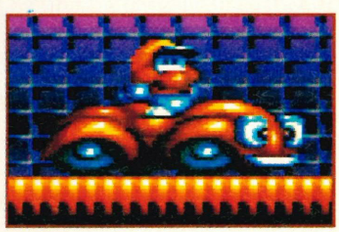




After this month's celebrity Instant Relief (nubbynub) prepare yourself for a Stars In Their Eyes special, featuring the hidden talents of the Dukes of Hazzard, Cheesy Hawkes and the heartthrob cast of Beverley Hills 90210. Aren't we in for a treat, eh? Our resident girl Guider, Andy, will also be bringing the latest players' guides to your laps. Expect the first part of our huge Equinox guide, whilst Alien 3 slimes in for the treatment and Ocean's Super James Pond gets de-boned too. It's all there, and less.





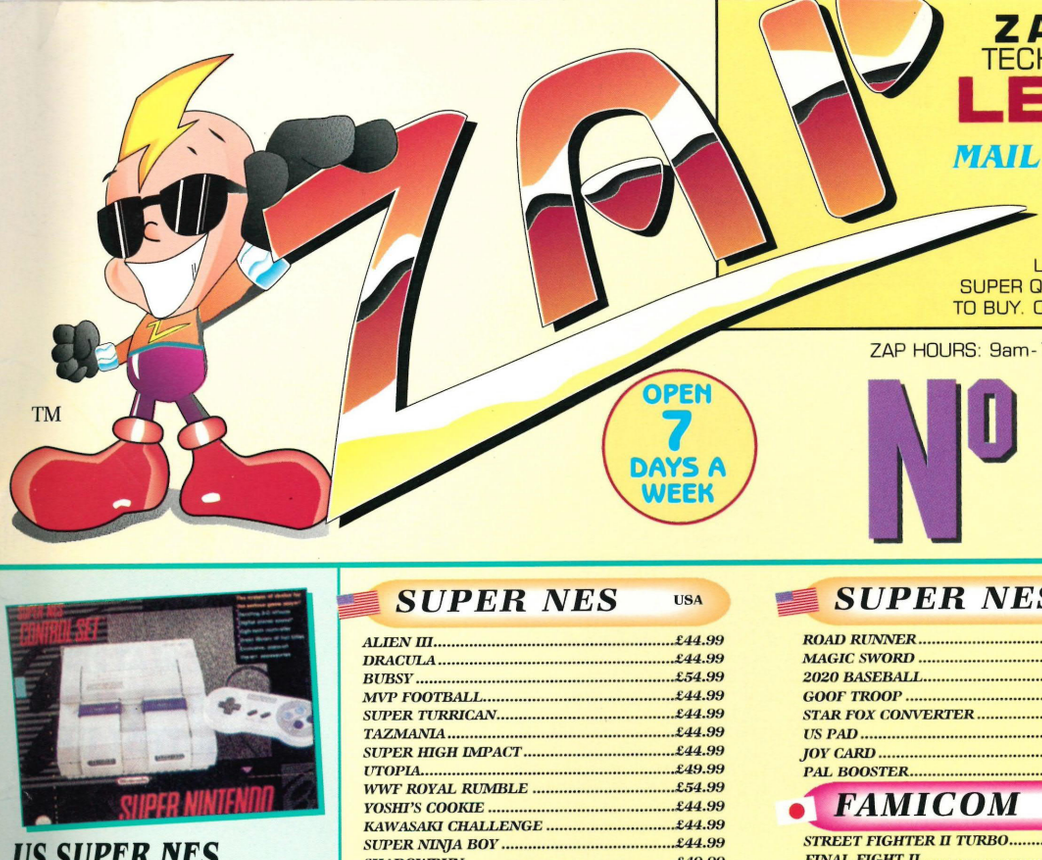


Finally, if you've ever wondered how to build your very own arcade...you know how it is, "Ooh, I think I'll build my own arcade today" – then check out our in-depth feature on the subject. We'll tell you where to look for the games, the cabinets and the rip-off merchants, making the possibility of owning your very own machine very feasible!

Stay with us at Super Control. Where else would you find the excitement, the frivolity, the sheer unadulterated irrelevance and the gross overuse of the word 'babber'? ("My Life Was Babber – The Paul Mallinson Story"...perhaps?)

Keep it here – Super Control issue four hits the streets on Thursday 29th July!

THE END



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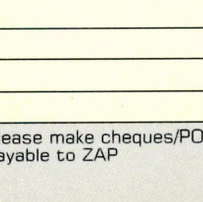
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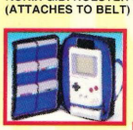
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