INDEPENDENT SUPER NINTENDO MAGAZINE • ISSUE 4 • SEPTEMBER 1993 • £2.25 • DM10 •

MAVERICK MAGAZINES

SUPER CONTROL

100% SUPER NINTENDO

LAST CHANCE TO WIN A SUPER NINTENDO!

CLAYMATES

CLAYMATE OF THE MONTH



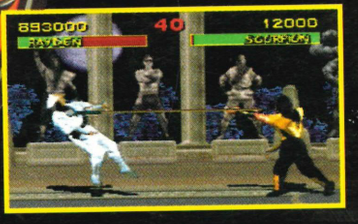
STREET FIGHTER II TURBO

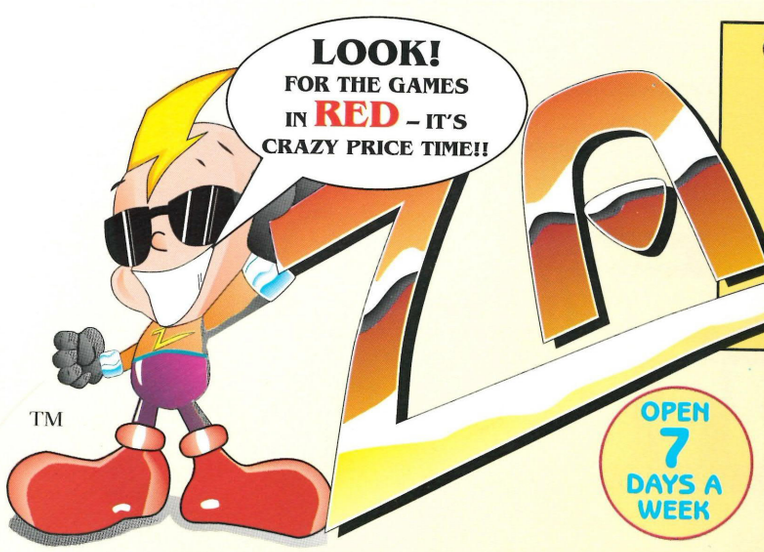


LIKE A TRAIN WITH NO BRAKES

MORTAL KOMBAT

FIGHT FOR YOUR LIFE





ZAP COMPUTER GAMES

TECHNO HOUSE·LOW LANE·HORSFORTH

LEEDS LS18 4DF

MAIL ORDER SIZZLINGLY HOT LINE

0·5·3·2 5·9·0·0·7·7

LOW LOW PRICES – ALL THE LATEST GAMES & MACHINES – SUPER QUICK DELIVERY – NO SILLY MEMBERSHIP FEES REQUIRED TO BUY. OUR MOST FRIENDLY STAFF ARE WAITING FOR YOUR CALL.

ZAP HOURS: 9am-7pm Mon-Fri • 9am-5pm Sat & Sun • FAX NO: 0532 586523

OPEN 7 DAYS A WEEK

Nº 1 FOR SERVICE AND PRICE



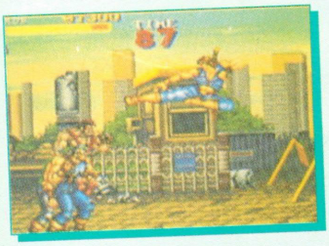
US SUPER NES
+ GAME OF YOUR CHOICE
UP TO £42.99
£149.99 (+P&P)



US STREET FIGHTER II TURBO £69.99 (+P&P)



MARIO ALL STARS CALL



FINAL FIGHT II
JAP £44.99 (+P&P)
US £54.99 (+P&P)

SUPER NES USA

STREET FIGHTER II TURBO	£69.99
MARIO ALLSTARS	CALL
EQUINOX	CALL
ROCK AND ROLL RACING	£49.99
TUFF E NUFF	£49.99
BATTLE TOADS	£49.99
GOOF TROOP	£49.99
DUNGEON MASTER	£54.99
20/20 BASEBALL	£49.99
E.V.O.	£54.99
FINAL FIGHT II	£54.99
OPERATION LOGIC BOMB	£49.99
TRODDLERS	£44.99
UTOPIA	£49.99
POCKY & ROCKY	£49.99
SHADOWRUN	£49.99
BUSBY	£49.99
ZOMBIES ATE MY NEIGHBOURS	CALL
SUPER HIGH IMPACT	£44.99
ALIEN III	£44.99
ROYAL RUMBLE	£54.99
MARIO IS MISSING	£44.99
YOSHI'S COOKIE	£44.99
VEGAS STAKES	£44.99
SUPER TURRICAN	£44.99
TAZMANIA	£44.99
LOST VIKINGS	£44.99
MECH WARRIOR	£44.99
CYBERNATOR	£44.99
STAR WARS	£44.99
FATAL FURY	£44.99
TINY TOONS	£49.99
STAR FOX	£49.99
BATMAN RETURNS	£49.99
TECMO NBA	£49.99
BRAWL BROTHERS	£39.99
MICKEY MOUSE	£49.99
SOUL BLAZER	£49.99
ZELDA III	£39.99
ACTRAISER	£39.99
FINAL FANTASY-MYSTIC QUEST	£39.99
FINAL FANTASY III	£49.99
MYSTICAL NINJA	£44.99
KING ARTHUR'S WORLD	£44.99
PRINCE OF PERSIA	£44.99
DESERT STRIKE	£44.99
CONTRA III	£39.99
JIMMY CONNERS	£44.99
UN SQUADRON	£44.99
SIM CITY	£39.99
SIM EARTH	£49.99
GRADIUS III	£39.99
MARIO KART	£44.99
IREM SKINS	CALL
PEBBLE BEACH GOLF	£44.99
TERMINATOR	£34.99
COOL WORLD	£34.99
GHOULS & GHOSTS	£39.99
KRUSTY'S FUN HOUSE	£34.99
HOOK	£34.99
SKULJAGGER	£24.99
HARLEY'S ADVENTURE	£24.99
NBA ALL STAR CHALLENGE	£29.99
CALIFORNIA GAMES II	£24.99
SUPER VALIS IV	£29.99
BLAZE ON	£24.99
IMPERIUM	£24.99
WARP SPEED	£24.99
CHUCK ROCK	£34.99
Q-BERT III	£29.99
ROBOCOP III	£29.99
TURTLES IN TIME	£44.99
ROAD RUNNER	£44.99
STAR FOX CONVERTER	£15.00
PAL BOOSTER	£29.99
STREET FIGHTER TURBO PAD	£24.99

Our premises are bulging with games, so if you don't see what you want do not despair Just call!
All Postal orders and credit card purchases will be whisked to you the same day. **All prices subject to change and availability. Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50**

SUPER NES USA

MULTITAP	£29.99
US SCART LEAD	£15.00
ASCII PAD	£20.00

FAMICOM JAPAN

STREET FIGHTER TURBO	CALL
MARIO ALL STARS	£69.99
FINAL FIGHT II	£44.99
SUPER AIR DIVER	£64.99
BOMBERMAN	£59.99
BOMBERMAN & MULTITAP	£79.99
FORMATION SOCCER II	£59.99
FORMATION SOCCER & MULTITAP	£79.99
RANMA ½ II	£59.99
F-1 EXHAUST HEAT II	£49.99
SUPER FAMILY TENNIS	£59.99
WORLD HEROES	CALL
ART OF FIGHTING	CALL
POP N TWIN BEE	£59.99
DEAD DANCE	£59.99
MARIO & WARIO	CALL
WORLD SOCCER	CALL
SUPER F1 CIRCUS II	CALL
SONIC WINGS	CALL
YOSHI'S ROAD HUNTING	CALL
J LEAGUE SOCCER	CALL
MVP BASEBALL	CALL
COMBATRIBES	£34.99
KING OF RALLIES	£29.99
BATTLE GRAND PRIX	£29.99



FREE

WITH EVERY ORDER OVER £25 A COPY OF GAME FAN - THE US MAGAZINE THE WHOLE WORLD IS TALKING ABOUT. WORTH £5.00

GAME FAN MAGAZINE £5.50 INC. P&P.

12 MONTHS GAME FAN SUBSCRIPTION £38.00 INC. P&P.

NEO-GEO UK

VIEWPOINT – BACK IN STOCK	£225.00
SAMURAI SHOWDOWN	CALL
WORLD HEROES II	£175.00
ART OF FIGHTING II	CALL

NEO-GEO UK

SENGOKU II	£175.00
SIDE KICK SOCCER	£175.00
ART OF FIGHTING	£175.00
WORLD HEROES	£140.00
3 COUNT BOUT	£165.00
FATAL FURY II	£175.00
BASEBALL STARS II	£129.99
KING OF THE MONSTERS II	£129.99
NINJA COMMANDO	£129.99
MUTATION NATION	£129.99
LAST RESORT	£129.99
THRASH RALLY	£120.00
ROBO ARMY	£120.00
SENGOKU	£120.00
SOCCER BRAWL	£120.00
EIGHTMAN	£120.00
FATAL FURY	£120.00
ASO II	£95.00
GHOST PILOT	£95.00
SUPER SPY	£95.00
BURNING FIGHT	£95.00
CROSS SWORDS	£95.00
FOOTBALL FRENZY	£120.00
KING OF THE MONSTERS	£95.00
MAGICIAN LORD	£95.00
2020 BASEBALL	£95.00
NAM 75	£65.00
BLUES JOURNEY	£65.00
BASEBALL	£65.00
CYBERLIP	£65.00
LEAGUE BOWLING	£65.00
TOP PLAYERS GOLF	£65.00
JOY JOY KID	£65.00
JOY STICK	£50.00
MAGICIAN LORD II	SOON

NEO-GEO SYSTEM INC 1 STICK PSU & LEADS £300.00
MEMORY CARD £20.00
MANY USED GAMES IN STOCK – PLEASE CALL

SPECIAL OFFER

WHEN BUYING A UK SNES CONVERTOR FOR £19.50 AND A US/JAP NINTENDO GAME YOU CAN KNOCK A WHOLE

£10 OFF

THE PRICE OF THE GAME, NOW THATS WHAT I CALL AN OFFER!!! EXAMPLE – IF YOU BUY THE CONVERTER & CALIFORNIA GAMES II THE TOTAL COST WOULD BE A MERE £39.49 (+P&P) OUCH!!! SAID OUR BANK MANAGER.

ORDER FORM

CUT HERE

Send to this address:
ZAP
TECHNO HOUSE
LOW LANE, HORSFORTH
LEEDS LS18 4DF

NAME
ADDRESS
POSTCODE
TELEPHONE NO.

Please rush me the following

ITEM	PRICE	POST/P	TOTAL

Please make cheques/PO's payable to ZAP

GRAND TOTAL

Credit card number

Expiry Date

☐ Cheque ☐ Credit Card ☐ Postal Order

Access VISA

Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50

AWESOME COMPUTER Competition



WIN A SEGA MEGA DRIVE

The Sega Mega Drive is the ultimate computer game console, utilising the Awesome Power of the latest 16 bit technology, Mega Graphics and Mega Sound

Q: How many bits does the Sega Mega Drive have?

(a) 12 (b) 16 (c) 18



0338 422034

WIN A SUPER NINTENDO STREET FIGHTER II

The Super Nintendo Entertainment System has brilliant 3D Graphics, Awesome colour and digital sound and comes complete with Street Fighter II

Q: What is the highest belt in Karate?

(a) Brown (b) White (c) Black



0338 422096

WIN A SEGA CD

Just connect it to your Mega Drive console and experience the state of the art. Graphics and stereo sound explode across your TV screen, giving you the ultimate arcade experience in your own home. Comes complete with Cobra Command, Sole Feace and Sega Classic Collection discs.

Q: What does CD & G Mean?

(a) Compact Disc and Graphics (b) Compact Disc and Game (c) Compact Disc and Game Play

When you have answered the question relating to each game, say why you would like to win either Sega Mega Drive, Super Nintendo Street Fighter II or Sega CD when you leave your name and address

0338 422098

CHILDREN UNDER 18 MUST SEEK PARENTS' OR GUARDIANS' PERMISSION BEFORE TELEPHONING. NO CORRESPONDENCE. NO ALTERNATIVE PRIZES. THE JUDGES' DECISION IS FINAL. WINNERS WILL BE NOTIFIED BY POST. JUST ANSWER THE SIMPLE QUESTION ABOVE BY DIALLING THE NUMBER WITHIN FOUR WEEKS FROM THIS PUBLICATIONS DATE. Q&Q LTD., WILTON HOUSE, BOURNEMOUTH, BH1 1DA. NO RESPONSIBILITY CAN BE ACCEPTED FOR ENTRIES NOT PROPERLY RECORDED. CALLS ARE CHARGED AT 36P A MINUTE AT CHEAP RATE & 48P PER MINUTE AT ALL OTHER TIMES. AVERAGE COST OF CALL IS £1.80.



FREE MULTI-FUNCTION Sports Watch

FOR EVERY CALLER - RING 0336 408764 FOR DETAILS

EXCHANGE YOUR GAME AT THE

GREAT Games EXCHANGE



Sega Mega Drive, Game Gear, Master System, Super Nintendo & Nintendo Gameboy. Now also for Amiga and Atari

ANY GAME FOR ONLY £5 (Plus £1.95 P&P)

Just send £5 (plus £1.95 post & packing) with one of your existing games (make sure it's one you own) to the coupon below and we will send you your new change of game.

We regret we cannot accept the following games for exchange:-

- Sonic 1, Altered Beast, World Cup Italia '90 (Sega Mega Drive)
- The Ninja (Sega Master System)
- Wrestlemania, Super R-Type (Super Nintendo)
- Tetris (Nintendo Game Boy)
- Columns (Sega Game Gear)

Allow up to 28 days for delivery

Post To: Q&Q Ltd, Wilton House, Bournemouth, BH1 1DA SN

Name _____ **Address** _____

_____

Signature of Guardian (if under 18)

My 1st Choice game is _____

My 2nd Choice game is _____

My 3rd Choice game is _____

I enclose cheque ❑ Postal Order ❑ Made payable to Q&Q ltd. for £6.95 (including postage and packing) & one of my existing games for my computer system

Or charge my Access ❑ or Visa ❑ No:_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ Expires _ _/_ _

Sega Mega Drive ❑ Game Gear ❑ Master System ❑ Super Nintendo ❑ Nintendo Gameboy ❑ Amiga ❑ Atari ❑

Nintendo, Gameboy, Super Nintendo, Sega, Sega Mega Drive are registered trademarks of their respective companies. Q&Q Ltd. are not endorsed by or related to them

The Super Control News



SUMMER LOVING

With the summer half over, the software houses are preparing for the Christmas onslaught, announcing an array of exciting new titles.

6 Jurassic Park is here, screen shots and all
8 Terminator II: Judgement Day
10 Son Of Chuck Flashback

Scorching Previews

MORTALLY WOUNDED

Acclaim's Mortal Kombat is going to be a biggie and we've got the screen shots to prove it! Also we have Interplay's exhilarating Rock & Roll Racing.

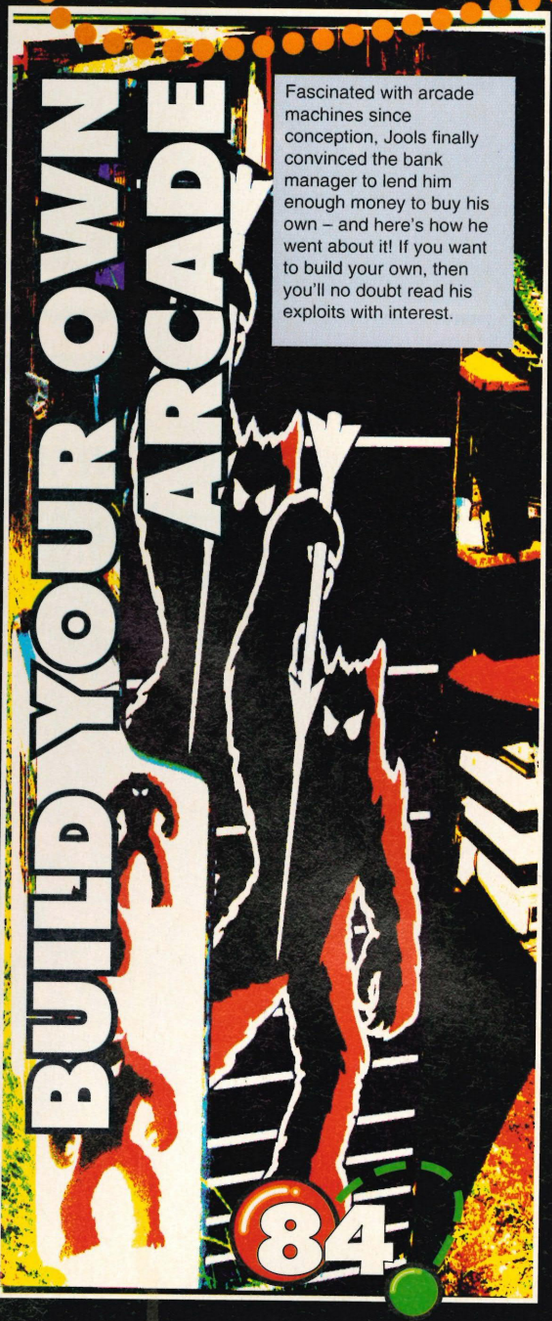
28 Asterix
18 Mortal Kombat
22 Rock & Roll Racing



JURASSIC PARK

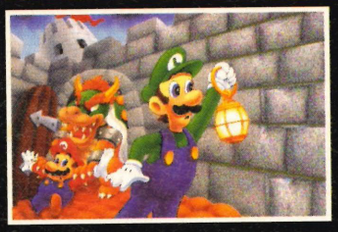
CONTE

ASTERIX 28
CLAYMATES 36
CRASH DUMMIES.....60
KAWASAKI CHALLENGE ...34
MARIO IS MISSING.....66
MORTAL KOMBAT.....18
OUT TO LUNCH.....70
ROCK AND ROLL RACING.22
ROCKY AND BULLWINKLE 32
STREET FIGHTER II TURBO.....14
SUPER FORMATION SOCCER 68
SUPER HIGH IMPACT.....40
SUPER TURRICAN 24
WOLFCHILD 62
YOSHI'S COOKIE 64



BABBER – MEANING 'POO'. KEFFY – MEANING 'SMELLY'. NIGE – A 'BORING PERSON' E.G. STREET FIGHTER 2 NIGE, LIKE RICH FROM MEGA DRIVE ADAVANCED

Red-Hot Reviews



STREETS AHEAD
It's finally here, the long-awaited Street Fighter II Turbo edition. But is it as good as the original and is it really worthy of a £100 price tag?

14 Street Fighter II Turbo
66 Mario Is Missing
36 Claymates

Nifty Game Guides

ACCESS ALL AREAS

44 Super James Pond
48 Equinox
52 Pugsley's Scavenger Hunt
54 Super Soccer



HELLFIRE
We know you lot are useless at games, so turn to our guide section for Super James Pond cheats, Equinox maps and the final section to Pugsley's Scavenger Hunt.



INSTANT CHIN 56
Andy knows too many famous people and too many cheats. Hob-nobber, Bah!

ENTS

78



have a new feature
ed Get A Life. Did you
ow that there's more to
than computers,
nsoles and games? Well,
re is and this month it's
ngee Jumping!

72

Not one, but TWO! Yes, two competitions, two chances to win. This month we've got cuddly Tasmanian Devil toys up for grabs along with copies of the Taz-Mania game. Also, those smashing people at Future Zone are again giving you the chance to win five Super Nintendos. Last chance, peeps!

STREET FIGHTER II TURBO 14

MORTAL KOMBAT 18



COMPETITION CHALLENGE



RECORDED DELIVERY

94

Alex was disappointed last month because he didn't get all the adoring letters he had hoped for. Girls swarming at his feet? Offers of marriage? Alas, it wasn't to be.

OFFICIAL STAMP

Keeping up to date with the official releases every month isn't an easy task by any standards, that's why we're here to help. This month we review Taz-Mania, Wayne's World, Batman Returns, Cybernator, Outlander, BOB, Family Dog and Super Goal.

88



Do you know just how hard it is to cram all of those games into four pages? If you take a look at our listings of practically every SNES game released here and abroad you'll probably get an idea.

90



DIRECTORY ENQUIRIES

CLASSIFIED ADVERTISEMENTS

You'd be a fool to pass over the Classifieds page – veritable bargains galore! If you want to sell, swap or buy just fill in the coupon and send it to us.

80



PAZZERS – 'KEFFY' PEOPLE. THE BEST LETTER USING THESE WORDS WINS A BABBER PRIZE FROM THE KEFFY NIGES WITH SHITTIE UNDERWHANGERS AT SC

It's like, prehistoric, man! 6

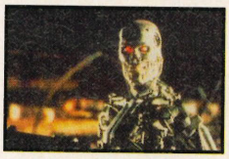
Sensational sequels 8

Spotted Di



JURASSIC!

- Exclusive screen shots of both Ocean's Jurassic Park – the film licence of the year, and Son of Chuck from JVC – the sequel to the hilarious Chuck Rock. Both are coming this way soon



T2: JUDGEMENT DAY

Acclaim has finally got around to producing a Super Nintendo game of Arnie's finest hour and we have screen shots

- Y's IV: The Dawn of Y's. The unusually monikered RPG series continues



The Super Control N

FILED FROM A VILLA IN MAJORCA

JURASSIC PARK

SPIELBERG'S BLOCKBUSTER HITS THE SUPER NINTENDO

Ocean has released the first screen shots from its new, improved Super Nintendo version of what should be the biggest film of the summer. Ocean, having spent a reputed £2 million on buying up the world-wide rights to the game, is doing its level best to ensure that its own hype lives up to that surrounding the movie.

The plot (for those who have been cave-bound for the last year) revolves around an ambitious theme park situated on an island off the coast of Cuba. Mega-rich John Hammond has discovered a way of cloning dinosaurs from fossilised DNA recovered from insects frozen in amber.

As a group of scientists are shown around the park prior to opening, chaos erupts as the dinosaurs run amok, causing havoc and generally becoming something of a pain in the arse. In the game you take the role of the film's main protagonist Dr Alan Grant, a man who's been digging up dinosaur fossils for years. You have to guide Grant in making his way out of Jurassic Park as a large number of exceptionally pissed off dinosaurs do their best to stop you.

All this takes place over six levels split between the Visitors' Centre and the vast area of the Park itself. Ocean tells us that it won't be an entirely linear experience as items collected in certain levels will be useful in others, which will put more emphasis on the exploration aspect of the game as well as the action.



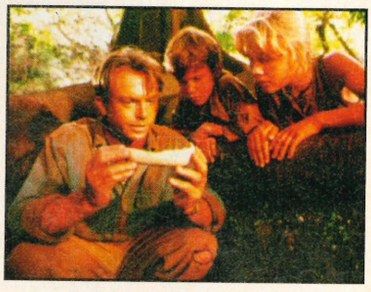


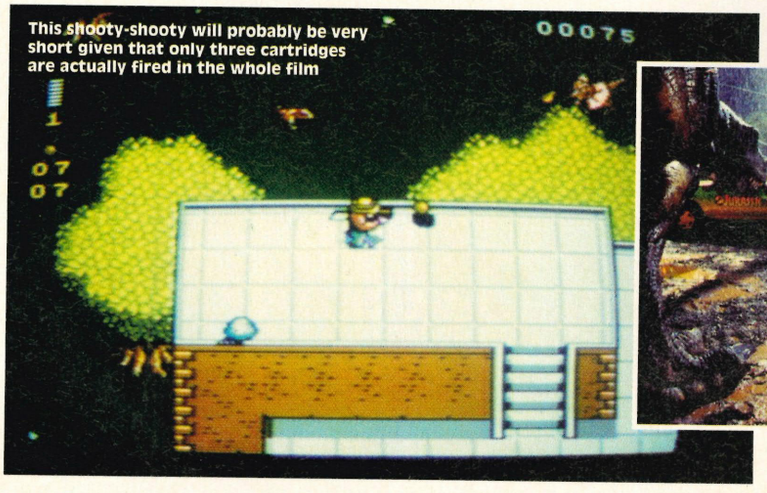
A 'Raptor on the prowl in the utilities complex. Can you escape with your legs intact?

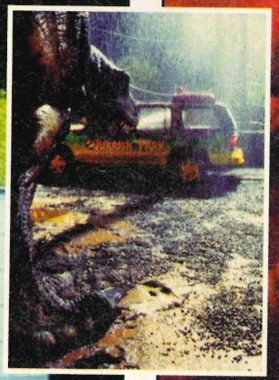
Grant faces nine tasks over the six levels, all of which have to be completed before he can even dream of venturing off the island. By the time he's finished he'll have seen every part of Jurassic Park.

Ocean has included a number of elements from the film soundtrack into the game and are claiming a few technical firsts, one of which is the use of "hi-res' backgrounds which apparently have never been seen before. It is also boasting "unprecedented collaboration" with the film's production team including access to stills and storyboards.

Ocean will release the Super Nintendo version of Jurassic Park in the coming months so expect a preview very shortly. In the meantime I'm off to join the queue to go and see the film. I wonder if it'll be any good?









VIRGIN'S COOL SPOT

The coolest character the Mega Drive has seen in years will be making its SNES debut this year

- Flashback. Another great Mega Drive title gets converted
- Two new programmable controllers from QJ

ews

SUPER CONTROL'S GUIDE TO LIFE

PART THREE – ALCOHOL

Difficult though it may be to believe, your SNES can help you with your drink problems. We asked our expert on the wrath of delirium tremens, Jools, to explain.

Drink problems come in two shapes, not getting enough and getting too much. Your Super Nintendo can help you out with these problems admirably.

NOT GETTING ENOUGH (1)

A tricky one this and it isn't immediately apparent how it can be solved. The obvious answer is to go out and get some beer from Kwik Save and get bladdered while playing Super Mario Kart, but this doesn't have the social aspect. The trick is to start a user group – I know it sounds very much like Train Spotters Anonymous, but hang on. Find yourself an accommodating pub with a nice back room, advertise in the local press and before you know it you've got a regular night out with like-minded people with plenty of opportunity to drink beer.

NOT GETTING ENOUGH (2)

Get the tallest guy with the deepest voice to go in to the off-licence. Alternatively, borrow your brother's driving licence.

GETTING TOO MUCH

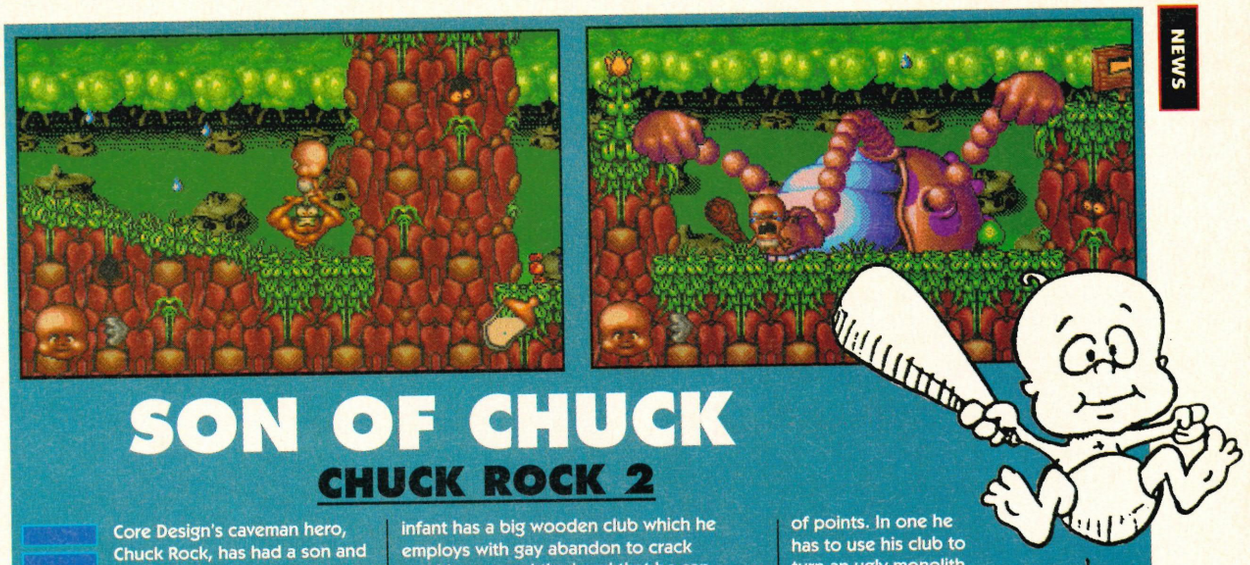
A knotty problem this, not only does consistent heavy drinking inflate your liver as a pump does to a football, but the drain on your finances will be so heavy as to render it impossible to buy any of those fabulous SNES games that you read about in these elegantly crafted pages.

There are two steps to solve this particular drinking problem with the help of your Super Nintendo. The first step is to stop. Just pack in the beer, give all your money to your mum and get her to give you pocket money. If she gives you enough to go and buy a game, make sure she comes with you and ensures that you don't go and get smashed instead.

The next step is to fight the withdrawal symptoms. Don't bother playing with your SNES, just take the controllers and tie the cable in knots around the door handle of your bedroom until it's impossible to get out. You'll be shaking so much at this point that you'll find it highly difficult to play with anything bar your pillow.

HANGOVERS

Avoid the Super Nintendo like the plague and lie down in a darkened room until the hangover monster goes away and bothers someone else.



SON OF CHUCK

CHUCK ROCK 2

Core Design's caveman hero, Chuck Rock, has had a son and he's got his own game courtesy of JVC. Chuck has built up a very nice motor business for himself since defeating the evil Gary Gritter, but an aggressive business rival isn't having any of this and kidnaps Chuck. The only person who can save him is his baby son. His son is no Nancy boy either – he's a bit of a nappy-clad nutcase and when it comes to wielding a club this little fella is up there with the best of them.

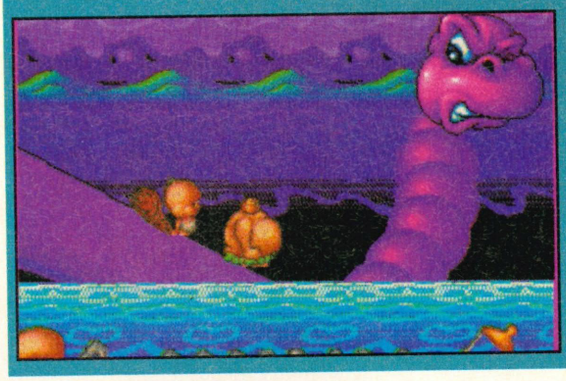
The gameplay is very similar to that of Chuck Rock, but where Chuck belly-butted his way through the game, our incensed infant has a big wooden club which he employs with gay abandon to crack anything around the head that he can.

Dinosaurs are plentiful and Jnr has to use them to get around whilst avoiding not only walking, breathing, biting obstacles but many geological hazards such as lava pools, rock slides and smelly swamps.

Plenty of other creatures hang around to help or hinder the unfortunate wee lad in his stone age nappy. Turtles, pterodactyls, strange little furry things, all of which will look splendid but may well be something of a hazard for Chuck Jnr.

There are also a number of bonus levels where Chuck Jnr can add to his tally of points. In one he has to use his club to turn an ugly monolith into a beautiful sculpture, in another he has to collect apples off a tree and finally there's a raft race where some frantic button-tapping is required. The idea behind this is to give a break from the huge amounts of platform gameplay you'll be put through.

Apparently, Son Of Chuck is nearly complete with only a few final touches to be made. It will be released by JVC just in time for Christmas.





DESERT FIGHTER

Desert Fighter? Sounds a bit like Desert Strike if you ask me. Still, I'm sure nothing could have been further from Seta's mind when it started development of this action game. But wait, it's based in the Persian Gulf, just like Desert Strike... and it uses an isometric viewpoint, just like Desert Strike.

You actually pilot an F-15 Strike Eagle or an A-10 Thunderbolt with not a helicopter in sight. So it looks like it's ripped off Desert Strike and taken out the one aspect that made it really good – the helicopter. Nice one guys! Expect a release in Japan this autumn.

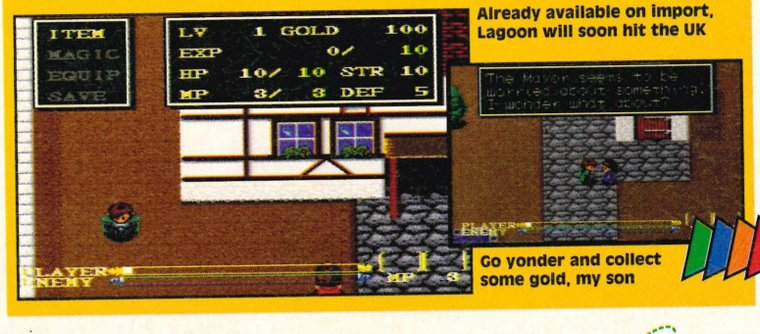


LAGOON

OUT OF THE BLUE

One of the first batch of Kemco releases through Marubeni will be the RPG/adventure, Lagoon. Using a similar viewpoint to the popular Zelda series, Lagoon tells the tale of a young man named Nasir, The Champion of the Light. Someone has been poisoning the water in Lakeland and the chances are it is the evil Zerah. It is up to Nasir to seek him out, all the while keeping an eye out for his opposite number, the Child of Darkness who has been trained by Zerah to much the same standard as Nasir.

It's the usual kind of thing with plenty of items to collect, a veritable cornucopia of magic spells, not to mention a host of demons and undead wandering around. Naturally treasure chests are littered around, containing assorted potions and lumps of gold. The gold is useful for upgrading your equipment – there is only so much a guy can do with a short sword after all!

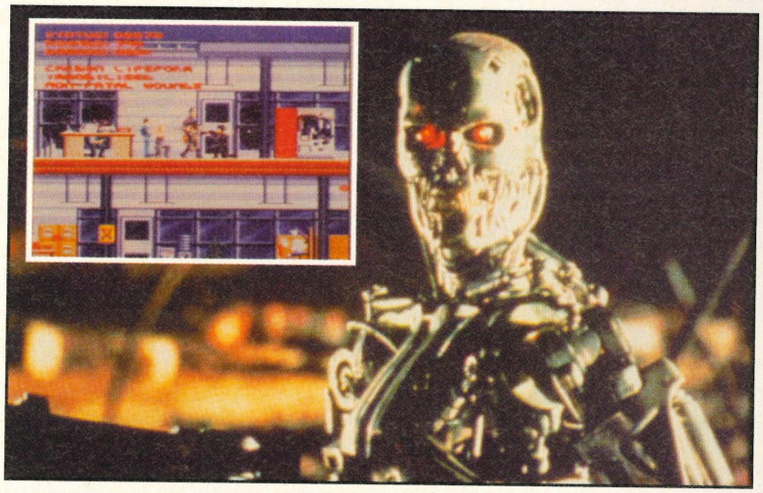


Already available on import, Lagoon will soon hit the UK

Go yonder and collect some gold, my son

T2: JUDGEMENT DAY

TWO YEARS ON, THE SNES FINALLY GETS A GAME OF THE FILM



Acclaim LJN has released the first screen shots of its forthcoming film licence, T2: Judgement Day. Even two years on, LJN is hoping the mere sniff of Arnie's bullet-ridden leather can still pull in the punters in droves.

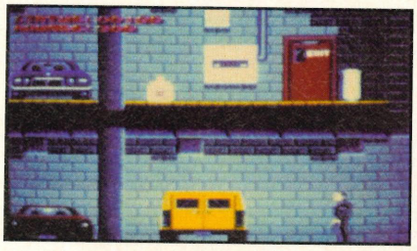
Judgement Day will follow the plot of the film very closely, even down to the first stage where you are forced to acquire some clothing from a bar! From then on the game will use a combination of side-on platform views and Paperboy-perspective driving sections featuring motorbikes, police cars and all sorts of stuff from everyone's favourite movie.

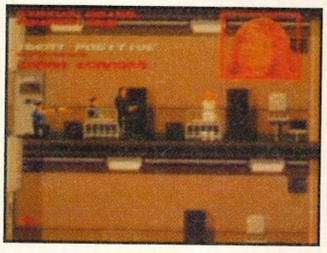
As well as saving John and Sarah, the Terminator must collect a number of items to aid him on his mission, with guns being amongst the most useful. Another of your objectives is to collect 'Future Items' that are scattered throughout the game. Collecting these reduces the chances of SKYNET actually existing at all in the future.

The game uses a representation of the Terminator's information display – the one that comes up on screen and selects an appropriate response to give information on energy, mission objectives...y'know, the usual kind of thing – whether your mother's left a message at your flat, etc.

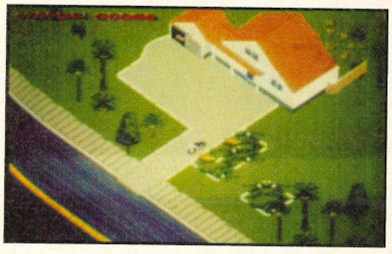
T2: Judgement Day will be released later this year, sometime after LJN's Superscope compatible T2: The Arcade Game (based on the William's coin-op). Don't get these two confused now!

Terminator 2: Judgement Day is not to be confused with the coin-op, which is also being converted by Acclaim/LJN. This uses different gameplay styles to represent the various passages of the film . From platform to motorbike riding you'll need your wits about you









Y'S IV: THE DAWN OF Y'S

THE GAME WITH THE WEIRD NAME IS BACK

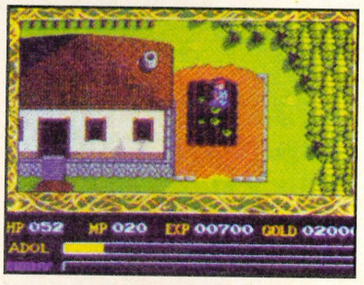
News is coming in from Japan of the next instalment of the highly acclaimed Y's series of adventures. The Dawn of Y's sees Adol returning to his homeland to destroy the evil that has emerged once again.

The land is made up of the familiar combination of towns, castles, plains and even lava fields, all of which will have to be explored at great length to ensure that all the clues, treasure and the monsters are dealt with appropriately.

One interesting point is that if you happen to own a Mega Drive and a PC Engine CD Rom you'll be able to pick up a different version of the game for each of those formats. Y's fans have never had it so good!

Y's IV will be released in Japan later this year by Hudson Soft, but no word as yet on a European release though it should be within six months.





Like all the best RPG's, Y's IV combines wandering from village to village with a ruck-load of monster-bashing. And as if that wasn't enough there'll be loads of lovely trinkets to collect



If Y's IV can maintain the standards set by the previous three episodes in the series, then RPG fans the world over will be very happy indeed!

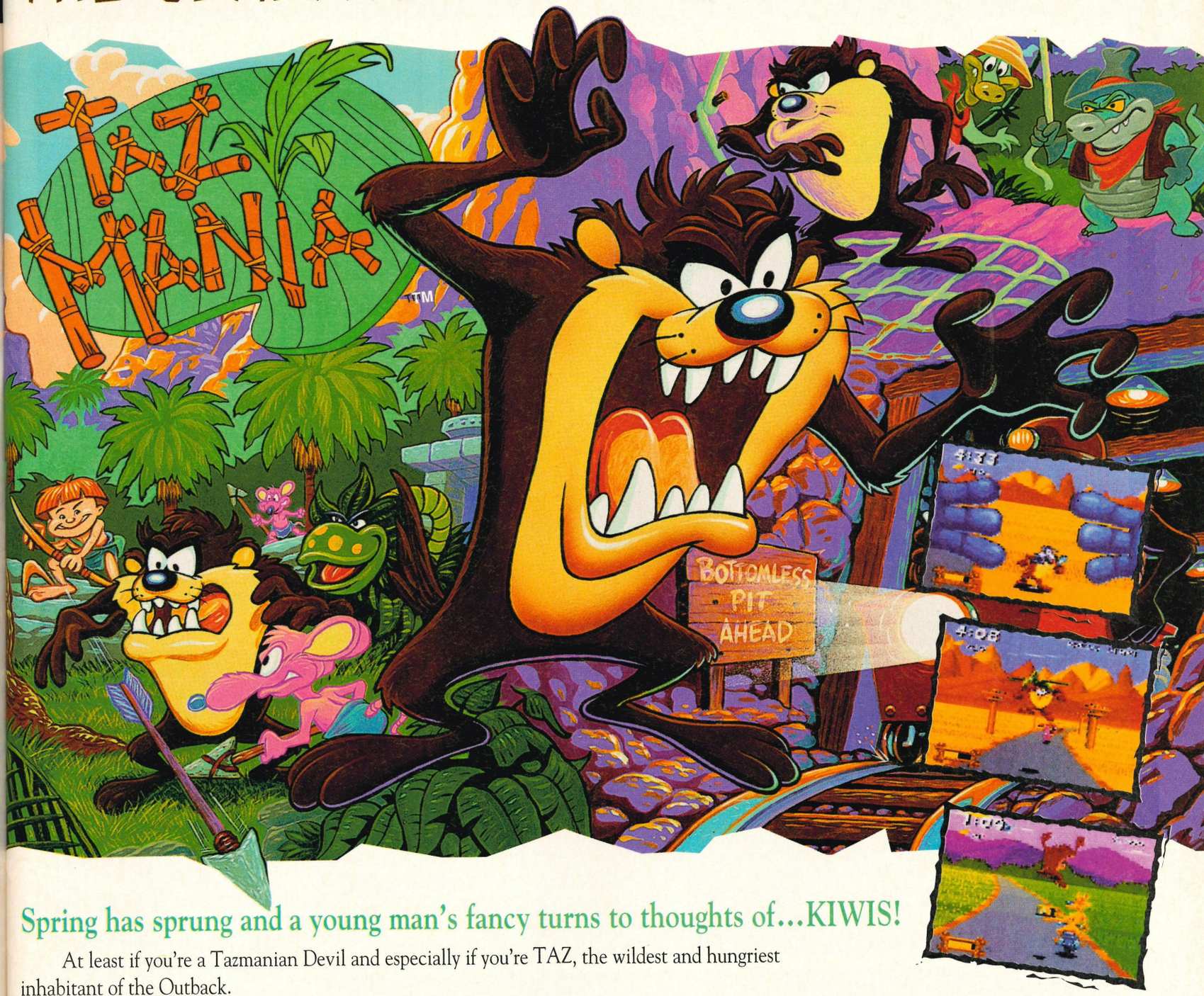
WEST END CURLS

Yup, here he is – a heartthrob to a thousand teenage girlies and the most famous thing to come out of Walthamstow since the Lea Bridge Rd. East 17's Tony Mortimer has been drafted in by Acclaim Entertainment to help promote its Alien 3 game.

Tony also stars in the rather swish TV advert which sees our Tone (as he's known amongst us celebrities) getting so involved in a game of Alien 3 in the middle of his sad little office that he eventually ends up face-to-face with an alien. I can tell you I was on the edge of my seat all the way through. Possibly...



THE ULTIMATE PARTY ANIMAL IS HERE!



Spring has sprung and a young man's fancy turns to thoughts of...KIWIS!

At least if you're a Tazmanian Devil and especially if you're TAZ, the wildest and hungriest inhabitant of the Outback.

You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tazmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:

"GRRR!&*(%$!!!"

"Superbly polished product, mountains of fun... simply brilliant!"
Super Pro 90%

"Full to bursting, overflowing with characters and hazards."
Super Action 87%

"A cracking racing game... a treat to look at!"
Snes Force 86%

T•HQ International

Original Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION

Coming Soon for GAME BOY

TAZ-MANIA, characters, names and related indicia are trademarks of Warner Bros. © 1993. Nintendo®, Super Nintendo Entertainment System™, Game Boy™, the Nintendo product seals and other marks designated as "TM" are trademarks of Nintendo. T•HQ International is a registered trademark of T•HQ, Inc. © 1993 T•HQ, Inc.

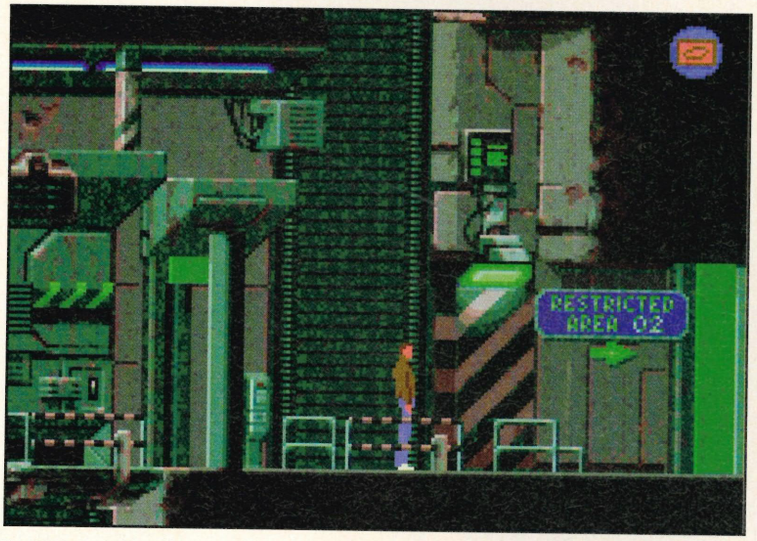
FLASHBACK

FOLLOW UP TO ANOTHER WORLD FOR THE SNES

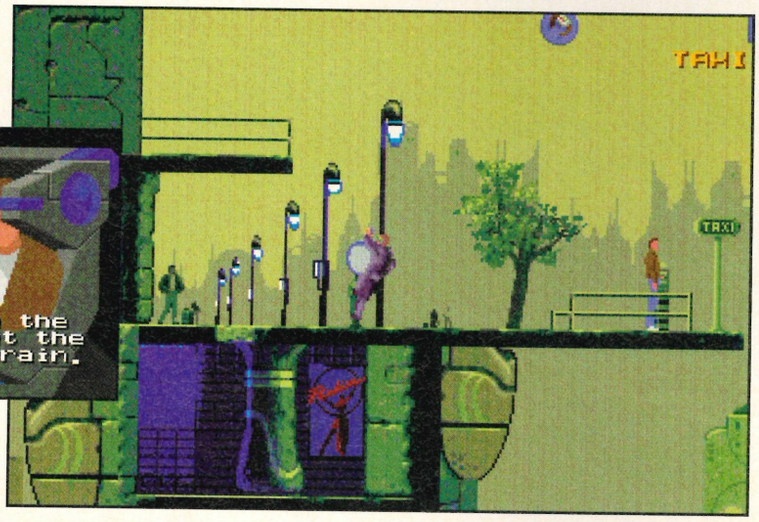
Quite remarkably popular on the Mega Drive, this follow-up to Another World will be published on the Super Nintendo this Autumn by US Gold. Flashback tells the tale of Conrad Hart, a dead clever scientist who accidentally stumbles across a plot by aliens to replace Heads of State with their own kind, surreptitiously taking over the world. The aliens find out about this and kidnap Conrad and wipe his memory. Fortunately, he had the presence of mind to store his memory on a holocube, as you do. The game puts you in charge of Conrad as he attempts to find out a).Who he is, and b). Where he is.

Flashback is widely regarded as having some of the finest animation of any computer or video game around, combining this with some remarkable gameplay. Conrad can run, walk, leap, dangle, draw a gun, put it back – all beautifully animated. There is plenty of running and shooting but a lot of the gameplay is based around solving puzzles using what is around you to get out of a tricky situation.

This will be US Gold's first European release on the Super Nintendo having previously concentrated on Mega Drive titles.



There he is, Conrad Hart in all his fully-rotoscoped glory. Can you help him get his memory back?

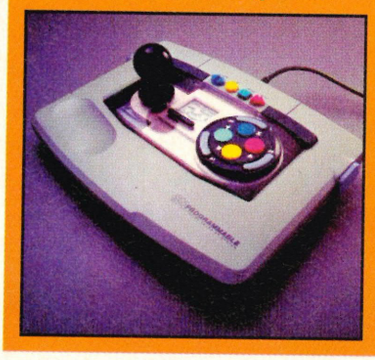




Taking influences from all sorts of sources, Flashback is a veritable homage to all things Cyberpunk and science fiction. Anyone recognise this bit from Total Recall?

GET WITH THE PROGRAM

After a relatively quiet summer, Spectravideo has returned with the launch of two new programmable controllers as part of its QJ brand. Both the Program Pad and the Program Stick share the same features – they both have 30 pre-programmed special moves (which should cover anything in SF II), plus a mirror function which doubles that number.



You can also program six of your own moves into each of these Program products via the LCD control panel. Obviously controllers like this are designed for use with fighting games in the main, but do have other applications. You could program in cheats and activate them at the touch of a button at just the right moment when you require them, or if there is a sequence of selections that you always make when playing a game, just program them in and away you go.

Both have independent auto-fire control and the Program Stick features a battery back-up to retain any stored sequences.

The Program Stick features a battery back-up so that any programmed moves can be saved



Programmable controllers? What next, watches with calculators in them?

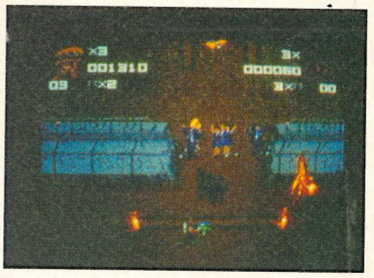
The Program Pad and the Program Stick will be available priced at £39.99 and £49.99 respectively this September from all good retailers.



TOTAL CARNAGE

T*HQ will release the conversion of the Arcade follow-up to Super Smash TV in Europe later this year. Known as Total Carnage, it isn't actually a sequel as such, more "in the style of". You're in control of two mercenaries as they battle their way through a waking nightmare of violence and hostage situations.

It will use the same perspective as Super Smash TV and bring in a wide variety of weapons (and of course, retain the ability to shoot in any direction while walking whichever way you like). In short, it is your basic shoot'em-up but if it captures the essence of the arcade game, something that Super Smash TV missed out on, then it could be a real winner.



ZOKU THE LEGEND OF BISHIN

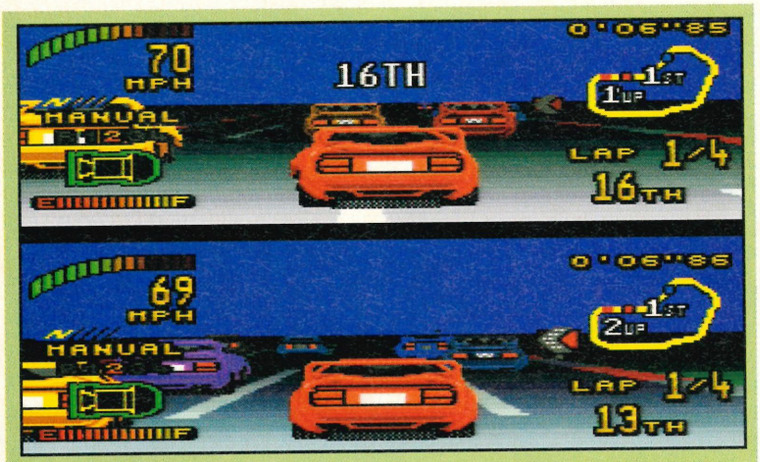
In another attempt to confound the way we categorise our computer games, Magnifact's Zoku combines driving and beat'em-up action.

Claiming a first with its 3R system (which stands for Real Time, Real Street, Real Battle), it is certainly unusual to see such a combination.

Set in the year 2020, its plot hovers on the borders of Blade Runner and that whole cyberpunk thingy as you take on a herd of very angry nihilists who have kidnapped your girlfriend and are planning to do all sorts of unspeakable things to her. You've got to chase after them in your dead fast Batmobile type thing and once you've caught them, beat the crap out of them of course!

Whether it will see the light of day officially remains to be seen.





KEMCO AND SUNSOFT FIND UK DISTRIBUTOR

A company called Marubeni UK Plc has become the exclusive European distributor for all of Kemco's and Sunsoft's Super Nintendo titles. This new arrangement means that titles such as Aero The Acrobat, First Samurai and Top Gear 2 will now have a company behind them dedicated to sales and marketing in Europe.

The line up commences with First Samurai (Kemco, reviewed next issue), followed by Lagoon (Kemco, see below), Aero the Acrobat (Sunsoft), Phalanx (Kemco) and Super Air Diver (Sunsoft) all in September. October brings the arrival of Daffy Duck, Great European Football and World Heroes (all from Sunsoft). November sees the release of X-Zone and the promising Top Gear 2 released from Kemco.

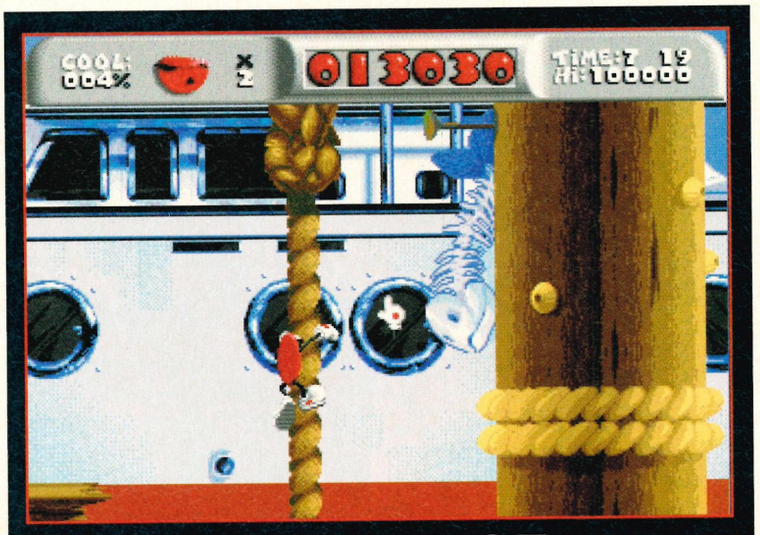
The games will be released under their respective labels so each brand retains its identity, with Marubeni taking the credit for getting the stuff into the shops.



Kemco's Top Gear 2 will be one of the games Marubeni will be concentrating on come the Christmas selling season



Lagoon: A stretch of salt water separated from the sea by a low sandbank or coral reef. Or it could be Kemco's RPG. Who can tell?



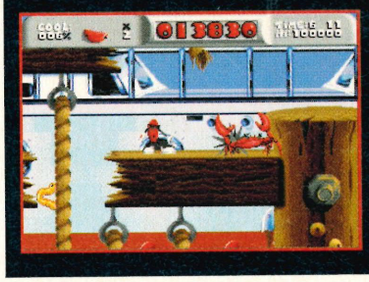
COOL SPOT

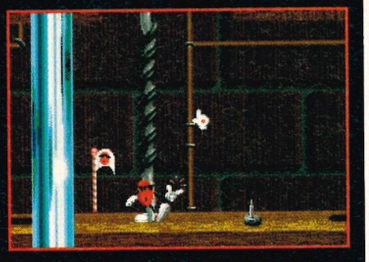
You've seen the adverts, you might even have played the game and I myself have worn the T-shirt. I can also exclusively reveal that Cool Spot will be hitting the SNES this year. Already it is Virgin's most successful Mega Drive title (500,000 and rising) so far, and this highly colourful tale of a large, round, red thing is shaping up to do the same thing on the Super Nintendo.

For anybody who hasn't seen it, the eponymous hero is a big red spot with shades, gangly arms and legs and cool trainers. He struts around clicking his finger looking, well, cool really. The leader of a band of these spot types, he is the only one left after the other 11 have been kidnapped by the evil Mr Wicked Willy (I always said that spots and willies were a dangerous combination). Hence 11 levels of wacko platform action as you lead our jaunty and stylish hero through the perils that Mr Willy has left behind and rescue your pals.

The best thing about the game as far as I can tell you at the moment is the graphics with over 250 frames of animation for our man Spot alone. With some truly off-beat backgrounds and challenges, this will definitely be one to look forward to.

Cool Spot will be released by Virgin towards Christmas of this year.

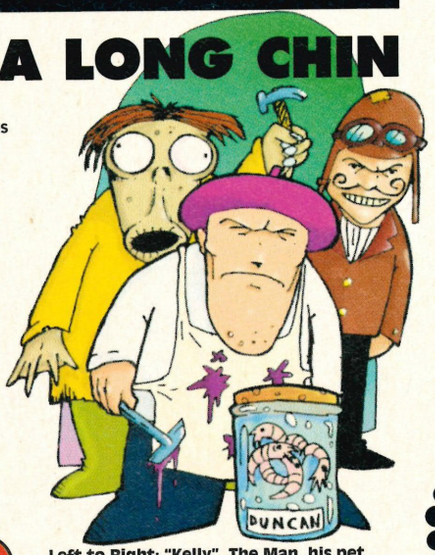




MAN WITH A LONG CHIN

Between exposing himself on Digitiser and pondering over tips for Instant Relief, The Man has spent the last month studying the cuticle on the left hand of a small, yet attractive Turkish "milkie". He also spent a couple of days hovering over Leeds.

FAVE DRINK: "Magnesium Sulphate, you brute"
TOP DIY TIP: (Courtesy of Man's brother, Kelly) Right, blokes. My best tip is how to do shelf and that. Get your shelf, get your nails and stuff, and just do the shelf
FAVE QUEEN SONG: Magnesium Rap-Sodomy
COMPANY YOU'D MOST LIKE TO BE SPONSORED BY: Man ended lucrative sponsorship by Lardax (The No 1 supplier of lard to shepherds), due to grazing incident
WHAT WOULD YOU BE REINCARNATED AS: "Parkin"



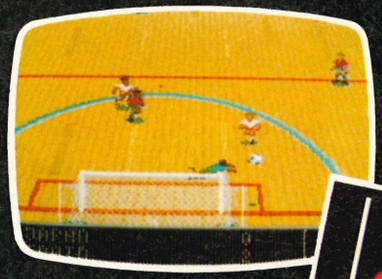
Left to Right: "Kelly", The Man, his pet (Duncan), and his arch enemy The Fear Taunter

THE PREMIER FOOTBALL GAME .....

STRIKER™

"WITHOUT DOUBT THE BEST FOOTBALL GAME ON THE SUPER NES"
– Dominik Diamond

"A REALLY BRILLIANT SPORTS SIMULATION, FOOTBALL FANS ARE GOING TO GO MAD ABOUT IT" – Industry Personality Julian Rignall





- 6-A SIDE INDOOR OPTION
- UNIQUE 3D PERSPECTIVE
- INDIVIDUAL PLAYER ABILITIES
- EDIT SQUAD FACILITY INCLUDING KIT DESIGNER
- VARIOUS COMPETITIONS TO ENTER
- ACTION REPLAY FEATURE
- NEW FIFA RULES INCLUDED

DESIGNED AND DEVELOPED IN GREAT BRITAIN
NOT AVAILABLE ON IMPORT



LICENSED BY Nintendo®









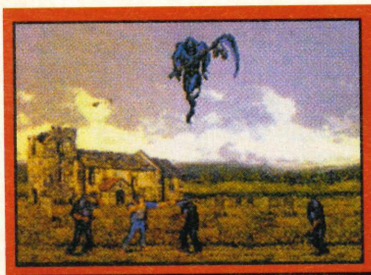
Original Nintendo Seal of Quality™

© 1993, Rage Software.

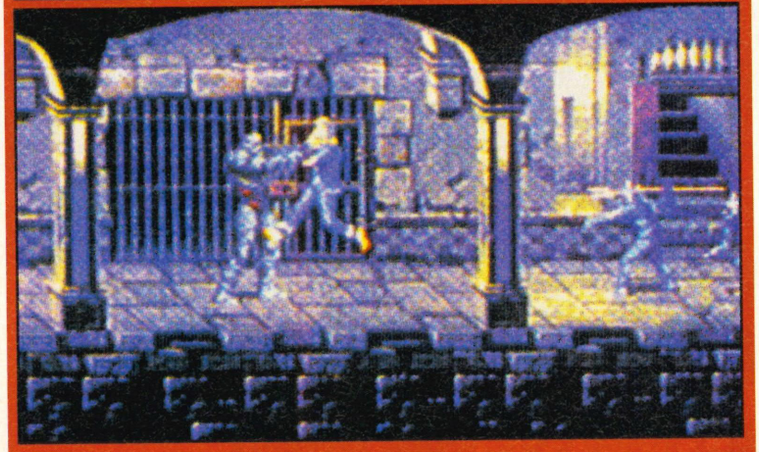
SUPER NINTENDO® ENTERTAINMENT SYSTEM

elite®

Elite Systems Limited, Anchor House, Anchor Road, Aldridge, Walsall, West Midlands, WS9 8PW, England.
Telephone: + (44) 922 55852, Facsimile: + (44) 922 743029.



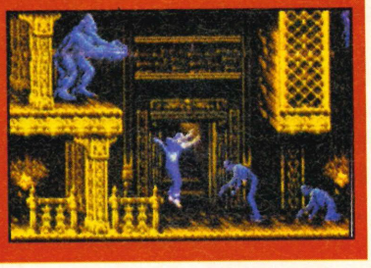




NOSFERATU

Seta of Japan has lined up for release an exceptionally horrific game that should scare even the hardest of games players. The game drops you into a faraway land where evil takes a walk whenever it wants and the good guys can barely get a five-a-side team together.

It is up to you to fight your way through this graphically impressive walking beat'em-up, and battle against a nefarious assortment of beasts, ghouls and other unmentionables all determined to get a bite of your flesh. Quite why you are doing all this hasn't been made clear as yet, but we have been assured that the animation on your character will be in the same league as Prince of Persia, but then we've all heard that before! We await this demonic apparition with trepidation.

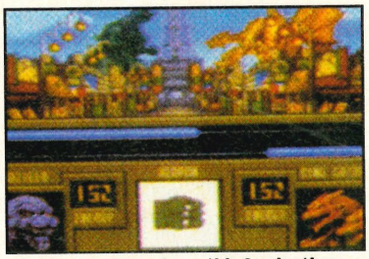


SUPER GODZILLA

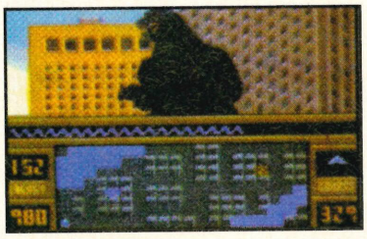
"Up from the depths, 30 stories high, breathes fire with his head in the sky... Godzilla! (ta tah) Godzilla! (ta tah)." Ah yes, Saturday mornings just weren't complete when I was a lad without a quick dose of Godzilla (not forgetting the loveable Godzuki). There he was, striding his way across cities, taking on all manner of beasties from the deep. And all at the beck and call of this strange man with a very odd beard.

Ah, what fun. Well, you can live it all again when Super Godzilla is launched by Toho on a 12 meg cartridge. It's going to be a combination of exploration and 40 ton beat'em-up action as you guide Godzy around the streets of Tokyo (where else?) and take on loads of other really big monsters, flinging them against skyscrapers and the like.

There is always the chance that this could dissolve into being just another beat'em-up – there is such potential with this licence to produce a decent game, and we here at SC hope that Toho doesn't take the easy option. We'll let you know soon.



Why the Japanese have this fascination with big slimy monsters is beyond me



Would you tell this man that he had bad breath? Would you dare mention Listerine to him? I thought not

WHO'S WHO AND WHAT'S WHAT

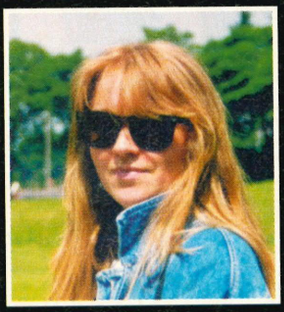
Julian Boardman



Julian recently won the WWF Royal Rumble, but he insists it hasn't gone to his head (I doubt if it'd reach that far). I don't think he'll keep the title for too long though – the endless pints of Marston's Pedigree followed by steaming hot curries are finally beginning to take their toll (on our noses).

FAVE DRINK: Ones in glasses
TOP DIY TIP: Never argue with a man carrying a masonry drill
FAVE QUEEN SONG: Anything by Boy George
COMPANY YOU'D MOST LIKE TO BE SPONSORED BY: Alcoholics Anonymous
WHAT WOULD YOU BE REINCARNATED AS: Sober

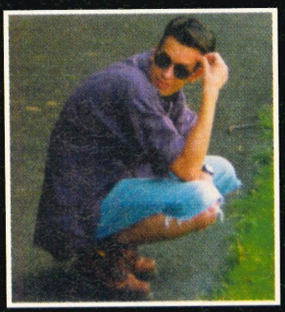
Allison West



Back from a week in sunnier climes, our Allie is raring to go with her usual bossing around. We don't really take any notice though. Allie has risen above all the cruel Queen jokes and Fred-isms because deep down she knows that they're really good.

FAVE DRINK: Coffee, Ribena, mineral water
TOP DIY TIP: Put on a soppy, girlie type face and sweetly ask your dad to do it
FAVE QUEEN SONG: All of them, it is impossible to choose
COMPANY YOU'D MOST LIKE TO BE SPONSORED BY: Marks & Spencers, every record company in the known universe
WHAT WOULD YOU BE REINCARNATED AS: A tall, blond, Swedish man... or Freddie Mercury!

Alex Simmons



The spawny one has been pretty quiet recently. Some say it's the weather, but I reckon it's puberty. A quick trip down to his home town of Selsey Bill should have rejuvinated his spurious loins, but the lad returned with little more than a longer face and even more shrivelled ego.

FAVE DRINK: Mickey's Big Mouth, Irn Bru
TOP DIY TIP: Nails are useful for holding things up and hanging pictures on the wall. Always use a hammer
FAVE QUEEN SONG: Just Can't Get Enough
COMPANY YOU'D MOST LIKE TO BE SPONSORED BY: Tesco
WHAT WOULD YOU BE REINCARNATED AS: A very rich bloke who's incredibly successful with gorgeous women

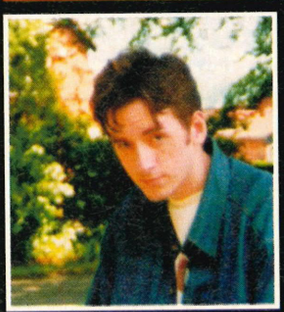
Paul Mallinson



The spitting image of Goran Ivanesevic, Mallinson isn't as good at tennis but he's a damn sight better at belching (or so Goran tells us). Paul has been getting a bit of bad press recently – he has the bad farts for one day and gets branded a methane maniac for the rest of his life.

FAVE DRINK: Coke with ice, milky coffee with two sugars, Stella Artois, very cold water
TOP DIY TIP: Black is neutral and red is live
FAVE QUEEN SONG: The Queen is Dead
COMPANY YOU'D MOST LIKE TO BE SPONSORED BY: REM/Athens Ltd, or Paul Raymond Enterprises
WHAT WOULD YOU BE REINCARNATED AS: Marilyn Chambers' lover

Andy Martin



Newly-thawed from the Maverick Comedy Freezer, young Martin has been tearing up the highways after passing his driving test this month. The furry dice lying proudly on his desk is a testament to his driving skills, but the only thing preventing him from taking us all out for the day is that he hasn't got a car... We will publish a public warning as soon as he does though.

FAVE DRINK: PG Tips with two sugars
TOP DIY TIP: Hire a professional
FAVE QUEEN SONG: Changing Guards at Buckingham Palace
COMPANY YOU'D MOST LIKE TO BE SPONSORED BY: Ford Motor Company
WHAT WOULD YOU BE REINCARNATED AS: God



Two characters can be picked in Turbo and their colours altered to make them easily recognisable. The sprites have also been 'cleaned up', to make them more defined





All 12 characters can be used in Turbo, which means you'll waste hours trying to find out each of the bosses' special moves!

STREET F



GUILE, USA

Compared to the original scene, the plane is much more defined and generally crisper

KEN, USA

Ken still fights his bouts in the docklands, but the boat looks much better and the bloke in the background doesn't fiddle with his genitals anymore





CHUN LI, CHINA

Chun's stage is still basically the same as before except there are two people cycling along instead of one. The chicken at the back is still being mauled, 12 months later!

VEGA, SPAIN

Still set in the Spanish bar, the crowd cheer as the fight kicks off and congratulate the winner with a roaring whoop!





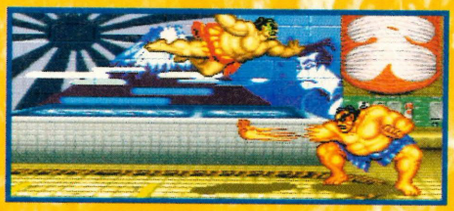
SAGAT, THAILAND

The statue has changed colour from grey to light brown, but otherwise Sagat's homeland is unaltered

BLANKA, BRAZIL

Yep, the python is still coiled around the tree at the back but apart from a few different shades of brown, Brazil is unspoilt





HONDA, JAPAN

Bubble-butt's dojo is much more pleasantly decorated with off-white Dulux satin finish paint and nice Laura Ashley trim. He's finally repaired the dripping tap, too

ZANGIEF, USSR

Zangy's stage doesn't look any different really. OK, the colours are slightly paler but that's it. Capcom probably spent more time redecorating the big man's face





BALROG, USA

The bright lights of Las Vegas are still home to Street Fighter's biggest boxer, Balrog. The dancing girls still parade around the street but the white doves have been replaced by a bloke throwing money!?

RYU, JAPAN

The sun has set on Ryu's dojo, plunging his battle scene into darkness. Long gone are the standards that decorated each side of the scene





DHALSIM, INDIA

The elephants actually move! Aha, they weren't statues because now their trunks wave around and they trumpet with joy when you win a bout

BISON, THAILAND

The ultimate fighter, Bison, resides in Thailand in front of a whopping great bell. No change here...



THE STREET FIGHTING YEARS

GLITTERING PRIZE



Returning from the original game is the rusty old jalopy. Kick the crap out of the bodywork to earn loads of points



The wall is also here and as before, Blanka, Honda and Chun can destroy the bricks in seconds using their rapid attacks



The only new bonus stage is taken directly from the coin-op. Break as many barrels within the time limit to gain points. Blanka's electric attack is awesome on this stage

GHTER II TURBO



THE BEST JUST GOT BETTER



We've ranted and raved about Street Fighter II for long enough, it's about time we played another record. Unfortunately though, we're not about to hear a different melody, just a 12" extended remix of the original. We should thank our lucky stars the original was such a hummable tune!

But is a remix version worth paying £120 for? Some argue yes it is, others like us here at Super Control believe it isn't. Don't get me wrong, SF II Turbo is an incredible game and like its predecessor it captivates its audience from the onset. However, we believe that no game is worth paying that kind of figure.

FIGHTING TALK

Rest assured that this belief will not impair our clarity of reason when reviewing this game. Capcom will be releasing Street Fighter II Turbo in the United States some time in September and then over here in the UK in October, and prices will be considerably lower and far more acceptable. Therefore we will be reviewing SF II Turbo for the game it is and NOT for its price tag.

Originating in the arcades like its older brother, Street Fighter II Turbo is yet another example of Capcom's programming genius. How it was possible to improve on the original I'll never know, but Capcom has managed to and here's the proof – a living, breathing, monster of a game with every bit as much power and excitement as in the arcade.

For those unfamiliar with the arcade version, Street Fighter II Turbo is an enhanced and noticeably faster version of the original classic SF II, with a wide variety of new character moves and attacks. The SNES version is almost identical to the arcade game with various speed settings, two game modes, an extra bonus stage and improved sound effects including more digitised speech.

STREETS AHEAD

Of course the main difference between Turbo and SF II is the option to play as the bosses, namely Sagat, Bison, Balrog and Vega (as if you didn't know). Easy to control, all the bosses' special attacks utilise the same control configurations as Guile and Ryu's making it instantly accessible to play if familiar with the original version.

M Bison's sliding punch attacks are activated like Guile's sonic boom, as is Balrog's rolling lunge and Vega's flying torpedo; whereas Sagat's moves such as the tiger upper-cut are similar to Ken and Ryu's hurricane kicks. Other moves like Vega's double knee press and Balrog's fence-climb manoeuvre are simple variations on these already familiar formulas. (Please don't write in to us saying that we've got the characters' names muddled up as we are reviewing the Japanese version!)

The next pant-wetting feature that stands Turbo's characters apart from their SFII cousins has to be the inclusion of new character moves, most noticeably Chun-Li's fireball attack and Dhalsim's teleportation. All moves are illustrated clearly within the beautifully presented manual, but if you can get your fingers round the teleportation move then you're either incredibly skilful or a mutant with four hands!

Again, like the bosses' attacks all the new character moves are easy to activate. For example, Chun Li's fireball attack is almost identical to Dhalsim's yoga flame move. Unfortunately though, the new moves aren't as impressive as we hoped and expected – Chun Li's fireball is a pretty weak attempt when compared to the might of the lads' fireballs. Her half-hearted attempt at a fireball wavers across the screen like a puffy blue cloud and then slobbers on to the opponent like a wet kiss!

FIST FIGHT

Both Ryu and Ken can now perform their hurricane kicks at two heights, Honda moves forward while performing his 100 hand slap and he also has a pretty mean torpedo where he lands bum first, while Blanka has mastered how to curl his cannonball roll.

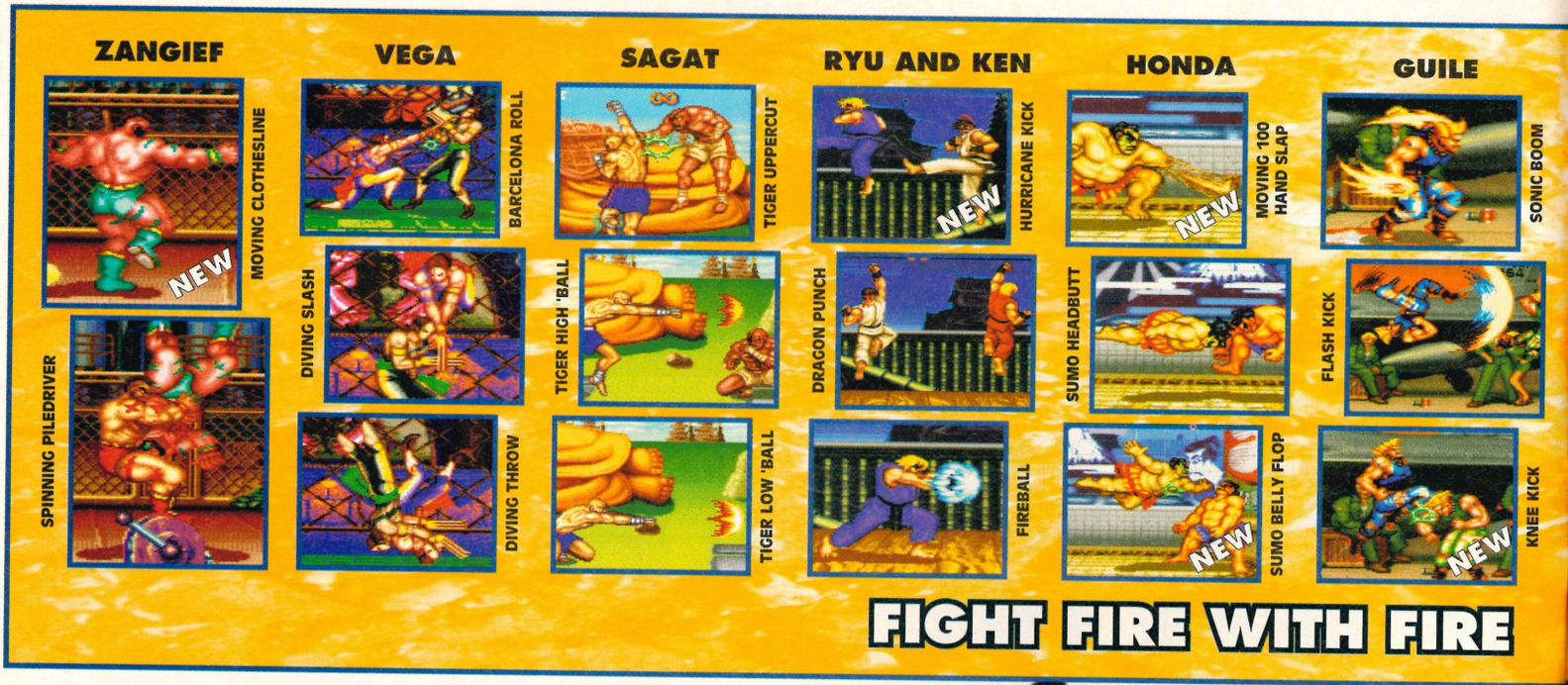
Guile's new skill is probably the feeblest, with only a simple high knee kick being mastered since his last appearance, but Zangief can now move his feet while performing his spinning clothesline.



The new look Street Fighter II Turbo includes new characters and a bundle of new moves, but the £120 price tag is way over the top



Chun Li's ground-level flip kick is easy to pull off and is surprisingly effective. This is yet another of the new moves



STREET FIGHTER II TURBO



Another welcome feature is the ability to play the same character against itself in the two-player mode without using a cheat. Again the costumes change colour (Ryu looks particularly dashing in his pale blue pyjamas) and the action becomes far more evenly matched, but without the aggravation of fiddling about on the title screen.

So, that's the Turbo mode with its four speed settings and new moves. The other mode in this game just happens to be a Championship mode. As a change, you can still play as the bosses but the new character moves are unavailable and even though the speed is slightly slower, this simply serves to accentuate how impressive Turbo's gameplay actually is.

We've described the intricate details of Turbo, but how does it look overall? Along with improved gameplay, the sprite animation and detail have been noticeably enhanced with more frames of animation included to make the movements as fluid as possible. Whereas movement in the original SF II was relatively smooth, it was still a little jerky. Now the characters glide across the screen with elegance and unbelievable realism.

The whole concept of SF II Turbo radiates elegance, from the improved gameplay to the graphical face-lift and the greater use of clear digitised speech. Although the basic design is still the same, Turbo is littered with little touches that tantalise the taste buds and visually knock us down for six.

GREAT BALLS OF FIRE

A greater use of colour is apparent in the backgrounds to create deeper perspective and smoother, more realistic fades. Some of the backgrounds have totally different colour schemes (see, "Comparatively Speaking" boxout), while the sprites' muscle definition and the creases in their clothes are more detailed. Even the portrait pictures have been updated to capture the mature and more experienced personalities of the fighters now they are three years older!

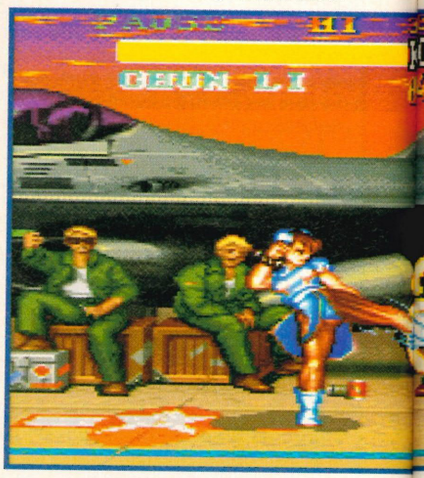
It is also quite incredible how, with all these obvious improvements, Capcom has managed to increase the speed at which the game runs. With four speed settings available in Turbo mode, the highest setting leaves you numb and unable to follow the movement of the sprites for any long period of time – ever seen The Flash on TV?

But the big question remains, is it worth buying? And the answer has to be, yes... if you haven't got the original, that is. We all feel that as it stands, SF II Turbo is far better than SF II. It is flawless (apart from a rather dodgy elephant sound effect!), but there are not enough changes to warrant forking out yet another £50 for too similar a game. If you haven't got the original though, wait until Turbo is out officially and is a bit cheaper and then buy this without hesitation.

ALLIE



There are four speed settings in Turbo mode, ranging from the pretty quick to the downright ridiculous. Moves like the Chun Li's 100 foot kick and Honda's hand slap are much easier to perform, as is Blanka's now devastating electric shock





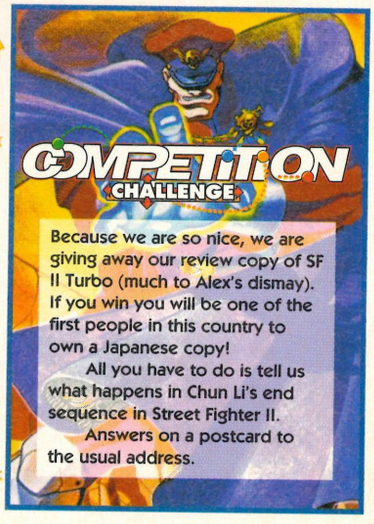
This isn't going to be an easy thing to say, but I'm afraid that SFII Turbo is a bit of an anti-climax in my opinion. Yes, it is possible to play as the bosses, perform some new moves and toggle between game modes, but that hardly warrants another 65 quid, does it? SFII is without doubt the best beat'em-up on the SNES, and granted, Turbo does improve on it, but what extras it offers simply aren't worth the money if you already have SFII. If the original had been released with only four fighters to choose from, would it have been as well-received? I don't think so. Of course it will be a smash, but at a price. Nobody mentioned a trade-in deal did they?

ANDY



What the hell is this? £120 for a SNES game? This is getting far too close to Neo Geo prices for my liking, no matter what the game is. That aside, obviously SFII Turbo is better than the original. There are more moves, crisper graphics, you can play the bosses and the absorbing gameplay is still in there. But there are not enough additional bits to warrant spending another £65, let alone over a £100. SFII Turbo is one damn fine game but already having the original, there's no way I'd pay the extra cash for a few more moves. Perhaps Capcom should have a part exchange scheme where owners of the original can get Turbo for 20 quid or something?

ALEX



Because we are so nice, we are giving away our review copy of SF II Turbo (much to Alex's dismay). If you win you will be one of the first people in this country to own a Japanese copy!

All you have to do is tell us what happens in Chun Li's end sequence in Street Fighter II.

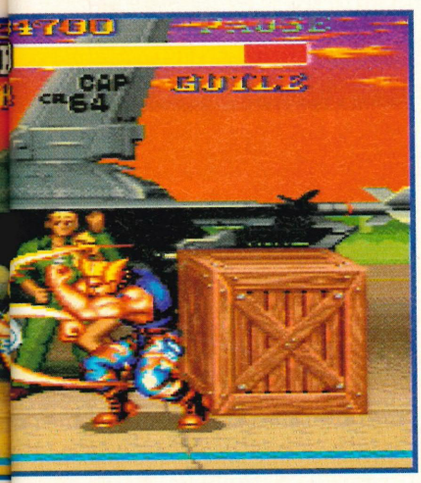
Answers on a postcard to the usual address.





There are two game modes: Turbo and Normal. Normal is in fact the basic Championship edition which is slower than Turbo and doesn't include the new character moves. The graphics are still improved, though







We reviewed the Japanese version of Turbo, so the bosses names are different to those in the UK game. Balrog is called Bison, Bison is Vega, Vega is Balrog and Sagat is Sagat

COMPARATIVELY SPEAKING

The backdrops in the original Street Fighter were astoundingly good for their time, but now the Turbo has better defined landscapes which are far superior



The character portraits have also been redrawn. Guile is no longer the young teenager he once was. Now, in his mid-thirties, the US marine is a square-jawed killing machine



Blanka looks much meaner now, using a touch of eye liner to enhance his aggressive snarl! He has also caught the sun, changing his green complexion to a lighter shade of orange





STREET FIGHTER II TURBO

HOUSE: CAPCOM
ORIGIN: JAPAN
PRICE: £120
PLAYERS: TWO
TYPE: BEAT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

94%

SUPER CONTROL

SOUND	9
GRAPHICS	10
GAMEPLAY	9
LASTABILITY	9

ENERGY HIGH

- Incredibly fast
- Can play as the bosses
- Improved graphics, sprites and backgrounds
- Two game modes

ENERGY LOW

- Far too expensive on import
- Not enough new moves

ALTERNATIVE SYSTEM

What I'm about to say is ludicrously obvious: the ONLY alternative to Turbo is SF II! When you've got one of the SF II games is it worth bothering with anything else? If you haven't yet got yourself a copy of SF II, wait until Turbo comes out officially and you'll be in for a real treat.

THANKS TO FIRE & ICE, C/O CONSOLE PLUS (0924) 459802



The Buddhist monks stand watching as Kano beats Cage. They clap the winner with enthusiasm – they obviously haven't had this much fun in ages!

MORTAL KOMBAT

WITH REAL HAIR

SUB-ZERO



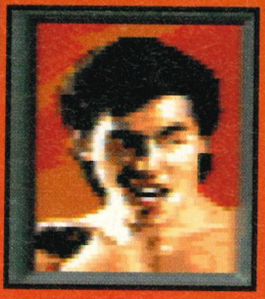
THE ACTUAL NAME OR IDENTITY OF THIS WARRIOR IS UNKNOWN. HOWEVER, BASED ON THE MARKINGS OF HIS UNIFORM, IT IS BELIEVED HE BELONGS TO THE LIN KUEI, A LEGENDARY CLAN OF CHINESE NINJA.



LIU KANG



ONCE A MEMBER OF THE SUPER SECRET WHITE LOTUS SOCIETY, LIU KANG LEFT THE ORGANIZATION IN ORDER TO REPRESENT SHAOLIN TEMPLES IN THE TOURNAMENT. KANG IS STRONG IN HIS BELIEFS AND DESPISES SHANG TSUNG.



JOHNNY CAGE



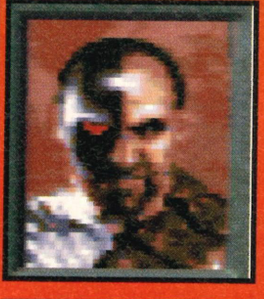
A MARTIAL ARTS SUPERSTAR TRAINED BY MASTERS FROM AROUND THE WORLD. CAGE USES HIS TALENTS ON THE BIG SCREEN HE IS THE CURRENT BOX-OFFICE CHAMP AND STAR OF SUCH MOVIES AS DRAGON FIST AND DRAGON FIST II AS WELL AS THE AWARD WINNING SUDDEN VIOLENCE.



KANO



A MERCENARY, THUG, EXTORTIONIST, THIEF – KANO LIVES A LIFE OF CRIME AND INJUSTICE. HE IS A DEVOTED MEMBER OF THE BLACK DRAGON, A DANGEROUS GROUP OF CUT-THROAT MADMEN FEARED AND RESPECTED THROUGHOUT ALL OF CRIME'S INNER CIRCLES.



RAYDEN



THE NAME RAYDEN IS ACTUALLY THAT OF A MYSTICAL WARRIOR WHO LIVES AMONG THE THUNDER CLOUDS. IT IS RUMORED HE RECEIVED A PERSONAL INVITATION FROM SHANG TSUNG HIMSELF AND TOOK THE FORM OF A HUMAN TO COMPETE IN THE TOURNAMENT.



SCORPION



LIKE SUB-ZERO, SCORPION'S TRUE NAME AND ORIGIN ARE NOT KNOWN. HE HAS SHOWN FROM TIME TO TIME DISTRUST AND HATRED TOWARDS SUB-ZERO. BETWEEN NINJAS, THIS IS USUALLY A SIGN OF OPPOSING CLANS.



SONYA



SONYA IS A MEMBER OF A TOP U.S. SPECIAL FORCES UNIT. HER TEAM WAS HOT ON THE TRAIL OF KANO'S BLACK DRAGON ORGANIZATION. THEY FOLLOWED THEM TO AN UNCHARTED ISLAND WHERE THEY WERE AMBUSHED BY SHANG TSUNG'S PERSONAL army.



MORTAL KOMBAT KONTESTS THE KONSOLE KROWN, KRIKEY!



As coin-ops go, Mortal Kombat has done pretty well during its period in the arcades and service stations of the world. Hailed by many as the only thing in the arcades that could possibly rival SFII, Acclaim's conversion of this coin-op for the Super Nintendo has a lot to live up to, quite a reputation to fulfil.

MORTALLY WOUNDED

Naturally Acclaim is well on its way to making sure the entire planet is convinced that it has been as faithful to the arcade machine as possible, and even on the smaller formats (GameBoy and Game Gear) it has sacrificed the aesthetic side of things to concentrate on the gameplay. Or so Acclaim would have us believe.

At this stage the product is complete but it is still undergoing play-testing, so you'll have to wait until next issue for the full appraisal in our in-depth review, but we can have a look at how things are shaping up.

Firstly, I'll give you a little background on the game for anybody who is unfamiliar with it. Seven warriors have chosen for one reason or another to take part in a combat tournament in China. Ranging from film star and martial arts expert Johnny Cage (aka Jean Claude Van Damme, ahem) to minor deity Rayden, and featuring a female member of the US Special Forces by the name of Sonya Blade, they've all come together to fight for the right to take on a 2000-year-old half-man half-dragon. This mutant is Goro, the four-armed offspring of some unholy union – I wouldn't have fancied being the midwife on that occasion.

Goro's occupation is listed as Prince of Kuatan, supreme ruler of Shokan's armies. I must admit I wouldn't put that on my passport myself, but given that he lives on the fourth astral plane of Shikan, realm of the Outerworld, he probably doesn't need a passport.

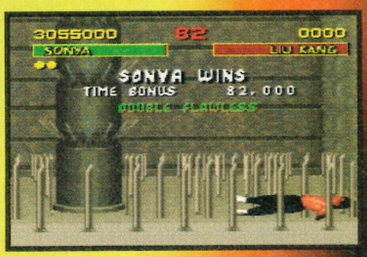
If you defeat Goro you get to take on Shang Tsung (who looks very like the old git out of Big Trouble In Little China), who can assume the characteristics of all the other fighters present. This guy presents a real challenge, but you won't get to him until right at the end of the game.

KOMBAT SCHOOL

All this is very well, but what it comes down to is a classic one-on-one beat'em-up with the essential array of special and magical moves. All fights feature the now familiar best of three rounds and naturally all characters can punch and kick as their basic moves. These are based on the four main buttons, with left and right used to block. Basic punches and kicks are modified depending on how close you are to your opponent, and throws, rabbit punches and leg sweeps can all be performed at close quarters. The leg sweep is especially nice to watch, when a character falls victim to it they will fall back into the screen instead of the standard default fall. It isn't much, but it does add to the realism a little.



Follow your progress on the table that appears between the levels. As Kano I'm up to my third battle, against Scorpion



The infamous pit impalement is also included in the SNES version. Watch as your friends fall 200 feet onto the spikes!

Another basic move that everyone has is the uppercut – simply crouch and punch and the opponent will sail backwards into the air. This has to be one of the most satisfying moves in the whole game! In the pit, a somewhat notorious level, if you finish off your opponent with an uppercut to win the whole bout, they will soar



Just who is this mysterious character? It appears unexpectedly throughout the game – could it be the hidden character, Reptile?

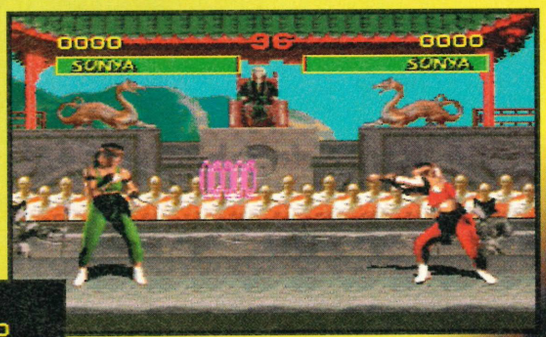


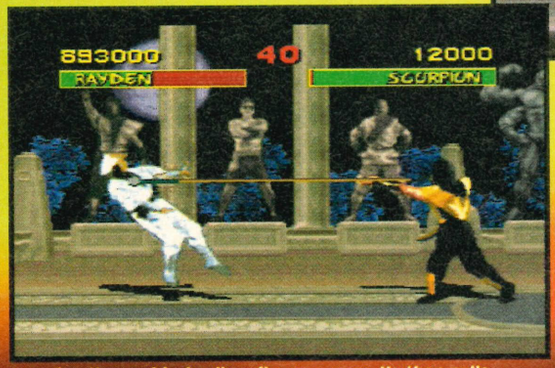
The big baddie, Shang Tsung, watches from his throne. Liu Kang and Sub-Zero try to impress him to save their skins



Butch Sonya Blade breaks the wood, but wimpy Liu Kang puts in a really poor effort. Liu prays instead

Red Sonya (ha!) throws a devastating energy wave towards her twin sister in a prime example of Mortal Kombat all-girl action





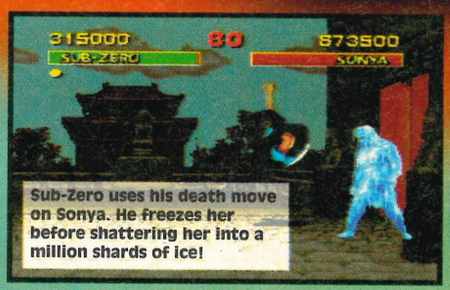
Scorpion throws his deadly spike-on-a-rope. He then pulls Rayden towards him for a swift uppercut



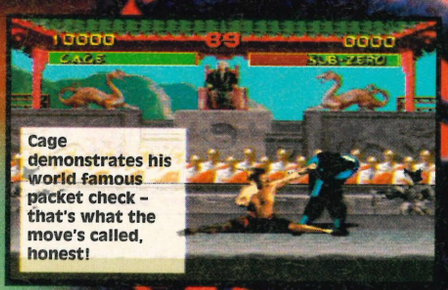
The skies darken as Scorpion frazzles Kano with his bone-headed death move!



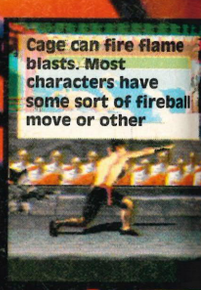
Kano treats Sub-Zero to a pleasant knee in the family jewels. "Thank-you," says Mr Zero. "You're welcome"



Sub-Zero uses his death move on Sonya. He freezes her before shattering her into a million shards of ice!



Cage demonstrates his world famous packet check – that's what the move's called, honest!


Cage can fire flame blasts. Most characters have some sort of fireball move or other



Rayden beats himself inside Goro's lair – this place is really scary. See those red eyes in the background, they blink every now and then. Glurk!



When the words, "Finish Her!" (or "Him" as the case may be) appear, it's time to use a death move to end the bout. Now, what were those button combinations...?



Rayden and Cage square each other up before the bout. Don't worry though, there's none of the lip that you find at WWF bouts



Scorpion has been reincarnated into human form to mock his murderer, Sub-Zero. He wears the same outfit as Sub-Zero, but it's coloured yellow for cowardice

MORTAL KOMBAT

high into the air and crash down into the spike-laden pit bottom many feet below you.

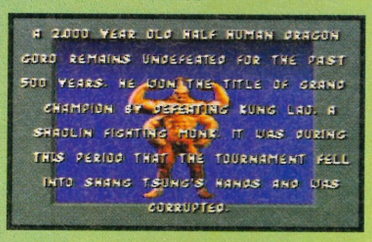
These moves show imagination and pzazz and don't rely purely on ripping off other well-known games. The staples are there that you couldn't really do without: fire balls of some form or another are used by six of the seven selectable characters, with the seventh, Scorpion throwing out a grappling hook which he uses to pull his opponent to him for a big punch. Each character will also have at least one other special move.

RAYDEN AUTOMATIC

These 'specials' can be a leg toss from Sonya, more WWF than anything else, or Rayden's teleport in which he evaporates into the ground and appears on the other half of the screen. This can be frustrating to fight against due to it being very easy to execute and almost impossible to get in any hits against. In fact all your opponent has to do is pop up behind you, pummel you in the back of the head a few times and disappear, only to reappear behind you just as you turn around to face where he was!

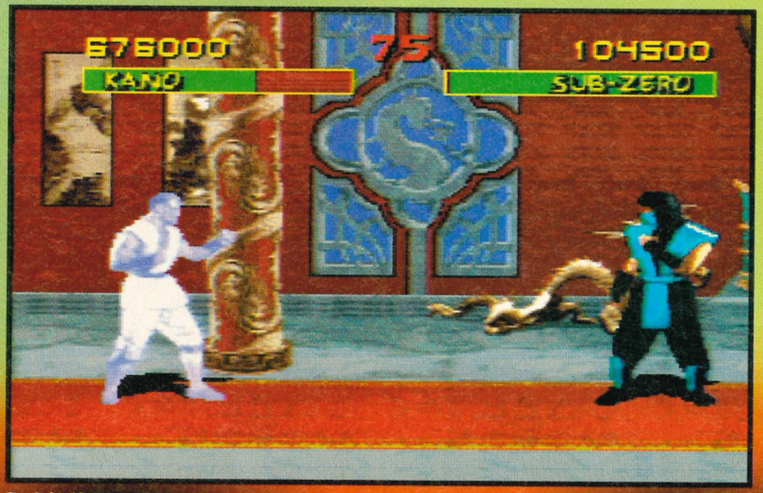
A battle between Rayden and Rayden (two identical characters fighting is an integral part of the game) with teleports all over the place is a joy to behold. Scorpion also has a teleport, but he disappears off the side of the screen he has his back to and reappears on the other, punching as he lands. One combination we have discovered is to get Scorpion to kick his opponent so he/she soars backwards through the air, then quickly teleport so that Scorpion catches his opponent with another punch just as he/she lands.

As well as these special moves there are the death moves. When you are close to winning a bout, the words "Finish Him" with accompanying speech will appear. A swift combination of button presses will launch the death move, a unique finish which can only be accomplished at this point. These aren't as gory as those on the arcade machine, but are impressive enough

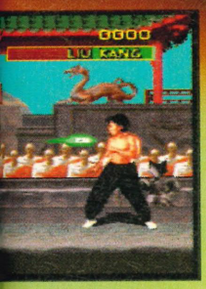


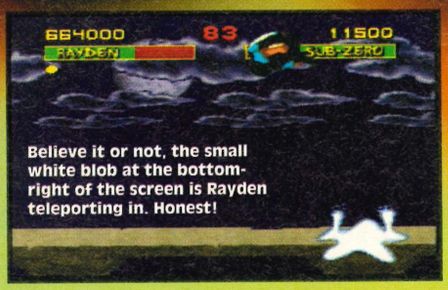


Scorpion manages his stint at stone masonry, but Rayden, despite the fact that he's a god, completely fluffs it

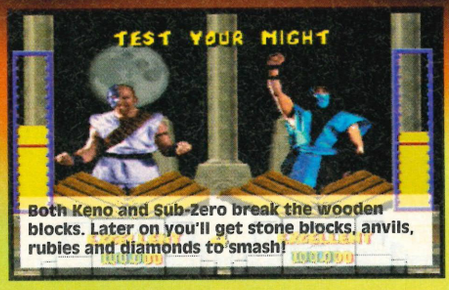


Back in Shang Tsung's throne room, we catch Sub-Zero sneaking in one of his frigid ice blasts. Time to thaw Kano out with a punch...





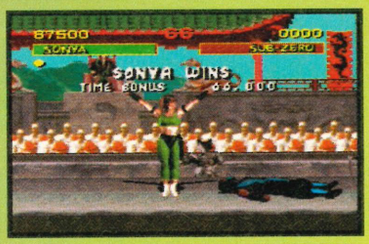
Believe it or not, the small white blob at the bottom-right of the screen is Rayden teleporting in. Honest!



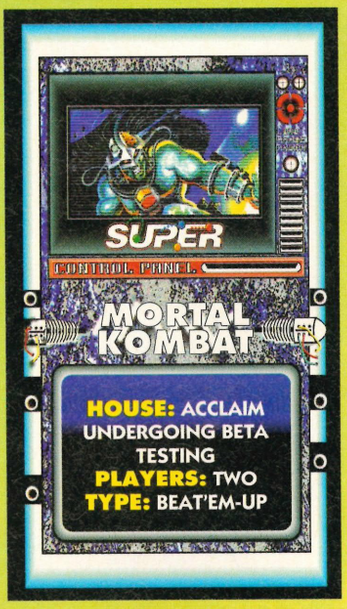
Both Keno and Sub-Zero break the wooden blocks. Later on you'll get stone blocks, anvils, rubies and diamonds to smash!

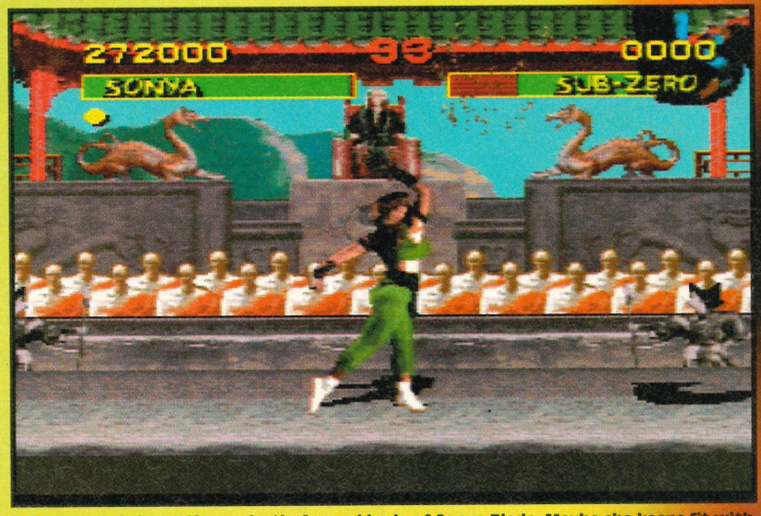


A Rayden torpedo! Mortal Kombat borrows very little from the classic SF II, even the button combinations are pretty original



Sub-Zero lies crumpled as Sonya dances in victory. Keith from Mega Drive Advanced Gaming fancies Sonya, but we keep telling him that it's just a digitised sprite





This uppercut shows the perfectly-formed body of Sonya Blade. Maybe she keeps fit with Tonya from GMTV?! The digitised sprites are used to great effect in Mortal Kombat – every single frame of animation was first shot onto videotape, then digitised into an art package and animated. It's a great idea that works very well in this game

in the blood and guts department. Several of these death moves revolve around the vanquished player being burnt to a crisp by some magical fire or burst of electricity, or a spectacular piece of acrobatics culminating in a powerful kick.

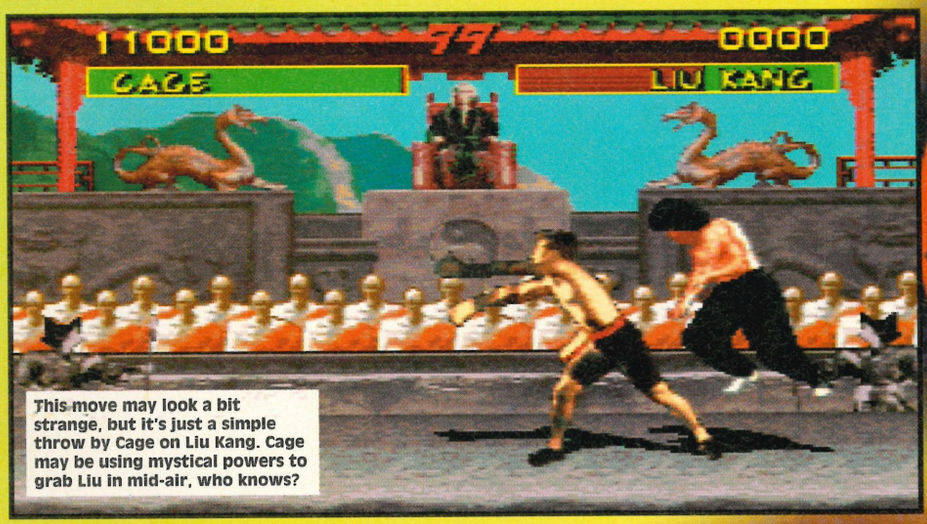
The special moves and death moves are all graphically immaculate, but the game overall sets a very high standard especially the sprites (all the character moves have been digitised from live actors) and the majority of the backgrounds. The quality of the Super Nintendo game is on a par with the original arcade machine, so much so as to be near indistinguishable. Sound appears to be of a high quality with some very nice speech sprinkled in with a large range of grunts, smashes, and wails.

FINISH HIM

Games like this really win on the success of the two-player game, but Mortal Kombat has also included what promises to be a very good one-player game with five difficulty settings ranging from very easy to very hard. In the one-player game you have to fight through the other six characters, then take on yourself, then fight Goro and if you get that far it is on to Shang Tsung!

If Mortal Kombat lives up to its potential and is released some months before the official SFII Turbo as promised, it may well steal a lot of SF II's thunder. We shall see.

PAUL



This move may look a bit strange, but it's just a simple throw by Cage on Liu Kang. Cage may be using mystical powers to grab Liu in mid-air, who knows?



Sub-Zero tastes the favour of Raydentricity! It requires the strength of two power stations to pull this move off



A double ice backfire! This happens when Sub-Zero attempts to freeze a character already frozen – his beam reflects back and freezes him!





ROCK AND R

PLUG IN THAT GUITAR AND HIT THE GAS

If you haven't got enough speed up, these ramps can prove to be something of a problem





I always find going through a corner sideways is much more fun



The third round of the New Mojave races is ready to get under way. One tactic is to hang back and blast them all as they race in front of you



I dunno, we had Top Gear 2 last month, Super Mario Kart is still knocking about and now along comes this, Interplay's Rock and Roll Racing. With its combination of a high-quality Rock and Roll soundtrack and gameplay shamelessly borrowed from titles such as RC Pro Am and Racing Destruction Kit, R&R Racing has all the promise of a cracking game. Plus it is going to include that all-important two-player option. Sounds promising!

Using a rather odd isometric perspective to represent the tracks, R&R Racing takes place on a number of planets in deep space. Once you've chosen which character of the six available (each one behaves slightly differently) is going to drive your vehicle, you then enter the shop to buy a vehicle for him or her (or it) to drive.

SEX 'N' DRUGS 'N' SAUSAGE ROLLS

Now it is down to the nitty gritty, the racing. Four vehicles are in each race and each of the three vehicles initially available is equipped with three extra bits – a laser, the capability to jump and a little hatch at the back which drops tacks. Each vehicle has an armour rating and is correspondingly equipped. The basic gist of the game is to race around the tracks at breakneck speeds and by fair means or foul, come first. This may involve blowing opponents up, nudging them off the track or just plain overtaking them.

It is during this racing that the rock and roll soundtrack kicks in. Note-perfect renditions of Bad To The Bone, Born To Be Wild, Peter Gunn and Ozzy Ozbourne's Paranoid are heard. It is difficult to express what a good sound quality the programmers have achieved. These tunes aren't mere digitised approximations of some rock classics, but crystal clear, arse-kicking, head-banging experiences that really gee up the atmosphere when you're skidding around a corner and blasting off a few lasers.

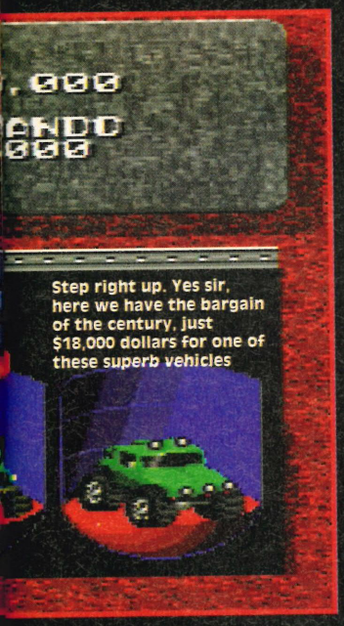


It really is very easy to get nudged off the track, especially in two-player games

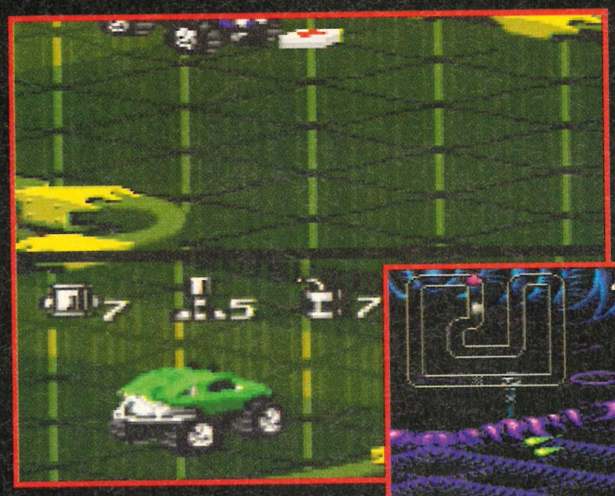
Essentially this is all designed to create an atmosphere of fun, which from what we've seen so far it certainly seems to do. The controls are designed to maximise this as well. The four-way pad steers the car, but the left and right buttons effectively spin the car, so some spectacular hand brake turns can be executed on some of the trickier corners.



That's what you want to do – blast 'em with your lasers and blow the buggers up



Step right up. Yes sir, here we have the bargain of the century, just $18,000 dollars for one of these superb vehicles



A two-player split-screen game, and player one has just failed to pick up an armour repair pack

Here it is, the obligatory landscape that nods in the direction of HR Giger





You are a winner! I can smell the money from here...



ROLL RACING



The Dukes of Hazzard live on – what a jump!



These tacks may look harmless but they can send you careering off in all directions



Hit the pink arrow and all sorts of fun will ensue



The holodeck from Star Trek: The Next Generation? No, one of the early tracks!

The races take place on five different planets. You begin on the simplest planet and by coming first or second in the four-man races you will score 200 or 100 points respectively. Score over a certain amount and you will be allowed to move up to the next planet and tackle more challenging tracks and opponents. You also win prize money which can be spent upgrading your vehicle. Tyres, shock absorbers, lasers and bigger engines can all be purchased to help you take on the harder tracks and the trickier opponents.



Tracks on the first planet are relatively simple with nothing more challenging than five or six simple 90 degree corners. As you progress to harder tracks you encounter chicanes, jumps and oil patches – hazards that no self-respecting futuristic racer would shy from, all make an appearance. Add to this some wicked bumps and you could find yourself stuck on some really nasty tracks. Never mind if you haven't got the talent to beat the opponents fair and square, at least you have the very satisfactory option of blasting them off the track!

ROLL ME OVER IN THE CLOVER

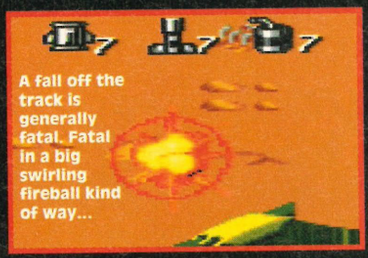
Should you so desire you will be able to go straight into Versus Mode. This dispenses with all the points and money nonsense and immediatly sticks you in a fully suped-up vehicle with maximum everything and the choice of going to whichever planet you like. This is excellent fun as all vehicles now have the best handling, the quickest acceleration and the meatiest weapons right from the beginning. Here it all comes down to driver skill and determination.

Two-player games are split-screen affairs which can make things a bit tricky as you can't see very far in front. But when it comes down to it the two-player games are all about blowing up your partner as many times as is physically possible... and very little about racing.

Rock and Roll Racing, programmed by the chaps who did Lost Vikings (Silicon and Synapse), stands every chance of being another belting game from Interplay on the Super Nintendo. With such a loud soundtrack and simple yet fun gameplay, the office awaits with bated breath the arrival of this for review.

JOOLS





A fall off the track is generally fatal. Fatal in a big swirling fireball kind of way...



It's amazing how much height you can gain off just one small ramp



Right, you see that big concrete thing with cars on it? Well, that's where you should be

KEROSENE

Where would a game like this be without the amazing power-ups? That's right – on the shelf. Super Turrican has a fair amount of these handy weapons and bonuses for your perusal.





The blue weapon fires rapid, V-shaped bolts of energy. I reckon that it's probably the handiest gun in the game





The red gun is a sort of needle laser. It fires small, rapid rounds and is effective once powered-up





For close combat in confined spaces it's recommended that you grab this weapon. It rebounds off other surfaces





POWER UP

Collecting one of these power-ups will increase your weapon's fire power



This guardian wielding a machine-gun explodes into thousands of little pieces – hurrah! On to save the day...



Smart bombs are very effective for those awkward times when you're swamped by enemies. Be careful though, you've only got four to spare

SUPER

PROBOTECTOR GOES SOLO



Right then, here we have Super Turrican. Not the Turrican seen anywhere else in any of its previous incarnations, but a brand spanking new game from Seika. My first impression was that it looks incredibly similar to Konami's Super Probotector. This is not just a passing resemblance I'm referring to, it's virtually identical! So I've decided to compare the two games against each other, as long as you don't mind. If you do mind, it's tough I guess...

First things first, let's compare the initial impact of both games. Right from the start Probotector will make you drool. It looks smart and the characters are really easy to control. There's also a short intro which is, to be brutally honest, pretty pathetic. Super Turrican also looks awesome and like Probotector the main character responds well. The introduction sequence lasts a bit longer, but it's still not that impressive.

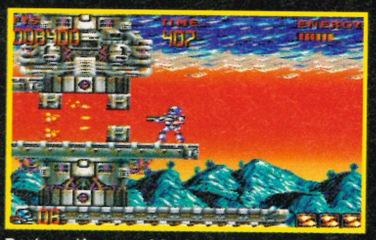
The next thing you'll probably notice is the quality of both the games' graphics. In Probotector, Mode 7 is used to great effect to create the bizarre guardians which haunt the end of each level. For example, the turtle at the end of the first stage breathes fire while its whole body pulsates as it slowly breathes – the effect is stunning.

Turrican also uses Mode 7 but not quite as much. The first guardian, a large fist which smashes into the ground, zooms in from the distance and floats smoothly along before rotating on the spot and punching the ground. Later on in the game a computerised face gradually fills the screen, bloating up each time you shoot it. Both games scroll smoothly in eight directions with parallax seen in abundance.

The backdrops for both games create very different atmospheres. Probotector is very dark and moody and often inspired by Giger's Alien. Turrican on the other hand is much more colourful using bright blends to create red and blue skies. The later stages also bear a great resemblance to Giger's work with pulsating alien bodies which drip blood from their jaws. Turrican's backgrounds are more detailed overall and generally look better as Probotector is looking a bit dated now – after all, it has been around for about two whole years now!

IDENTICAL TWINS?

Out of the two, I'd say Super Turrican was visually the best. However, a lot of the enemies in Turrican are found repeatedly throughout the game and in that respect Probotector is more varied. I also think



Destroy the grey blocks to make your way through these huge metallic towers



These flame-throwing machines look like computers from the 1940's – the ones that appear in those old Flash Gordon serials. They're not though



SHIELD
Cocoon yourself inside one of the shields provided by this bonus and nothing can touch you (except falling down a chasm)

ENERGY
If your energy levels are running low, collect one of these for complete replenishment

DIAMOND
There are loads of these diamonds to collect throughout the game. Collect 100 for an extra life

HIDDEN BLOCK
Shooting into thin air may reveal these handy hidden blocks. They release loads of power-ups and also act as handy platforms

R TURRICAN

Konami's effort is more atmospheric but this is mainly due to its sound.

In both Super Turrican and Probotector each level is accompanied by its own tune. The music in Konami's Probotector is a massive orchestral effort which is somewhat drowned out by the beefy sound effects. The Turrican music with its piano solos that wouldn't be out of place on an Elton John record, doesn't really 'fit' the style of game! In the sound effects department you've probably heard it all before – grunts when you die and a duff sounding laser which gets lost in the sea of piano chords.

So, Probotector nudges slightly ahead in terms of presentation. But when it comes to the all-important aspect of gameplay, which is best? In the difficulty stakes I'd vouch for Turrican which has more intricate level designs and is not as linear as Probotector. The latter is very straightforward; all you basically do is move right and eventually the guardian will appear. Turrican has much larger stages and is more in-depth with each level stretching off in all four directions which must be explored fully to find each and every bonus and secret passage.

Probotector has more variation in its levels, though. Most of Turrican is basic side-on shoot'em-up, but



A cracked pipe pumping out arse methane may ignite, so watch out!



If you walk in the opposite direction to these conveyor belts, you stop dead



TURRICAN TERRORISTS

Wherever you may roam you'll encounter the biggest, bad-assed aliens this side of Cleckheaton. They may look unassumingly pretty on the outside, but inside they're maniacal minions with blood on their minds!





SENTRY
If this sentry spots you he'll fire a constant stream of bullets in your general direction







FLYING EYES
These flying eyes are very irritating – they attack at speed and in great numbers

HIVE
This hive is the home for the flying eyes. Shoot it quickly before hundreds of the little buggers fly out and attack you!



METAL WALKER
Metal walkers are fast on their feet – they fire a mean death ray too, so eliminate them quickly

FIRE GUARD
These flaming guards throw intermittent energy pulses at you, but they're easy to dodge if you keep jumping up and down

BOMB DROPPER
Keep moving if you encounter a bomb dropper – it'll drop a thousand kilotons on you!



METAL SENTRY
Just like all the other sentries, except that these are metal. And more deadly



SLIME MONSTER
These guys are slow but you really have to pump them with bullets to successfully defeat them



HOVERING BIOG
These remind me of the Jupiter biogs in the very early Dan Dare comic strips in 2000AD – the one drawn by Massimo Bellardinelli











SMALL WALKER
Smaller walkers are faster than their larger counterparts but they still pack very destructive firepower

FACE HUGGER
Erm, facehuggers scuttle around, occasionally jumping onto your face. I smell blatant plagiarism somewhere...

ALIEN EGG
Oh, what a surprise! The facehuggers originate from these leathery alien eggs!

PARACHUTE DUDE
These parachute dudes are only found on the windy ice levels later in the game, they're not too dangerous though

ALIEN DOG
Well I never. Facehuggers and alien eggs? What next, a dogburster? Suprise, surprise Cilla – here's the dogburster!!



ROLLING SENTRY
The sentries on the Alien levels don't stay put, they roll around, firing loads of bullets



SPITTING ALIEN
If there's ever a hard enemy in this game, it's got to be these spitting aliens – they're bad asses!



TEETH BALL
They look vicious, but are in fact out to help you. Use as handy platforms







SUPER TURRICAN



I liked Super Turrican but I really don't know if Probotector is better than it though – Konami's blaster is looking quite dated and Turrican's incredible graphics (especially those later on in the alien worlds) seem to make it dazzle just that bit brighter for me. Super Turrican is great to play; controlling the sprite is a joy and the variety of weapons is good, especially as you can power them up to greater levels, unlike Probotector. Super Turrican is one of the best platform blasters out on the SNES and it comes highly recommended by ME!

PAUL

Probotector ventures that little bit further incorporating interesting features. Two of the game's stages are viewed from above using Mode 7 to rotate the screen, while the bike chase and missile scene on level four are quite literally breathtaking.

The two games have three difficulty levels. In easy mode Probotector can be completed in a couple of hours while Turrican will take a bit longer. In the hard mode however, both are immensely challenging. Turrican becomes harder simply by throwing out more enemies at you, whereas Probotector actually changes the enemies' attack patterns to increase the difficulty level. The last guardian is a prime example of this – when the boss is defeated in easy mode you jump on a helicopter and fly to freedom, but in hard mode the alien-thingy which looks dead mutates into another creature and chases after you!

SEPARATED AT BIRTH

Both games feel good to play with characters that are easy to manipulate and control, making them quite absorbing to play. In Probotector you can fire in eight directions whilst unfortunately in Turrican you can only fire left or right. Each time you're hit in Konami's game you lose a life. In Turrican an energy bar gradually depletes and a life is only lost when the bar finally reaches zero.

Obviously both get progressively harder as the game goes on, but a selection of bonuses make the going easier. In Konami's game there are six weapons which can't be powered-up. There are only three guns to choose from in Turrican but these can be improved to create some pretty awesome firepower. There's also the freeze beam which can be fired in any direction and temporarily stuns the enemy. In both games you also have shields and extra lives as well as a limited supply of smart bombs which damage everything on screen.

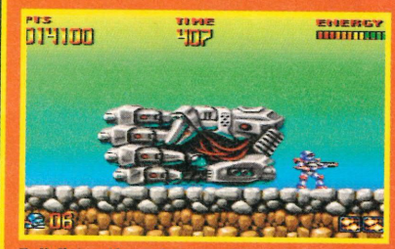
So now we come to the big crunch – which is the better game overall, taking all the above factors that I've discussed into account? Well, after much careful deliberation I'd have to say that in my personal opinion Super Probotector just pips Super Turrican to the post, but not by much of a margin. This is largely because it has more variation between its levels (the overhead stages, the bike chase and so on), and also because it has a two-player mode which is a major plus in my opinion.

Super Turrican is still a damn fine game though, and if you liked Probotector then you'll definitely cream your pants over this.

ALEX

ATOMIZER

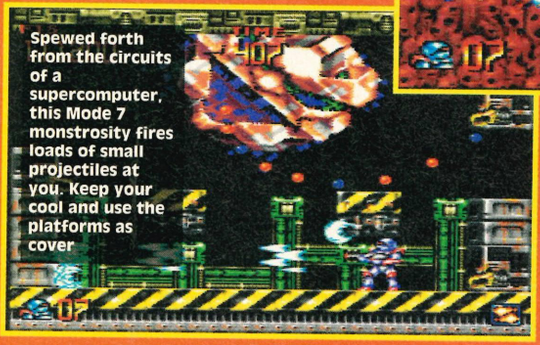
These big guys will fix you unless you've got plenty of power-ups and a full quota of elasticated Pampers. To get any further you're going to have to destroy the guardians – it's not as if there's a lot of them or anything...



Full-fist action with this first guardian! Watch out for his crushing blows as he clenches and punches

At the end of the Lava World you'll encounter this gun-toting 'Mech-type monster. Avoid its laser blasts and pump it full of lead





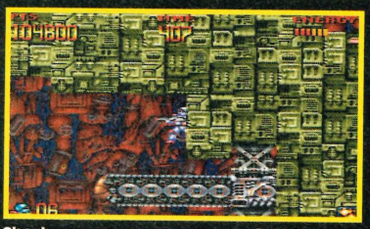
The final guardian is completely ripped-off from HR Giger's alien designs, but who cares? It looks impressive and offers a fair challenge





Debate, eh? I love it, and Super Turrican was by far the biggest single cause for debate this month. All in all though I tend to agree with Al. While a great game in its own right, Probotector just about shades Turrican due to its wider variety of gameplay. Chris Hulsbeck who wrote a number of great tunes for C64 games, sadly failed to capture the atmosphere of Turrican, unlike the thumping Probotector tunes – the soundtrack IS a bit too much like an Elton John album for these ears to handle! Still, Turrican offers a great new challenge to those who find Probotector a little dated nowadays and I would definitely recommend shoot'em-up fans to take a look.

ANDY



Check as many corners as possible for hidden niches



You can't freeze any of the end-of-level bosses, which is a pity



Shafted! Here I'm trying get down the alien shaft to reach the guardian waiting



Sinking icebergs and rolling snowballs – these slippery levels can prove very tricky





THE HAMMER PARTY

There are loads of levels in Super Turrican, interspersed over four different worlds. Here is just a selection of the rough terrain that you'll have to negotiate.



Metallic towers and dark caves are characteristic of the earlier levels in the game



Underground pools and gushing waterfalls appear later in the first world. Underwater combat, ahoy!



Fire and brimstone rain from the sky! Watch out for falling rocks and deadly lava pools or you'll fry!



Post-apocalyptic later levels throw rivers of slime towards you. These push you about a lot and make the going harder



Ice levels provide less traction for your metallic feet and you'll slide around until you fall down a crevasse!



Although the alien architecture is beautiful to look at, it also hides some hideously deformed monsters!



This continually scrolling level is one of the hardest in the game. Jump from alien to alien using them as platforms to reach the end



These lifts shoot you so far up the shaft before exploding. You must jump from lift to lift, hoping you don't miss and fall all the way back down



Handy knucklework from the guardian-like lad. The lad done good with that punch – took Turrican completely by surprise



This is a clever bit. You must jump with the wind and it will carry you towards the higher branches of the trees. Smart!



SUPER TURRICAN

HOUSE: SEIKA
ORIGIN: AMERICAN
PRICE: £49
PLAYERS: ONE
TYPE: PLATFORM/ SHOOT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

85%
SUPER CONTROL

SOUND	7
GRAPHICS	9
GAMEPLAY	8
LASTABILITY	7

ENERGY HIGH

- Crisp, colourful graphics
- Quite addictive
- Loads of power-ups
- Challenging

ENERGY LOW

- Not much level variation
- No two-player mode

ALTERNATIVE SYSTEM

Yes, I've been comparing Super Turrican with Probotector (87 per cent) throughout the review so you'll have to read it all to see why it's slightly better. There's Wolfchild (79 per cent, see page 62) and Super Star Wars (88 per cent). Probotector is very good with its two-player option.

THANKS TO CONSOLE CONCEPTS (0782) 712756



ASTE

GETAFIX OF THE NEW ASTERIX ADVENTURE!



Asterix the Gaul and his adventures during the Roman conquest of 50 BC is an international institution. His escapades are loved the world over and his story has spanned over 35 books.

The sole creation of master collaborators Uderzo and Goscinny, Asterix the Gaul and his band of merry friends are a passive group of people who have found themselves caught in the middle of the Roman conquest of Europe. If you didn't know already, Asterix is French – hailing from a small, Gaulish village on the coast of Brittany. The Romans have surrounded the peaceful Gaulish camp with huge armies but are still having problems clearing the inhabitants. Just what is the secret of their resistance?

Asterix is a small, plucky chap with blond hair and a huge moustache. He's instantly recognisable due to his ill-proportioned nose and a small hat sporting rather large wings. His friends are many in number – there's Obelix, a fat Menhir craftsman who is Asterix's best friend; Vitalstatistix the Chief; Cacofonix the Minstrel; Dogmatix the friendly village pooch and Getafix the local Druid. Together they form a solid community against the Roman aggressors. They fear nothing – except, of course, that the heavens should fall on their heads!

Their secret power lies with Getafix the Druid. By concocting and drinking his special power potion, the Gauls become

ACT ONE

CAVES
Inside the caves, Asterix encounters bats, spiders, stalactites, hedgehogs, pot-holers and Digger Barnes out of Dallas



FOREST
In the depths of the forest lurk wild boar, Roamin' (Arf Arf) soldiers, birds, killer tree stumps and deadly stinging nettles. Asterix can also walk amongst the branches to collect bonuses

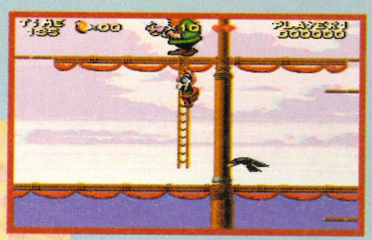


MOUNTAINS
High in the French Alps, no doubt. Asterix uses clouds to avoid the big drop to his death. However, birds that crap on his head and the inevitable Roman soldier (they get everywhere) will attempt to knock him off too!

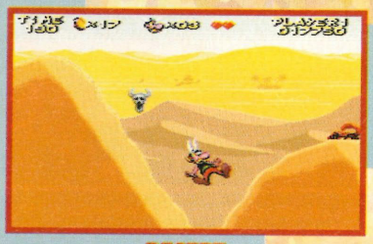
ACT TWO



ICE
The Rolling Stones put in a cameo appearance on the ice levels, which look strangely like the caves but with some white bits



THE BOAT
Climb the mast, splice the mainbrace, beware the axe-wielding pirates and peg-legs while you swing on the rigging and pick the crow's-nest



DESERT
Amongst the sand dunes lurk soldiers, scorpions and pythons. Asterix can also pop his cork by way of falling down the old bottomless pits. Blackpool it ain't!



SNOW
Unsurprisingly, the snow is slippy so Asterix must tread a careful path. Barbarians will lob clubs in an effort to drain your energy, but friendly vultures will carry you to safety



PYRAMID
The pyramids are tricky – it's very easy to trust arrows that cruelly point to a sticky end. Watch out for flaming torches, fiendish hands and the odd ghost. Oh, and don't burn your rear end as Alex did here

ACT THREE



MINE CART
Manic Miner was never like this. Asterix travels Indiana Jones style in a mine cart. But not as good

RIX

ALL ASTERIX PICTURES © LES EDITIONS ALBERT RENE, GOSCINNY-UDERZO, 1991



superhuman in strength for a limited amount of time, and any Roman within punching distance is either very stupid or under unflinching orders from the tyrannical Roman generals. It is with this secret potion that Asterix's village keeps the Romans at bay.

SPECIAL BREW

A game following Asterix and his adventures definitely has great potential, as I'm sure you'll agree, so it was with open arms that we welcomed this new platform game from Infogrames. Crammed into an 8 meg cart, Asterix contains around fifty levels of platform action. You take the role of Asterix (obviously) and must traverse the precariously designed platform levels to find the blue and white stripey-trousered Obelix who has been grabbed by a wandering Roman patrol. It's now up to you, Asterix, to save the plump fella. You don't really have much choice in the matter – the village council has nominated you as the rescue party!

Controlling Asterix is pretty simple. He can jump around the levels, fly, swim, duck, run and jump at speed and, best of all, he can throw punches in the direction of unwary Roman guards. If you remember the hilarious "Paf!" effect as Asterix smacks a foot soldier, then you'll be well-pleased with the same effect in the game – all the major characteristics of the comic series are preserved to great effect.

As you progress you'll soon start to collect copious amounts of coins, or Sesterces as the denomination is apparently correctly called. Collecting 100 of these Sesterces results in you being awarded with an extra life. Alternatively, jumping into a bonus sickle will award you with 25 extra Sesterces. Hearts are your life meter, eat a tasty wild boar and you'll gain an extra heart. Hitting Romans will leave behind their helmets which you should collect. They're a sort of trophy I suppose – hit a centurion and they leave gold helmets, points ahoy!



Hammer the button to keep Asterix afloat. Stop and he'll drop off the bottom of the screen and drown, losing you a life



There are two types of cauldron. The green pot allows Asterix to fly for a bit while the red one, which Asterix has grabbed here, awards invincibility

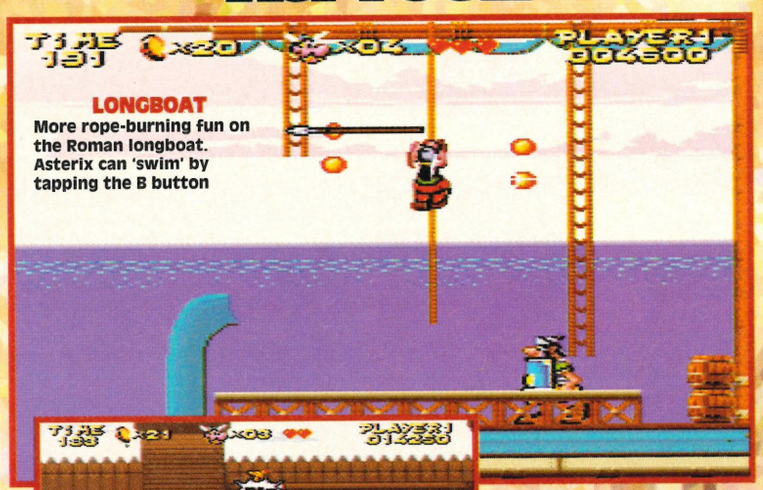


Asterix is surrounded by swinging razor-sharp blades. You can jump though the chain but mind you don't get sliced in half by the pointy-bit

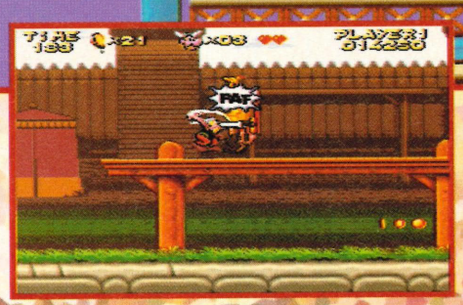


When Asterix is surrounded by stars he is temporarily invincible. He can now charge like hell through the lines of Romans without even ruffling his moustache

ACT FOUR



LONGBOAT
More rope-burning fun on the Roman longboat. Asterix can 'swim' by tapping the B button



CAMP
The Roman camp, home to Caesar, Pilate, Julian Clary and Bigus Dickus. Big enemies require more than a couple of punches to be despatched



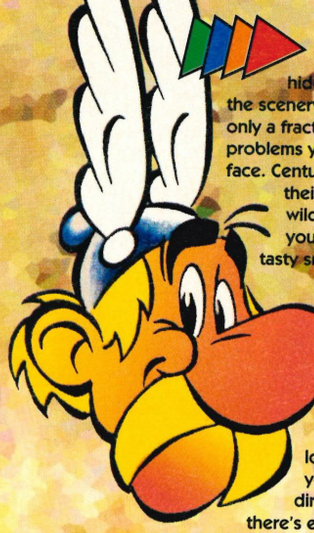
ISLAND
A deadly piranha chews Asterix where it hurts. So he promptly snuffs it in disgust



ATHENS
Athens, where big rocks and bigger soldiers overlook Michael Stipe's lock-up

PREVIEW

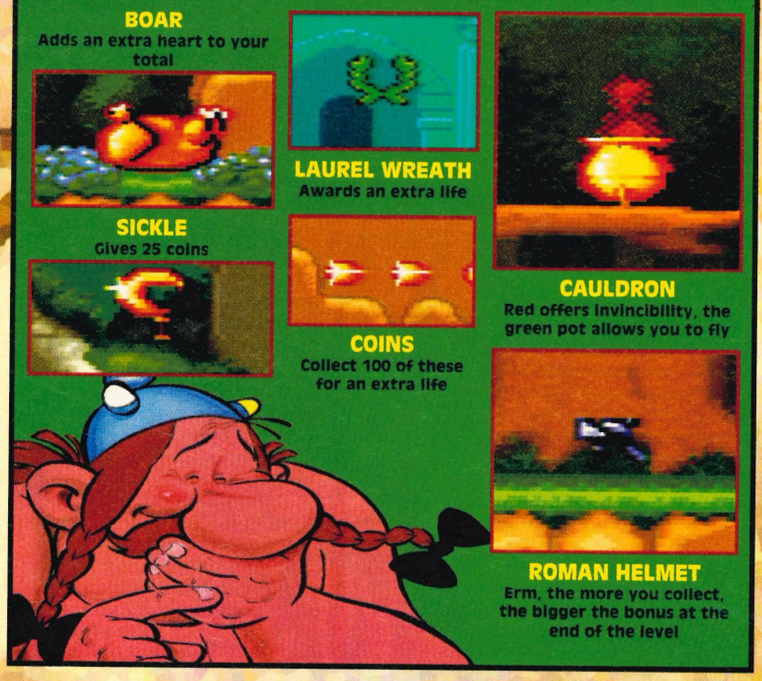
ASTERIX



There are numerous Roman soldiers hidden throughout the scenery, but these are only a fraction of the problems you will have to face. Centurions chuck their spears at you, wild boars charge you (hit them for a tasty snack) and pirates shiver your timbers! These pirates hang around the longships lobbing axes in your general direction and there's even a peg-leg pirate who hobbles around after your blood! If this wasn't enough, birds, rolling hedgehogs and fish are only a selection of the fatal fauna hassling you on your journey.



VITAL STATISTIX



DE GAUL

The odds are not all stacked against you though. There are numerous bonuses to be had along the way. Laurels (not thin comedians) help you out in the form of an extra life, and collecting the Lyre (a harp-like musical instrument) will reveal Cacofonix the Minstrel whose musical (dis)abilities stun any on screen enemies. Now that's what I call music! Red cauldrons contain an invincibility potion and green cauldrons grant you the amazing ability to fly.

There are absolutely loads of secret bonuses to be found. Try hitting unsuspecting Celtic stones – you never know what they may reveal. Exploring is definitely the name of the game in Asterix with caves, forests, mountains, ice lairs, pyramids, longboats and roller coaster-type mine shaft levels to be completed before your arrival in Rome for a showdown with the Roman generals.

Slippery slopes are bad for your health in the ice levels so lots of frantic joypad waggling is needed to stay out of the bottomless pits. Inside the pyramids there are loads of hanging pendulums just waiting to trim your moustache and if you reach the caves even the stalactites and stalagmites give you a hard time!

Another fun aspect of this game will be the roller coaster carts in the mine shafts which wind you up to the top, corkscrew fashion, before throwing you down the tracks at speed. Should be better than a day out at Alton Towers! You'll also have to get used to riding on vultures and boars to avoid killer thorn bushes or deep ravines. As Inspector Clouseau would put it; "It's all part of life's rich pageant". How true.

Infogrames' Asterix, out in the UK in September and costing £44.99, looks set to become one of the hottest autumn titles. We'll bring a full review to you just as soon as we jolly well can.

PAUL

ACT FIVE

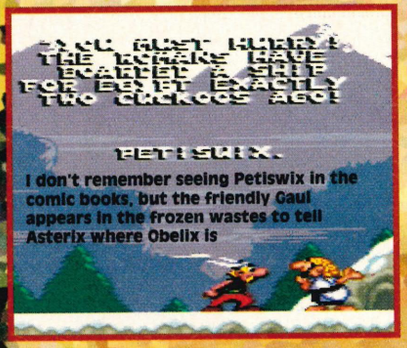




Standing on top of a shield carried by his loyal servants, Chief Vitalstatistix breaks the news of Obelix's disappearance

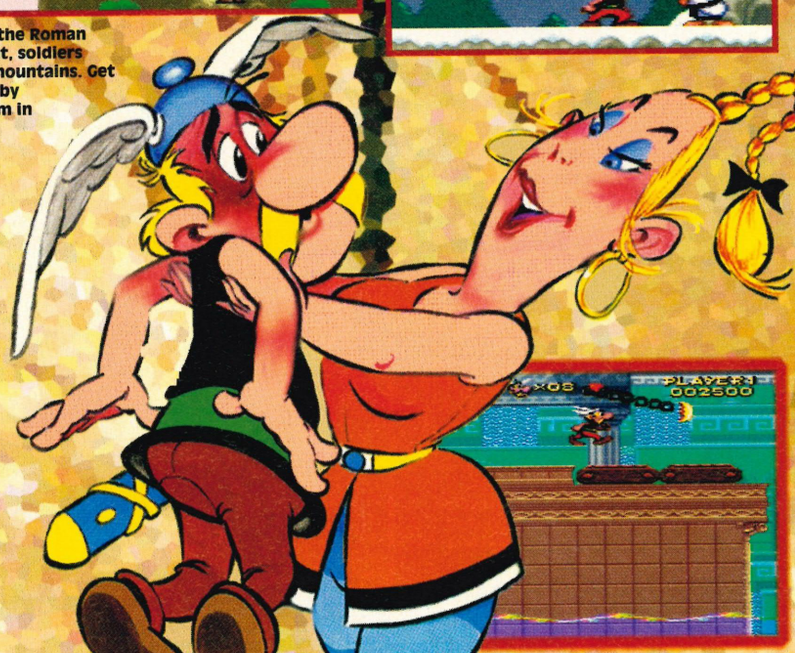


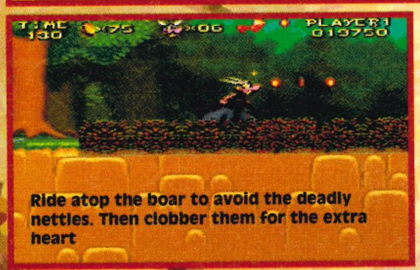
High above the Roman encampment, soldiers patrol the mountains. Get rid of them by socking them in the jaw!





The young, slender beauty, Panacea, is a bit of a dumb blonde. She may have curves in all the right places but when it comes to grey matter, she's bottom of the class





Ride atop the boar to avoid the deadly nettles. Then clobber them for the extra heart

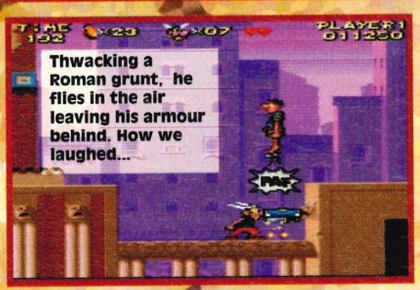
ALL ASTERIX PICTURES
© LES EDITIONS ALBERT RENE, GOSCINNY-UDERZO, 1991

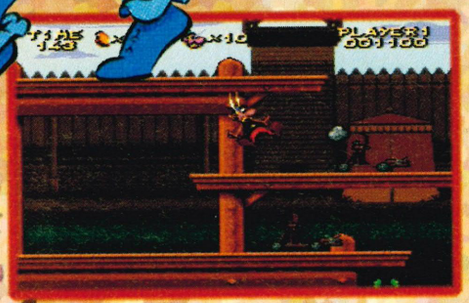
Getafix, helpful as usual, tells Asterix that the Romans have gone to Rome

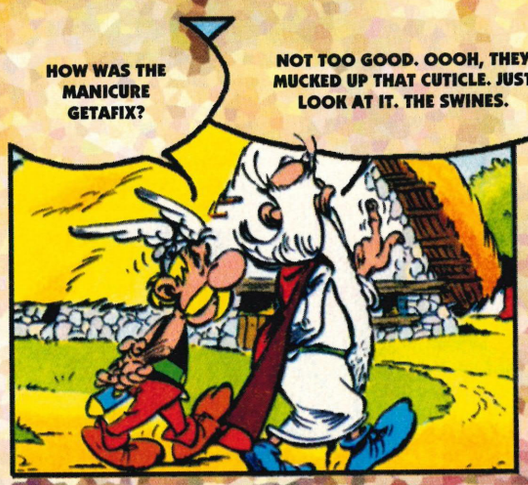


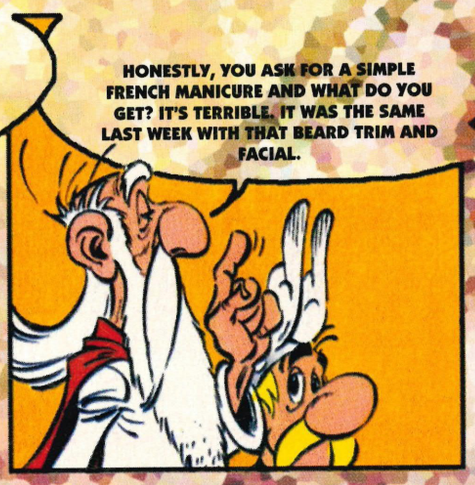
Watch out for the bathing Romans, one flash and they'll stun you! Don't fall off the conveyor belts – you won't be able to clamber back out of the water

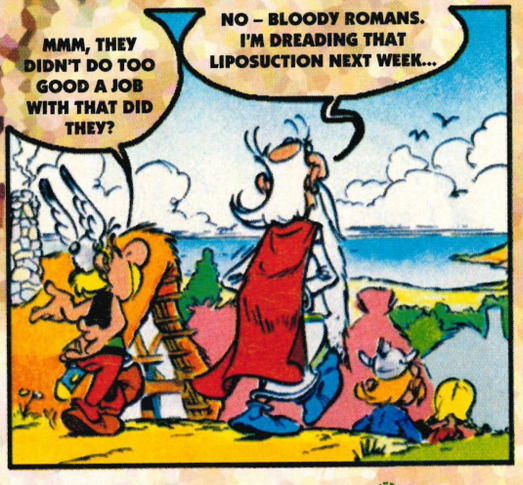
Stones drop from the sky, dumped by the two catapults to the right. You can't destroy the war machines so quickly nip past













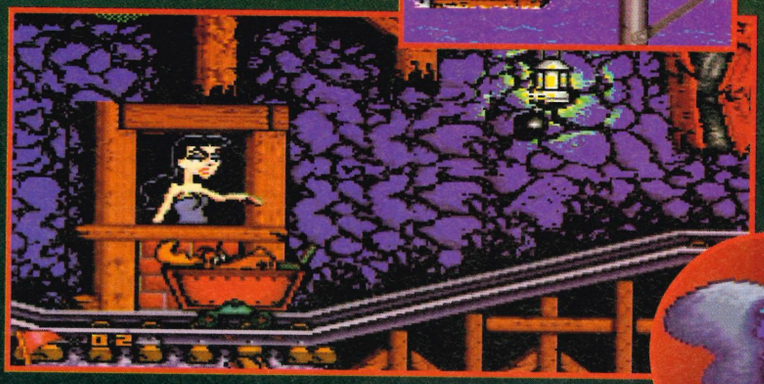
Rocky Balboa gets tough later in the game as he searches for the Eye of the Tiger. If the Italian Stallion gets into trouble though, just scream for Adrienne



Taking charge of a Canadian Mountie. Control both him and his mighty steed as you charge to the rescue of a distressed damsel by jumping over obstacles along the track. An extra life is at stake

Rocky is at hand to help Bullwinkle through some of the later levels at the helm of a nifty little power boat. You can only control Bullwinkle at this stage and some Moose Berry-throwing is needed against the flying fish







How is it that when you're an innocent little nipper who's knee-high to a grasshopper, all the really dire cartoons appear to be the funniest thing since Tiswas. Isn't it strange how the animation always seems to be state of the art while the humour manages to tickle your fancy where it really counts?

Looking back on it now through the fog of re-runs, it's amazing how utterly pitiful each of those animated antique now looks. And as for the humour – did we really laugh our chocolate smothered, lolly-sucking gobs off at such demented rubbish?

Rocky and Bullwinkle was one such cartoon that is painful to watch and even more painful to listen to. The innuendo and so-called 'jokes' now grate on the nerves in our later years as we find ourselves straining to grunt some kind of approval at the on-screen 'fun'.

TOO MUCH BULL

It just so happens that the game of Rocky and Bullwinkle follows the grain of the cartoon surprisingly closely. As soon as you switch on, a three-way conversational intro between narrator and eponymous heroes appears for you to read which is about as hilarious as inflation, while the in-game antics barely raise the corners of your mouth into a deformed grin.

Rocky and Bullwinkle (and don't forget their friends!) is a somewhat odd licence to undertake in this day and age. Personally, I haven't seen more than a clip of one of their adventures since about the time I discovered Ribena whilst bopping along to Black Lace.

The game theme is ludicrously straightforward. After the theft of priceless artifacts from Rocky and Bullwinkle's very own museum, the dynamic duo go in search of the thieves through bizarre locations and platform hell. Initially taking control of Bullwinkle you can headbutt or throw Moose Berries (?!) to fend off the foes, and throw acorns when controlling Rocky later in the game. Apart from that you must simply stay alive and find the level exits.



Far more colourful than the original sepia-tinted 70's cartoon, T*HQ's effort captures the block-colour backgrounds and characters to a T, with scraggy black outlines enveloping the 2D images. Upon closer inspection however, it is apparent how badly executed the graphics really are, especially the sprites with their grainy features and jerky movements (particularly Bullwinkle's awful head-butt attack) that are not dissimilar to those of a rusty tin-man on a rainy day.

Unfortunately, the in-game music mirrors this trend perfectly – it is bitty, strained and grating. Obviously influenced by the crap 70's cartoon soundtrack, the music flounces along as flowery and pretentious as an Easter parade and even more nauseating than listening to your dad's James Last collection!

WINKLE PICKERS

Entering the main game you fumble around the somewhat linear levels with a constant feeling of frustration. The collision detection is decidedly ropey causing you to make ridiculous mistakes far too often while the sprite control is unresponsive and clumsy just when you are in need of quick reactions and turn-about speed.

It's not all on a downer though, there are two bonus games which appear before the start of the game and inbetween levels offering the chance to win extra lives, both of which are tthoroughly enjoyable nonsense. You also have the opportunity to play both characters although the game does not incorporate a two-player mode – instead the roles reverse and you undertake the last couple of levels as the Rocky the squirrel.

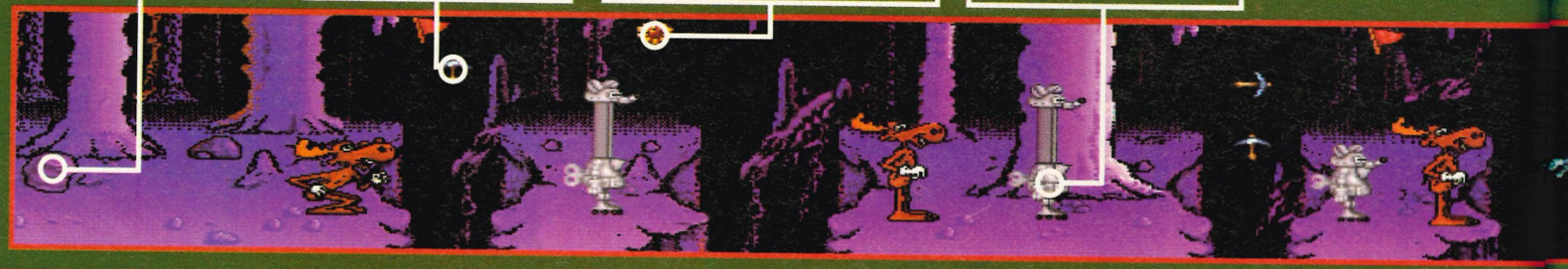
ROCKY AND BU
and Friends

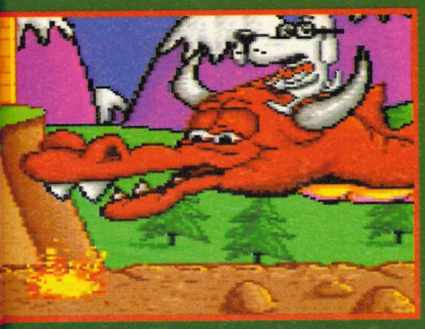
Watch out for the boulders that bounce into view from the background. No, they don't scale they simply bounce!

Little invisible mountaineers deep down in the gorges throw pickaxes in a futile attempt to skewer Bullwinkle's winkles

Collect the flowers to replenish your energy levels. I know it ruins a hero's street cred when he's associated with flowers, I mean do you ever see James Bond chewing a daisy?

Robotic mice wander mindlessly backwards and forwards. Just jump over them while their necks aren't doing giraffe impressions





It's bad enough that Rocky has to fight the meanies, but when the meanies include Boris Badenov it's a real bummer



A haunted castle riddled with apparitions and ghostly visions is no problem for Rocky and his trusty acorns



No pirate ship is complete without cannons and guns, and all of them are surprisingly still fused. Watch out for the big bangs or you'll have roasted winkies



The guardians found at the end of the mine level are a twin pair of goggle-eyed aliens unfortunately armed with dangerous lasers. But they're no match for a Moose Berry, oohh nooooo!



Unfortunately though, the unoriginal platform design fails to cause much excitement as you simply search for the exits while avoiding the sparse but incredibly awkward enemies that always rear their ugly heads at the most inconvenient time! The arch villains Boris Badenov and Natasha Fatale (also from the cartoons) show up in various disguises throughout the game but vary rarely pose a substantial threat.

The levels are also far too long with the backgrounds and action constantly repeating itself as if on a loop, until you become so bored that you lose concentration. The result of this is a clumsy mistake, a flurry of improper and morally unsound oral mutterings and one or two stamped upon joypads!

It's also quite abysmal that there are no real end-of-level guardians. Admittedly, a couple of small sprites about the size of a thimble challenge the might of our heroes, but before you realise you're in confrontation with a guardian they're dead, gone and the level is complete with no problems on your behalf.

But it is bloody hard. Not the kind of hard that will keep you engrossed in the gameplay, forever striving onwards to beat the villains and save the day; but the kind of hard that really pisses you off and results in the game finding a permanent home in the bin.

Rocky and Bullwinkle and Friends is a mediocre, OK-ish, pretty harmless sort of creation that is about as speedy as a slug and as addictive as a heart-attack. The cartoons were average and in true game-licence style, so too is the resulting game.

ALLIE



Another great waste of a licence – not that Rocky and Bullwinkle had that much potential in the first place! The graphics are colourful but lack animation and definition, the headbutt espeecially is a joke! The overall presentation lacks finesse. Rocky and Bullwinkle is moderately playable, but the difficulty levels are set rather high resulting in repeated loss of life so it can get quite frustrating at times, especially on the infuriating mine-cart levels. I reckon it's about time that a company of T*HQ's size finally pulls its proverbial finger out and produces a more enjoyable game that we would actually like to play.

PAUL



ULLWINKLE

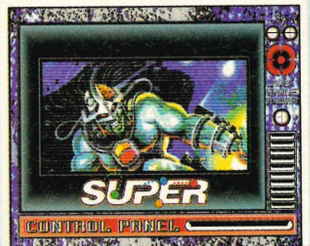
LICENSED TO KILL

Annoyingly these platforms move and don't appear to be big enough to support the weight of a moose

Gadzooks, an alien! Not quite as ferocious as Giger's alien but it delivers a short, sharp laser bolt nonetheless

BETWEEN A ROCK AND A HARD PLACE





ROCKY AND BULLWINKLE

HOUSE: T*HQ
ORIGIN: AMERICAN
PRICE: £39.99
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

57%

SUPER CONTROL

SOUND	5
GRAPHICS	6
GAMEPLAY	5
LASTABILITY	6

ENERGY HIGH

- Lots of colour
- Enjoyable bonus games
- Able to play as both Rocky and Bullwinkle

ENERGY LOW

- No digitised speech
- Badly drawn sprites
- Frustratingly hard gameplay

ALTERNATIVE SYSTEM

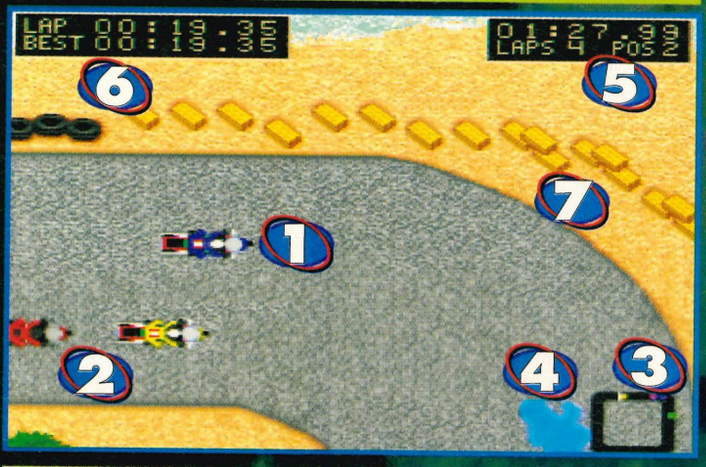
There are many games licensed from cartoons, but decent ones are few and far between. If you are after a decent cartoon licence, choose from some of the best ones including Turtles IV: Turtles In Time, Pugsley's Scavenger Hunt, Bart's Nightmare, Mickey's Magical Quest and Taz-Mania.

THANKS TO BITS & PIECES (0625) 501810

KAWASA

Caribbean Challe

SUPER GREEN MEAN MACHINE



1. You are always represented as a blue rider on a smashing blue bike, so I wouldn't try this on a black and white TV!
2. The computer players are either red, yellow or green and will do their utmost to get in your way. Try not to overtake on the outside as they have a habit of swerving out and knocking you into the dirt
3. This small map gives you an idea of the nature of the course. This example is pretty straightforward but for the later, more swervy levels the maps are a little inaccurate
4. Various obstructions can be found, As you can see this one is a feat of graphical programming genius!
5. This box shows your current position, the time it has taken you, and how many laps you have left to ride
6. It's totally useless, but this timer keeps track of the best lap time – as if we are interested in the slightest!
7. These barriers stop you from sliding out. If control is lost you do lose a little time, but it's very easy to get back into the race

SUN, SEA, SURF AND SAND... NOT LIKELY!



It would appear that we have a veritable duffer on our hands here! Apparently Gametek's Caribbean Challenge is, and I quote from the manual, "The hottest racing game under the sun," where the "Climate is friendly. The machines are mean. And the competition is as sharp as shark's teeth". Hah! Don't make me laugh!

Kawasaki Caribbean Challenge is, surprisingly enough, a racing game based around Kawasaki machines supposedly situated in the Caribbean – rivetting stuff so far! Straddling the mighty two-wheeled beasts (Ooh, just think of all that power between your legs!) you are transported into the heart of competitive track racing, all in a rather bland and 2D sunshine-paradise setting I'm afraid.

From the onset, you get the gist of what is to follow simply by taking note of the poor BBC Micro-style text. As things progress and the static intro screen finally appears you know this is one of the few tunnels where light fails to shine at the end!

Very few options are open to the gamer, a factor that is very unimpressive by today's programming standards. You can either test race a Kawasaki Ninja two-wheeler or a jet-ski around three island courses, or "Take The Challenge" where you participate in both events – yawn!



KCC is a dead ringer for all of those horrible budget games by CodeMasters, that sold so well for the Spectrum in the '80s, y'know, bland scenery, dodgy scrolling, pathetic collision detection, 'sound' (don't make me laugh), no variation in gameplay, no enjoyment whatsoever and no redeeming features to show for your £2.99. This is 1993 however, and you are expected to pay 50 quid for exactly the same thing. I don't think so! This game is the Babber King consisting of six levels, each the same as the last, with tough obstacles like a patch of sand. Wow.

ANDREW

NINJA POWER

In practice mode you can select one of three island destinations for your time trials. You do this by moving a dodgy-looking plane over a bright blue seascape with three bright green island masses carefully placed on a 2D map you choose. Then, upon selection, a colourful digitised piccy flashes onto the screen adorned with some nonsensical information regarding the chosen haven – as if we care!

Viewing the circuits from above you control a very small sprite marginally resembling a motorbike or jet-ski with rider, although the rider is actually only noticeable when you bank your craft around a corner. In an attempt to be of some help a map of the current course is situated in the bottom right-hand corner of the screen – rather uselessly I may add because it's inaccurate and far too small. I don't know why anyone bothered.

The worst aspect of gameplay is the fact that you can't see which direction the course veers off towards. In reality a driver



When practising you can choose between three Kawasaki Ninja bikes, all with varying stats which seem to make no difference to the game whatsoever



A number of the blokes in the office found staring at the topless babes on the beach far more interesting than the gameplay! Sad!



Obviously no expense has been spared in designing the graphics for this game. That starting light panel has to be the best I've ever seen!

KI
enge



Just like with the motorbikes you have three jet-skis from which to choose when you are participating in the practice levels. This one'll do

can see when a bend is approaching and therefore determine the quickest way around it, but here you have no way of anticipating a direction change until you are actually on top of the bend.

However, the icing on the cake has to be the way the computer riders know every single racing line around all the courses. Admittedly they are slower than any of your machines, but no matter how much you practise you will never be as perfect as they are. Also they refuse to let you pass by without a fight. Bloody annoying!

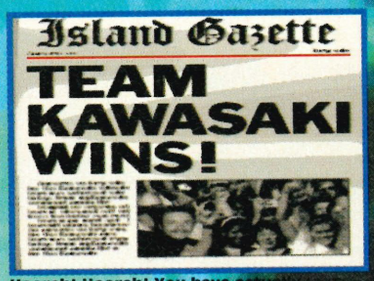
SILVER DREAM MACHINE

Again, the manual boasts about the programming of Kawasaki by claiming that it has been "an expensive project". Our illustrious leader and part-time programming dabbler Hugh, guffawed somewhat at this announcement claiming that he found it impossible to believe that it took longer than a weekend to program!

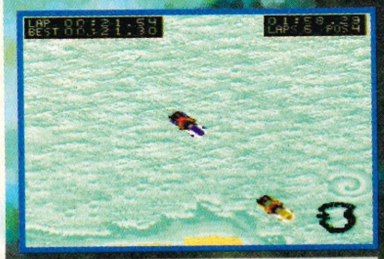
I have to say that he may be right, Kawasaki has a distinct public domain aura about it, in fact I think most of us have programmed better on our Spectrums and Acorn Electrons! Graphically, it's all a bit of a joke with its washed-out colours, flat landscapes, lack of detail and small, blocky sprites – it even rivals Home Alone.

Everything about this product is shabby and poorly executed, from the quality of the option screens to the droning sound effects and the bitty graphics. As for the gameplay, well, I'm speechless. According to the manual, a team of researchers photographed bike and jet-ski riders in order to digitise the positions and movements to create a feeling of authenticity. Pah! No matter how you dress it up the sprites still look like ants crawling over a grey floor or a blue one.

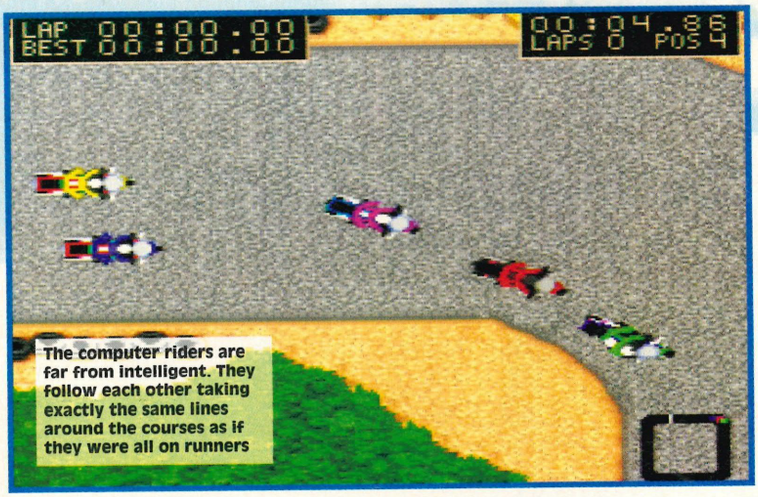
Thank God we didn't buy this! I would rather get slapped repeatedly with a wet fish than play this!



Hoorah! Hoorah! You have actually [illegible] Ooh, joy of joys!



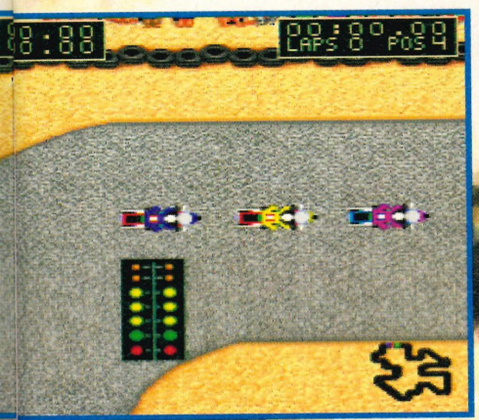
The water levels are a bit of a strain on the old eyes with the brash, bright blue colouring and pale rippling waves. There are whirlpools dotted around the courses, but they are impossible to spot until the last minute

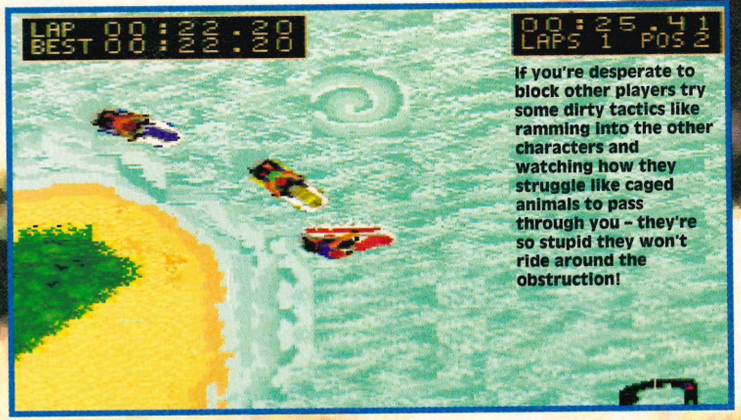


The computer riders are far from intelligent. They follow each other taking exactly the same lines around the courses as if they were all on runners



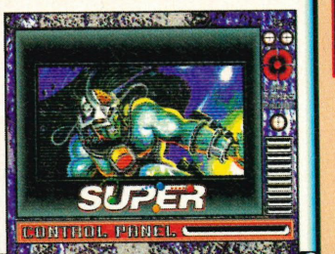
The later courses get incredibly complicated and it is not always best to try and follow the small map in the bottom right-hand corner. The riders take the best lines so follow them!





If you're desperate to block other players try some dirty tactics like ramming into the other characters and watching how they struggle like caged animals to pass through you – they're so stupid they won't ride around the obstruction!

THANKS TO CONSOLE PLUS (0532) 800445



KAWASAKI CHALLENGE

HOUSE: GAMETEK
ORIGIN: US IMPORT
PRICE: £49.99
PLAYERS: ONE
TYPE: RACING

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

16%

SUPER CONTROL

SOUND	3
GRAPHICS	4
GAMEPLAY	3
LASTABILITY	2

ENERGY HIGH

- Graphically pleasing interlude screens
- Funky tune
- Kept the boss out of our hair

ENERGY LOW

- Poor quality of gameplay
- Mundane and very tedious
- Atrocious sprites

ALTERNATIVE SYSTEM

This reminds Paul of Micro Machines on the NES, but without the simultaneous two-player option and the quality of gameplay. As for the SNES, Super Off Road is a similar game also viewed from above, but it is far more challenging and entertaining than Kawasaki Challenge will ever be!

IT'S NOT BILL ODDIE



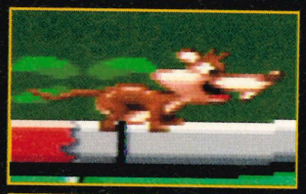
BAD CLOUD
Fires bolts of lightning towards your clay body



BULLDOG
Fully-toothed killing machine to chew your clay



FISH
These kippers attack by jumping out of the water



RAT
Ratty is fast, possessing sharp goofy chompers



HISSING GHERKIN
These pacmen-type eedlots spit balls at you



BARREL
Rolls you out like a rolling pin. Avoid



DUCK
So if she weighs the same as a duck, she's a witch?



FROG
Frogs are fast and fearless



SHARK
The fastest, most fearless predator in the water



VENUS FLY-TRAP
Don't jump into these or they'll swallow your soul!



BEE
These dive down and try to sting you senseless



ELECTRIC EEL
Fires four diagonal bolts of electricity at you



SEA MINE
These mines slowly home in towards you



CLAYM

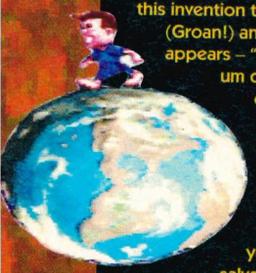
THAT'LL BE THE CLAY, WHEN YOU SAY GOODBYE...



New platform titles with a different angle or a spark of originality are highly welcome in my camp. Interplay's second release, Claymates, has all the hallmarks of a great platform game – loads to do, plenty of variation, shape-shifting balls of clay...What more could you wish for?

MR CLAYPOLE

Professor Putty (Oooh, I feel a copyright battle brewing!) has created a transformation serum. Pouring it onto balls of clay results in them taking the shape of either a duck, a cat, a mouse, a fish or a gopher. "What a breakthrough" I hear you shout! Whilst demonstrating this invention to his son Clayton (Groan!) an evil witch-doctor appears – "Give me the um serum, um doctor or suffer the um consequences!". The prof refuses and is captured by the evil witch-doctor who also transforms his son into a blue blob of clay! As Clayton, your only hope of salvation rests in the recovery of your father and the serum. Yowser!



Commencing your adventures you'll realise that Claymates takes a straightforward platform approach on the outset. You must negotiate the perilous, scrolling landscape, avoiding the deathly touch of the numerous villains prowling the plains. You'll encounter killer frogs, bulldogs, snapping Venus fly-traps, rolling barrels and much more. Most can be killed with your stretchy punching arm (Nice animation!) and others must simply be avoided at all costs.

Collecting the differently coloured balls of clay scattered around the platforms will change the blue ball into any one of the five animals mentioned above. Muckster the cat is useful for scaling trees; Doh Doh the duck has a sharp defensive beak; Oozy the mouse is fast, small and has wicked, killer cheese breath; Globmeister the gopher throws nuts at his victims, and Goopy the



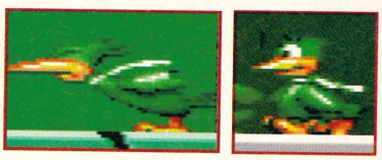
Like Paul I was completely taken by Claymates. The gameplay is of an incredibly high standard and the variation of the levels prolongs lastability. The bonus levels are a welcome change to the standard platform game orientation and lift the quality of the game immensely. As for the animation, well what can I say? It's superb! The fluidity and humour incorporated into the graphics is carefully executed, nothing has been overlooked here.

ALLIE

THE MEAN TEAM



CLAY
Your basic form is a small, blue blob of clay. Your only defence is a powerful punch



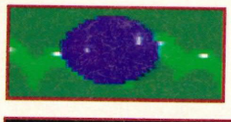
DOH DOH
Doh Doh the bird is a bit of a turkey all round. He's not particularly fast and he's a duff jumper. His beak is pretty powerful though, which is a saving grace



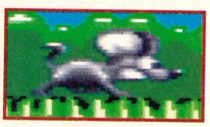
MUCKSTER
Muckster the cat is a good climber with a mean set of claws. He's pretty slow in the air but his climbing abilities compensate for this deficiency











OOZY
This mouse is fast and can reach the parts other animals can't reach. His cheese breath is a great offensive weapon and he's good in the air too



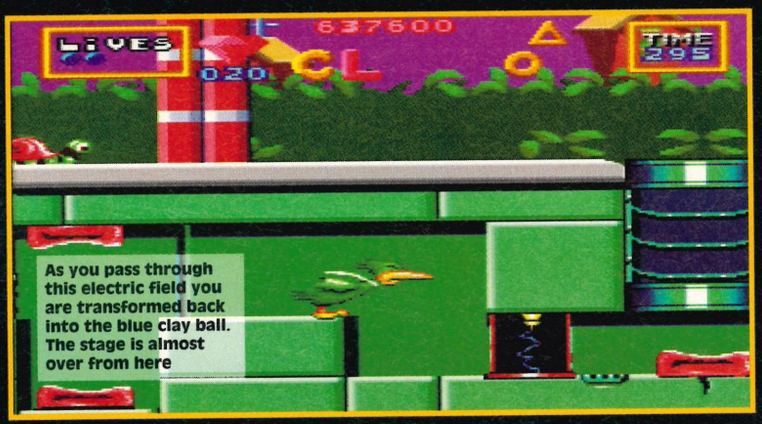
GLOBMEISTER
Apart from his stupid name, Globmeister isn't that hot a claymate. Sure, he can throw nuts, but he's very slow and crap when jumping

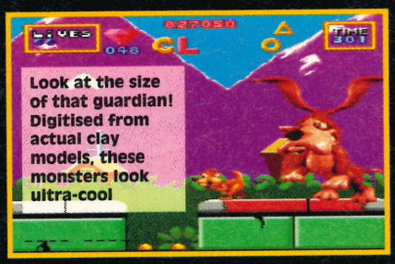






GLOOPY
This fish is ace in the water, but duff out of it. If you're out of water for more than 10 seconds, you're dead. His bubble attack is fine used underwater







Take the underground short cut and avoid the nasty bulldogs on the surface

ATES

guppy is obviously a good swimmer – keep him out of water for more than 10 seconds though and you're history. Collect another blob of serum whilst already in animal form and you'll then take on a useful, projectile-like 'outrider' to help you out.

It's worth noting here just how well the animation of these clay characters is done. The programmer, Visual Concepts, has painstakingly digitised clay models of each character for the animation. It works well too, especially on some of the larger bosses that look incredibly well created! We're almost guaranteed to see this 'Claymation' technique used in further Visual Concepts games (and quite rightly too).

Each character having their own different strengths and weaknesses means that

THE ONUS IS ON THE BONUS



BIG GEM
This big gem is worth 10 smaller gems



SMALL GEM
Collect these gems to enter the bonus games



STAR
Grab these stars for an extra life!



HANGING PIG
Punch these hanging pigs for extra gems



RESTART POINT
Jump onto these plungers to restart at that location



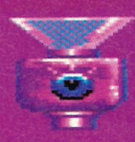
SWITCH
These switches turn off deadly flame-throwers



TELEPORTER
These squares teleport you to other locations



INVINCIBILITY
This ethereal blob of clay renders you invincible



EYE FUNNEL
Go down this funnel to reveal hidden gems



MAGNET FUNNEL
Activating this funnel attracts surrounding gems



HAMMER FUNNEL
This hammer funnel stuns any on-screen enemies



CIRCLE ICON
Collect this icon to open circle boxes



TRIANGLE ICON
This triangle icon will open triangle boxes



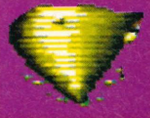
CIRCLE BOX
Head-butt this box if you've got the circle icon



TRIANGLE BOX
Open these boxes if you've collected the triangle



CIRCLE BONUS
This ballooned platform will reach higher places



TORNADO
This tornado will kill anything it hits



GARDEN OF EDAM

JACKANORY



Professor Putty creates his serum and he demonstrates it to Clayton, his son



The evil witch-doctor appears and demands the formula for the serum!



Prof Putty refuses and is captured. Clayton is turned into a ball of clay and must find his father or perish!

CLAYMATES



Jump up to select a letter. Collect all four letters of the word 'CLAY' and you're awarded an extra life



Gloopy is invincible (See the fairy dust?) and that hissing gherkin Pacman dude is mincemeat!



Muckster is obviously suffering from culture shock in the Japanese pagoda. He tried some sushi, but found chewing bits of rubber more appealing



Look carefully for the secret gem stores. This one is hidden high up in the clouds and is a bugger to reach



Avoid the spikes or you'll end up popped. The American Underground levels are huge and very intricate with loads of switches to disable and spikes to avoid

the player is required to THINK before diving in and grabbing the clay serum bits. Sometimes a serum ball will be placed in the way to hinder your progress – say, by turning you into Doh Doh when you'd be better off as Muckster.

The platform sections are hardly a walk-over either. Some deft joypad skills are needed further into the game, especially if you're after the bonus gems. These can be found in the hardiest of locations – try hitting one of the pigs suspended from the trees for a bonus!

There are also these strange funnel-shaped bonus blocks to be found throughout the game. The funnel emblazoned with an eye will reveal invisible gems, the one with the magnet will attract nearby gems, and the one with a hammer will stun any enemies.

NEW CLAY RISING

If you collect enough gems you'll get to play one of two excellent bonus sections; either a pinball game (where your blue blob is the ball and you must rocket around the table), or a sort of bouncing squares game (similar to the old Commodore 64 classic, Bounder). Both are fun and add variety to the game.

Further bonuses revolve around the collection of shaped blocks. If you collect either a revolving triangle, square or circle you'll be able to open corresponding boxes and collect whatever they reveal.

A triangular box will release a tornado that zooms about killing anything in its path (except you of course), the circle box opens out a platform on a balloon – step on it to reach the unreachable, and the square box will drop a hammer to stun the on-screen enemies. All are useful from time to time.

At the end of a stage you'll find a letter and if you collect all four letters making the word 'CLAY' you'll receive an extra life! If all this wasn't enough, once you complete a platform section you're then sent to an overhead puzzle section where you must guide two robots to open the entrance to the next stage! Also as you progress through the stages you'll reach various restart points which do save your sanity!

THIS IS THE CLAY

As you can tell, Claymates is a game with loads of variation. It's got the arcadey platform bits, a pinball game, a Bounder-ish puzzler, and the brain-teasing robot liberation. But what about the rest?

Well, gameplay is completely cool. Control of all the claymates is excellent. Inertia differs depending on who you're controlling, but you soon manage to suss all the animals out. The traps and baddies are all well-conceived with the more devious puzzles guaranteeing hair loss!

I loved the interaction between characters, the fact that you need to find the correct animal to progress seems to work well – I never found myself trapped or unable to continue. The game is pretty hard but there are a number of continues available, in fact even the continue screen looks beautiful (Clayton walking around a revolving globe) – the entire game is immaculately presented.

Claymates was brilliant, it really clicked with me. The graphics appealed, the sound is boppy and it's just great to play. If you're looking for a platform game with a difference and the variation to match, then this is it.

PAUL



At first sight, Claymates' quirky graphics seem out of place on the SNES, but you shouldn't be put off. Underneath the strange-looking surface, swims a surprisingly decent and original game. The different character skills replace the power-ups which are usually part of gameplay, and there isn't a laser bolt in sight. It's all very non-violent, the Bounder bonus game smells sweetly of nostalgia, and finally, the phenomenal barking mouse is so stupid, it actually looks at home. Nubbynub nub nub.

ANDY

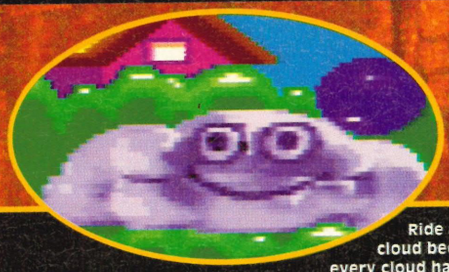
RICHARD CLAYDERMAN'S EXCITING BONUS BITS

PINBALLING AROUND



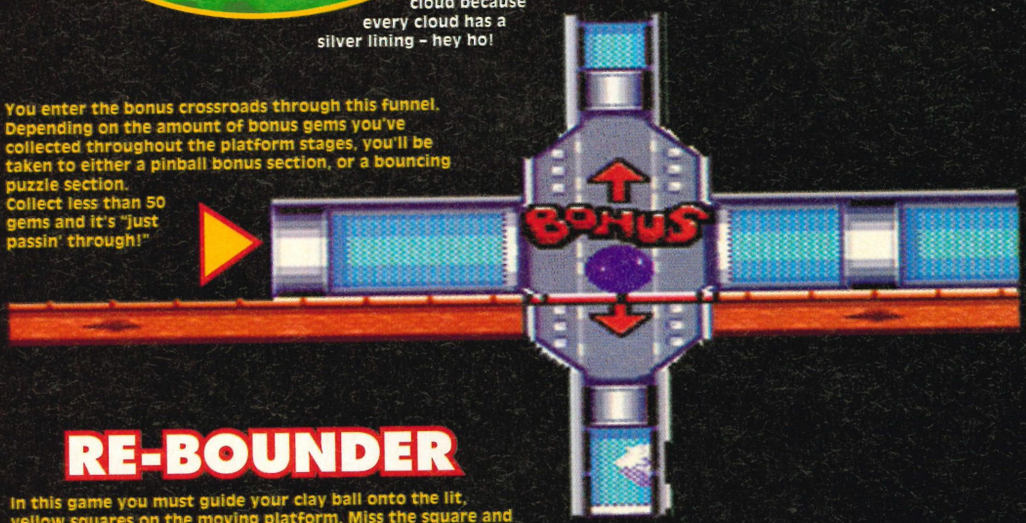
In this stage your ball of clay is turned into a pinball and flung into a huge pinball table. You must grab as many lives and points as possible before you eventually reach the bottom and are ejected out of the game. Boo! Pity there are no actual flippers too!





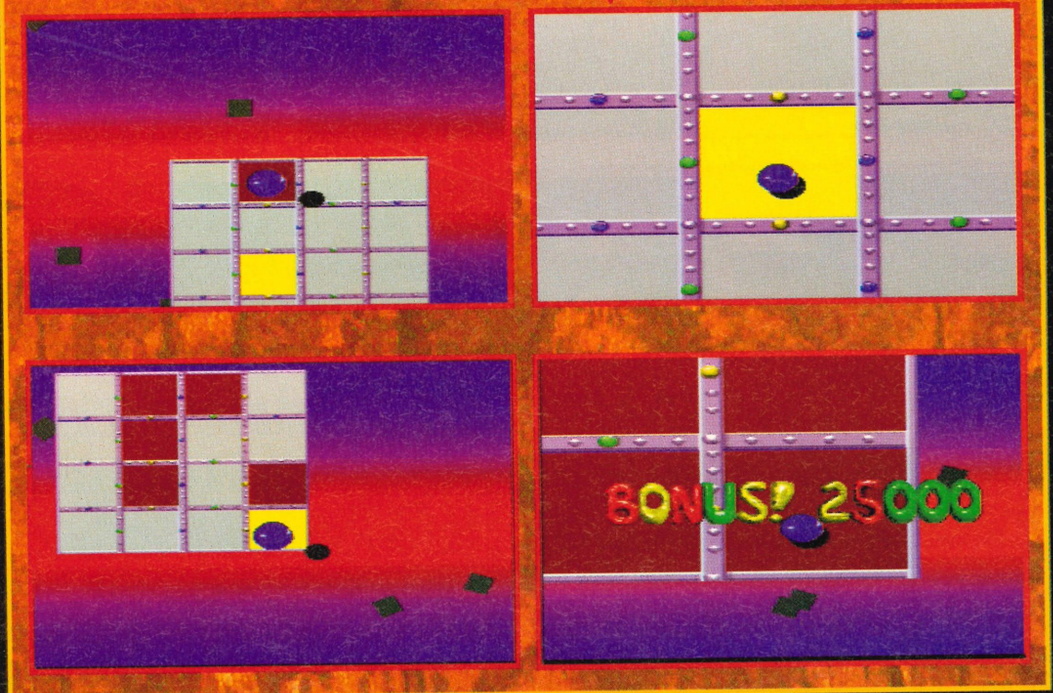
Ride a clay cloud because every cloud has a silver lining – hey ho!

You enter the bonus crossroads through this funnel. Depending on the amount of bonus gems you've collected throughout the platform stages, you'll be taken to either a pinball bonus section, or a bouncing puzzle section.
Collect less than 50 gems and it's "just passin' through!"

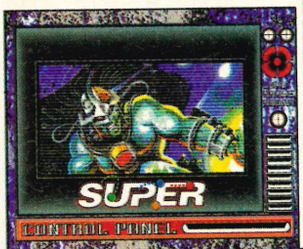


RE-BOUNDER

In this game you must guide your clay ball onto the lit, yellow squares on the moving platform. Miss the square and you're out. Hit the lot and it's a hefty bonus



REVIEW



CLAYMATES

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

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

85%
SUPER CONTROL

SOUND	6
GRAPHICS	9
GAMEPLAY	8
LASTABILITY	8

ENERGY HIGH

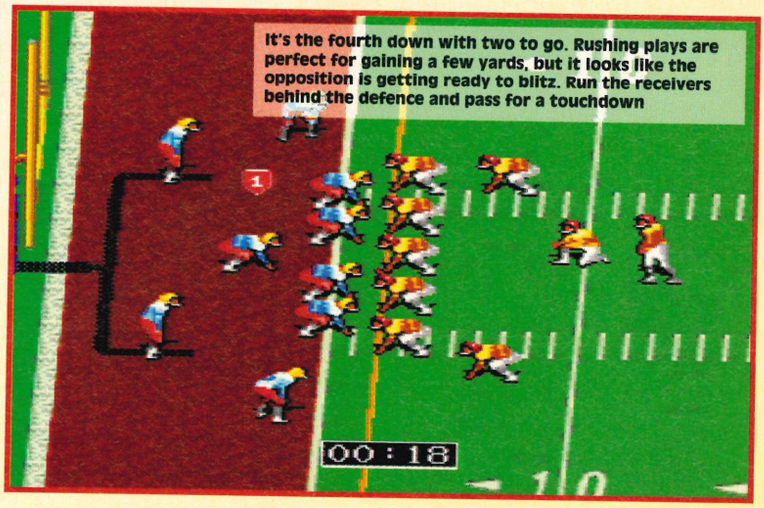
- Superb graphics
- Varied gameplay
- Big challenge
- Loads of great touches

ENERGY LOW

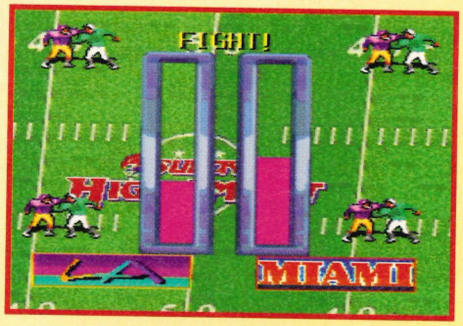
- Can be frustrating
- Control inertia takes some handling
- Robot puzzles may bore

ALTERNATIVE SYSTEM

The nearest rival is System 3's Super Putty, but it isn't out yet! Smartball has similarities, but rated at only 64 per cent it's not the bee's knees. Super Mario World (92 per cent) is fun as you all know, as are Joe and Mac II (79 per cent) and Mickey's Magical Quest (84 per cent).

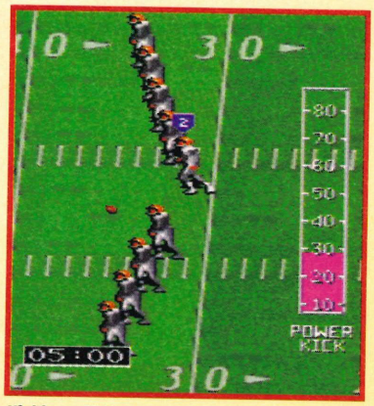


It's the fourth down with two to go. Rushing plays are perfect for gaining a few yards, but it looks like the opposition is getting ready to blitz. Run the receivers behind the defence and pass for a touchdown



Fight! There's only so much American football players can take before they explode, and when they do, stand back! The coloured bars indicate each player's energy and they are increased by thumping the joypad





Kicking off the game, the bar indicates how far the ball will fly. Tap the buttons rapidly to increase the power









It's bloody complicated isn't it? Packed out with rules and plastic padded protection, American football is weird to the untrained eye. Each team consists of about 80 players, with specialist men for the offensive plays, the defence and the kicking team, not to mention the coach-loads of substitutes, trainers, physios and of course, the team mascot. It's all very American...and all very over-the-top!

So far all the American football games have been pretty naff on the Super Nintendo – either flawed with over-complicated control systems or generally very boring to play. John Madden Football on the Mega Drive for example, was awesome, but the SNES version is slow and awkward to play.

But wait, Acclaim has shoulder-barged to the front of the pack with Super High Impact, an arcade conversion of the American football coin-op that favours bone-crunching, 'Pigskin' action over yawn-invoking realism. Don't get me wrong, just because there's more pitch action and not so much of the farting around choosing from hundreds of plays, High Impact still plays a damn fine game of Yank footie.

BONE CRUNCHING

Right from the start you can tell Super High Impact is going to be different – slogan after slogan along the lies of bitchin', kickin' and bruisin' are flashed on screen, then "Super High Impact" is blasted at you as the name storms into view. It's all edge of the seat stuff!

Then it's onto the game. Before you pick your team from the league of 18, choose from the one-player solo game, two-player head-to-head, or the team-mates option. You can also change the pitch from grass to Astroturf and the quarter length to two, five or 10 minutes.

Kicking off the game after picking teams for both sides, the offensive and defensive sides are chosen by the flip of a coin. The loser kicks while the winners stand back, ready to catch the ball.

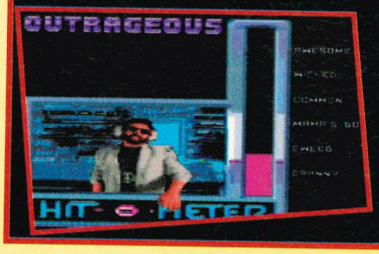
GREEN BAY SLACKERS

The pitch is viewed from the side, looking down slightly on the players. Player one's end zone is always on the left, and the computer or player two's goal is located at the far right. The team kicking off builds up power by thumping the buttons on the joypad – obviously the faster you hammer the keys, the further the kick will fly.

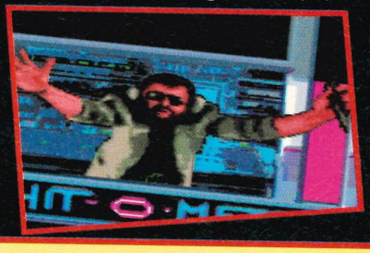
As soon as the ball hits the ground, there's a mad scramble for possession! The player under your control is indicated by a large '1' or '2' pointing to their head, and

I'M SO EXCITED

Ooh, a poor tackle there as The Fridge barely dents his helmet. Not quite a granny, but almost certainly a dweeb. Two out of 10



That's a bit better – hitting the opponent squarely in the chest with your shoulder-pad. The commentator's getting excited now!



Smashing his hand through the screen with joy, the bearded freak scores your tackle 'awesome'. A perfect 10 out of 10!



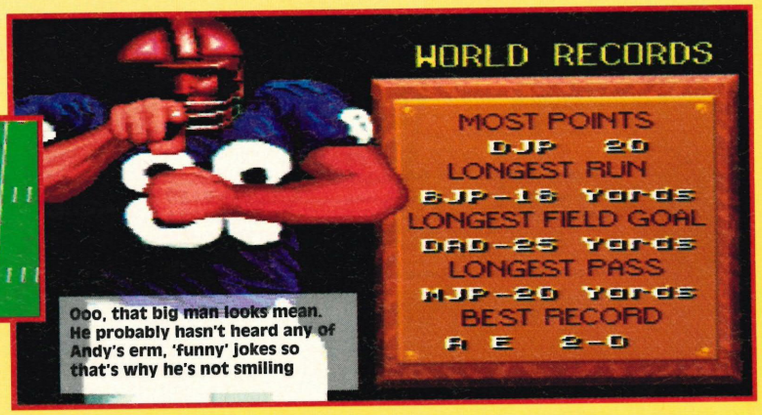
SUPER HIGH

GUT-WRENCHING AMERICAN FOOTBALL





If all else fails and you've still got yards to cover on the fourth down, go for the punt. Possession will change in favour of the opposition but at least it gets the ball out of your half



Ooo, that big man looks mean. He probably hasn't heard any of Andy's erm, 'funny' jokes so that's why he's not smiling

you can flick though players by tapping the joypad button. This is different in the team-mates game where player one controls most of the offensive plays while player two handles the defence.

The clock ticks down while you pick the next play from a choice of 16 offensive and 16 defensive manoeuvres, including a time-out that stops the clock temporarily. Most of the offensive plays are purely passing moves, leaving the quarterback the option to either run, shoot or both, without having to stick entirely to the play chosen – the plays are quite flexible.

On the side of the defence, most of the moves are done for you. For 80 per cent of the time you can just sit back and watch the computer take control of your men, barge through the line of scrimmage and sack your opponent's quarterback. Don't forget though, you can take control of the player nearest the ball just by pressing a button.

Both teams have the usual four downs to make the yardage, with individual moves like jumping and spinning to gain those extra few inches. Each player can also 'turbo' sprint for a few seconds once per play, allowing them to escape from an almost certain sacking.

MAMA'S BOY

So those are the basic rules of the game which are very similar to pretty much every other American football game, but hang on, Super High Impact is made more exciting by the little extras. There's not many footie games where the players get so narked off with each other that they start throwing punches! – one short button-smashing bonanza later and a winner is announced...and a body-bag requested to drag off the corpse. Great!

There are also small, but amusing, digitised sequences that appear every now and then. Your coach will scream with excitement if you're winning, or tear his hair out if you're behind. The match commentators are typically loud and shout

There are 16 offensive and 16 defensive plays. Offensive moves are solely passing plays, although you can still run the quarterback to gain a few yards



insults if you mess up a play or kiss butt if a touchdown is scored. There's also the Hit-O-Meter that scores a hard tackle in categories ranging from 'granny' to 'awesome' – a bearded man jigs around if you reach the wicked or awesome level!

It's these neat touches that make Super High Impact enjoyable. The sound effects add greatly to the game's atmosphere, with sampled screams of pain and Tarzan yells when a player lays into the opponent's quarterback. Both sides even hurl insults using digitised speech.

It doesn't just look and sound good, it plays well too. SHI isn't too complicated, which has been the downfall of so many other American football games. It offers an action-packed game with lots of frills, and although not one for the gamer seeking realism, it comes recommended to anyone else.

ALEX



Acclaim's arcade-style approach to a sport that is almost impossible to pick up in a short space of time must be highly commended. Then managing to create an American football game that is actually fun to play after a few games is no bean meat...(or something like that). However, the computer-controlled opposition is awfully easy to beat, especially when two players play against the SNES. I found this to be very annoying, and it spoils what is currently the pick of Super Nintendo American footy games. Still, as a one-on-one it's smashing, and the speech isn't bad either!

ANDREW

H IMPACT

MADE EASY







RUSHING BEAT RUN £45

★ KRAZY KONSOLES ★ KRAZY PRICES ★ ☎ 0422-342901 ★

UNIVERSAL ADAPTOR

★ The Universal Adaptor will allow you to play imported cartridges on a UK SNES. ★ Plays Mario Kart, Tazmania, and other SCART games ★ Play PAL-UK Games on your Jap/USA SNES ★ The Universal Adaptor is a top quality product, cased, and boxed with full instructions

Only £12.00

SUPER FAMICOM

2 Joypads, all leads, 60 Hz Scart, UK power supply unit

ONLY £175
Plus Starfox £199
Plus Mario & Axelay £219

SUPER NES (US) + MARIO

2 Joypads, all leads, 60 Hz Scart, takes Jap & USA cartridges

SCART £159
Without Mario / 1 pad £125

NB. SCART MACHINES ARE 17% FASTER WITH NO BORDER

APOLLO PRO JOYSTICK £55
CAPCOM POWER STICK FIGHTER £69
SUPER MULTITAP 5 PLAYER £35

KRAZY KONSOLES
PO BOX 200 HALIFAX
WEST YORKSHIRE
HX1 3LY
TEL: 0422-342901
Office hours: Mon to Sat 9-5.30pm
Closed Thursday AM (Stocktaking)
TEL: 0422-367730
Evenings 5.30-10pm & all day Sunday



SUPER STAR WARS £49



STREETFIGHTER II TURBO £75



BUBSY £49



STAR FOX £39

SUPER FAMICOM JAP SOFTWARE

2020 SUPER BASEBALL	£59
ALIEN V PREDATOR (FIGHTING)	£39
ALL JAPAN PRO-WRESTLING (16MEG)	£64
COMBAT TRIBES (12 MEG)	£39
CONTRA SPIRIT/PROBOTECTOR	£37
DEAD DANCE (16 MEG) TUFF ENUFF	£64
DEVILS COURSE GOLF (T&E SOFT)	£59
F1 EXHAUST HEAT	£29
F1 EXHAUST HEAT 2 (SCII DSP CHIP)	£55
FINAL FIGHT 2 (10 MEG)	£59
GOLDEN FIGHTER (12 MEG)	£39
HUMAN GRAND PRIX	£59
NIGEL MANSELL F1 CHALLENGE (SCART)	£59
PARODIUS	£39
POP 'N' TWINBEE	£59
RANMA 1/2 PART 2 (12 MEG)	£59
RUSHING BEAT RUN/BRAWL BROS (12 M)	£45
SFII-TURBO-HYPER FIGHTING (24 MEG)	£75
SUPER BOMBERMAN (4 PLAYER)	£64
SUPER FORMATION SOCCER 2 (4 PLAYER)	£64
SUPER MARIO ALL STARS (4 IN 1)	£75
SUPER MARIO WORLD	£35
SUPER NBA BASKETBALL	£49
SUPER PUTTY	£59
SUPER TETRIS 2 + BOMBLISS	£69
TINY TOON ADVENTURES	£42
WORLD HEROES (16MEG)	£64
YOSHIS SAFARI (SUPER SCOPE COMPATIBLE)	£55
SUPER SMASH TV	£27
WWF SUPER WRESTLEMANIA	£27

SUPER SPECIALS! JAP

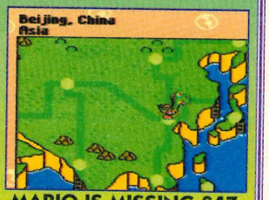
ACTRAISER	£27
AXELAY	£35
DINOSAURS	£35
JAKI CRUSH - SUPER PINBALL	£37
JOE & MAC 2/CONGO'S CAPER	£35
PHALANX (SHOOT 'EM UP)	£25
SKY MISSION/WINGS 2-ACES HIGH	£25
SONIC BLASTMAN	£39
SOUL BLADER	£19
STARFOX/STARWING (FX-CHIP 3D)	ONLY £39
SUPER GHOULS'N'GHOSTS	£27
SUPER PANG/SUPER BUSTER BROS	£29

SNES-USA-SOFTWARE

2020 SUPER BASEBALL	£45
ALIEN 3	£45
BATTLETOADS IN BATTLEMANIACS	£47
BOB	£45
BUBSY Claws Encounters of the Furred Kind (16 MEG)	£49
EQUINOX (3D-RPG)	£46
E.V.O.	£49
FATAL FURY (12MEG)	£49
FINAL FIGHT 2	£55
LOST VIKINGS	£47
MAGICAL QUEST (STARRING MICKEY MOUSE)	£49
MARIO IS MISSING	£47
MECH WARRIOR	£45
NCAA BASKETBALL	£43
NFL FOOTBALL (KONAMI)	£47
POCKY & ROCKY (KIKI KAI KAI)	£49
ROCK 'N' ROLL RACING	£47
SHADOW RUN	£49
SOUL BLAZER	£45
STAR FOX (FX CHIP)	£49
STREETFIGHTER 2 (16 MEG)	£53
SFII-TURBO-HYPER FIGHTING (20MEG)	CALL
SUPER STAR WARS	£49
SUPER TURRICAN	£45
TAZMANIA	£47
WING COMMANDER	£45
WWF II-THE ROYAL RUMBLE (16 MEG)	£55
YOSHI'S COOKIE	£47

SUPER SPECIALS! USA

AMAZING TENNIS	£33
BARTS NIGHTMARE - Featuring The Simpsons	£37
CHUCK ROCK	£37
DESERT STRIKE	£39
GODS	£37
GUNFORCE	£37
KRUSTY'S SUPER FUNHOUSE	£37
MARIO KART	£37
ON THE BALL	£33
Q-BERT 3	£29



MARIO IS MISSING £47

KRAZY PRICES FROM KRAZY KONSOLES

DON'T JUST BUY ON PRICE IT'S CUSTOMER SERVICE THAT COUNTS !!!

NEW GAMES ARRIVING DAILY IF YOU CAN'T SEE IT-CALL. PLEASE NOTE WE ONLY SELL NEW GOODS!

OVER 20,000 SATISFIED CUSTOMERS

PLEASE CALL FOR AVAILABILITY BEFORE ORDERING

ORDER COUPON *PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO KRAZY KONSOLES*

P&P ADD £1.50 PER GAME FOR 1ST CLASS RECORDED DELIVERY. MACHINES £10.00 24 HR COURIER

NAME.....
ADDRESS.....
.....
.....
.....POSTCODE.....
TELEPHONE .....

ITEMS	COST	P&P

ALL CHEQUES REQUIRE A CURRENT GUARANTEE CARD NUMBER ON THE BACK

TOTAL.....



SUPER FAMICOM
2 JOYPADS ALL LEADS
ONLY £175

FASTRAM SOFTWARE
TEL: 0202 516980

AXELAY	44.99
ALIEN 3	49.99
ART OF FIGHTING	79.99
3D ART OF FIGHTING	64.99
BATMAN RETURNS	36.99
BUBSY THE BOBCAT (US)	54.99
BIO METAL	49.99
CONTRA 3	44.99
CRASH DUMMIES	54.99
CYBERNATOR	50.99
DARIUS 3	54.99
DOMINUS	54.99
DRAGON WARRIOR (US)	59.99
E.V.O	54.99
EQUINOX/SOLSTICE 2	54.99
F1 EXHAUST HEAT	44.99
F1 EXHAUST HEAT 2	59.99
F-ZERO	44.99
FOOTBALL FURY	51.99
FINAL FANTASY III	54.99
FINAL FANTASY IV	59.99
FATAL FURY 2	79.99
FATAL FURY	64.99
GOOF TROOP	54.99
INVADO WAY OF THE NINJA	59.99
JAGUAR XJ220	59.99
KITARO'S ADVENTURE	54.99
KING OF THE MONSTERS 2	64.99
KING OF THE MONSTERS	44.99
LEMMINGS	49.99
LORD OF THE RINGS	49.99
LESTER THE UNLIKELY	50.99
MAGIC SWORD	49.99
MARIO PAINT (C/W MOUSE)	55.99
MORTAL COMBAT	59.99
OBITUS	51.99
POP'N'TWINBEE	54.99
PGA TOUR GOLF	49.99
POCKY AND ROCKY	57.99
PARODIUS (CLASSIC)	44.99
PRINCE OF PERSIA	49.99
PUGSLEYS SCAVENGER HUNT	54.99
RUN SABER	54.99
REN AND STUMPY	54.99
RAMMA 1/2 PART 2 HARD BATTLE	59.99
RUSHING BEAT 2	59.99
SPELL CRAFT	54.99
SHADOW RUN	54.99
STAR TREK NEXT GENERATION	59.99
STARFOX (US)	59.99
STARFOX (JAP)	64.99
STREET COMBAT	54.99
STREETFIGHTER 2 (US)	54.99
STREETFIGHTER 2 (JAP)	59.99
SUPER TENNIS	49.99
SUPER SMASH TV	49.99
SUPER STRIKE EAGLE	54.99
SUPER RETURN OF THE JEDI (FX)	69.99
SUPER EMPIRE STRIKES BACK	64.99
SUPER STAR WARS	59.99
SUPER BOMBERMAN	54.99
SUPER ALESTE	49.99
SUPER WRESTLEMANIA 2	54.99
SUPER CONFLICT	54.99
SUPER JAMES POND	54.99
SUPER GODZILLA	54.99
SUPER MARIO KART	49.99
TOYS	54.99
TINY TOONS ADVENTURES	49.99
THE TERMINATOR	54.99
THE KING OF THE RALLY	49.99
TOXIC CRUSADERS	54.99
TAZMANIA	50.99
T.M.N.T. IN TURTLES IN TIME	49.99
TGC PEBBLE BEACH GOLF	49.99
ULTIMATE FIGHTER	54.99
ULTIMA IV	39.99
WANDERERS FROM Y'S	44.99
XARDION	44.99
YOSHI'S COOKIE	54.99
ZELDA - A LINK TO THE PAST	49.99

USA 60Hz SCART SUPER NINTENDO CONSOLE (BEST) 114.99
JAP 60Hz SCART SUPER FAMICOM CONSOLE 149.99
UK CONSOLE WITH STREETFIGHTER II ... 119.99
SUPER NINTENDO MULTI-TAP 4 PLAYER ADAPTOR 39.99
SUPER NINTENDO EXTRA CONTROL PAD 14.99
SUPER NINTENDO SCART LEAD AND PSU 29.99
PAL BOOSTER (B) 34.99
PAL BOOSTER (1) 34.99
CAPCOM CONTROL STICK 59.99
CAPCOM REMOTE CONTROL PADS (X2) ... 99.99
CONTROL PAD EXTENSION CABLE 9.99
APOLLO 8 BUTTON CONTROL STICK (THE CREAM) 54.99

296a WALLISDOWN ROAD
(DEPT SC12)
BOURNEMOUTH
DORSET
BH11 8PN

PLEASE RING FOR DETAILS.
ALL GAMES ARE BRAND NEW.
P&P AS INDICATED

UK OFFICIAL NINTENDO CONSOLE £119.99

USA CONSOLE WITH GAME (UPTO £49.99) £149.99

JAP CONSOLE WITH GAME (UPTO £49.99) £179.99

PART EXCHANGE ON GAMES WELCOME

Please phone if you cannot see what you want as we can guarantee that we can get it for you. We accept advance orders on all new releases. Some of the games listed are not released yet. Please call for more information. When ordering write orders on a separate sheet and send it to the address above. Please make all cheques payable to: FASTRAM. P&P is £1.50 Game, £2.50 Accessories, £9.50 Consoles.

ACCESS ALL AREAS

SPECIAL CELEBRITY ISSUE!

SUPER JAMES POND
The FISH special agent!



EQUINOX
All-singing, all-dancing maps!



PUGSLEY'S SCAVENGER HUNT
At last it's finished!



SUPER SOCCER
A last minute support act



56 INSTANT RELIEF

Beverley Hills 90210, The Dukes of Hazard, Red Dwarf and a big fish! 16 Pages, showing all day everyday! The stars' personal tips, each one a winner! Only the biggest celebrities choose Instant Relief, the tips page of the stars!















All photographs copyright © BSkyB 1993

ADMITTANCE FREE.
ENTER AT YOUR OWN RISK. MANY OF THE DISPLAYS ARE HAZARDOUS.
THE MANAGEMENT ACCEPTS NO RESPONSIBILTY FOR LOSS OF PROPERTY.

SUPER JAMES POND

DISCOVER THE SECRET ROOMS AND HIDDEN BONUSES

Super James Pond's gameplay rests heavily on platform emphasis and in doing so leaves many of the levels diabolically straightforward. Therefore, it would be stupid to map every stage in every level, so instead we have outlined entrances to secret levels and bonus rooms, pointed out the tricky sections and have thrown in a few maps of the more labyrinthine sections for good measure. We have also outlined how to beat the end-of-level guardians towards the end of the guide, as well as revealing the location of the hidden levels and bonus rooms. I hope we have been of some help!

CHEATING CHOCOLATE



At the very start of the game jump up to the castle's roof and collect the bonuses in this order only: cake, hammer, Earth, apple, tap. You will now have invincibility

Enter through the first door and walk right. Collect the first set of objects in the following order: penguin, oil, wheel, Earth, racquet. You will now have maximum power





Continue to walk to the right and collect the next set of objects in this order: lips, ice-cream, violin, Earth, snowman. You will now have infinite lives

Walk back to the start of the level, ignoring the arrows as you go and exit the level through a handy little short cut. With this veritable sandwich of cheats activated you can, to all intents and purposes, skip right to the last level. If however you want to play properly then take my hand...

LEVEL THREE PLAYING TIPS



Jump onto the plates and collect the Icarus wings. Now fly up to the bonus exit collecting the 1-up as you go

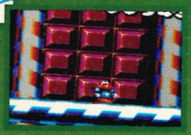
Search the ceilings for gaps and bonus rooms



Find the second gap in the ceiling and walk through the chocolate wall. Take the top route over the subsequent platforms for bonuses



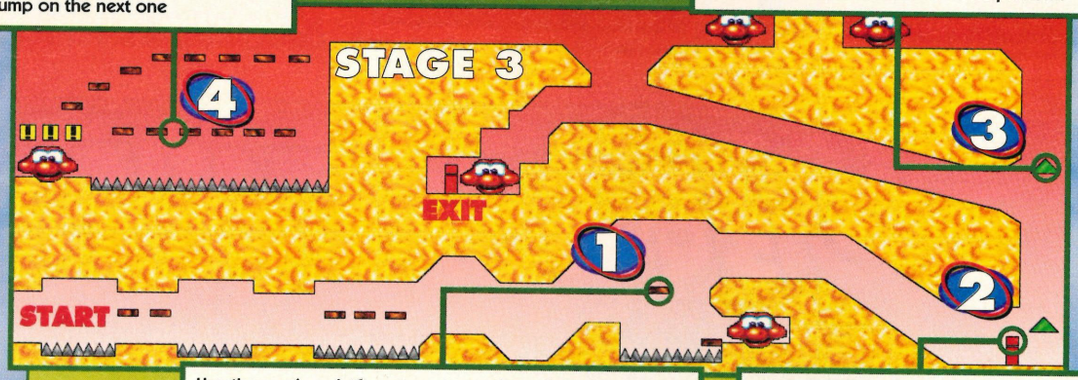
Go down the icing sugar pot for a bonus room



Fall down the gap to the left of the exit for a 1-up

Once stepped on, these platforms will circle gently, allowing you to jump on the next one

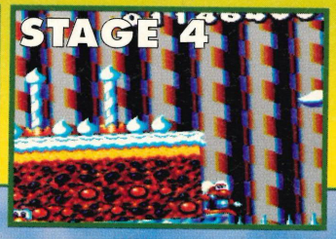
When the arrow stops, jump straight up into thin air. You will land on an invisible platform



Use the moving platform to get over the spikes. Carefully fall down onto the secret platform to collect a 1-up

This exit will return you to the beginning of the level, instead jump on to the arrow

On the far-right of the screen, fall down off the side of the cake and collect the Icarus wings. The level is very high so these will allow you to fly up with ease avoiding all the yucky platforms





Jump over all the exits that present themselves and then fall down the gap at the far-right of the section for the proper, yet invisible, exit

LEVEL FOUR PLAYING TIPS

Duck to avoid the aircraft which appear from the right of the screen





Try to jump over the obstacles as quickly as possible to avoid getting crushed

Watch out for the falling platforms, they are coloured a slightly lighter blue than the static ones

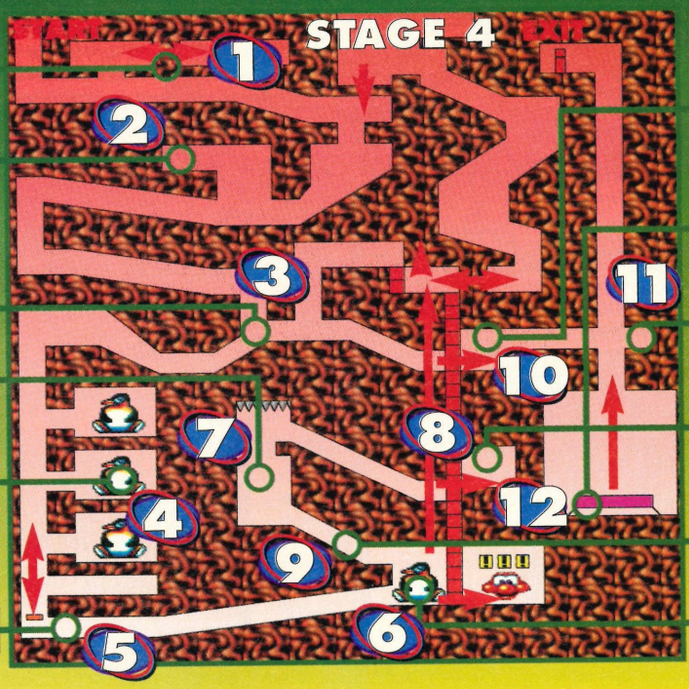




Super James Pond proves to be nothing more than a straight conversion of the Mega Drive Robocod game, with superfluous graphics and bog-standard platform hopping gameplay. The levels are huge and there are lots of bonus levels to find and explore, but the slowdown on many parts of the game is painful to say the least. Nonetheless, it's all enjoyable fun.

60%

LEVEL FOUR CONTINUED



Walk through this wall to find some bonuses, but watch out for the little strolling man

Jump into the wall for a 25,000 point bonus

Once here, run off to the left for now

Using the bird as a platform, jump up to the high passage



Using the platform, collect the penguins situated in these three rooms

Fall off the platform and enter this corridor

Using the same principle as before, run through the conveyor belt using the steep passageway as your run-up



Fall down into this room and use the spring to collect the bonuses and to catapult you up towards the exit

Collect the umbrellas

Charging down the passage you will crash through the conveyor belt and end up in this bonus room. Use the conveyor to transport you up to the top of the level and then return to point nine

Climb up to this steep passage and then run back down. You will crash through the conveyor again

Collect the penguin and jump up off to the left

Knock the coloured blocks in the passage's dips to find secret bonus rooms





When you find the exit, jump up to the passage on the right for more bonuses

Find the second bonus block to reveal a toy car for Pond's convenience. The trains can now be easily defeated simply by driving into them



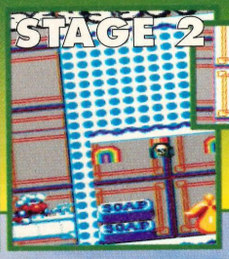
Stomp on this switch to open the bonus room hatch. Back off to the left where you will find lots of lovely bonuses

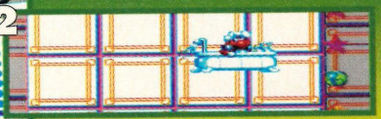
LEVEL FIVE PLAYING TIPS

Keep low as you progress through the level so as to collect all the big bonuses and 1-ups



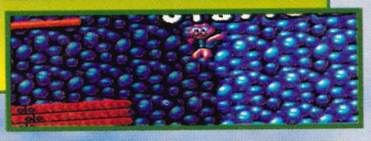
Again keep low through the level and find the bonus room with two small soap bars to the left of it. Knock into the soap bars to find a hidden entrance to a bonus room





Find a huge bath-tub and move to the right to collect the bonuses, then go back and fall into the top of the tub to find the exit

While the underwater levels are straightforward, try bashing into the edges of the hulls of the pirate ships to find entrances to bonus levels



LEVEL SIX PLAYING TIPS

At the end of the first section you will find four exits in a vertical row. Take the second one from the bottom to exit the section



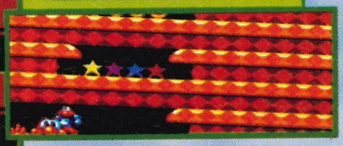
Watch out for the draught pieces that roll down the slopes



These planes swoop towards you when you get within a certain distance of them. Try to keep your head down and move cautiously towards them



When you finally reach the exit, jump over the icon to find another secret bonus room



LEVEL SEVEN PLAYING TIPS

The soldiers home in on your position when you jump, so wait until they walk away from you before you do anything drastic



When you find the exit again, jump over it to find a bonus section





In the bonus section collect the plane

ACCESS ALL AREAS

LEVEL SEVEN CONTINUED



If you managed to collect the plane you will be able to complete all the sections with ease, if not then follow me. Jump onto the white block on the far-left of the screen. You will bounce up to the top of the level



Use the clouds as platforms. The exit is situated on the far-right of the screen

Halfway up the castle tower find the enclosed exit pole. Fly up with the plane through the bottom platforms





Simply jump from platform to platform as you make you way up the castle, avoiding the soldiers, of course. The exit is situated on the far-right at the top of the screen on a cloud

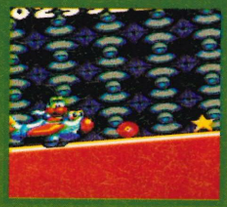
LEVEL EIGHT PLAYING TIPS

Climb up the moving platforms which present themselves at the beginning of the section



Collect the record bonuses and jump to the right where you will find a large bonus block. Knock this for Pond's plane

Fly off to the right to find the bonuses found on high platforms

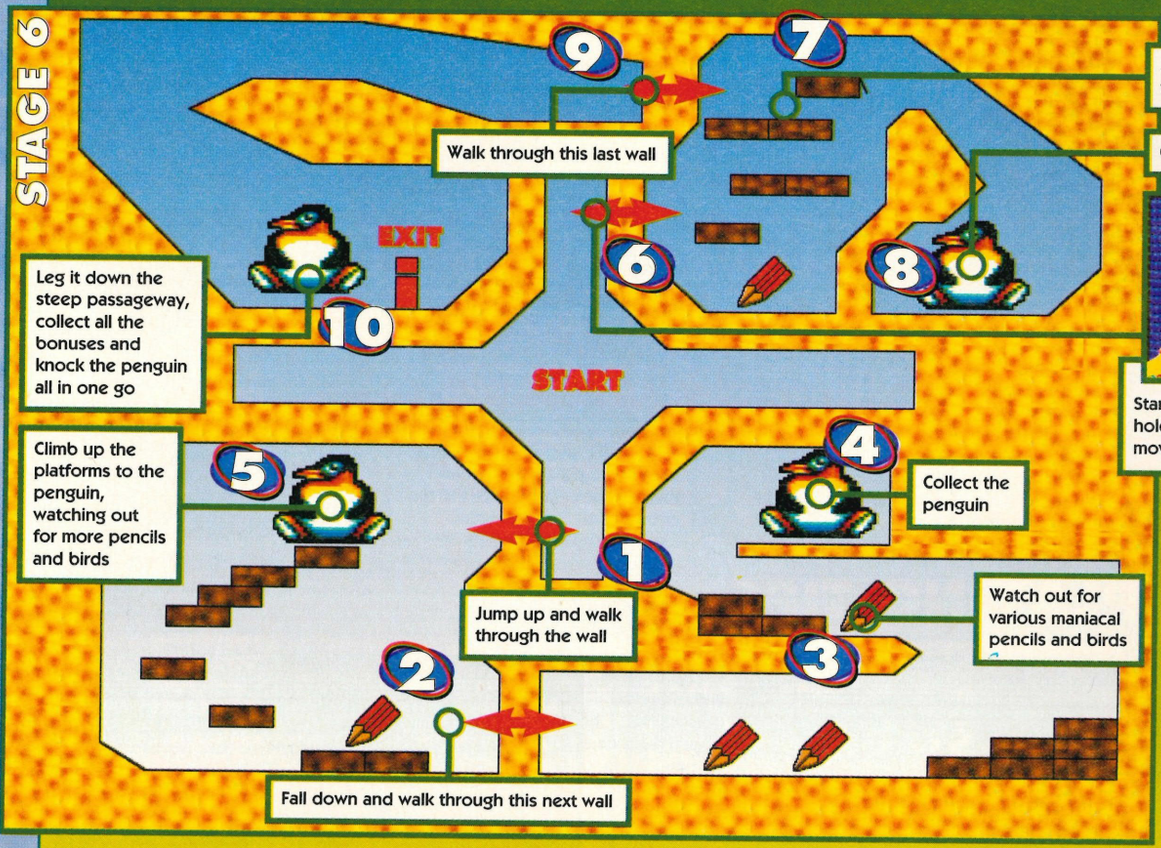


STAGE 2

When you find the exit, jump over and fall down through the floor to find a secret exit

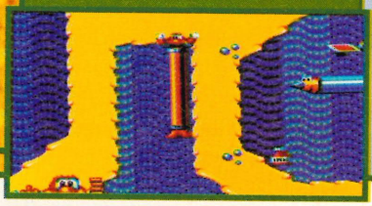
STAGE 3

Jump over the first exit pole, run right and collect the hoard of bonuses. Take the next exit



Jump up to the platforms and watch out for the birds

Collect the penguin



Starting at the bottom, stretch up and grab hold of the ceiling. Now fall and as you do so, move through the hole in the wall

Leg it down the steep passageway, collect all the bonuses and knock the penguin all in one go

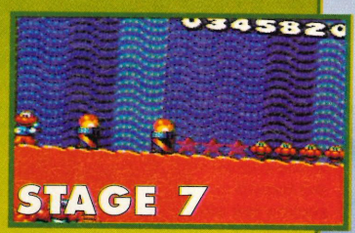
Climb up the platforms to the penguin, watching out for more pencils and birds

Collect the penguin

Jump up and walk through the wall

Watch out for various maniacal pencils and birds

Fall down and walk through this next wall



Don't get tempted by all the exit poles, instead follow the level all the way to the right by which time you will have collected about six 1-ups



This large arrow points to your death so jump over it



Keep moving right and ignore all the arrows

Just above the start you will see the end of a trombone. Run into this for a secret bonus room



Progress right through this section and find the field of plectrums, then jump on the top blue one. To make the plectrum move you must walk left, then jump back to the right of it and walk left again



The exit is situated on the far-left of this section, next to the start



LEVEL NINE PLAYING TIPS



Climb into the cannon and collect the bonuses. The exit is situated at the very top in the centre of the screen

When you have found the exit, continue to go right and collect Pond's plane. Return to the exit





On the top-right and left of the section you will find some umbrellas that allow you to glide slowly down and collect the bonuses with ease

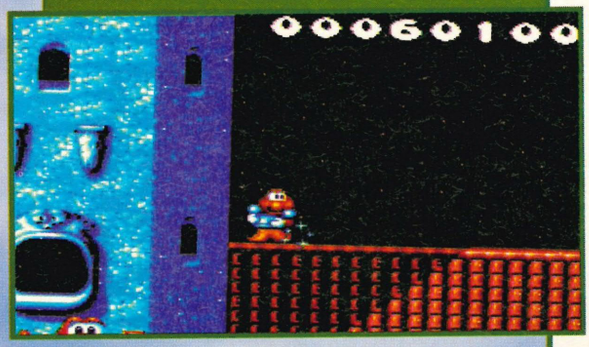


If you managed to collect the plane in the first section you will need it now. However if you don't have it, enter the left-hand tent entrance to find a bonus room. Here you will find another plane



Fly up to the top of the screen to find four penguins

SECRET LEVELS AND BONUS ROOMS



When you reach the last level, but before you take on the final game guardian, jump up to the part of the castle roof located directly above the final guardian's door. Once on the roof walk to the left and find the two secret levels...

Again, when all the levels are completed bar the final game guardian, walk as far to the right as you can and jump on the statue. By doing so you will be able to jump on two exclamation mark blocks that will move upwards when you stand on them. Move them far enough up so you can fall down the hole in the floor and collect the plethora of 1-ups which are located below



BIG BOSS MAN

This giant teddy bear homes in on your position so it is best to keep to the sides of the screen because it disappears off the top of the screen. As soon as the spikes beneath it become visible, move out of the way and get ready to stomp on its head. It needs about six direct hits to be destroyed





The manic red car spouts smaller versions from its mouth which proceed to home in on your position. Try and get rid of them as quickly as possible so you can concentrate on stomping on the main car. Time your moves carefully as this guardian's movements are very random. Keep moving left and right so as not to get crushed at the side of the screen

Watch out for the four falling cards at the beginning of this level. Move to the left or right and jump up the ladders when the cards disappear. The Queen of Hearts moves backwards and forwards across the screen whilst also moving up and down, so plot her pattern before making any drastic movements. She also continues to drop cards beneath her so it is not wise to stand on the floor, but her cards will not hit you if you stand on the ladders. Try and keep above her where possible and stomp on her head about eight times



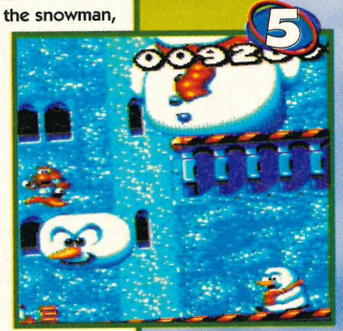
You control the left-hand image of Pond, the other is simply a mirror image, so try not to let it distract you. Likewise, the left-hand ballerina is also a mirror image so pay attention to the movements of the right-hand one – it will move over to the left-hand side of the screen where you can get at her.

When you manage to stomp on her head a good tactic is to quickly repeat the process while she is still stunned. By timing this movement right you can make contact just as she is coming out of the stun and prevent her from moving



At the start of this encounter, walk to the right and stand slightly to the left of the overhead platform. The large snowman will stop and its head will bounce down to the left. At this point, jump up onto the head and bounce up to the snowman, stomp on its neck stump and then bounce off to the right. If you manage this OK you should be able to stomp on its stump three times before its head reappears, in which case it will home in on your position.

Get back down to the floor. It may take a little time but you must now wait until the snowman chucks its head. At the same time a smaller snowman plods along the bottom of the screen and when this happens, use it as a catapult up to the high platform and again stomp on the snowman's stump approximately three times. You need about nine hits altogether



GUIDE GLENDAAL THROUGH THE FIRST FOUR WORLDS OF EQUINOX

DETAILED MAPS TO FOUR WORLDS OF EQUINOX

EQUINOX

The quite superb EQUINOX GUIDE with the best maps you're ever likely to see in any computer mag

MAP LEGEND

- APPLE
- WHITE KEY
- BLUE KEY
- RED KEY
- GREEN KEY
- POTION
- SCROLL
- BLUE TOKEN
- DUNGEON ENTRANCE

After breezing through Galadonia you'll reach the land of Tori. Consisting of 34 rooms you'll have your first taster of just a few of the puzzles to be encountered later on. Pushing blocks to form platforms to higher ledges is the key to solving most of the challenges. The slow scroll and shuriken can also be found inside the Tori dungeon.

Forget the stone on the other side of the room and push the bricks at the bottom to the right. After a few seconds the blocks will start to move and form a platform up to the key. Walk around to the other side and leap up to grab the bonus

C



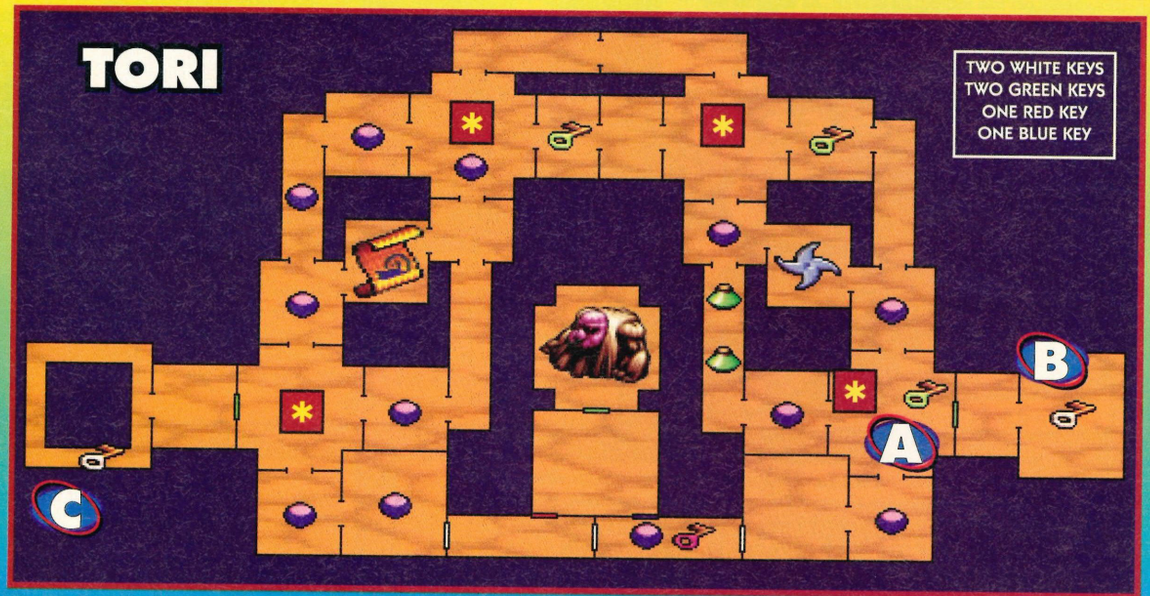


SUNG SUNG

Sung Sung is a huge rock monster which can only be wounded by hitting it on the head. Jump and fire at its face and leap to the side to dodge the boulders it rolls. The beast is quite slow moving so is fairly easy to avoid, just keep an eye on the ground – when you see the earth crack open, run out of the way!

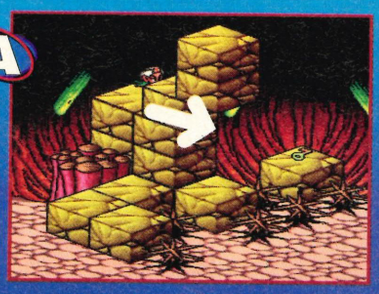
TORI

TWO WHITE KEYS
TWO GREEN KEYS
ONE RED KEY
ONE BLUE KEY



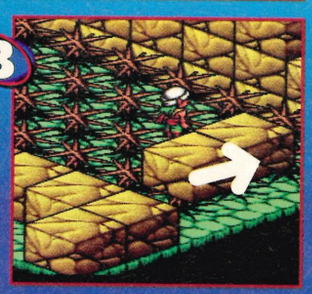
Jump onto the third step and push the rock to the right as shown. Keep nudging it until it falls to the ground, creating a stepping-stone over the spikes and across to the green key

A



Barge the brick on the right over the spikes – not too far otherwise you'll impale yourself! Then push the next block, the one to the left, behind the first brick and move them both out over the spikes. You can now jump safely across

B





Equinox is a superbly atmospheric arcade adventure. It's got loads of dungeons to explore, it will take you ages to see everything there is on offer and what's more, it keeps you absorbed from start to finish. Graphically, Equinox is very stylish and uses the isometric view-point to create optical illusions as puzzles. The highlight of the game though is the moody sound. Quite superb.

85%

The 45 rooms in the Deeso dungeon are generally quite easy, but there are a few which are particularly difficult when you don't know how to attempt them. Get the axe early on as this is a rapid-firing weapon which is useful against the ghosts which haunt the dungeon.

Timing is essential if you're to reach the blue token. When you first enter the room, immediately walk to the far left and stand on the platform next to the spikes. Wait for the block to move along the ledge above and as it falls, leap up from the side and onto the higher platform using the brick as a step. Beware – the ledge constantly pushes you towards the left

A





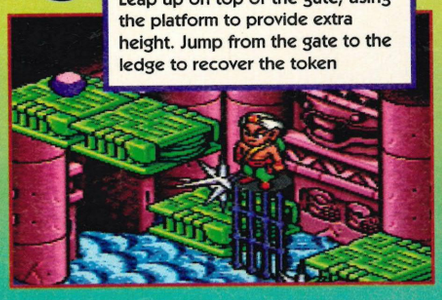
B

Patience is a virtue, so hang around for a few seconds. Just when you thought it was impossible to cross the spike-covered floor, a moving platform trundles into view

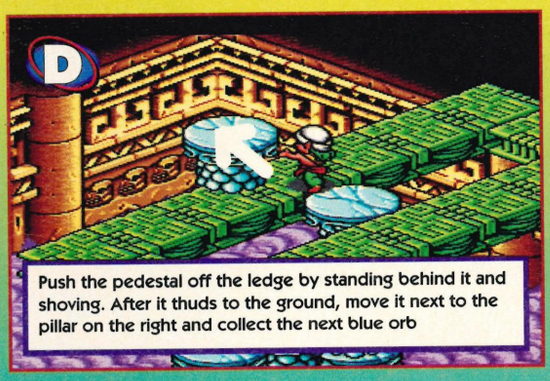
Before you attempt to solve the puzzle you need to get rid of the ghost. When the spook has been killed, nudge the block on the right into the top corner. Using this as a ledge, jump up and shove the brick above you to the left. Push it a couple of times and it'll fall to the ground, allowing you to tuck it away into the bottom-left corner. Standing on the block, jump over onto the gate when it crashes to the ground. Wait for the gate to rise, then jump up to grab the token

E

Nip into the alcove on the right and destroy the ghost from here. Leap up on top of the gate, using the platform to provide extra height. Jump from the gate to the ledge to recover the token

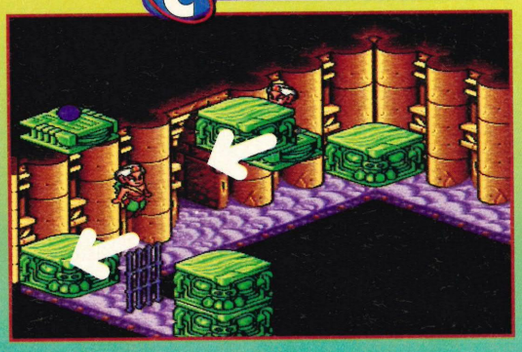


D



Push the pedestal off the ledge by standing behind it and shoving. After it thuds to the ground, move it next to the pillar on the right and collect the next blue orb

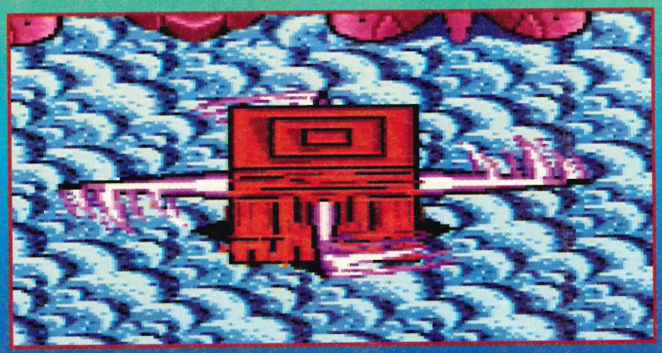
C



QETZLCOATL

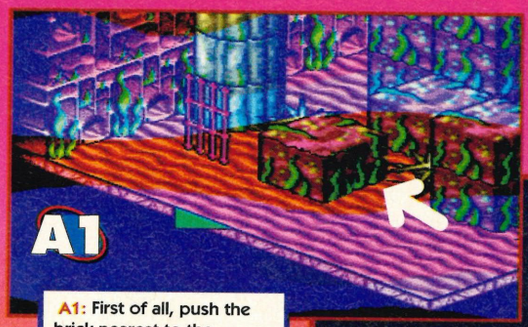
Qetzlcoatl is the easiest of the guardians so far. Although it moves quickly, the attack pattern is predictable. Every time you hit Qetzlcoatl it leaps in the air, so even if you're cornered it's possible to avoid certain death by firing. Once again it's probably best to hang around the bottom-left of the room, although you might have to move out of the way of Qetzlcoatl's path



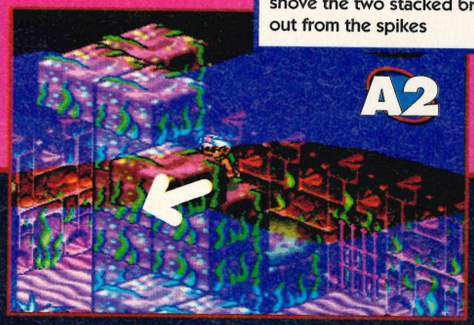


Oh God, just when you thought it was dead! OK, so you've beaten the first bit of the guardian and thankfully the spiky reincarnation of Qetzlcoatl is just as easy to defeat. Just use the same attack plan as before

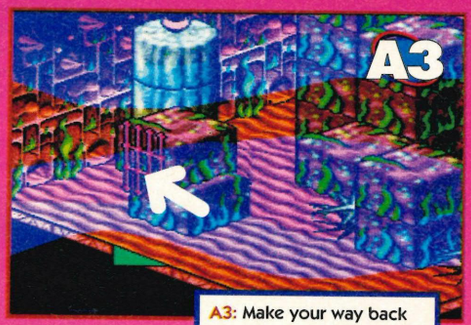
Atlena is a pain in the neck, not because of the puzzles, but because of the distracting watery foreground and all the locked gates. There are only two more rooms than the Deeso dungeon, but most are inhabited by the killer blobs. They follow you around and can only be hit when they leap in the air (unless of course, you use magic). Unfortunately, you'll find yourself trekking back and forth across the dungeon, so try and work out the most efficient route through the dungeon before you set off.



A1: First of all, push the brick nearest to the bottom to the left, then in-between the two spikes. Make sure you leave enough room between the two blocks for Glendaal



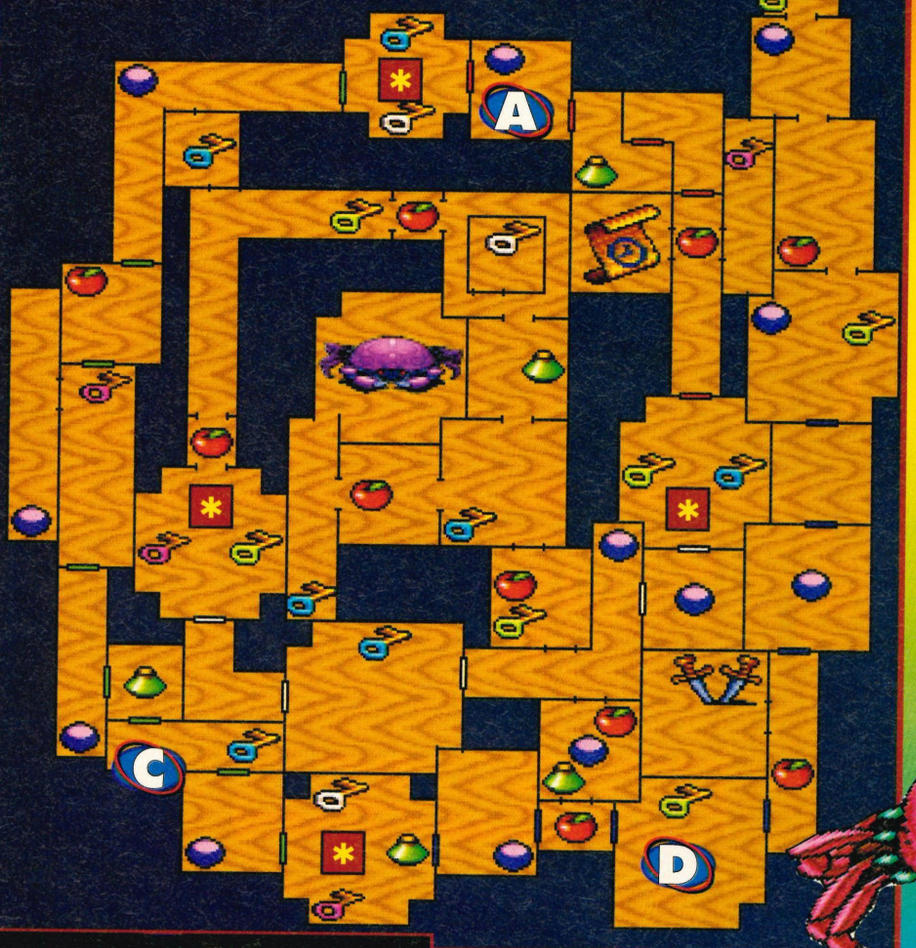
A2: Climb up to the top of the block and shove the highest stone as indicated. Keep pushing until it falls from the ledge and lands on top of the block you moved earlier. Jump down and shove the two stacked bricks out from the spikes

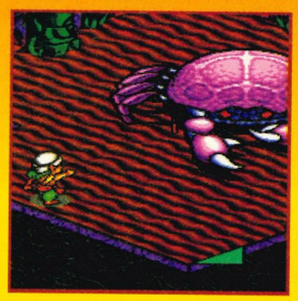


A3: Make your way back down to the bottom of the screen and push both blocks towards the token on the back wall. Just before they touch, barge the top brick to create a step up to the orb

ATLENA

FIVE WHITE KEYS
SEVEN GREEN KEYS
FIVE RED KEYS
SEVEN BLUE KEYS





PINCHA ONE

Pincha takes a hell of a lot of hits before it dies. Whatever you do, don't wander far from the left side of the room as you can avoid Pincha nearly all the time you stand here. For most of the time, stand in the centre and fire as shown. When Pincha moves towards you, run to the left and jump into the corner. As long as you stay tight in the corner you'll survive

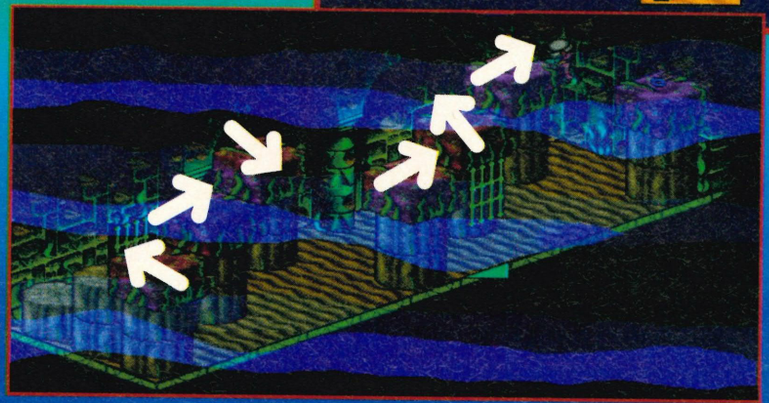


PINCHA TWO

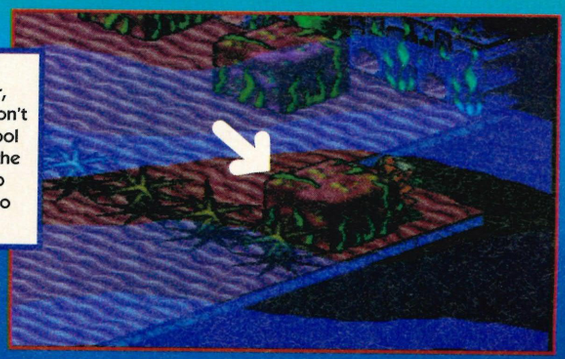
After what seems like an eternity Pincha will finally loose one of its claws, indicating that it's now weakened. Repeat the same attack process as before and hang in there! Remember, don't bother using the damage or slow spells as all the guardians are immune to magic



Although it may look fairly straightforward, each of the pillars pushes you in a different direction making the token almost unreachable! Consult the picture below to see which direction the platforms shove you



Push the block right down into the corner, next to the spikes. Don't let the perspective fool you – jump up onto the ledge above and leap from block to block to grab the white key



OK, the dungeons are getting bigger but they're not that much harder. Before you start looking for tokens grab all of the eight coloured keys. You'll find them all in the centre of the dungeon hidden behind secret doors. When you've got these you can start grabbing the tokens, the sword and the Zap spell.

QUAGMIRE

TWO WHITE KEYS
TWO GREEN KEYS
TWO BLUE KEYS
TWO RED KEYS



SCROLLS



DAMAGE
Wounds the small enemies, but it uses up a lot of manna

FREEZE
A more powerful version of the slow spell which freezes enemies





HEAL
A single pip of energy is restored for each manna point used

SLOW
Not a particularly useful spell, really. Slows down the enemy





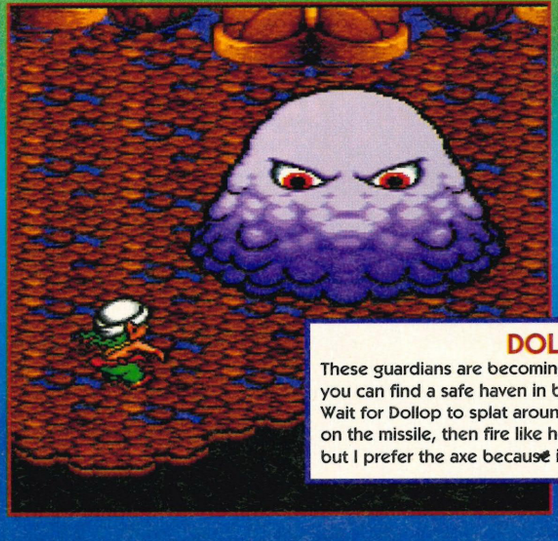
ZAP
The same as damage...only much more powerful

A An easy solution, this one. At first these two blocks look like they won't budge. Push them hard enough and the bottom one will move, allowing you to reach the energy-restoring apple

You've got this far so surely you can reach that token! No? Use the block hidden at the top of the screen to climb on top of the platform, then jump across to the token

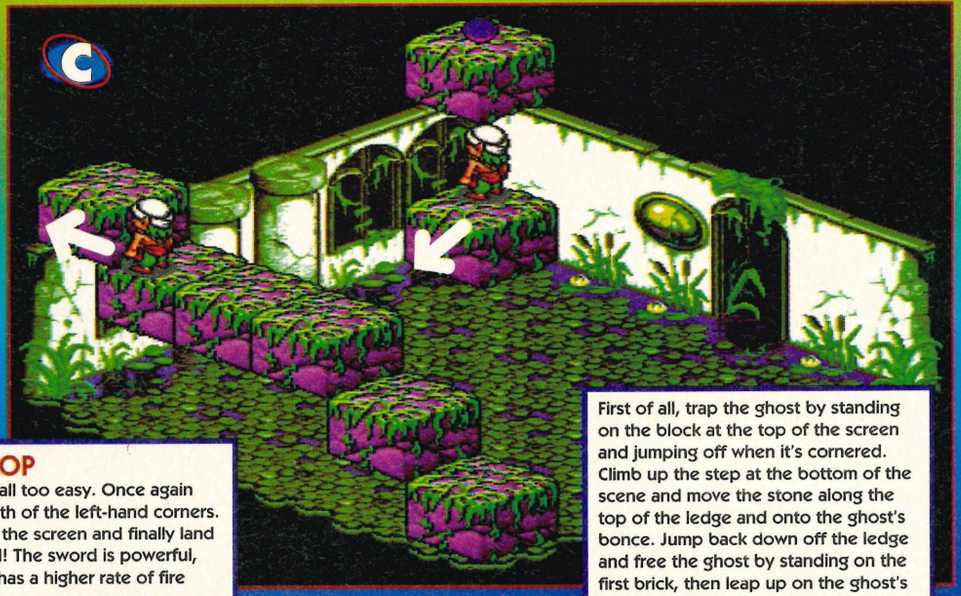
B





DOLLOP
These guardians are becoming all too easy. Once again you can find a safe haven in both of the left-hand corners. Wait for Dollop to splat around the screen and finally land on the missile, then fire like hell! The sword is powerful, but I prefer the axe because it has a higher rate of fire

C



First of all, trap the ghost by standing on the block at the top of the screen and jumping off when it's cornered. Climb up the step at the bottom of the scene and move the stone along the top of the ledge and onto the ghost's bonce. Jump back down off the ledge and free the ghost by standing on the first brick, then leap up on the ghost's head to retrieve the token

PART TWO

PUGSLEY'S SCAVENGER HUNT

MORTICIA'S ICEBOX

ROOM 1



1 Hit these switches in this order:



2 Crawl into here to activate the switch and carry on to the left

ROOM 2



3 You can reach switches in some of the unlikeliest places if you try



4 Don't bother with the switch below these blocks. Move left and stand on the blocks where they meet the wall. As they collapse, walk into the wall and jump up...



5 ...And you'll be transported to here



6 Bounce up off the birds below to reach this ledge



7 Before you leave you can crawl into the wall next to the exit and collect some coins

ROOM 3



8 Jump up and hit this block just after the level begins. Now follow the natural level path, collecting any bonuses or switches on the way



9 Fall down this hole. There's nothing but trouble on the other side of it! Go left when you hit the floor



10 Hit the switches... ...Then fall down the gap to the right and hit the following switches



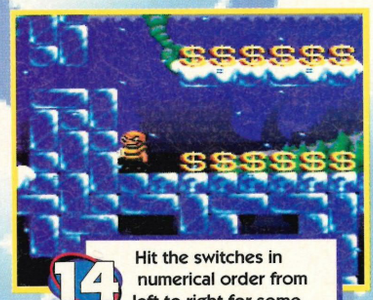
11 Follow this order then carry on going!



12 Destroy the blocks nearest the wall first and walk into the wall to collect the bonus. Carry on to the right



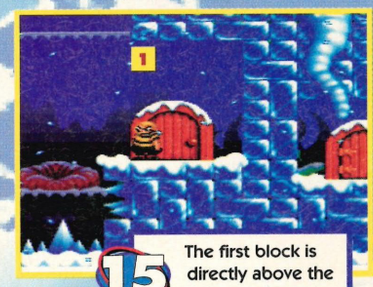
13 Crawl into the gap as you fall



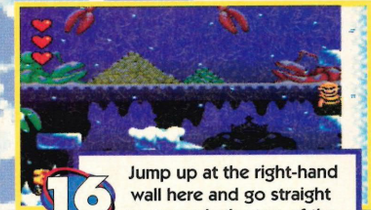
14 Hit the switches in numerical order from left to right for some extra coins. Make for the exit by following the level path round to the exit

ROOM 5

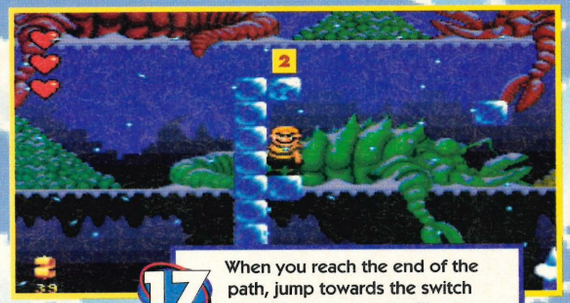
You must hit three blocks in the correct sequence to be able to exit this room. And yes, should you hit them in the wrong order you will have to repeat it all again



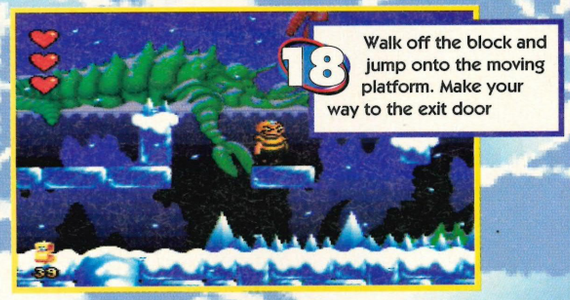
15 The first block is directly above the entrance door



16 Jump up at the right-hand wall here and go straight up towards the top of the screen to generate some extra coins, and find a handy path to take you to the next switch



17 When you reach the end of the path, jump towards the switch opposite and a block will appear, leaving you standing below the switch



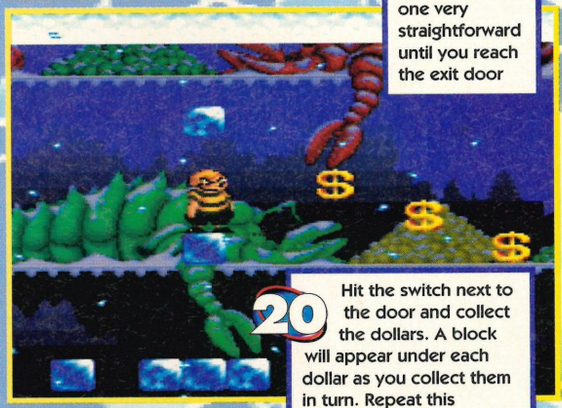
18 Walk off the block and jump onto the moving platform. Make your way to the exit door

19 Hit the last remaining switch and leave the room. Not far to go now

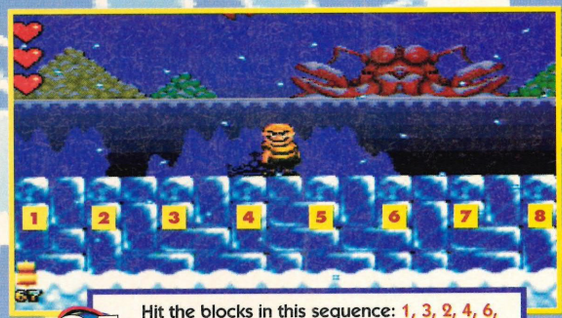


ROOM 6

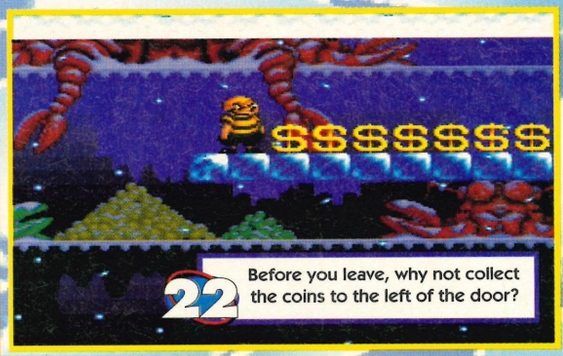
This room is a mass of switches, each one very straightforward until you reach the exit door



20 Hit the switch next to the door and collect the dollars. A block will appear under each dollar as you collect them in turn. Repeat this process, collecting coins and activating them again, until you reach the big one



21 Hit the blocks in this sequence: 1, 3, 2, 4, 6, 7. Three blocks will appear under the exit door. Jump onto these and straight back onto the switches. Now hit 3, 2, 4, 6, 5, 8. More blocks will appear under the exit. Jump up to the door and three blocks will appear beneath you



22 Before you leave, why not collect the coins to the left of the door?

ROOMS 7 AND 8

Tread carefully through these rooms, collecting whatever bonuses you can to help you



23 You'll arrive at the final door

THE WIZARD



The Wiz is very easy to beat. Simply avoid the flaming skulls that move along the bottom of the screen when he drops them (Nubby nub), and stand on his hands when he fires a lightning bolt. The Wizard is constantly vulnerable to Pugsley's attacks – that's jumping on his head, in case you're stupid! Be patient, careful and concentrate in order to beat him every time

SUPER SOCCER

I'M AS SICK AS A PARROT, JOHN

We all love a good game of footy here at Maverick, and although Striker looks set to take the country by storm, Super Soccer is still capable of filling our sack (missus) with a mountain of blips and meats.

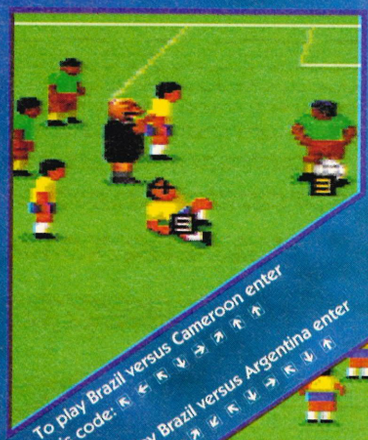
By far the best of the guides sent in was this nubby guide by Stephen Mackell from Edinburgh. It was so lard in fact, that we decided to print it. So here it is then...

REPLAY CODES

Steve also sent these AR codes and very nice they are too. It would seem that the old Replay has become as popular as oxygen, judging by the amount of ORIGINAL codes that are being received.

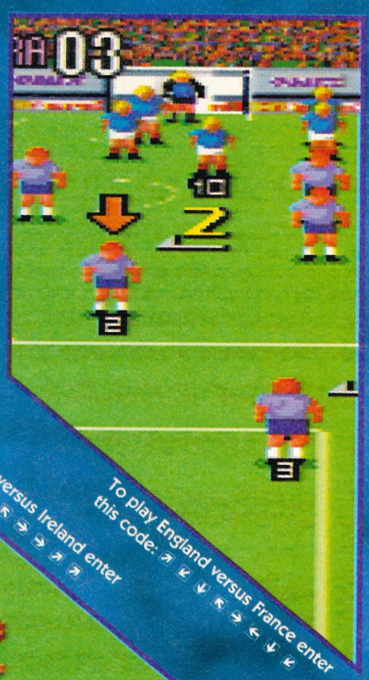
7E10 F80C : No opposition 'keeper for whole game
7E10 F803 : No opposition 'keeper for first half
7E07 5B00 : No opposition goals count
7E07 5A59 : Start the game winning 89-0





To play Brazil versus Cameroon enter this code: ↖ ← ↖ ↓ → ↗ ↑ ↑

To play Brazil versus Argentina enter this code: ↗ ↙ ↖ ↓ → ↖ ↓ ↑







To play England versus Ireland enter this code: ↗ ↙ → ↖ → ↗ ↗

To play England versus France enter this code: ↗ ↙ ↓ ↙ → ↖ ↙

THE TEAMS

Just look at these then, a list of teams to choose from and the codes to play with them against any opposition! Very nice indeed.

As Germany, versus...

Uruguay	→ ↗ ↓ ↓ ↘ ↑ ↓ ↓
Yugoslavia	↑ ↗ ↓ → ↗ ↑ ↑ ↓
Colombia	→ ↙ ↓ ↑ ↗ ← ↑ ↓
Japan	→ ↙ ↓ ← ↘ ↓ ↓ ↓
USA	↑ ← ← ↓ ↑ → ↓ ↙
France	↑ ↙ → → ↘ ← ↓ ↑
Ireland	→ ↗ ↑ ← ↗ → ↑ ↑
Romania	→ ← ↓ ↑ ↑ ↗ ↓ ↓
Cameroon	→ ↙ → ↓ ↗ ↗ ↑ ↙
England	→ ← ↑ → ↘ ↙ ↓ ↗
Holland	↑ ← → ← → ↗ ↑ ↑
Brazil	→ → ↑ ↘ ↖ ↑ ↗
Italy	↑ ← ↓ ↓ ↑ ↖ ↑ ↓
Argentina	→ → ↓ → ↑ ↖ ↑ ↓
Nintendo	↑ ← → ← ↘ ↖ ↓ ↙

As Brazil, versus...

Uruguay	↗ ↗ ↗ ↓ ↗ ↓ ↓ ↓
Yugoslavia	↘ ↙ ↘ → ↙ ↓ ↑ ↑
Colombia	↖ ← ↘ ← ↘ ↘ ↑ ↙
Japan	↖ ↗ ↘ ↑ ↑ ↓ ↙
USA	↗ ↙ ↖ ↓ ↘ ← ↓ ↑
France	↘ ↙ ↘ → ↓ → ↓ ↗
Ireland	↖ ← ↘ ← ↓ → ↓ ↗
Romania	↘ ↗ ↘ ↑ ↑ ↗ ↑ ↑
Cameroon	↖ ← ↖ ↓ → ↗ ↑ ↑
England	↘ ↗ ↖ → → ↗ ↑ ↑
Holland	↗ ↗ ↑ ← ↗ ↙ ↓ ↗
Italy	↘ ↗ ↘ ↑ ↑ ↖ ↓ ↑
Argentina	↗ ↙ ↖ ↓ → ↖ ↓ ↑
Germany	↗ ← ↖ → ↙ ↖ ↓ ↙
Nintendo	↗ ↙ ↘ ← ↓ ↘ ↓ ↓

As England, versus...

Uruguay	↘ ↗ → ↘ ↗ ↓ ↓ ↑
Yugoslavia	↗ → ↓ ↙ ↗ ↑ ↑ ↑
Colombia	↗ ← ↓ ↗ ↗ → ↓ ↑
Japan	↗ ← ← ↗ ↑ ← ↗ ↙
USA	↘ ↗ → ↘ ↗ → ↗ ↗
France	↗ ↙ ↓ ↖ → ← ↓ ↙
Ireland	↗ ↙ → ↖ → → ↗ ↗
Romania	↘ ↙ ↗ ↗ ↗ ↗ ↑ ↙
Cameroon	↗ ↙ ↓ ↙ ↗ ↗ ↑ ↙
Holland	↗ → ↓ ↘ ↗ ↙ ↑ ↗
Brazil	↗ ↙ ← ↖ → ↙ ↓ ↑
Italy	→ ↙ ↑ ↓ ↗ → → ↙
Argentina	↖ ← → ↙ ↗ ↘ ↗ ↗
Germany	↗ → ← ↘ ↑ ↖ ↗ ↗
Nintendo	↖ → → ↖ ↗ ↘ ↗ ↗



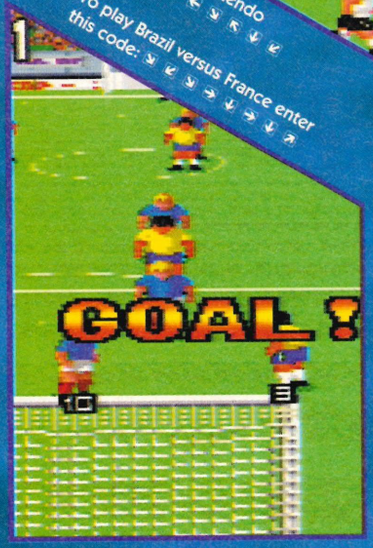
The advent of Striker has made Super Soccer's bad points all too obvious. The Mode 7, although impressive, fails to match the speed of Striker, as does the sluggish passing and shooting. SS has held the title of best SNES footy sim for a while now and still remains a popular favourite – hence this guide. However, the release of the awful SS 2 signals the end of its reign, especially when compared to Striker.

61%

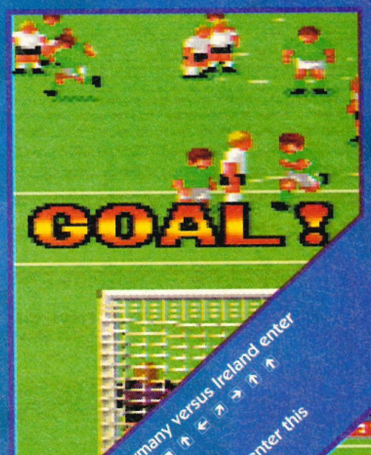


To play Germany versus Niintendo enter this code: ↑ ← → ← ↘ ↖ ↓ ↙

To play Brazil versus France enter this code: ↘ ↙ ↘ → ↓ → ↓ ↗







To play Germany versus Ireland enter this code: → ↗ ↑ ← ↗ → ↑ ↑

To play Germany versus Uruguay enter this code: → ↗ ↓ ↓ ↘ ↑ ↓ ↓



TEAM NINTENDO

	AT	DF	RN
1 DON	1	16	16
2 PAUL	8	16	14
3 BRIAN	8	16	14
4 MATT	13	15	15
5 PHIL	14	15	15
6 DAN	13	15	15
7 STEVE	15	11	15
8 MARK	16	11	16
9 JEFF	16	11	16
10 TONY	15	11	15
11 RICK	15	11	15
12 STANZ	15	11	15
13 MIKE	8	15	14
14 DEREK	15	11	14
15 NANCE	15	11	14
16 YUKA	14	15	15

STAR PLAYERS

Each Team has at least one player who is slighty better than his team-mates. Unless he is a 'keeper, play him in the centre of midfield.



GERMANY

	AT	DF	RN	TTL
7 LOTAR	12	12	13	37
9 MAX	12	8	12	32
10 RUDI	14	8	13	35



IRELAND

	AT	DF	RN	TTL
1 RILEY	4	14	12	30



ARGENTINA

	AT	DF	RN	TTL
7 DIEGO	14	14	14	42
10 OSCAR	14	9	13	36



FRANCE

	AT	DF	RN	TTL
6 HERVE	11	9	13	33
9 REGIS	11	7	9	27
13 YVES	12	12	9	33



ITALY

	AT	DF	RN	TTL
1 LUIGI	7	13	12	32
10 PRIMO	13	8	13	34



USA

	AT	DF	RN	TTL
8 BRETT	2	2	11	15
13 JASON	10	10	2	21



BRAZIL

	AT	DF	RN	TTL
8 PAULO	11	11	12	34
10 EDSON	12	8	13	33



JAPAN

	AT	DF	RN	TTL
7 JIRO	12	15	15	42
10 YOSHI	15	12	14	41
13 JAN	9	7	2	18
14 SHIN	9	7	2	18



HOLLAND

	AT	DF	RN	TTL
3 HAYES	10	12	12	34
9 ROLFE	11	9	12	32
10 LANE	11	9	12	32



COLUMBIA

	AT	DF	RN	TTL
1 LOCO	10	10	11	31
9 RICOS	9	6	10	25



ENGLAND

	AT	DF	RN	TTL
7 ALLAN	11	12	14	37
10 BROCK	12	5	13	30



YUGOSLAVIA

	AT	DF	RN	TTL
9 LAJOS	8	7	10	25



CAMEROON

	AT	DF	RN	TTL
10 ROGER	14	4	13	31
11 OMAN	10	4	12	26



URUGUAY

	AT	DF	RN	TTL
7 CECIL	8	7	8	23



ROMANIA

	AT	DF	RN	TTL
8 NICUL	12	12	13	37
7 CECIL	8	7	8	23



BELGIUM

	AT	DF	RN	TTL
7 SHELL	10	7	9	26



LEST WE FORGET...

And finally, Steve couldn't leave you without running over those old favourite tips that are part of Super Soccer folklore:

For a team of the best forwards:
Press Up, X, Left, Y, Right, A, Down, B, Left, Up, Right, Down, Select and Start.

To play teams in away strips:
Select exhibition, single game/penalties, one Vs two-player. Press Start and B to select the Nintendo team, then move player one onto the the space. Player one will now be the player covered up on the square. If player two now presses its Y button, both players will play each other as the same team, with player two wearing the away jerseys.

To become Nintendo as player two:
Press Start and B on the flag select screen.

Finally, to play on Expert level use this passcode: ↗ ↙ → ↓ ↘ ← ↙ ↖

INSTANT RELIEF

INTRO BINTRO

Roll out the red carpets, polish the light-bulbs, slap on the eyeliner, the mascara, the perspex leotard and the deluxe TREX face mask, 'cos this month Instant Relief's gone all SHOWBIZ!

Yes, a galaxy of stars await in anticipation of something better than a slap in the face with a wet fish...the chance to appear in these hallowed pages. Have fungus!



MECHWARRIOR

The Radish Man supplied this star-spangled Action Replay code for infinite money on Mechwarrior, so we promptly awarded him the Maverick Comedy Trout of the month for his efforts. The trout can be seen here, modelled by Gordon Jump, alias Arthur Carlson out of WKRP, that...er, famous American comedy about corn circles. Or something.

Anyway, 7ED9 8BFF, does the business.



HARLEY'S LARD ADVENTURE

Look who supplied these tips then! Only those rootin' tootin' Dukes of Hazard County. Look, they even brought along Boss Hogg and Roscoe P Coltrane, whose brother isn't called Robbie. So it's lots of clichéd American country terms to good old Bo, Luke and Daisy Dook, and that dog – for bestowing the following Harley's Lard Adventure Action Replay codes upon us:

- Infinite lives – 7E24 B803
- Timer off – 7E1C 3B1E
- Infinite energy – 7E24 BA06.

Y'all come back now, y'hear, Sugar. Sorry my mistake, that was the Beverley Hillbillies!



ALIEN 3

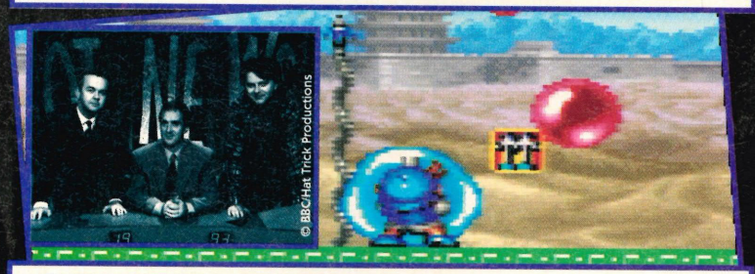
No star's too big for these pages, which is why we flatly refused Sigourney Weaver her ludicrous asking price to appear with this tip – yep, she wanted a complimentary ticket for a go on the Maverick Hammer. So, we got the next best star to supply more Action Replay codes for the wonderful Alien 3. Yep, Julie Andrews herself agreed to appear, and even sent us this picture of herself auditioning for her Oscar winning role in Blade Runner alongside Harrison Hauer, and some mountains.

- 7E12 4464 AND 7E15 D463 for infinite energy and bullets.



SUPER EDF

We were delighted when one of Britain's most famous and stiffest actors agreed to supply us a tip for Super EDF. Alistair Sims' best role was as the headmistress of St Trinians, but can be seen here in Scrooge – also starring Bill Murray from Ghostbusters and son of that old Radio One DJ, Pete. "To become immortal," says Al from the grave, "Start the game and pause it immediately. Then press A,B, X, Y, Right, Left, Up, Down, Left and Right, and that's it." Cheers Alistair.



SUPER PANG

We're all big fans of these deadpan-yet-amusing fellas here, especially Paul Merton's tub of lard that replaced Roy Hattersley in the programme on 4 June. In fact, as animal-fat related humour is a big favourite of ours, we asked Messrs Merton, Hislop and Deayton to supply a tip for us, and were very impressed with this tip for Super Pang, along with this statement – "Tip supplied by the pull-no-punches cast of Have I Got News For You (BBC 2 Friday 10.30pm). Pressing L, R, R, L, Up and Down, while on the select screen selects a stage on Super Pang. Please use this picture in connection with the transmission on BBC Television."

Good to see they're nothing like the characters they portray on telly, eh viewers?



EQUINOX

Coo, it's the cast of Beverly Hills 90210. All the heart-throbs are here – Jason Presley (daughter of Elvis), Luke Berry (whose dad wrote the classic Speccy song, Everyone's A Wally) and that one no one likes...erm, Sharon. They may all be big stars, but there's obviously nothing they like more than to relax, have a dump, pick their collective noses and supply us all with these Action Replay codes for Equinox:

7E23 4303 and 7E23 4506 gives infinite lives and magic.



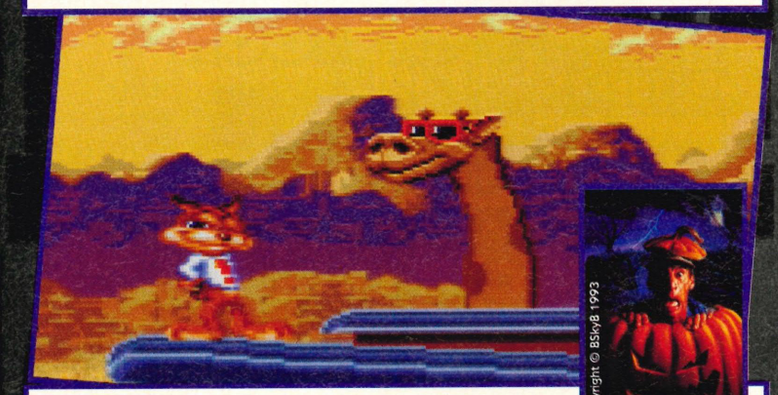
TUFF E NUFF

Wahey! It's good old Roger Daltrey out of The Who, and he's turned up with the 'One and Only' (arf) Cheesy Hawkes who was his co-star in the film about singing Blue-Tac variants, Buddie's Song. They've got some 'One and Only' (arf, arf, arf) AR and level codes for Enuff Z Nuff. Sorry, that's a plop American rock outfit, isn't it? Dead Dance, ah yes, Tuff E Nuff. Where was I? Oh, Roger says that Action Replay 7E04 4E58 (player one) and 7E0F A758 (player two) , gives infinite energy.

But that isn't all, oh no, not by a long chin. Talented (allegedly) Cheesy supplied the level codes too! What a top-notch fellow. Crap haircut though and a stupid mole...

- Level two: 427011
- Level three: 537071
- Level four: 430700
- Level five: 500760
- Level six: 401637
- Level seven: 511617
- Level eight: 412526
- Level nine: 562506
- Final: 463455

...and now for the songs, I'm a Man not a Boy...arghhhh, man the lifeboats! Women and children first!



BUBSY

This is apparently Mr Ernest Scared-Stupid...or something. Surely Ernest Looks-Stupid is more appropriate? Whatever the Weather Girls say, it hasn't been raining men in Macclesfield by jingo. Good job as well, as falling males wouldn't mix nicely with this fellow's pumpkin-concealment shenanigans, because the lard ratio between the two would be enough to cause a small sneeze by the Radioactive Maverick Hammer and then where would we be? Not playing Bubsy or hiding in big pumpkins I can tell you! Even with these Action Replay codes, or anything else for that matter. Except maybe the comedy trout...and a keep-net.

Replay 7E02 0D08 and 7E00 DF50 for infinite lives and time.



STRIKER

We're big fans of comedy science fiction here at Rinsing Belief, so when the cast of the top award winning space-comedy Red Dwarf asked could they have their marvellous Striker passwords printed, we naturally agreed. Especially when there was no mention of a fee involved. So, here are those very passwords...

- As ENGLAND
  WORLD KNOCKOUT FINAL
  INDOOR OUTDOOR
  W D N K H G H B 2 F 2 Y F B H B
  B B B B B B V V B B B B B B B 3
  C B B B B B B B B B B D B B B B

- THE SUPER CUP FINAL
  (Winning this gains entry to the Special Cup)
  OUTDOOR INDOOR
  Q P ? 6 Z L H B 1 Q 2 2 Y B H B
  B B B B B B B 3 B B B B B B B 3
  B B G B B B B B B B B L B B B B

- WORLD LEAGUE
  INDOOR
  100 per cent record. One game remaining
  V X D X V H C B
  B L G Y L G Z D
  B B C Q B 6 X B
  C H 1 R 4 B 9 Z
  0 V 5 L N 0 W R
  M 9 G X Z F 7 M
  C C D J 0 V S J
  C B B B B B B B

DIAL-A-TIP

HINTS N TIPS N CHEATS N POKES

• THE ORIGINAL AND THE BEST •

ALL SYSTEMS CHEATLINE
(SAY 'YES' FOR NINTENDO)

0891 101 234

NINTENDO CHEATS 'N' TIPS	0891 445 913
CONSOLES CHEATS 'N' TIPS	0891 445 991
CONSOLE HOTLINE	0891 445 990
SEGA CHEATS 'N' TIPS	0891 445 933

ALL CHEAT LINES UPDATES WEEKLY / INTERACTIVE GAMES SOLUTIONS

SUPER MARIO WORLD	0891 445 924
IMMORTAL, ROD LAND	0891 445 991
DESERT STRIKE, RETURN TO THE GULF	0891 445 953
STREETFIGHTER 2, THE WORLD WARRIOR	0891 445 953
FIRST SAMURAI	0891 445 926

FOR FULL INFORMATION ON ALL OUR SOLUTION SERVICES & CHEATLINES

DIAL 0891 445 904

IF YOU'RE STUCK IN A GAME CALL OUR QUESTIONS & ANSWERS LINE

DIAL 0891 668 012

HYPERSPACE IS A BAD PLACE TO BE! THAT ABANDONED SPACE STATION LOOKS DANGEROUS! HAVE YOU GOT WHAT IT TAKES FOR THE ULTIMATE QUEST???

DIAL 0891 101 255

AND PLAY THE GAME WITH THE GREATEST PRIZES!

GUIDING LIGHT COMPUTER SERVICES LTD, P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW
For full competition rules send s.a.e. Calls cost 36p a min on 'cheap rate' and 48p a min at all other times. Please get permission if you don't pay the bill. Maximum call charge £3.60

INSTANT RELIEF



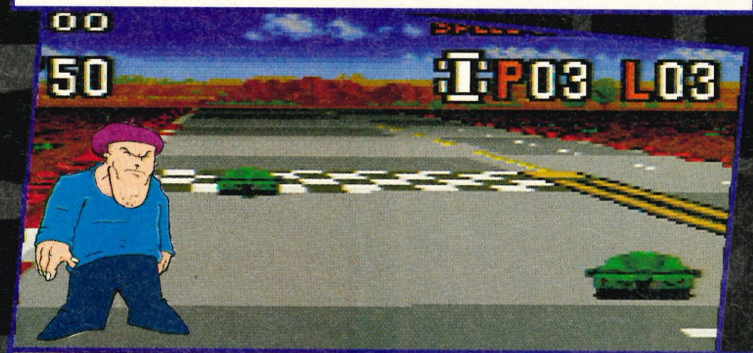
Copyright © BSkyB 1993

Copyright © BSkyB 1993

STAR FOX

Better open the windows because as if the fine weather we're having at the moment wasn't enough, some sucker for punishment invited the duo from Neighbours, Glen and Lucy. However Mums and Dads, don't worry because just like BBC 1 did, we'll cut out any bits that look remotely fruity and only print the boring bits. Talking of which, hands up who's had enough of Star Wing? As if we weren't quite fed up enough of Fox and Co, Kylie and Jason here decided to supply us with ANOTHER bug in the first SFX game. Game-testers somewhere have a lot to answer for. This month we concentrate once again on level three, above Venom.

Once you've cleared the stage there is a pause before the Cruiser appears while you automatically leave the cockpit and view the A-Wing from the back. Before this happens, press Select to leave the ship manually, and then wait until you hear "Incoming Enemy". Now press Select twice to get back into the ship. Not only can you destroy the cruiser slightly easier, but with a mere press of the Select button you can confuse the SNES, making it impossible to complete the stage, enabling you to fly over the cruiser backwards (weird) or just disappear altogether! Hmmm.



EXHAUST HEAT 2

Once more we've lured The Man With A Long Chin away from Digitiser (C4 Teletext Page 470) with the promise of unstable chefs. This time Man is accompanied by Duncan, his beloved prawn king pet. Man and Duncan have been recovering from a recent skirmish with 'The Rotating Puffins', by playing Exhaust Heat 2. During their fun they discovered these curious tips:

When copyright notice appears, press:

- Up, X, Right, Y, Down, B, Left, A, A
  For time attack configuration mode
- Up, Down, Left, Right, X, B, Y, A, A, A, A, A, A, A
  For rank select
- L, R, L, R, L, R, L, R, L, R, L, R, R
  Sound test.
- Y, Y, Y, Y, X, X
  For nubby sub-game.
- X, X, X, X, Y, Y
  For nubbynub sub-game.

ERM, THANKS PROBABLY

During the bit between issues of Super Control, we naturally receive a good few envelopes containing what the senders believe to be 'tips'.

Unfortunately, this isn't always the case, indeed some contributions are so suspicious that only the Maverick Fungicidal Unit can make them safe.

Here, we reveal the identity of a few who tried....and failed:

- Wesley O'Driscoll and his mate 'Tim' who sent a book full of Action Replay codes and asked for three games or two Action Replay cartridges in return. A number of questions sprang to mind, especially this one – Wesley, why would you want another Action Replay when you so obviously have one? You wouldn't by any chance have copied them from another mag, would you? However, the biggest laugh came when Wesley threatened to send them to Super Pro if they weren't printed. Further investigation proved that they were in fact from Super Pro in the first place. Wesley, you are lard.

- Brian Conway, who sent us a level select cheat for Super Mario World. 'Press Up, Down, Left, Right, A and Start when his head appears at the beginning.' Erm, Brian, that's the Sonic level select cheat, mate.

- Still, it's not all bad, so salutations to:
  Paul Brindley of Nottingham who I forgot to mention in the last issue and Robert McKenzie from London for his smart Bubsy guide and the smashing pressies (cheers Bob), especially the Tomy Battlers and the groovy piano (yes, we did get it!).

Remember folks, if all you want is a mention in the mag, you don't just have to send tips to AAA, send a comedy item instead. The address is below. See you soon!



RALPH'S CARTOON CLUB!

You can join today! Why not send in your comedy cartoons? If they're as top-notch as this one Paul did of Long Chin, we'll even consider printing it. Make sure they're on plain white paper and that they aren't crap, or we'll feed them to the Trex disposal droid.

BUFFALO BILL'S LAST SCRATCH

Do you have something to send to Super Control? Can I kick it? Yes, you can. Ouch, not there though. It couldn't be easier...probably. Post your pips, tides, baby beets and plugs to the address below, but ensure you water the raw materials down with the answers to the following questions, otherwise the Trex Droid will confine your entries to the Maverick Microwave for a brisk five minutes on full power. You wouldn't want that now would you? Here's the questions:

1. Who hides his hand up Nookie Bear's bum?
2. How crap was Tweekie in Buck Rodgers?
3. Name someone even more crap.

As always, send your tail by mail to Andy 'Hello, Liz the Receptionist' Martin, Instant Relief, Maverick Mags, Waters Green House, Waters Green, Macclesfield, SK11 6LF. And for those of you still reading, there's a Lensman video (see last month's Anime feature) up for grabs along with the game of your choice. And no doubt something else as well.

SUMMER SPECIAL

SUPER NES GAMES FROM £35

0509-211335

US/JAP & UK GAMES FROM £35

ALIENS 3	44.00	RUN SABRE	CALL
BATMAN RETURNS	48.00	ROCK 'N' ROLL RACING	CALL
BATTLE TOADS	49.95	ROCKEY 'N' POCKEY	49.95
BOB	47.00	SHADOW RUN	52.95
BUBSY THE BOBCAT	49.95	SPELLCRAFT	CALL
BLUES BROTHERS	45.00	SUPER WIDGET	CALL
CLAY FIGHTER	CALL	SUPER TURRICAN	CALL
CYBERNATOR	45.00	STAR FOX	47.00
EQUINOX	CALL	STAR WARS	49.95
FATAL FURY	49.95	STREETFIGHTER HYPER	CALL
FINAL FIGHT II	59.95	TAZMANIA	46.95
KAWASAKI CARIBBEAN CHALL	46.95	TOP GEAR 2	CALL
LOST VIKINGS	45.95	TUFF E NUFF	CALL
LOGIC BOMB	CALL	UTOPIA	CALL
MECH WARRIOR	46.95	WWF ROYAL RUMBLE	52.95
MARIO IS MISSING	44.95	WIZARD OF OZ	CALL
MORTAL COMBAT	CALL	WORLD HEROES	CALL
NITRO PUNKS	CALL	YOSHIS COOKIE	44.95
PHALANX	39.95		

SFX ADAPTORS

Any video game worth its salt in the future will have the SFX Chip. They are launched in the US/Jap up to 6 months before the UK. To play these on your machine you need our adaptor.

Only £14.95

or £9.95 when purchased with a game

WE BUY

We buy Mega CD, Mega Drive, Super NES (UK, US & JAP)

For best prices

CALL

REPAIRS

Has your machine broken down, and out of its warranty? Then ring now for a free quote.

PART EX.

Your old games are worth £££'s off brand new ones. Phone for Special Offers

jive consoles

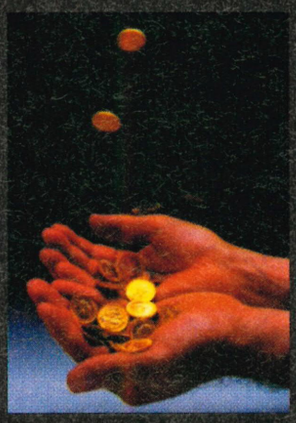
YOUR ONE STOP SUPER NES SHOP

WE'RE AT...

38 Pinfold Gate
Loughborough
Leics. LE11 1BE
Tel/Fax: 0509 211335

LEGAL BITS

Payment by P.O./Cheque (subject to clearance) Access and Visa. Payment made out to JIVE CONSOLES. We reserve the right to alter prices without notice. Prices correct at time of print. Prices include VAT unless stated otherwise. Delivery Consoles £10 Game Carts £1.50. Access & Visa orders charged at 4%



Make your pennies go further.....

Advertise in Super Control...

Tel: 0625-511593

...ask for Hilda Smiggins.

CAN YOU GET SUPER NES PRICES LIKE THESE .....

UK SUPER NES
(WITH STARWING)...
.....£115.00

CARTS FROM £40
inc. SUPER MARIO KART, JIMMY CONNORS TENNIS, KING ARTHURS WORLD, JOHN MADDENS 93
RING NOW!

PANDORAS GAMEBOX
17 IRWIN AVE,
EASTMOOR
WAKEFIELD. WF1 4QZ
0924 378265

SUPER NES ACTION REPLAY
.....£35.00

QUICKFIRE JOYPAD...
.....£9.99

..... THE MAN FROM PANDORAS HE SAYS YES

VIDEO GAME CENTRE

SUPER NINTENDO, GAMEBOY, NES, MEGA DRIVE, MASTER SYSTEM, GAME GEAR, P C ENGINE, NEO-GEO, ATARI LYNX, TURBOGRAFX

PLEASE CALL FOR NEW RELEASES

SNES USA NEW RELEASES			
BATTELTOADS	49.99	STARWARS	49.99
SUPER TURRICAN	44.99	PEBBLE BEACH GOLF	49.99
YOSHIS COOKIE	44.99	TINY TOONS	49.99
MARIO IS MISSING	49.99	ALIEN 3	49.99
SUPER HIGH IMPACT	44.99	WWF ROYAL RUMBLE	59.99
KAWASAKI CHALLENGE	44.99	DESERT STRIKE	44.99
WOLFCHILD	39.99	NHLPA HOCKEY	39.99
ROCK'N'ROLL RACING	49.99	POPULOUS	29.99
CYBERNATOR	49.99	SUPER KICK OFF	29.99
BLUES BROTHERS	49.99	SPIDERMAN	29.99
BUBSY	49.99	J CONNORS TENNIS	39.99
NBA BASKETBALL	54.99		
MARIO KART	44.99	**SNES SPECIALS**	
DRAGONS LAIR	34.99	ROBOCOP 3 USA	25.00
ALIEN 3	49.99	F1 ROC USA	35.00
WWF ROYAL RUMBLE	59.99	WINGS 2 USA	20.00
		PITFIGHTER USA	20.00
SNES UK		SPIDERMAN USA	25.00
CYBERNATOR	49.99	COOL WORLD USA	35.00
STRIKER	CALL	SPACE MEGAFORCE USA	35.00
STARWING	49.99	TURTLES IV USA	35.00
		JAKI CRUSH PINBALL JAP	30.00

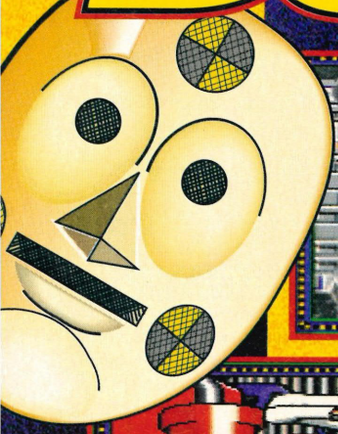
SUPER NINJA BOY USA	35.00		
TOYS USA	35.00		
SNES JAP			
STREETFIGHTER II TURBO	99.99		
MARIO COLLECTION	CALL		
FAMILY TENNIS	69.99		
G P 1	69.99		
FORMATION SOCCER 2	59.99		
FINAL FIGHT 2	49.99		
PARODIUS	39.99		
AXELAY	29.99		
COMBATRIBES	39.99		
BATMAN RETURNS	39.99		
TINY TOONS	44.99		
BOMBERMAN	69.99		
SUPER PANG	29.99		
FLYING HERO	29.99		
PRINCE OF PERSIA	29.99		
JOE & MAC 2	29.99		

P&P: £1 FOR GAMES, £10 FOR CONSOLES (NEXT DAY)
ALL CREDIT CARD ORDERS SENT SAME DAY.
WE'RE OPEN FROM 9:30am - 5.00pm TUESDAY TO SATURDAY
WE HAVE A HUGE RANGE OF USED GAMES IN STOCK AND PART EXCHANGE WELCOME.
SPECIAL PRICES FOR SUPER CONTROL READERS ONLY.
PLEASE QUOTE AD. FOR DISCOUNT OR BRING AD. TO SHOP

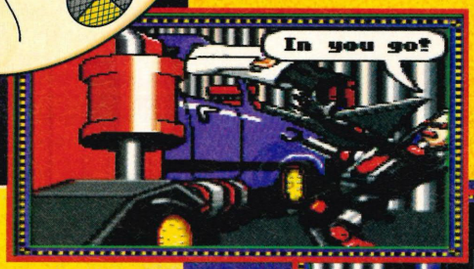
888 WIMBOURNE ROAD, BOURNEMOUTH, BH9 2DR
TEL/FAX: 0202 527314

The Incredible CRASH DUMMIES







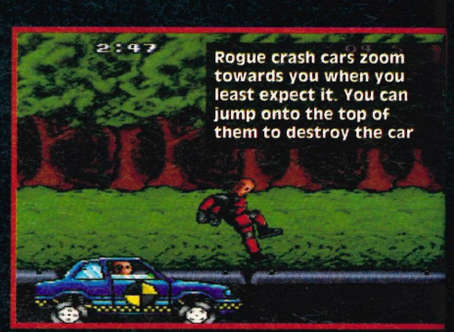












Rogue crash cars zoom towards you when you least expect it. You can jump onto the top of them to destroy the car

BREAKIN' UP IS HARD TO DO...



I like 'twisted' toys. You know, those that are designed for kiddies but have an element of bad taste about them? Remember Stretch Armstrong and Stretch Monster that you pulled into deformed shapes? How about the Garbage Pail Kids, or those new Horror Dolls that you fill full of gunk, squeeze and their eyes pop out?! Action Man picked a good time for its launch – during the Vietnam War when crapping and wetting babies were all the rage – hardly the epitome of good taste, although someone told me that babies actually do these things...eughhh.

DUMMY RUN

To add to this ever-increasing list comes The Incredible Crash Dummies. These are the dummies that the crash experts use in their tests that have a sort of radiation symbol on their heads! Tyco Toys has produced a toy version that you can pull apart, disfigure and put back together again.

In the States The Incredible Crash Dummies became an extremely popular animated TV series after the success of the toys, and there's even a live-action movie planned for sometime next year!

DUM DUMS

Although not as prolific in the UK as yet, The Incredible Crash Dummies will make an appearance on the SNES later this year. Programmed by Gray Matter, the same team behind Wayne's World and BOB, The Incredible Crash Dummies is presented as a platform-type arcade adventure.

You take on the role of Spin, Crash Dummy extraordinaire as he fights his way through the monster-infested levels to rescue his creator, Dr Zub. The poor Doctor has been apprehended by Junkman and his evil henchmen; Sideswipe, Jack Hammer and Piston Head. Junkman has animated many everyday objects throughout the levels and their only aim is to destroy your patchwork body and prevent you from making good.

RADISH

Armed with a limited amount of rusty, throwing spanners (useful against the evil monsters), Spin must leap from platform to platform to reach the end-of-level ejector – a sort of spinning disc on a spring. He has a limited amount of time in which to do this and limited limbs too.

Every time Spin is hit by something hostile, be it a projectile or a baddie, a limb is knocked off (as I mentioned earlier, it's all in good taste). First he'll lose a leg and carry on hopping. When both legs have gone it's time to push yourself along with your arms. Oops, one arm left...but you don't wander round in circles, which is a pity because it could have been quite amusing! No arms makes you a bouncing torso, then just one more hit and you have to start from the beginning. In essence, your limbs act as a sort of energy meter!

There are 12 stages within the six different levels, starting off down at the car scrapyard. Here you'll encounter Jumping Parking Meters, tyre-throwing robots and rogue crash cars. Watch out for overhead grabbing cranes too, which will drop a car on your head if you haven't got your wits about you!

Once through the scrapyard you become lost inside the Scrap Factory. Strangely enough, you'll find yourself besieged by killer hedge cutters, bad plane-throwing Crash Dummies and wide, electrified floors in here. It's very easy to become lost within the maze-like rooms, but follow the direction of the springing platforms and you should find yourself thrown into the Construction Zone and the Military Firing Range.

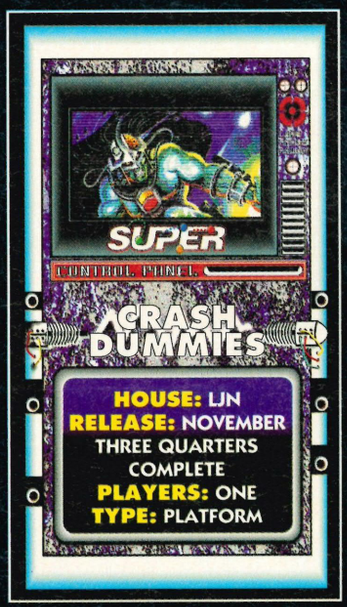
Bonus levels, in which you drive assorted vehicles avoiding deviously-placed



This big machine swipes at you with the huge ball and chain. Keep pumping the spanners into him and he'll let you through



These spinning discs lead to further levels. The aim of the game is to reach these hidden exits and stand on them





As you progress through the game you'll get the chance to test drive all manner of vehicles. Try this bulldozer for size



What the heck is this guy supposed to be? Whatever it is, it's impervious to your spanners, so jump on its head instead



These missiles must be pretty faulty because they launch into the air then land back down on the silo!

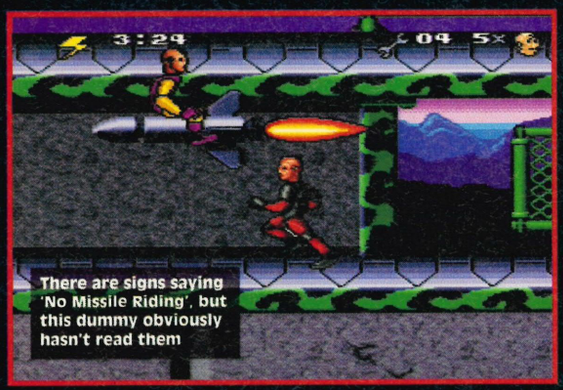
brick walls, are generously interspersed between the platform levels. These are more a test of reaction times than a race, and knowing when to jump to avoid the obstacles must be perfected if you're after any bonus points.

Power-ups in the form of screwdrivers will replenish any missing limbs and you can pick up bonuses to inflate your body, allowing you to float through the air.

The version of Crash Dummies we played was almost complete, but the finished game, out later this year, should turn out to be an enjoyable addition to the platform genre.

Look out for a full review of The Incredible Crash Dummies in a future issue of Super Control.

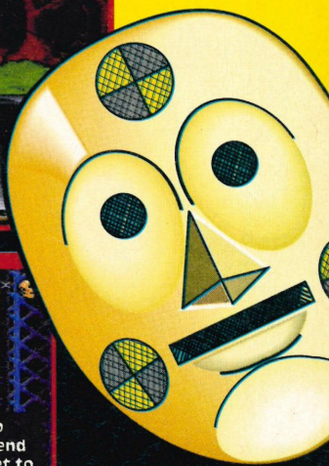
PAUL



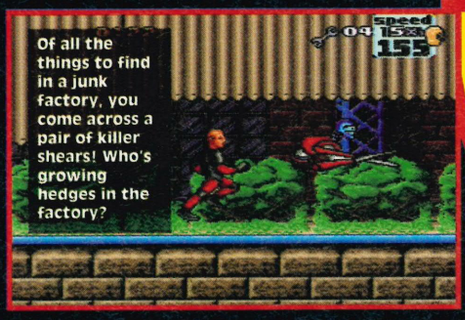


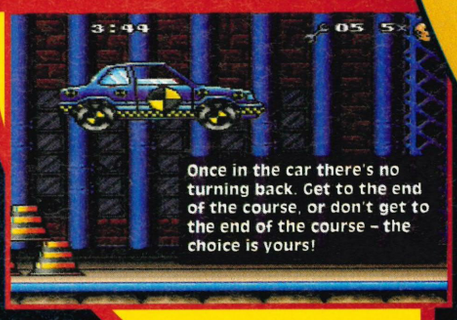












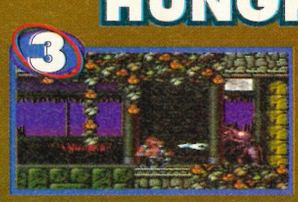
HUNGRY LIKE THE WOLF



Aboard the giant battle-cruiser you get the first taste of enemy blood. This level is short and therefore easy, but mind you don't get toasted by the afterburners



Rain pours down in the dense forest. Strange lizard creatures slither along the tree branches, but the biggest threat is the menagerie of poisonous plants that plague the path ahead



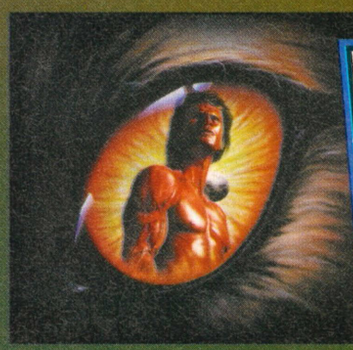
Inside the infested temples, insects run amok. Huge ants try to bite your face off, while giant maggots crawl from the ground and gnash away at your frail flesh



Dodge the spiked platforms above as the cargo elevator crawls to the top of the Chimera base. At the top, a complex of walkways and gantries leads to Draxx's inner core



The last level is crawling with Draxx's soldiers who have orders to kill on sight. Spiked floors make bonuses seem unreachable, but there's nearly always another way round

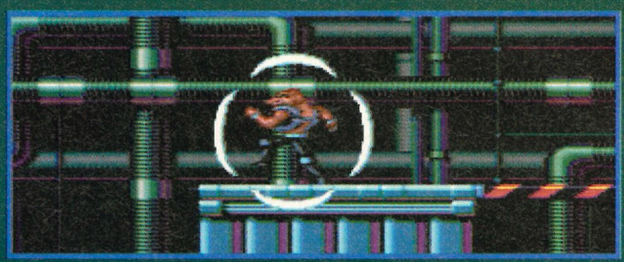


WOLFCHI

SNIFF MY ASS, DOG BREATH



The final encounter with Draxx. Blast the bald one with telekinesis but watch out for his homing mind bolts. He curls into a ball and rolls along the ground to knock you over



The flashing shield offers temporary invincibility, leaving you to concentrate on blasting the enemies rather than avoiding deadly traps



Wolfchild is a shape-changer. He can change his form in the same way Dracula can metamorphose into a bat, rat and virtually anything else that goes bump in the night.

Wolfchild's shape-changing abilities aren't quite as good as the vampire's however, as he can only transform from man to wolf – pretty useless really as this just gives him the urge to sniff any arse in sight and pee up trees...

CRY WOLF (OO OH!)

Virgin's Wolfchild is a platform shoot'em-up comparable to the likes of Super Probotector. It's only a one-player game though, casting you as Saul, the Wolfchild. Wolfchild is the result of an experiment cross-breeding little boys with Alsatian puppies. Well, that's not strictly true but it would be more exciting than the real scenario in which Saul is given the power to transform from a man into a wolf predictably to avenge his father's death. Defeating Draxx is your destiny, and he's hiding out on some remote island that apparently belongs to Richard Branson...

Saul in human form is faced with wave upon wave of armed soldiers. The enemy can be defeated simply by punching their lights out, providing you avoid the laser blasts they fire. This is all too easy because the enemy soldiers aren't too bright – just duck to avoid their shot. Within seconds, Saul will reach the first vitality orb that allows him to change from man to wolf.

In wolf form Saul is more powerful and can sustain more hits. His hairy legs allow him to leap further and smash rocks by landing on them. Inside a boulder you'll often find a bonus – these can also be found in crates or often just lying around. These include energy top-ups and point boosters, as well as a selection of weapon power-ups.

There are eight weapons in all, starting with the basic unguided mindblast. Then there's the dual shot which allows Saul to fire twice as fast, while the arc bolt is perfect for attacking enemies below. The flamer travels horizontally and blasts its way though anything, while a homer will seek and destroy the nearest threat. The plasma ball found much later in the game wounds the enemy four times if it hits and the three-way sends out energy in yep, you've guessed it, three directions. Finally there's the boomer which hurls out a wave of energy that arcs out to the front then turns around to shoot behind you. I reckon you're better off sticking with the homer or flamer. Saul also has a limited supply of smart bombs that wound everything on screen.

ROCK ME AMADEUS!

As mentioned before, Wolfchild plays a bit like Super Probotector in the waythat you have to run like hell, shooting everything that moves. It's not quite as linear as Konami's blaster though – rather than just running to the right, you have to explore to find bonuses hidden in little nooks and crannies. Although this takes a bit more thought, the result is still not as exciting as Probotector. Wolfchild hasn't really got the same addictive quality. It's playable, but it won't grab you from start to finish like Konami's classic.

Each level, of which there are five in Wolfchild, is protected as always by a guardian. This is where most games use Mode 7 to create awesome enemies, but Wolfchild is a bit disappointing in this area. The first guardian is the only one which uses flashy graphics to any extent and even that's not particularly impressive. Even the last boss was a great let-down and was far too easy to reach as well.



The circular-saw blades can either be jumped over or dodged by waiting until the blade reaches the top of its swing, then running past



Attack of the giant shrimp as the gargantuan shellfish pops its head out of a tin can! Jump up and blast its face off, but watch out for its killer shrimp roll

THE HOWLING



THREE WAY
Fires a wave of three blasts

BASIC
Bog-standard weak weapon that's slow to fire





BOOMER
Fires a boomerang of energy that whizzes back!

PLASMA BALL
The most powerful weapon, but fires erratically



DUEL SHOT
A rapid-firing version of the basic shot





ARC SHOT
Fires out straight, then arcs downward

FLAMER
The flamer smashes through virtually everything

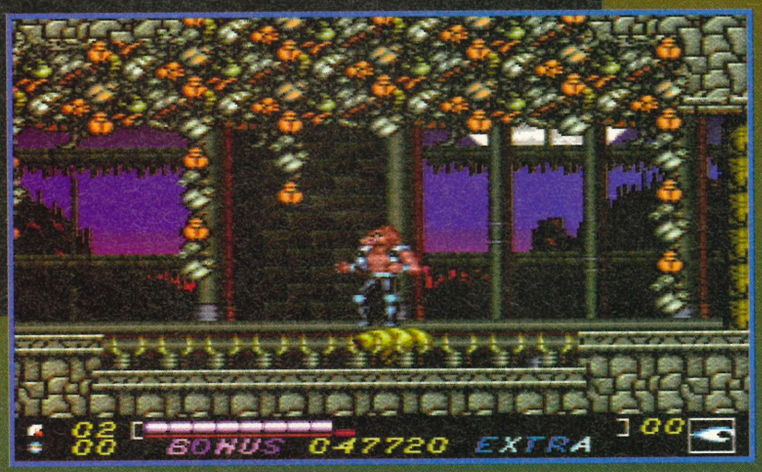




HOMER
Will seek and destroy the nearest enemy

LD





The energy-sapping spikes can only be crossed by hitching a lift on the back of the leech. Don't get too friendly though, because the green thing tends to suck up to you

The green mutoid giant has the power of teleportation and appears in pre-set places on the screen. Learn his attack pattern and then wait for him to appear





Swooping in from above, the winged eagleman starts by bombing the ground with napalm. Jump over the explosion, then jump up to attack. Watch out for the three plasma balls he chucks

I can guarantee that you'll find all of the bosses a complete doddle to defeat, particularly on the easy level. Equipped with infinite continues, Draxx is about the only challenge in the whole game. It does get harder on the other two difficulty settings, so I suggest you leave the easiest mode alone and head straight for normal or hard.

Although it doesn't look particularly outstanding, the sound and graphics are functional. As the game is based on the Amiga original it looks very much like an Amiga game – I wish it had been spruced up a bit more, using more of the Super Nintendo's capabilities. It is pretty atmospheric though, especially the second level set in the dense jungle in the middle of a thunderstorm. On the whole Wolfchild is a playable platform romp that is OK, but not particularly outstanding.

ALEX

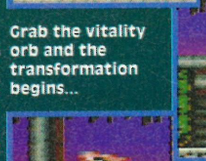


Good honest fun is what Wolfchild is all about. The gameplay involves much leaping about and punching, and lots of elements of the background have been used very well to spice up the gameplay a little. More should have been made of the weapons though, because even though there are eight different types, the game never demands that you think about which one would be best to use in specific circumstances, nor insist that you have to choose the right one. Wolfchild is still very enjoyable and great to play, but it could have been quite a bit better.

JOOLS



In human form, Saul is weak and weedy...



Grab the vitality orb and the transformation begins...





Until Saul finally transmutes into the savage Wolfchild

THANKS TO CONSOLE PLUS (0924) 456802



WOLFCHILD

HOUSE: VIRGIN GAMES
ORIGIN: AMERICAN
PRICE: £37.99
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

79%

SUPER CONTROL

SOUND	7
GRAPHICS	7
GAMEPLAY	8
LASTABILITY	5

ENERGY HIGH

- Immensely playable
- Functional graphics
- Atmospheric presentation

ENERGY LOW

- No real challenge
- Some of the guardians are a bit naff

ALTERNATIVE SYSTEM

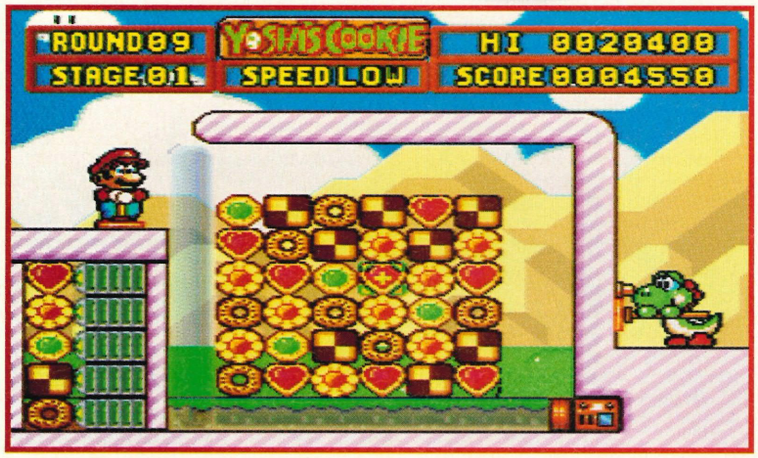
I've said it before and I'll say it again, Super Probotector (87 per cent) is probably the finest SNES platform shoot'em-up. Just out officially is Alien 3 (83 per cent) – very atmospheric and highly recommended if you like the films. Also Super Ghouls 'n' Ghosts (83 per cent), old but still good.

YOSHI'S COOKIE

MARIO'S FAVOURITE DINOSAUR RETURNS IN HIS VERY OWN GAME



The, erm, Action game. About as much action here as A Room With A View





So, let me get this right. Instead of matching tiles, coloured blocks or even jewels, we have to match cookies. And not only are they cookies, but they are cookies cooked by that well-known culinary reptile, Yoshi. You thought Yoshi was merely the cute green thing that Mario rode around on in the Mario games. How wrong you were, amongst his many hidden talents Yoshi is exceptionally adept at producing large amounts of various sorts of biscuits. Perfect for a Huntley and Palmer assortment.

Original it may be, but unfortunately it doesn't really hold the potential to construct a brilliant game. There's a grid featuring six different biscuits and it is up to you to move the rows or columns of biscuits to create a matching straight line. Obvious really.

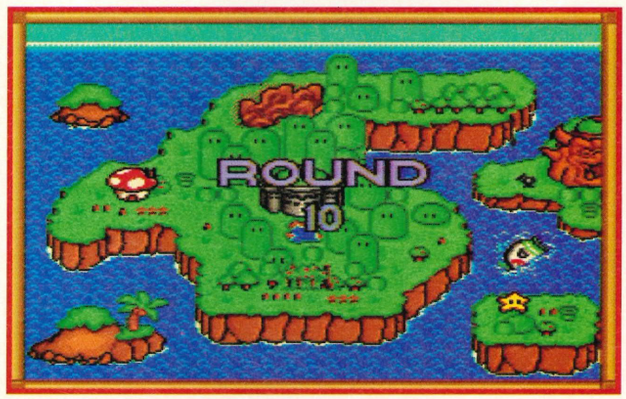
This principle is the basis for three variant styles of game. In the first, the one-player action game, every time you match a row or column it disappears and more cookies appear from the sides and above. Clear all the cookies and move on to the next stage, but if the cookies reach the edge of the playfield it is game over. The problem with this is that even on the fast speed setting it never picks up enough speed to become even vaguely interesting.

CHOCOLATE CHIP

Things gets a little more involving in the one-player puzzle game. Again you are presented with a grid of cookies with the task this time being to use your limited number of moves to make the whole lot disappear. For example, you may have just three moves to clear a grid of 30 or more cookies. Moving one row or column of cookies equals one move so there could be well over 100 moves available to you.

Initially it will be fairly obvious what moves you should make, but by the tenth or the eleventh level it starts getting reasonably tricky. Even here though the level of challenge isn't really complex





Every 10 rounds in the puzzle game you have the delight of seeing another map. Oh gee, I can hardly wait



Hang around too long in the Action game and Yoshi throws in a few more cookies just to spice things up



Just for some variety (the only sort you'll get) you can play the Action game at night should you so desire



Psst, I'm not supposed to tell you this, but this is the screen that turns up at the e...(Arghhh!)



The two-player game is the most exciting part of Yoshi's Cookie. However, that in itself isn't actually saying that much

PEOPLE ARE PEOPLE



Four characters are available in the two-player game, each with different attributes. Mario, Princess Mushroom, Koopa and Yoshi are here. Read on below for a breakdown of their skills and what they mean:



ATT (ATTACK)

The length of time an attack event such as Blind, Panic or Slave last for

DEF (DEFENCE)

Each character's ability to defend against attacks. The higher this figure is, the shorter time the attack lasts



MES (MESSAGE)

Determines how quickly the event listed in the event window changes



LIM (TIME LIMIT)

The quicker this goes down the quicker the player has to be

enough or intriguing enough to hold your attention for any longer than 15 minutes.

The third option is the two-player challenge game which, through the inherent fun factor that all two-player competitive games have, does manage to be quite entertaining for a while. Naturally the trick is to get a required number of matching lines more quickly than your opponent, but things are made more interesting by the addition of Yoshi cookies. Every time you make a line one appears, so by the time you've done five lines you've got enough to make a line of Yoshi cookies in the five-by-five playfield.

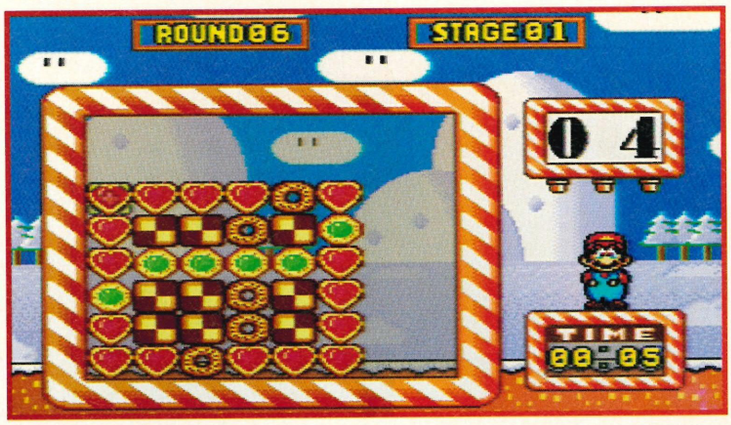
OH CRUMBS!

A line of Yoshi cookies triggers the event listed in your event window. There are six of these, three revolve around points while the others mess up either player's capability to effectively move the cookies around. 'Panic' will mix up the cookies, 'Blind' will cover nine of the cookies and 'Slave' will make the victim's cursor mirror his opponent's moves .

A cross or a circle in your event window will determine which player suffers the effect of the Yoshi cookies. For example, an event of +3 points and a cross in your window will mean that the other player will pick up three points, but if it was a circle then you would have picked up the points. These events and who they effect are constantly and swiftly changing so if your timing is out and you put together the line of cookies just as it changes you could find yourself on the wrong end of a bad effect.

Just to complicate things you have a limited amount of time in which to make a line – if you fail to do so and the fuse runs down then your opponent wins. You could find yourself in a situation where you're just about to complete a line of Yoshi cookies, then the event changes to one detrimental to you but you haven't time to go for another line! You can choose one of four different characters for this game, all familiar to Mario players and each with a different set of attributes. These will determine how good the player is at attacking and defending, how quickly the time fuse burns and how often the event window changes.

Loads of moves but this looks like a right git of a puzzle. Match the lines and they disappear, but it is getting them matched that is the problem



JAMMY DODGER

This is definitely the best part of the game, but again all it comes down to is moving biscuits around against the clock. Not what I would call an inspired game idea and not one that I will go out of my way to purchase. Ultimately it is boring and I'm actually surprised that Nintendo let Bullet-Proof release this – calling it Yoshi's Cookies means that Nintendo must have given it a serious nod of approval. There is no way the game deserves such approval.

JOOLS

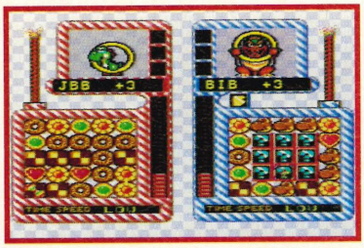


Initially I played Yoshi's Cookie on the action setting at a cop-out low speed and managed to finish all the stages in about an hour. It was OK fun-wise I suppose, but I really had no desire to play the game again on the faster settings – the end sequence simply wasn't worth all that effort! The two-player mode was fun, but as Jools quite rightly says, most two-player options are enjoyable for a while. There are only so many variations on Tetris that you can get away with – you would think that somebody would make the effort to come up with an original idea eventually, wouldn't you?

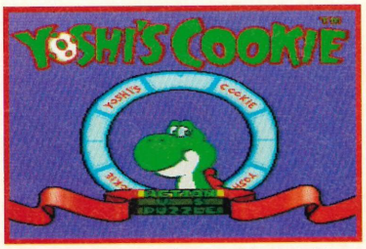
ALLIE



Bugger! I've used all my moves and I've just got these two left. Try again I suppose



Koopa has been zapped by an effect called Blind, so he can't see most of his biscuits



Somehow the graphics don't look right. This Yoshi just isn't right

THANKS TO CONSOLE PLUS (0532) 500445



YOSHI'S COOKIE

HOUSE: BULLET-PROOF SOFTWARE
ORIGIN: US
PRICE: £39.99
PLAYERS: ONE/TWO
TYPE: PUZZLE

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

58%

SUPER CONTROL

SOUND	6
GRAPHICS	7
GAMEPLAY	6
LASTABILITY	4

ENERGY HIGH

- Familiar Mario characters
- Colourful rendering of traditional Mario backgrounds

ENERGY LOW

- Not enough variety in the gameplay
- Graphics don't look quite right

ALTERNATIVE SYSTEM

There aren't many puzzle games for the SNES and what there is isn't very impressive. Wordtris (60 per cent) is like Tetris with letters instead of tiles. Tetris II + Bombliss gives two games on one cart but isn't that inspiring. Finally there is the insurmountable Tetris, an oldie but goodie as they say.

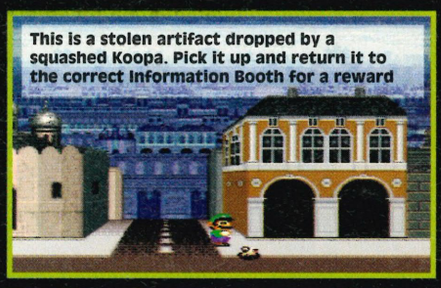
RING-A-RANG-A-DONG FOR A HOLEEDAY

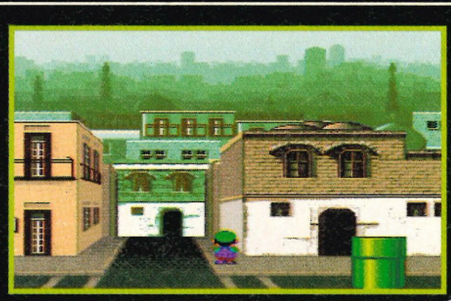
I doubt if you'll bump into MC Miker G and DJ Sven on your travels, but you will pass through some of the most beautiful locations on the planet. Taking photographs will remind you where you've been...



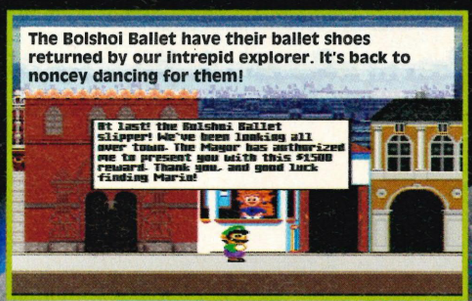
MARIO IS M

MARIO JOINS PLAYSCHOOL...SHOCK HORROR!





Mario is Missing sports some superbly atmospheric backgrounds. You can almost smell the smog in this city!



These are the artifacts that you have collected so far. Choose the one you want then head for Princess Daisy at a tourist booth





You have a number of helpful facilities at your disposal whilst wandering around the big cities. Pressing Start will access this options screen



In the Globulator you will be able to control Yoshi, guiding him to where in the world you are



The city map accessed from the option screen will freeze the game, saving valuable time

Browse through your photo album to see where you've been. Ah, the memories...







Mario Is Missing is an interesting foray into the world of 'Edutainment' (Educational Entertainment), aimed at a young audience possibly with a bit of parental assistance. But unfortunately, its packaging fails to mention the age of the target audience, which is a serious omission – older players may find the game far too simplistic for their tastes. Not really a good start for an educational tool, is it? Before letting your child tear the packaging to pieces with its chocolate-covered mush, you'd better first find out what you're getting yourself into.

This game involves Bowser, that bad, tortoise-type dude. Using an ingenious portal system, Bowser and his Koopa army have taken over all the major cities in the world, stealing their most valuable treasures and wreaking terror in the streets.



Talk to the city dwellers to find out where you are. Once you guess your location, lead Yoshi to that city on the world map



These pipes can be used as short cuts. However, I preferred to follow my progress on the screen scanner instead



You cannot walk down the middle of the road – you have to walk along the pavement or be beeped at by a car



Bowser is defeated, stuffed into a big cannon then fired into the snow. Yay! You saved the world!



I'll lead you through the streets of London and I'll show you something to make you change your mind...



Answer two questions correctly to return the artifact. Apparently the questions are designed to weed out the genuine heroes

MISSING

Bizarre as it may sound, Bowser is now importing hair-dryers to Antarctica with the express intention of the melting the South Pole and flooding the planet! As if this wasn't enough, the scheming blagger has also kidnapped Mario and imprisoned him inside his castle! Boo, hiss.

MISSING LINK

The task of saving the world has been left to Mario's brother Luigi (who you take the role of) and his sidekick Yoshi. Unfortunately, Yoshi has lost Luigi in all the confusion so one of the first things you must do is reunite the two would-be heroes. Upon starting the game you are given the option to start afresh or resume your hunt for Mario. Passwords are supplied for the latter option to help things along. The first choice you must make will be inside Bowser's castle, in the form of five doors. Entering any of the five doors will take you to a different city in the world.

Once inside a city you be able to control your Luigi sprite to the full extent. He can walk, run and jump to get around and there are also the obligatory pipes enabling you to take short cuts. Walking around and chatting to the strolling inhabitants will reveal clues as to which city you are actually located in. Once you're certain as to your whereabouts you must then access the Globulator from the Plumber's Toolbox options screen and guide Yoshi to the correct city on the world map. Astride Yoshi you can move much faster around the cities and this speeds the (rather slow) proceedings up and saves valuable time – the quicker you complete the stages the more points you receive.

Calling up the city map (by either entering the Plumber's Toolbox or by pressing Select) you'll notice the large amounts of evil Koopas roaming the streets. These little fellas have stolen three artifacts belonging to the present city you're visiting and you must track down these baddies and bounce on their heads to defeat them. The Koopas carrying the stolen artifacts will explode and drop their loot which you must then pick up and return to the correct Information Booth.



Yoshi finds Mario in Japan. Tokyo is full of capsule hotel rooms, sushi bars and flashing neon signs

ALL IS LOST

Once there, Princess Daisy will offer you an information leaflet detailing everything there is to know about the landmark the artifact was stolen from (the ceiling was stolen from the Sistine Chapel, for example). You will then be asked two questions about the landmark which will earn you a huge reward if answered correctly. Return all three artifacts and you can then leave the city and liberate the next one. It's all pretty straightforward stuff and there's loads to see and do whilst ridding the 15 artifact-less cities of their invaders.

Well, there would be loads to see and do if you were five years old... It's rather difficult to review a game like this because, although some of the people here at Maverick might disagree, I'm not really of the correct age group to fully appreciate the educational merits of this game – I managed to sail through it in no time at all. Wandering around dull cityscapes trying to jump on the right Koopa was too repetitive and boring for my tastes quite frankly!

Mario Is Missing doesn't 'feel' like a typical Nintendo Mario product. The graphics are distinct but unsmooth, although the city backdrops are very atmospheric and the photograph stills used are excellent. The music and remixed Mario themes lack a certain something however. The overall presentation displays an unfinished edge to the game which is unfortunate – if it had felt like a quality Nintendo product then it would have been superb in its own genre.

What it IS though, is a competent educational game for young players (say, aged eight and under?), maybe with some adult supervision. If you're looking for sharp platform antics, don't think about buying this – it's not that sort of game and you'll be severely disappointed! **PAUL**



I too may be the wrong age group to justifiably comment on Mario Is Missing as an educational product! Storming through the puzzles, this game held little longevity – the questions were straightforward and the puzzles were far from taxing. However, I strongly believe that younger players may benefit from this game simply by having to use their brains for the detective skills. Unfortunately though, after completion there would be little point in returning once the questions have been answered and the lessons have been learnt.

ALLIE



MARIO IS MISSING

HOUSE: SOFTWARE TOOLWORKS
ORIGIN: AMERICAN
PRICE: £41.99
PLAYERS: ONE
TYPE: EDUTAINMENT

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

70%

SUPER CONTROL

SOUND 5
GRAPHICS 7
GAMEPLAY 5
LASTABILITY 6

ENERGY HIGH

- Good educational tool for kids
- Some nice graphics

ENERGY LOW

- Doesn't feel right
- Repetitive
- Quite short
- Limited audience

ALTERNATIVE SYSTEM

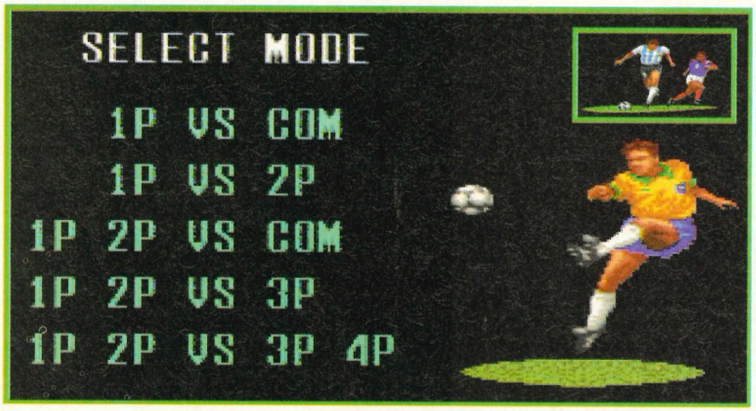
Where in Time is Carmen Sandiego by Hi-Tiech Expressions (76 per cent) is an excellent alternative. We reckon that it's just that bit better than Mario Is Missing and will appeal to a wider audience. I suppose Super Tennis is educational if you want to learn about tennis...

THANKS TO CONSOLE PLUS (0924) 456802



SLOW, SLOW, QUICK, QUICK, VERY SLOW...

SUPER FORMATIO



One bonus that SFSII has over other football games is the option to use the multitap. With this nifty piece of equipment, four players can compete simultaneously





(Left) Each of the teams has its preferred formation but you can pick any from a choice of eight. You can also choose between an automatic or manual goalkeeper



Soccer games are a bit like the hare and the tortoise. No, I'm not off my trolley, just bear with me. At the moment I'd say Elite's Striker, the current office favourite, is the hare with a clear lead over all the other SNES footie games which are left lagging far behind. But is Super Formation Soccer II fast enough to pip Striker to the post or will it slip from the starting block and come in a pitiful last? Read on and we shall see...

Super Formation Soccer II is the Japanese sequel to the officially available Super Soccer, which is probably why it looks almost identical to the original. The Mode 7 chip works overtime to scroll the pitch which is viewed very low down just behind the players. I was surprised how slow this game moved even with the aid of the custom chips – it literally takes ages to run from one end of the pitch to the other and then you've got to shoot past the 'keeper to score, but more on such things later.

FORMATION FOOTIE

In Striker it's just as easy to dribble the ball as it is to pass. Both are effective ways of moving the ball up-field and often result in a goal. It's also easy to build up plays by passing from one player to the next, and by running down the wing and crossing the ball into the 18-yard box some spectacular goals can be strung together. Super Formation Soccer II is nothing like this.

The game doesn't allow fluid passing and most passes, no matter how good you are, end up at the feet of an opposing player. These midfield tussles happen with annoying frequency, leaving you with one option – to dribble the ball.

Unfortunately, dribbling isn't much better! When the ball is passed from one footballer to the next, instead of rolling neatly to his feet it's prone to hit him on the back of the head and fall to the floor. This naturally stuns the player for a second or two and only then can he continue playing! I can't emphasise enough how annoying this major flaw in the gameplay is.

Like Striker, the ball sticks to your feet making it pretty easy to dribble the ball when it's actually in your possession, but don't get too excited just yet. The players crawl along on a British machine making it almost unbearable to play. It's slightly better on a Japanese or American Super NES, but still painfully slow compared to Striker.

SUPER SOCCER? NAH...

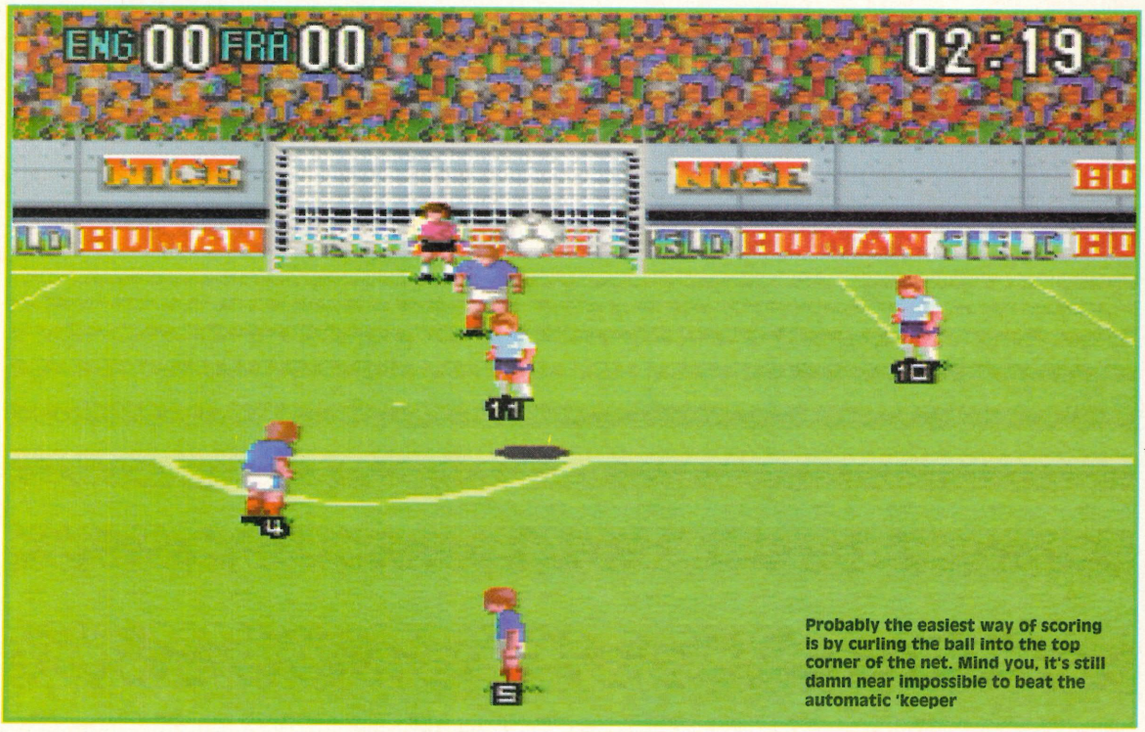
Super Formation Soccer has the standard league and exhibition game options, plus a one to four-player option which makes it unique. With the aid of a multitap (and three other players) you can compete against each other using two teams of two. Unfortunately, only a maximum of two players can compete in the human league, making the multitap option an exhibition match facility only.

Playing the human Cup is quite a lengthy process which is basically like most other leagues, drawing you against all the other teams hoping to win the Cup. Thankfully, you can save the game in one of three save slots allowing you to restore the league at any time.

There are 16 international teams to choose from as well as an all-star line-up. Choosing the latter is time consuming as you must individually hand-pick the best players from the original teams. There are eight formations to choose from and the goalkeeper can be manually or automatically controlled. Incidentally, each half can last from one to 99 minutes with the game ending in a penalty shoot-out if the result is a draw.

FOUR-PLAYER FUN

All these options and four-player facilities are all very well, but is it better than the first Super Soccer? To be quite honest, no, not really. It looks very similar to the original using the same awful viewpoint which makes it almost impossible to enjoy if you're shooting down the pitch because you can't see where your players are!



Probably the easiest way of scoring is by curling the ball into the top corner of the net. Mind you, it's still damn near impossible to beat the automatic 'keeper

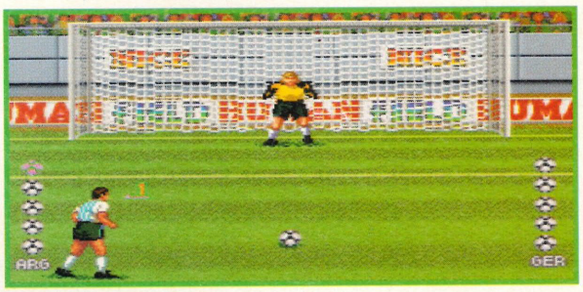


ON SOCCER II

Choose from a selection of 16 international sides who are rated in terms of speed, skill and power. There's also an all-star line-up which uses the best players from the other teams



The penalty kicks are pretty easy to save. If you're taking the penalty, there is a choice of nine directions in which to kick the ball. Likewise you have nine ways to dive if you're the 'keeper

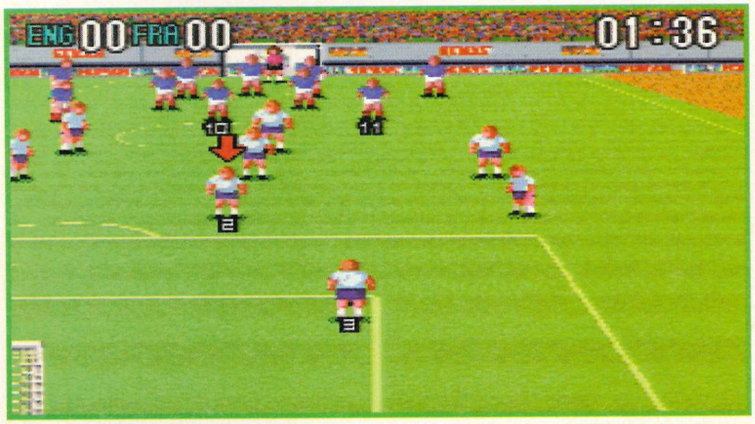


I don't remember the first game being this slow, either. Maybe it's because I'm used to the super-fast Striker, but in any case Super Formation Soccer II is dismally slow – the ball floats through the air like a balloon and the players just stroll around the pitch. In addition it's extremely hard to score a goal against a human opponent let alone against a computer side. I think we only managed to notch up a couple of goals in the whole time we were playing it!

As for the sound, I suggest you quickly reach for the volume knob or do what I did... listen to a Walkman. Otherwise the constant drone of the crowd and the annoying commentator who shouts 'Goal' will soon drive you mad.

The four-player option is the game's only saviour, making it slightly more enjoyable. However, you have to fork out an extra fifty quid or so to buy the joypads and multitap. In all, Super Formation Soccer II is a very poor soccer game which is hardly an improvement over the original and is pale in comparison to Striker.

ALEX



The goal kicks are taken by a player rather than the goalie and can be kicked ahead or off to one side. The ball can also be swerved using after-touch



The odd perspective that SFSII uses often makes it difficult to see what the hell is going on. The ball is frequently lost in a sea of players which makes it near impossible to play





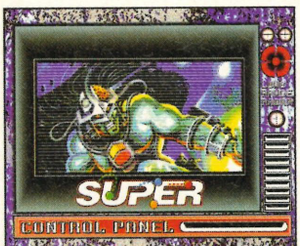


Playing down the pitch towards the screen is extremely tricky as you can't see any of your players in front of you. It's hard to judge where the goal is, too



Any footy game that follows Striker would be hard-pushed to come close to the pace and ease with which Elite's starlet plays. SFS II's faults are obvious from the off: the slow, sluggish gameplay; the strange grasp of football's basic rules; the cluttered midfield struggles where a single button press results in three of your players attempting 'formation overhead kicks' and worst of all, a vastly inferior computer team (like Japan) thrashing the speed, power and skill out of Holland or Argentina 9-0. You all know which footy game to buy – the one with S and R at both ends, and TRIKE in the middle.

ANDREW



SUPER FORMATION SOCCER II

HOUSE: HUMAN ENTERTAINMENT
ORIGIN: JAPANESE
PRICE: £65
PLAYERS: ONE/FOUR
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

62%

SUPER CONTROL

SOUND	4
GRAPHICS	6
GAMEPLAY	5
LASTABILITY	5

ENERGY HIGH

- Four-player mode
- 16 international teams

ENERGY LOW

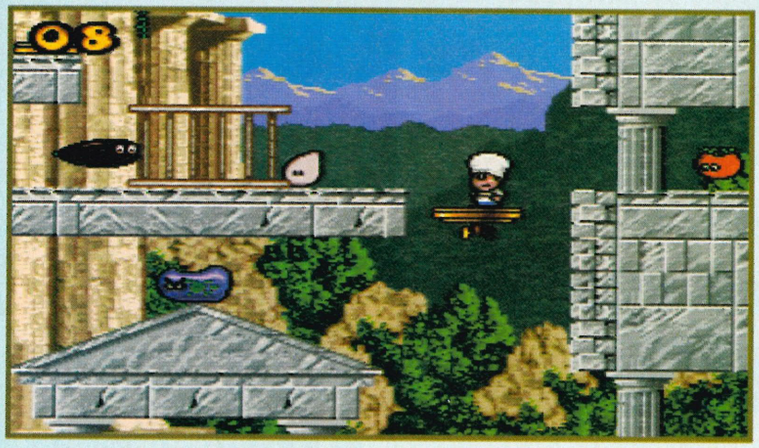
- It's SO slow
- Difficult to pass fluidly
- Hard to score past computer 'keepers

ALTERNATIVE SYSTEM

Elite's Striker (88 per cent) is undoubtedly the best soccer game on the Super Nintendo. It's fast, it's easy to control and the two-player game is awesome. There's also Super Kick Off (79 per cent) which is pretty fast but the control system is tricky to use, especially with a joypad.

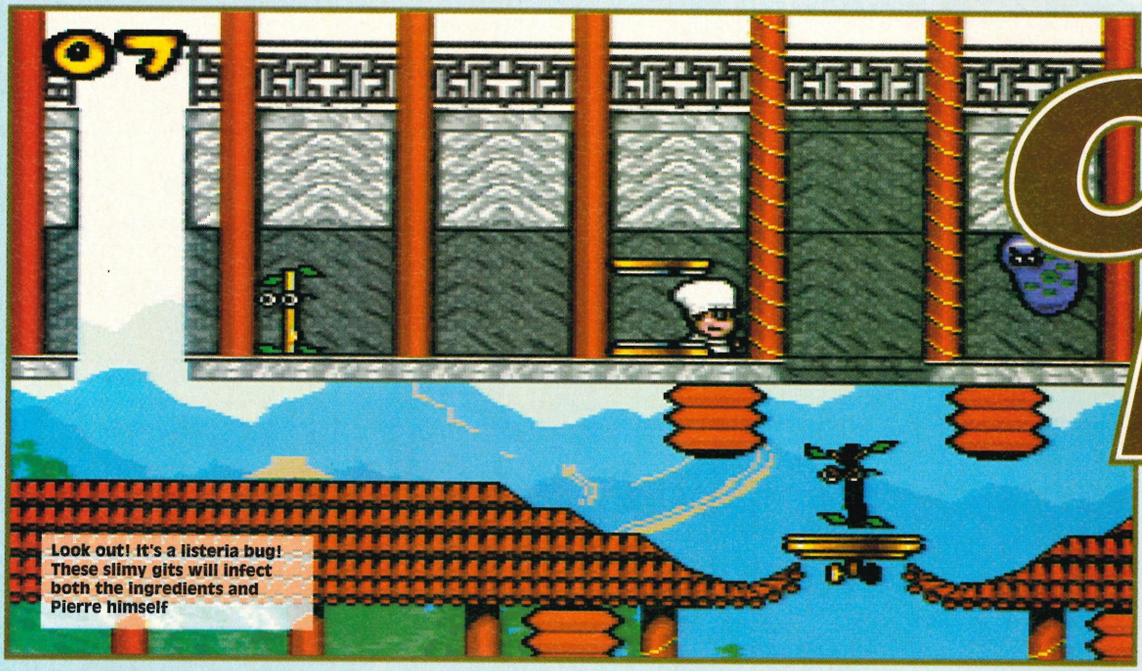
THANKS TO CONSOLE CONCEPTS (0782) 712759

Greece, well-known for its floating platforms and flying aubergines, is the setting for part of Pierre's trek



That well-known other Eiffel Tower, the red one! Here we see Pierre facing loads of hazards!





Look out! It's a listeria bug! These slimy gits will infect both the ingredients and Pierre himself

JUST A DASH OF OUT LUN



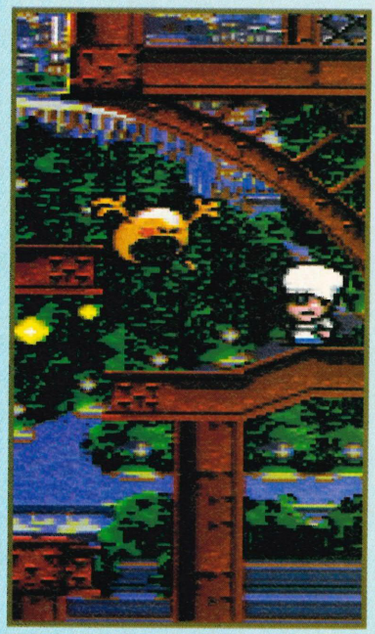
Just a couple of issues ago we gave you news of Mindscape's new platform extravaganza, Pierre le Chef. Well, now we've seen the game in full, and Pierre's still in there but the title has undergone a slight change. Now sporting the spanky new title of 'Out To Lunch', this food-chasing hot chef looks set to carve a huge slice out of the platform market. Yum.

The whole game revolves around the cute, super-chef, Pierre... or Pierre le Chef, as I mentioned earlier (if you want to be pedantic). Anyway, Pierre has got a slight problem. Upon embarking on a Keith Floyd-like food tour of the world, all his ingredients escape. His tomatoes, onions, potatoes, leeks, carrots – you name 'em, they've legged it! Not only that, but he's also lost his catch net, so just how is Pierre supposed to apprehend his vegetables?!

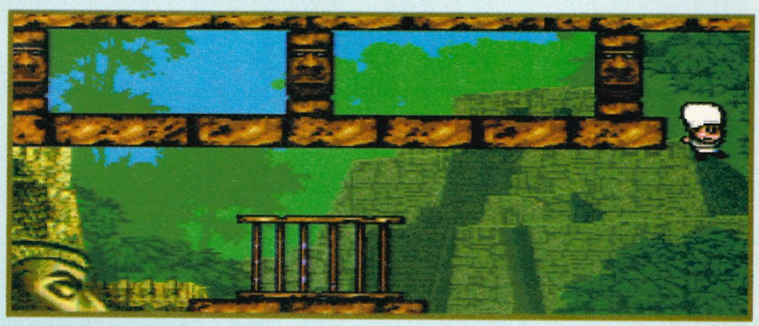
RUSTY LEE

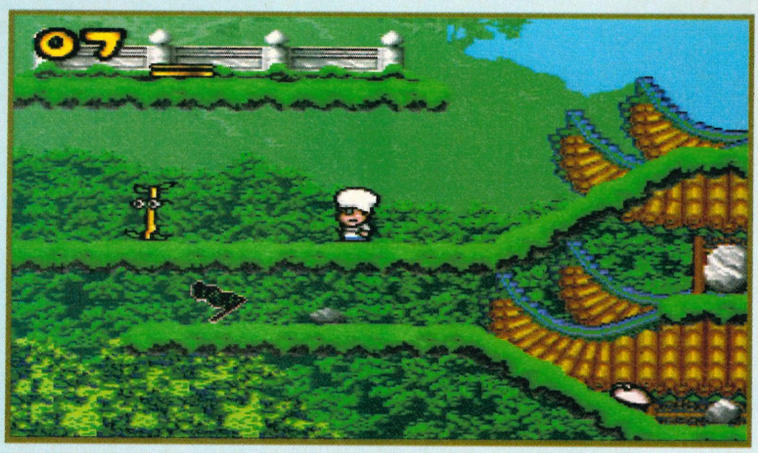
Well, first off you've got to find your net because when it's in your possession you can swipe away at your heart's content. If you swing your net towards any veggies you'll automatically kidnap them back into your possession. Once you've got the blighters, your next task is to find the cage to keep them securely locked up. You don't want them escaping again, do you? Find the cage and all you have to do is walk over the top of it and drop the veggies in – they're then trapped and await the boiling water (Scream!).

A number at the top-left of the screen shows exactly how many more vegetables you have to collect and imprison to escape the level. Once you equal or surpass this number a magic door will open somewhere within the level allowing you to make a quick exit, but the thing is, you've then got



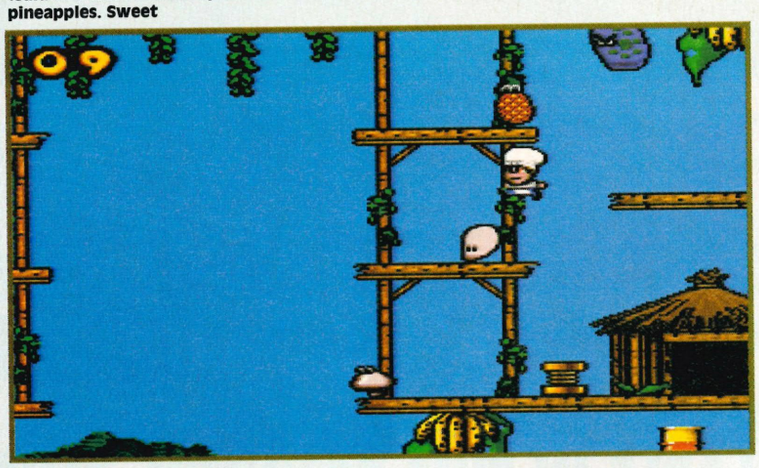
Attack of the killer bad eggs! Pierre, complete with smug/gormless grin, doesn't seem to notice the approaching dangerous oeuf





A taste of the Orient. Catch that piece of bamboo before it shoots off (geddit?)

(Said in a West Indian style) Yeah maaan. I'll just go down to the beach and collect a few pineapples. Sweet



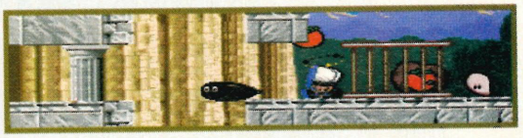
The thing that looks like a black flag is in fact a net which has to be used to collect the veg, both here in the Incan mines, and everywhere else

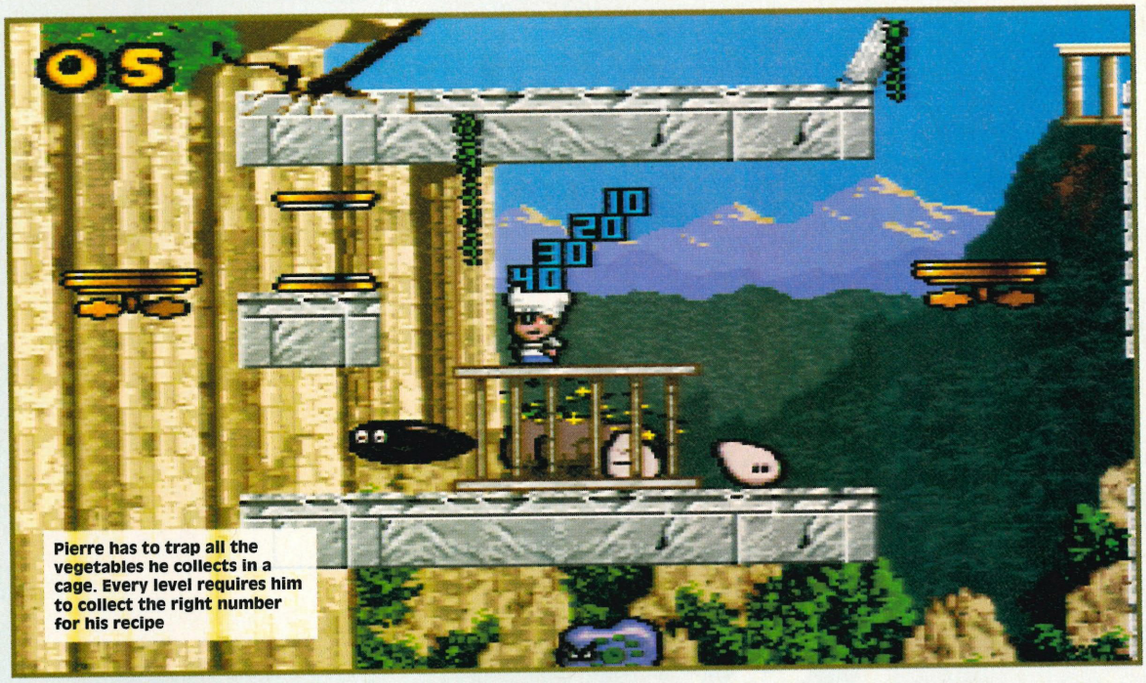


COOKING FAT...

TO LUNCH







Pierre has to trap all the vegetables he collects in a cage. Every level requires him to collect the right number for his recipe

to find the bloody magic door! Arghhh! Why can't anything be simple for our poor chef?

When Pierre's vegetables first escaped they were all as fresh as a daisy, but now some have become infected by evil salmonella and listeria bacteria. Uninfected fruit and vegetables run away from you upon sight, whereas the naughty infected veggies will attack you as soon as they slap their eyes on you (potatoes anyway...).

FANNY CRADDOCK

Deformed veggies should be avoided – potatoes with green stalks wouldn't add much flavour to the recipe and ninja bamboo shoots are completely out of the question! All the vegetables be they good or bad, react to your presence on the screen – if they can see you they will either run away or towards you (depending on their bacteria status). A clever little touch is the way that Pierre can hide behind scenery and sneak up to the veggies to pounce on them at the last moment. This effect works really well.

Bad vegetables are not your only problem. In each of the six countries visited you will also be up against a 'guest vegetable', an extra pest with a local flavour. Bamboo shoots bounce around China, pineapples amble in the West Indies, onions bulb around in France, chilli peppers in Mexico, aubergines in Greece and ferd dingers in England. Each guest veggie (although a pineapple is a fruit...), once squashed, will open a secret bonus room.

There are loads of secrets to uncover in this game and loads of bonus power-ups too. The simplest power-up allows Pierre to throw flour bags at the veg, but later you'll be able to flombé and spice the buggers with flames and Tabasco sauce. If you zap one of the veggies with one of these weapons you'll stun it making it easier to catch, although more points can be grabbed by capturing un-stunned veggies because obviously they are harder to catch.

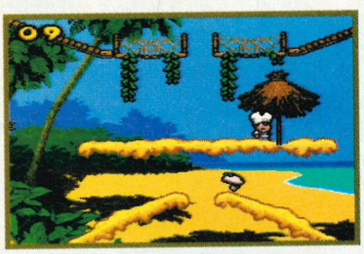
DELIA SMITH

Salmonella and listeria also take the form of larger bacteria, following you around the screen. If they touch you your controls will be reversed making your task twice as hard! Bad eggs (Andy's trousers) and bad onions (Alex's unders) are also out to mince you, but the biggest baddie of them all is Pierre's arch enemy, le Chef Noir! This guy will make life hell for you by releasing all your captured vegetables from the cage!

As you can probably tell, it's not going to be easy for Pierre le Chef and his cooking antics, but our preview should give you food for thought (arf, arf) until October when this cookin' (groan) platform adventure will be released and reviewed in full.

PAUL



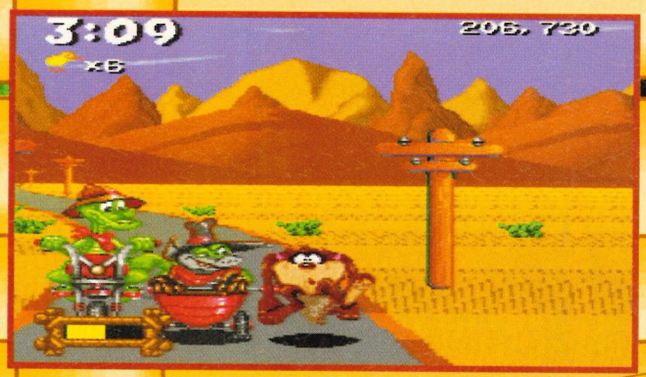


Renowned for all sorts of mind-altering effects, a mushroom has turned up to join the West Indian fun



TAZ-MANI

WIN! TWO-FOOT CUDDLY TASMANIAN DEVILS CURRENTLY UNAVAILABLE IN THIS COUNTRY, PLUS TAZ-MANIA T-SHIRTS AND 10 COPIES OF T*HQ'S TAZ-MANIA GAME







COMPETITION CHALLENGE

WHIRLY GIG QUESTION

We've made things really simple this month, in fact we've practically given you the answer on a plate! Just answer this ridiculously simple question and a cuddly Taz could be yours...

Q: WHICH CARTOON COMPANY CREATED TAZ, THE TASMANIAN DEVIL?

Send in your answer on a postcard or the back of a sealed envelope to the usual address:

TAZ-MANIA MANIA
Super Control,
Maverick Magazines,
Waters Green House,
Waters Green,
Macclesfield,
Cheshire,
SK11 6LF.

Closing date for this competition is the 1st September 1993 and the editor's decision will be final. No correspondence will be entered into.

T•HQ International

A COMPO



In conjunction with the UK release of Taz-Mania this July, T*HQ has kindly given us two wonderful Taz cuddly toys depicting the Warner Bros character perfectly, to give away this month. Only available in the USA and standing two-foot tall, these Tasmanian Devils will make you the envy of all your friends, and with their snarling teeth they'll even keep the school bully at bay!

But that's not all, T*HQ has also given us 10 copies of the Taz-Mania game to give away as well. Described as a "Top Gear on legs" in our July issue, Taz-Mania is a comical blend of racing action and typical Warner Bros cartoon humour. Your aim in the game is to leg it along winding roads, avoiding all the maniacal hazards whilst trying to catch your favourite dish of the day, Kiwis. All good fun! We've also got a couple of Taz-Mania T-shirts to give away also – this could be your lucky day!

The first two entries picked out of the Super Control post bag will receive a splendid Taz-Mania toy each, a T-shirt AND a copy of the game to while away the hours; the next eight entries will each receive a copy of the game worth £49.99. To enter you just have to answer one measly easy question.

So get scribbling, and search the above text for the answer to the question. We are too kind by far!







COMPETITION



Future ZONE

THE LATEST IN COMPUT

COMPE

CHALL

Future Zone is rapidly becoming one of the leading lights in video game retailing. It began modestly with its first store opening just nine months ago in High Wycombe, and since then it has continued with a rolling programme of store openings. The chain now has 23 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 game 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 a Competition Pro Pad for your Super Nintendo at any of its shops.

QUESTION TIME

All you have to do to win one of these five Super Nintendos is answer this simple question:

Future Zone is part of which group?

- A). Rhino
- B). Hippo
- C). Zippy

Send your answer on a postcard or sealed-down envelope to:

Future Zone Competition,
Maverick Magazines,
Waters Green House,
Waters Green,
Macclesfield,
Cheshire,
SK10 6LF.

Closing Date of Competition is 26th August 1993



CONSOLE CONCEPTS

Console Concepts, The Village, Newcastle-u-Lyme, Staffs, ST5 1QB (0782) 712759

Mail order phone line open from 9am-8.30pm Mon - Sat Shop Hours: Sat/Weekdays 9am-5.30pm Thursdays 9am-1pm Our mail order & Shop have been established since 1988. Approx 50,000 orders have been processed since opening.

No 1 FOR SERVICE No 1 FOR NEW GAMES. FED UP WITH PHONING AROUND TRYING TO FIND THE LATEST HIT GAME. CALL US 1ST. IF WE HAVE NOT GOT IT, PROBABLY NO-ONE ELSE HAS. WE CARRY LARGE STOCKS OF NEW GAMES ON RELEASE

! NEW PRICES ! NEW PRICES ! NEW PRICES ! NEW PRICES ! NEW PRICES ! NEW PRICES ! NEW PRICES ! NEW PRICES !

SNES USA SOFTWARE

ALIEN 3	£45
BEST OF BEST	£49
BUBSY THE BOBCAT (16MEG)	£54
BATMAN RETURNS	£49
CHUCK ROCK	£39
CONTRA III	£35
CYBERNATOR	£45
DESERT STRIKE	£40
FINAL FIGHT	£40
FIREPOWER 2000	£40
GOAL	£40
HIT THE ICE	£45
JOHN MADDEN 93	£39
JIMMY CONNORS TENNIS	£35
KAWASAKI CHALLENGE	£45
KING ARTHURS WORLD	£39
LEMMINGS	£39
LOST VIKINGS	£45
MYSTICAL NINJA	£49
MARIOWORLD	£39
MICKEYS MAGICAL QUEST	£49
MARIO KART	£40
MARIO IS MISSING	£49
PRINCE OF PERSIA	£40
SOUL BLAZER	£49
SUPER STRIKE EAGLE	£45
STARFOX (FX CHIP)	£55
STREETFIGHTER II	£54
SUPER CONFLICT	£40
STAR WARS	£50
SUPER TECMO BASKETBALL	£45
SHADOWRUN	£50
SUPER HIGH IMPACT	£50
SUPER TURRICAN	£49
TAZMANIA	£45
WWF II ROYAL RUMBLE	£54

SNES BARGAINS

AMAZING TENNIS	£29
CAL RIPKIN BASEBALL	£30
COOL WORLD	£25
CLUE	£35
DRAGONS LAIR	£30
F1 ROC MOTORRACING	£30
GUNFORCE	£25
HARLEYS HUMONGOUS ADV	£29
KRUSTYS FUNHOUSE	£25
OUT OF THIS WORLD	£35
PUSHOVER	£30
PUGSLEY SCAVENGER HUNT	£35
SPACE MEGAFORCE	£30
SKULLJUGGER	£25
SPIDERMAN & X-MEN	£25
TOM & JERRY	£35
WINGS	£30
WORDTRIS	£30
WWF WRESTLEMANIA	£35

NEW RELEASES SNES

SUPER WIDGET
MARIO ALL STARS COLLECTION
EMPIRE STRIKES BACK
TERMINATOR II
ROCK N ROLL RACING (16MEG)
POCKY AND ROCKY
MORTAL KOMBAT (16MEG)
SUPER BATTLETOADS
ARCUS ODYSSEY
STREETFIGHTER II TURBO

CALL FOR LATEST PRICES ON NEW RELEASES

SUPER FAMICOM (JAP)

ACROBAT MISSION	£20
JOE & MAC II (CONGO CAPER)	£30
BATMAN RETURNS	£40
DEAD DANCE	£60
DEVILS GOLF COURSE	£49
2020 BASEBALL	£65
SUPER BOMBERMAN	£69
F1 EXHAUST HEAT 2	£59
FATAL FURY	£45
FORTIFIED ZONE	£40
HUMAN GRAND PRIX	£59
JAKI CRUSH PINBALL	£40
KIKI KAKAI	£50
KING OF THE RALLY	£25
MAGIC SWORD	£20
NBA BASKETBALL (UK TEXT)	£45
NIGEL MANSELL (SCART)	£49
PARODIUS	£40
POWER ATHLETE	£25
RAMMA 1/2 PART II	£59
SUPER ADVENTURE ISLAND	£20
SUPER TETRIS	£52
STARFOX	£50
FINAL FIGHT II	£62
TWINBEE	£49
VALIS	£20

NEW RELEASES SF

AIR DIVER, SONIC WINGS, PUTTY, DRAGONBALL Z II
PRE ORDERS NOW TAKEN FOR STREETFIGHTER TURBO

TOP 5 NEO GEO GAMES

FATAL FURY 2	£165
SENGOKU 2	£165
SIDEKICK SOCCER	£165
VIEWPOINT	£225
WORLD HEROES II	£165

NEW RELEASES NEO GEO

SAMURAI SHOWDOWN
MAGICIAN LORD II
REACTOR
CALL FOR PRICES

NEO GEO PERIPHERALS

NEO GEO CONSOLE PACK (INCLUDES PSU, 1 JOYSTICK)	£300
NEO GEO MEMORY CARD	£25
NEO GEO JOYSTICK	£65
CARRY CASE	£39

SNES PERIPHERALS

DUST COVER	£6
STARFOX CONVERTOR	£20
SNES ACTION REPLAY	£45
PROPAD CONTROLLER (UK/US)	£15
HONEY BEE CONTROL PAD	£16
JOYCARD CONTROL PAD	£20
TOP FIGHTER (LTD EDITION)	£69
SUPER ADVANTAGE (US/JAP)	£54
TRAIL BLAZER JOYSTICK (UK)	£35
SUPER JO-JO JOYSTICK	£39
ASCII JOYPAD (USA)	£25
SUPER SCOPE + 6 GAMES	£55

LATEST RELEASES

PC ENGINE
STREETFIGHTER II CHAMPION EDITION £85
STREETFIGHTER II 6 BUTTON JOYPAD £35

SUPER FAMICOM
2020 BASEBALL • NOW BACK INO STOCK • £65

SUPER FAMICOM JAP
FORMATION SOCCER II £65
GPI (MOTORBIKE RACING) £65

IN STOCK NOW!
STREETFIGHTER II TURBO VERSION
MARIO COLLECTION

SNES CONSOLE
(SCART ONLY)
SCART LEAD, 1 JOYPAD, PSU,
PLAYS JAP CARTRIDGES
£125.00 (+ P&P)

SNES CONSOLE - MARIO PACK
(SCART ONLY)
SCART LEAD, 2 JOYPADS, PSU,
+ MARIO
£149.00 (+ P&P)

The MICROSNIPS SUPER CHALLENGE...

WE'LL BEAT ANY PRICE IN THIS MAGAZINE!

Unbelievable but true - just check out our fantastic range of bargains and you'll be amazed at just how low we're prepared to go. No gimmicks - no hidden catch, just genuine value for money prices!

ACTION REPLAY PRO	44.95
ADDAMS FAMILY	49.99
ALIEN 3	49.99
AMAZING TENNIS	49.99
AMERICAN GLADIATORS	54.99
ANOTHER WORLD	42.99
AXELAY	36.99
BART'S NIGHTMARE	44.99
BATMAN RETURNS	49.99
BLAXEON	49.99
B.O.B	51.99
BUBSY THE BOBCAT	56.99
BULLS vs BLAZERS	42.99
CASTLEVANIA 4	44.95
CONTRA 3/SPRITE ROBOTEC	47.99
COOL WORLD	47.50
CYBERNATOR	47.99
CYBERSPINS	46.00
DESERT STRIKE	47.99
D-FORCE	37.00
DOOMSDAY WARRIORS	53.99
DRAGONS LAIR	39.99
F1 EXHAUST HEAT 2	59.99
EXHAUST HEAT	41.99
F-ZERO	35.99
F15 STRIKE EAGLE	54.99
FATAL FURY	59.99
FINAL FANTASY	49.99
FINAL FIGHT II	54.99
G. FOREMAN BOXING	39.99
GODS	46.50
GOLDEN FIGHTER EX	24.99
GREAT WALDO SEARCH	36.99

GUN FORCE	54.99
IMPERIUM	43.50
ININDO	54.99
JACK NICKLAUS GOLF	43.50
JAMES POND JUNIOR	42.99
JIM CONNOR'S PRO TENNIS	39.99
JOE & MAC	46.50
JOHN MADDEN '93	42.99
KING ARTHURS WORLD	42.99
KRUSTY FUN HOUSE	42.99
LEMMINGS	47.99
LETHAL WEAPON	49.99
LOST VIKINGS	49.99
MAGIC SWORD	35.00
MARIO IS MISSING	51.99
MARIO PAINT	54.99
MICKEYS MAGICAL QUEST	59.99
MYSTICAL NINJA	49.99
NHPLA HOCKEY '93	42.99
OUTLANDER	49.99
PARODIUS (S/FAM)	47.99
PEBBLE BEACH	47.99
PGA TOUR GOLF	44.99
PHALANX	46.99
PITFIGHTER	44.99
POPULOUS	39.99
POWERMONGER	46.99
PRINCE OF PERSIA	44.99
PUGSLEYS SCAV. HUNT	42.99
PUSHOVER	38.00
RACE DRIVING (SNES)	44.99
RAMPART	41.99
ROAD RIOT	44.99

ROAD RUNNER	49.99
ROBOCOP 3	50.00
ROCKY & BULLWINKLE	36.99
ROCKY & POCKY	51.99
SUPER R-TYPE	38.00
SHADOW RUN	59.99
SKULJAGGER	49.00
SOUL BLADER/BLAZER	42.99
SPANKEY'S QUEST	39.99
SPIDERMAN X-MEN ARC	42.99
STAR WINGS	49.99
STREET FIGHTER 2	59.99
SUPER ADV. ISLAND	44.99
SUPER BOWLING	44.50
SUPER CONFLICT	57.99
SUPER DOUBLE DRAGON	49.00
SUPER GHOULS/GHOSTS	45.99
SUPER GOAL	54.99
SUPER KICK OFF(UK)	39.99
SUPER MARIO CART	43.99
SUPER MARIO WORLD	44.99
SUPER SMASH SMASH TV	41.99
SUPER STAR WARS	49.99
SUPER SWIV	41.99
SUPER VALIS 4	51.99
TAZMANIA	49.99
TECMO SUPER/BASKETBALL	59.99
TERMINATOR	49.99
TEST DRIVE 2	42.99
TINY TOONS	49.99
TOM AND JERRY	49.99
TOYS	49.99
TMHT 4 TURTLES 4	42.99

ULTRAMAN	37.99
UNCHARTERED WATER	54.99
WARSPEED	41.99
WAYNES WORLD	49.99
WING COMMANDER	47.99
WORLD CLASS RUGBY	42.99
W/CLASS LEAGUE SOCCER	39.99
WWF ROYAL RUMBLE	56.99
ZELDA III	44.99

WE ALSO STOCK A MASSIVE RANGE OF SOFTWARE. COMPUTERS AND ACCESSORIES.

ACCESSORIES

GAMEPOWER MULTI-PSU	9.99
GAMEBOY AMPLIFIER	13.99
GAMEBOY BATT. ADAPTOR	14.95
GAMEBOY CARRY ALL DE.LUX	17.95
GAMEBOY CLEARVIEW	9.99
GAMEBOY GAME GENIE	34.99
GAMEBOY HOLSTER	10.00
GAMEBOY MAGNIFIER	10.99
GAMEBOY PORTA CASE	7.50
GAMEBOY SAFE	8.99
ACTION REPLAY GAMEBOY	34.99
GAMEGEAR MAGNIFIER	8.99
GAMEGEAR PLAY & CARRY	14.50
HANDYBOY = GAMEBOY	39.99
MEGADRIVE JAP. CONVERT	9.99
LIGHTMAGIC	9.95

L Y N X	
PSU	14.99
MASTERGEAR CONVERT	19.99
MASTER-MEGA CONVERT	29.99
MEGADRIVE CART. CADDY	8.99
MEGADRIVE CLEAN KIT	9.50
GAME GENIE MEGADRIVE	42.99
MEGADRIVE SOFTCASE	19.99
MEGADRIVE MENACER	55.00
MULTI ADAPTOR POWER	9.99
NES EXTENDO CABLES	9.99
NES 4 SCORE	29.99
NES DOUBLE PLAYER	44.99
NES POWER GRIPS	5.99
NES SOFT PAK	9.99
SEGA UNIVERSAL PSU	15.99
MASTER SPORTS PAD	29.99
DATEL SNES CONVERTOR	14.99
SOUND BOOSTER	9.95
SUPER SCOPE 6	39.99

JOYSTICKS & CONTROLLERS

ANGLER SNES CONTROL	19.99
BOLLISTICK - MULTI	9.99
CHIMERA 3 MEGADRIVE	9.99
MEGADRIVE FOOTPEDAL	29.99
GAME COMMANDER SNES	18.99
MAVERICK 3	15.99
MEGA FIRE JOY PAD	19.99
MEGADRIVE PRO 2 PAD	16.99
PYTHON 3 MEGA 135	12.99
SEGA CONTROL PAD	9.99

COMP-PRO SERIES JOYPAD	15.99
CLEAR PRO-PAD MEGADRIVE	14.99
SIGMA-RAY MEGADRIVE	14.99
CLEAR PRO-PAD SNES	17.99
STRIKER PAD MEGADRIVE	16.99
PRO-SUPER SNES PAD	19.99

NEW MICRO MACHINES £33.00

NEW CHAMPIONSHIP BOWLING £39.99

AMERICAN EXPRESS · ACCESS · VISA

MICRO SNIPS

25-29 GRANGE ROAD WEST
BIRKENHEAD L41 4BY
TEL: 051 650 0500
FAX: 051 650 0506

COMPETITION CHALLENGE RESULTS

MANGA RESULTS

We ran a fantabulous Manga competition in the first issue of Super Control. 10 lucky winners will receive both a copy of The Fist of the North Star – a post-apocalyptic assault on the senses, and the supernaturalistic horror series, 3x3 Eyes. Holy Anime Crackman!

The response was very healthy and the quality of entries varied enormously with the better ones being very good and the worst ones being... well, just being. Anyway, enough waffle. You obviously want to find out if you've won something or not, don't you? Take a deep breath...

- Helen McDonald, Denniston, Glasgow
- Mr A Vaughan, Hereford
- Brett Cormack, Canvey Island, Essex
- Kenneth Graham, Limerick, Ireland
- Nathan Castle, Weymouth, Dorset
- Michael Boswell, Nr Evesham, Worcs
- Francis Fung, Lee, London
- Jan-Fei Li, Reading, Berkshire
- Lynda Dunn, Craigaven, N Ireland
- Brian A Henderson, Rochester, Kent



BUBSY RESULTS

We had 10 Bubsy T-shirts up for grabs. All you had to do was create an anagram from the words "Bubsy the Bobcat" and make us laugh. And laugh we did. Soon-to-be owners of their very own Bubsy T-shirt are...

- Gavin Matthew, Southport, Merseyside (2nd prize, you lucky devil!)
- Matthew Storey, Wollaton, Nottingham
- A Kingston, Camberley, Surrey
- Andrew Dolan, Hale Altrincham, Cheshire (Jammy sod alert!)
- James Digby, Nr Newark, Notts
- Mark Hodges, Bath, Avon (Bobby did what?!)
- Mark O'Donnell, Preston, Lancs
- Carl Smythe, Ernesford Grange, Coventry (Pure luck!)
- Jamie Davies, Litherland, Liverpool
- Clare-Marie Powell, Glen Parva, Leicester



POWERPLAY RESULTS

Top British joystick manufacturer, Powerplay, offered Super Control readers 10 chances to win one of their Competition Pro joypads. Here are the 10 jammy dodgers who now have one such joypad in their possession:

- Alan Neale, Wallsend, Tyne & Wear
- Tony Viney, Filey, N Yorkshire
- Mr M Knowles, Grantham, Lincs.
- Thomas Aldis, Cirencester, Glos
- Alexander Synge, Co Dublin, Rep of Ireland
- Andrew Jones, Warley, West Midlands
- Andrew Dolan, Hale, Altricham, Cheshire
- Howard Wright, Gravesend, Kent
- Aaron Crowl, Stanley, Co Durham
- M Kaye, High Wycombe, Bucks

QUICKSHOT RESULTS

More joypad-related frolics from Quickshot in issue one of Super Control, when we offered you the chance to win either an Invader 2, a Supercon 2 or a spanky new Supercon 2B. We had five of each to give away and here's the outcome...

INVADER 2 winners

- Neil Tuck, Immingham, S. Humberside
- John C Robinson, Higher Compton, Plymouth
- James Sinclair, Faversham, Kent
- Tony Viney, Filet, N Yorks (You jammy bugger, Tony – having already won a Competition Pro pad earlier!)
- Emily Mackay, Kincairdmeshire (?), Scotland

SUPERCON 2 winners

- Gavin Matthew, Southport, Merseyside
- Steve Blackett, Newquay, Cornwall
- B Ashdown, Hersham, Surrey
- Mr B Marcus, Muswell Hill, London
- John Paul Kamath, Hounslow, Middlesex

SUPERCON 2B winners

- Patricia Newington, Eastbourne, East Sussex
- Ajay Chand, Clarkston, Glasgow
- Ricky Smythe, Ernesford Grange, Coventry
- Alex Synge, Co Dublin, Rep of Ireland (Another jammy sod!)
- Andrew Kermeen, Whitehaven, Cumbria

PSYGNOSIS RESULTS

In issue two of Super Control we offered the stunning prize of EVERY Psygnosis game released over the next 12 months! These will include Dracula, Obitus, Super Shadow of the Beast and Lemmings II amongst others!

The question we asked was: On which machine did Shadow of the Beast debut? The correct answer was (c). The Commodore Amiga.

The name of the lucky winner, plucked fresh from the Maverick comedy freezer is:

- Donna Reynolds, Oxshott, Surrey

Enjoy the games, Donna!



There, that was pretty painless, wasn't it? Did you win? Are you jumping up and down or did you fill up with disappointment? Congratulations to the winners and commiserations to the not-winners. Remember – you've gotta be in it to win it, so try your hand at our Super Control competitions. You never know what you could win!

'Get A Life' is a new feature slot that will be run every now and again in an attempt to save the sanity of all you console fanatics. We will show you all manner of weird and wacky ways to spend your free time, in other words, we will help you to get a life!

In this first instalment we are taking a look at the bizarre experience known as Bungee jumping, a sporting blend of dare-devil heroics and the power of gravity.

GET A LIFE

The highest ever Bungee jump was performed by stuntman Ian Ashpole of Flying Pictures, who in July 1992 leapt 13,000 feet from a hot air balloon with the UK Bungee Group





BUNGE

Sweeping through the nation, Bungee jumping fever has infected thousands. In lemming-like fashion it prompts the afflicted to jump off high structures with nothing more than an elastic rope tied to their ankles! The feeling, I am told, is electric although I'll need more convincing before I try it out for myself...

RUBBER BAND-AID

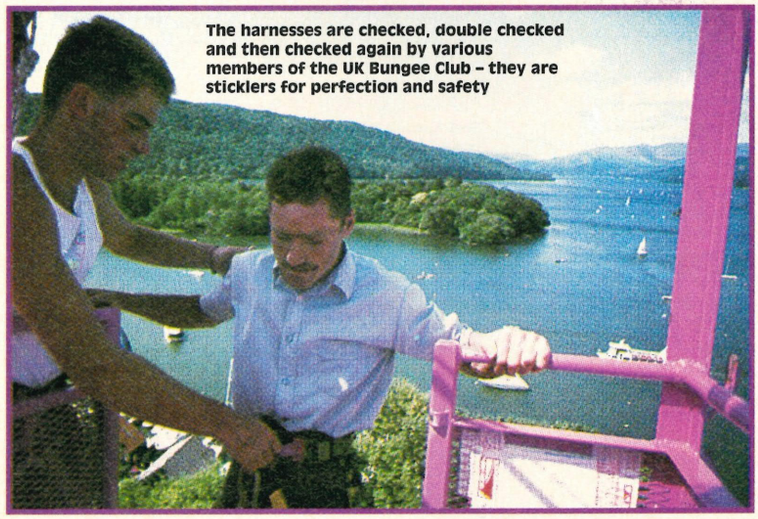
A couple of people in the office have braved it and lived to tell the tale. Apparently, due to the intense adrenaline rush experienced, the feeling can't easily be put into words! Therefore we embarked on a mission to get the facts and dispel the myths surrounding Bungee jumping, and our journey took us a mere five miles down the road from Maverick Towers to the UK Bungee Club headquarters right here in Macclesfield.

Bungee jumping originates from islands in the South Pacific where the native males jump from giant bamboo constructions with vines attached to their ankles as a demonstration of their manhood. The sport is generations old, but it was only in 1979 that Bungee jumping finally made its way to the UK when four intrepid jumpers leapt from the Clifton Suspension bridge in Bristol using elasticated rubber ropes as an April Fool's Day prank.

Since then the sport has boomed. The UK Bungee Club is now the largest organisation of its kind here in Britain, with regional offices scattered around the entire length of the country. Formed in 1989 in Greater Manchester, the club has over 20,000 members who regularly jump at various nation-wide Bungee jumping events.

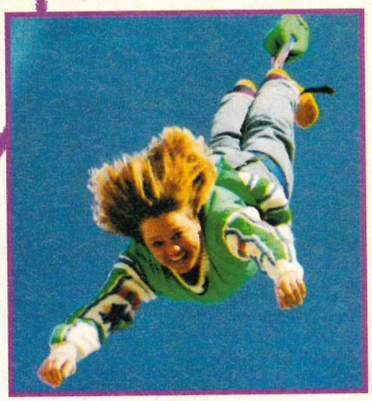
You jump from a cage suspended from a crane 150 feet off the ground. Directly underneath you on the ground a giant airbag acts as a safety precaution as outlined by BERSA (British Elastic Rope Sports Association), but is also no doubt psychologically reassuring to the jumper!

A sophisticated elasticated rubber Bungee cord made up of hundreds of individual strands is used as your lifeline, which can withstand immense forces. Unlike the South Pacific islanders you have a sturdy harness attached around your torso and ankles to assure maximum safety, and because of the extent of the harness the strain is evenly



The harnesses are checked, double checked and then checked again by various members of the UK Bungee Club – they are sticklers for perfection and safety

The Bungee cord is attached to your torso and your ankles, allowing you to jump head first and watch the earth hurtle towards you!



The UK Bungee Club is a professional organisation with years of experience and regional offices spanning the entire country



In the UK Bungee Club the use of airbags is standard procedure as outlined by BERSA. If you go to a club who do not use an airbag, don't jump!



E JUMPING

spread over your body to reduce the likelihood of injuries.

ELASTAPLAST

Bungee jumping is very safe. The UK Bungee Club has a 100 per cent safety record thanks to its tireless checks and double checks on its equipment and procedures. All of the club's staff are highly competent Bungee jumpers, as well as all holding First Aid certificates and being BERSA trained and qualified. You are most definitely in safe hands.

The UK Bungee Club appears at various festivals and functions around the country (check your local press for details or phone the regional clubs if you are interested), giving you the chance to have a go at this sensational sport. However, if you wish to take it more seriously you will have to join the club as it works on a members only basis with one year's membership costing £14*. (*Price correct at time of going to press.)

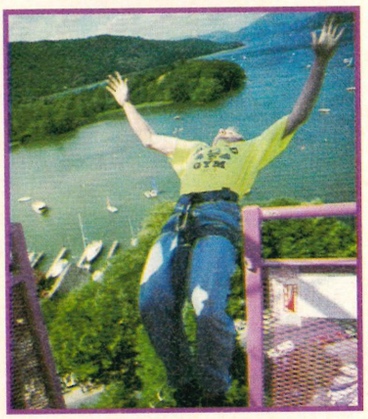
For safety reasons there are restrictions on jumpers. You have to be 14 years of age or over to jump, and if under 18 you must be accompanied by a consenting parent or guardian. You CANNOT jump if you have any of the following medical symptoms: high blood pressure or a heart condition, damage to the spinal column, suffer from epilepsy or are pregnant.

And Bungee Jumping isn't a cheap hobby. At festivals and other such events the UK Bungee Club charges £25 per jump per person to cover costs of equipment and insurance for the thousands of jumpers every year. However, I am informed by many that it is most definitely worth it!

According to the UK Bungee Club, "Courage is not the absence of fear but rather the desire to move beyond it." So, why don't you have a go at Bungee jumping? I know I certainly will.



The cage from which you jump is suspended 150 feet off the ground thanks to the use of a crane. This is the view you get as you are about to jump – my knees have gone already!



For beginner jumpers, a traditional "Swan" dive with arms outstretched and head first is undertaken. Experienced jumpers can go for more daring feats of acrobatics!









Here you can see Keith from our sister mag Mega Drive Advanced Gaming taking the 150 foot death defying plunge!

THE BRITISH ELASTIC ROPE SPORTS ASSOCIATION



Using this map, find out which UK Bungee Club branch operates in your area, and ring it for an application form or a list of its forthcoming jumps. New members are always welcome.

- **The UK Bungee Club Scotland**
  Tel: (0506) 884188
  Fax: (0506) 884288
- **Extreme Sensations**
  Tel/Fax: (0748) 826324
- **The UK Bungee Club Central**
  Tel: (061) 426 0169
- **Extreme Sensations South**
  Tel/Fax: (0637) 851968
- **The UK Bungee Club London**
  Tel: (081) 553 6060
  Fax: (0707) 872306
- **The UK Bungee Club Southern**
  Tel/Fax: (0273) 464634
- **The UK Bungee Club South West**
  Tel: (081) 5536123
  Fax: (0707) 872306
- **The UK Bungee Club**
  Tel: (0625) 859757
  Fax: (0625) 850877
- **The UK Bungee Club Midlands**
  Tel: (021) 585 7221 / (0954) 211047
  Fax: (0954) 210752

CLASSIFIED ADVERTISEMENTS

✍ **Wanted:** Bulls Vs Blazers for SNES. Will pay up to £35.
Craig Simpson, 6 Pinfold Grove, Bridlington, North Humberside
Tel: (0262) 603303

✍ **Wanted:** Female pen pal aged 16-25, must be SNES and WWF loving, for correspondence with 20-year-old male.
Matthew Wick, 28 Williams Close, Rowner, Gosport, Hants, PO13 9QP

✍ **Wanted:** I want to buy your used SNES games. None refused. Send SAE & details.
Benjamin Robinson, 118 Highlever Road, London, W10 6PJ
Tel: (081) 968 6933 after 6pm

✍ **For Sale:** UK SNES, two pads, Axelay, F-Zero, Fatal Fury (Jap) and Action Replay Pro Cartridge. Good condition, will sell for £120.
Anthony Pink, 63 High Street, Overton, Hants, RG25 3HQ
Tel: (0256) 770047 after 6pm

✍ **For Sale:** Atari Lynx II and five games, carry case, visor and cigarette adaptor. £120.
John Hammersley, 92 Northdown Road, Hornchurch, Essex, RM11 1NE
Tel: (0708) 447894

✍ **For Sale:** SNES games: Soul Blazer, Final Fantasy, Mystic Quest, Castlevania IV, Faceball 2000, Wing Commander.
Paul Edwards, 1 Roman Garth, Malton, North Yorks, YO17 OEB
Tel: (0653) 698157

✍ **For Sale:** Super Nintendo – new, with SF II, Desert Strike, Mario Kart, Ghouls 'n' Ghosts, F-Zero and R-Type. £190.
Earle Silvera, 'Arealfa', Llwynmawr, Dolywern, Llangollen, Clwyd
Tel: (0691) 718306

✍ **For Sale:** Super Star Wars £35 (Jap), Mystical Ninja £22 (USA), Lemmings £22 (USA), Bart's Nightmare £22 (USA), Super Tennis £20 (USA), PGA Tour Golf £22 (USA), Pilotwings £22 (USA), Super Ghouls 'n' Ghosts £20 (USA), World League Soccer £15 (USA), Super R-Type £17 (UK).
Simon Marshall, Flat F, The Boundary, 3 Fox Road, West Bridgford, Nottingham, NG2 6AL

✍ **For Sale:** UK Smash TV £30 and UK Mario World £25. Sale or swap for Mario Kart, SF II, Mario Paint.
Cath Adams, 58 Barnstaple Rd, Thorpebay, Essex, SS1 3PA
Tel: (0702) 587397

✍ **For Sale:** US Scart SNES, two joypads and leads, etc. Nine games including SF II, Starfox, Star Wars, Action Replay and JB King joystick, all boxed. £480 ono.
Kaloon Sek, 28a Connaught Avenue, Loughton, Essex, IG10 4DS
Tel: (081) 508 6680

✍ **For Sale:** UK SNES, Super Mario Land, Mario Kart, Axelay, Gradius III, two controllers, convertor and scart lead, all boxed as new, £190.
Alastair Bisson, 15 Kings Avenue, Christchurch, Dorset, EX13 7EE
Tel: (0202) 473174

✍ **For Sale:** SNES games. F-Zero £20 (UK), Super Mario World (UK), Final Fight (USA), Joe and Mac (USA), all £25. Legend of the Mystical Ninja £28 (USA), Zelda 3 (USA), Super Probotector (UK), Super Castlevania IV (USA), Parodius (JAP), all £30. Mickey's Magical Quest £35 (USA). All for sale or swap. I want UK versions of Pilotwings, Mario Kart or any other decent games.
Timothy Hillyer, 8 Yew Tree Close, Eaton Bray, Dunstable, Beds, LU6 2ED
Tel: (0525) 220163

✍ **For Sale:** 10 top Super NES games for sale, worth over £500 but willing to sell for £260. Must sell quickly and all games (including American/Japanese convertor) must be sold together.
Craig Smith, 63 Oxlease, Witney, Oxon
Tel: (0993) 774289

✍ **For Sale:** SNES with scope, cart , 17 games and three Jap/USA games and adaptor. £450 ono.
Scott Edgeley, Old School House, School Lane, Walpole St Peter, Wisbech, Cambs, PE14 7PA
Tel: (0945) 780542

✍ **For Sale:** Game Boy with seven games, magnifier, case. Also SNES Sim City (PAL) and Super Smash TV (USA).
David Wilson, 6 Robin Hill Drive, Chislehurst, Kent, BR7 5ER
Tel: (081) 467 7031

✍ **For Sale:** C64 with over 50 games, three joysticks, Datasettes, all leads, very good condition. £100. Real deal!
Hanif Dadabhai, 8 Fletcher Lane, Leyton, London, E10 6JE
Tel: (081) 539 5617

✍ **For Sale:** Lemmings £37, Jimmy Connors £34, PGA Tour Golf £33, Spiderman £33. All UK and brand new. Postal orders payable to S Panesar.
Bob, 15 Evelyn Grove, Southall, Middlesex, UB1 2BW

✍ **Swap:** Wanted, a Datel Action Replay. Will swap for Wailae Country Club Golf (unreleased in UK) USA cart and adaptor or other games.
Steve Leggett, 497 Rushgreen Road, Romford, Essex, RM7 ONA
Tel: (0708) 754743

✍ **Swap:** My SMB4, Pilotwings, Castlevania IV or F-Zero (all PAL) for your Bomberman, Wing Commander, NBA Basketball or NHLPA hockey. Others considered. I will also sell them for £30 each. All games with full instructions.
Nick Thomas, Cadmans, Mounters, Marnhull, Sturminster Newton, Dorset, DT10 1NR
Tel: (0258) 820469

✍ **Swap:** I have Bart Simpson Escape From Camp Deadly on the Game Boy, I will swap it for Blades Of Steel or Football International.
Mark Redding, 6 Hailsham Gdns, Harold Hill, Romford, Essex, RM3 7SD
Tel: (0708) 341394

✍ **Swap:** Final Fight (JAP) or Zelda (UK) for any golf games or Madden '93. I may even buy.
Jaimie King, 2 Geirston Road, Kilbirnie, Ayrshire, Scotland, KA25 7LF
Tel: (0505) 683507 after 6pm

✍ **Swap:** Will swap Zelda 3 (UK) for Super Mario World, Super Soccer or Joe and Mac. Have to be UK games.
Jonathon Lathey, 16 Salisbury Road, Exmouth, Devon, EX8 1SL

✍ **Swap:** Boxed Super NES, Mario World plus three control pads, includes boxed QJ Pro-Pad with seven extra games including Mario Kart, Contra 3, SF II, Pilotwings, Super Star Wars. I want a Neo Geo.
Ricky Valentino, 3 Falkland Avenue, New Southgate, London, N11 1JS
Tel: (081) 368 7486

✍ **Swap:** Road Runner (USA) for Legend of the Mystical Ninja (USA).
Michael Lambert, 63 Larch Hill Crescent, Odsal, Bradford, West Yorkshire, BD6 1DS
Tel: (0274) 675662 after 6pm

✍ **Swap:** My UK SF II unboxed with instructions for your Super Scope. Also, my UN Squadron for your UK Zelda.
Graham Good, 8 Halsthorns, Walderslade, Kent, ME5 9DS
Tel: (0634) 682415

✍ **Swap:** My Jimmy Connors and F-Zero (PAL) for any of the following – Super Kick Off, Prince Of Persia, Axelay or other quality titles (PAL).
Tim Higham, 24 Battlebarrow, Appleby, Cumbria, CA16 6XT
Tel: (0768) 353180

✍ **Swap:** Would anyone like to swap F-Zero for Pilotwings, Blazing Skies, Mario Kart or any other racing games (PAL)?
Robert Rick, 53 Shakespeare Road, Eastleigh, Hampshire, SO5 4FQ
Tel: (0703) 615417

DEAR READERS...

If you write a Fanzine, please send it into us so we can lovingly browse through it. Also, quit sending us advertisements for the sale of Magicoms and other disk drive units, we won't tell you again.

Lastly, please write legibly, it's very hard to read some of the advert coupons – if there's not enough room on the coupon, write your message on another piece of paper!

CLASSIFIED ADVERTISEMENTS

Dear Super Control, please print the following message on your Classified Advertisements page.

Catergory: Wanted ○ For Sale ○ Swap ○ Message ○

Message: .....

.....

.....

.....

Name: .....

Address: .....

.....

Telephone Number: .....

✍ **Send to: Classified Advertisements, Super Control, Maverick Magazines, Waters Green House, Waters Green, Macclesfield, Cheshire, SK11 6LF.**

GIVE YOUR LIFE THE AIR OF SOPHISTICATION IT HAS BEEN SADLY LACKING – SUBSCRIBE TO SUPER CONTROL

SUBSCRIBE!

BUT WHAT DO YOU GAIN BY SUBSCRIBING?

12 issues of the finest Super Nintendo magazine this side of Outer Mongolia all for a mere £22

The opportunity to smile with deep satisfaction every month as you hear the meaty thump of your cherished Super Control on your doormat, days before it hits the newsagents' shelves...and the postage is free!

Only with Super Control can you impress acquaintances and dazzle members of the opposite sex with the confidential information found in the free subscribers' newsletter...

...You see? You'd be foolish not to!

Subscriptions received after 12 August will commence with issue six (November). Any arriving before that date will, irrevocably, start from issue five

Fill in the form below, not forgetting to enclose payment (payment can be made by cheque or postal order made payable to Maverick Magazines Ltd) and send it forthwith to:

Super Control Subscriptions,
Maverick Magazines,
Waters Green House,
Macclesfield,
Cheshire,
SK11 6LF.

Despite large offers of cash from one Asil Nadir (he even said he'd throw in a watch), subscriptions are not available in Cyprus (or anywhere else in Europe). Should you, however, get paid in US or Canadian dollars (and you want a magazine), then get in touch with these chaps: British Magazine Distributors, Unit 14, 225 Bysham Park Drive, Woodstock, Ontario, N4T 1P21, Canada. They'll sort you out

Should you wish to purchase a back issue of Super Control then send a cheque or postal order for £2.50 (made payable to Maverick Magazines Limited) telling us which issue you require. Hurry because the first three issues have nearly sold out!

RESERVE

Dear Newsagent,

Please reserve for me a copy of that first class publication, Super Control, which incidently is published by Maverick Magazines and distributed fully SOR by UMD (071 700 4600).

MY NAME IS.....

ADDRESS.....

.....

.....

POST CODE.....

(Complete this form and hand it to your newsagent to avoid missing out on your issue of Super Control.)

SUBSCRIBE!

MY NAME IS.....

ADDRESS.....

.....

.....

POST CODE.....

Method of payment of your £22:

❍ Postal Order ❍ Cheque
Payable to Maverick Magazines Ltd

STARTING WITH ISSUE.....
Forms recieved after 12 August will start with issue six

SEND TO: SUBSCRIPTIONS, SUPER CONTROL, MAVERICK MAGAZINES, WATERS GREEN HOUSE, WATERS GREEN, MACCLESFIELD, CHESHIRE, SK11 6LF.

APOLOGY

Why fall asleep on such an easy level? Lead the Troddlers to the exit before collecting the bonus cherries



Keep the Troddlers well away from those grinders. Any contact will end in a quick death



Watch you don't get shot by those shooting ball launchers – they're deadly



This level is very strange. Just move the blocks and collect those jewels



WORSE THINGS HAPPEN AT SEA

TRODDLERS







Oops! Not only were our faces covered in egg last issue, but said egg was well and truely fried, too! If you didn't notice, our Troddlers review suffered from a hefty dose of anaemia – all the screen shots came out black and white due to a production error.

We hope it didn't detract too much from your enjoyment of Super Control and we apologise to Storm for any inconvenience this may have caused. The person responsible has been subjected to 48 hours of non-stop taunting from an irate Frenchman. With a fish. And no shoes on.

PAUL



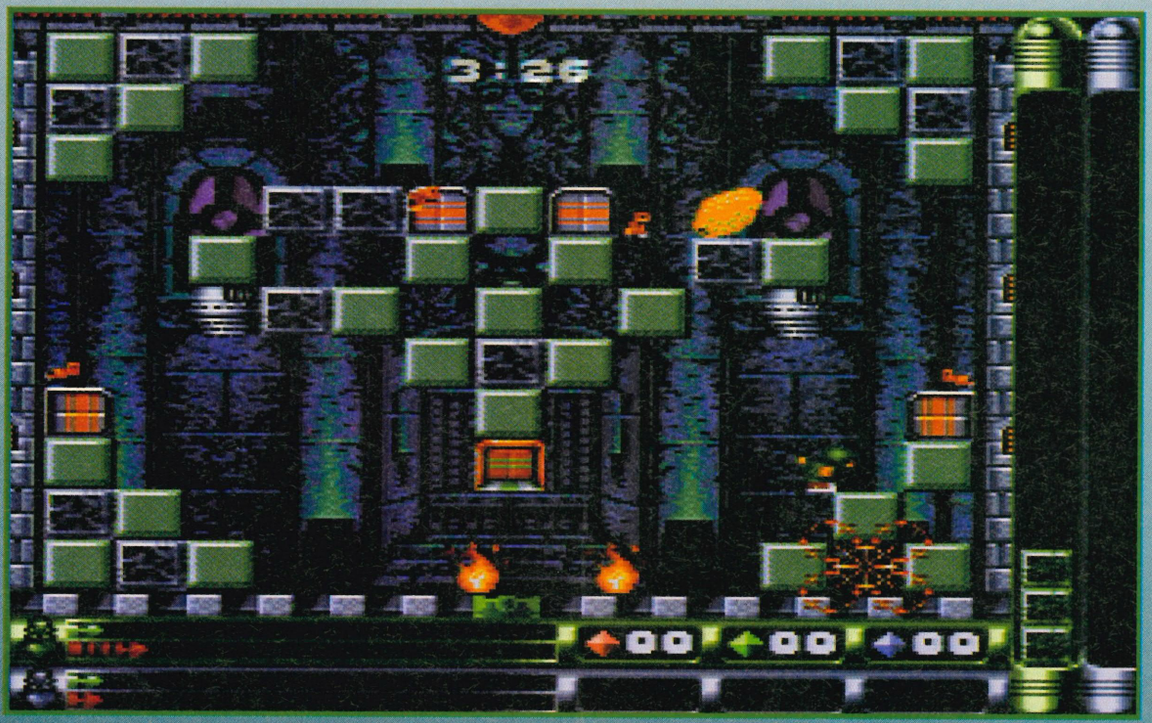
Choose the Team option for two-player larfs. The War option is more fun though





Grinder overload! Placing some blocks over the grinders is probably a good idea...





Flame balls will burn both yourself and your Troddlers



CONSOLE CONNECTIONS

DON'T RISK IT - ORDER BY MAIL WITH CONFIDENCE - FROM AN ESTABLISHED SHOP

SUMMER SALE		NEW SNES TITLES		JAP	
AMERICAN GLADIATORS	34.99	J CONNORS	44.99	AXELAY	39.99
BARTS NIGHTMARE	34.99	KAWASAKI CHALLENGE	39.99	EXHAUST HEAT 2	54.99
BATMAN RETURNS	49.99	NHL 93	42.99	JAKI CRUSH	39.99
BUBSY	49.99	OUTLANDER	34.99	JOE & MAC 2	39.99
CYBERNATOR	44.99	OUT OF THIS WORLD	39.99	MR GHOST	39.99
DOOMSDAY WARRIOR	34.99	STREETFIGHTER 2	49.99	NIGEL MANSEL (SCART)	39.99
FATAL FURY	44.99	STAR WARS	44.99	POPIN TWIN BEE	49.99
GODS	39.99	TAZMANIA	44.99	PRINCE OF PERSIA	34.99
HARLEYS HUM ADV	34.99	WAYNES WORLD	34.99	TINY TOONS	39.99
LEATHAL WEAPON	29.99	CALIFORNIA GAMES 2	34.99	STAR WARS	39.99
LOST VIKINGS	42.99	TOM & JERRY	29.99	STAR FOX	49.99
		TOYS	29.99		

SUPER FX ADAPTOR £14.99

SNES USED TITLES			
UK/USA		SUPER SMASH TV	26
CASTLEVANIA	24	SUPER SOCCER	24
EXHAUST HEAT	26	SUPER STRIKE GUNNER	26
JOE & MAC	24	TURTLES	28
KRUSTYS FUNHOUSE	26		
MICKEYS MAGICAL QUEST	32	JAP	
OUT OF THIS WORLD	28	AXELAY	26
ROBOCOP 3	22	CASTLEVANIA 4	20
SIM CITY	26	JOE & MAC	24
SPIDERMAN	26	STREETFIGHTER 2	32
STREETFIGHTER 2	32	SUPER GHOULS'N'GHOSTS	24
SUPER BATTLETANK	26	SUPER FOR SOCCER	22
SUPER GHOULS'N'GHOSTS	26	TURTLES	26
SUPER PROBOTECTOR	28		

PART EXCHANGE SERVICE

We can take your used title in part exchange for any NEW or USED title in stock. *Very generous allowances. Please Call!*

SNES USA SCART (Full 60 Hz) £119.99 + Streetfighter 2 £139.99

ALL PRICES INC VAT - P&P PLEASE ADD £1.50 PER GAME

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

TEL/FAX 0736 331131 10AM–6PM

AMS ELECTRONIC GAMES

SHOP GAMES AT MAIL ORDER PRICES

NEW RELEASES ARRIVING DAILY - PLEASE CALL FOR LATEST DETAILS

SNES (UK/US)			
ADDAMS FAMILY 2	44.99	MICKEY MOUSE	64.95
ALIEN 3	44.99	NBA BASKETBALL	49.99
AMAZING TENNIS	49.99	NCAA BASKETBALL	49.99
BATMAN RETURNS	54.99	NFL FOOTBALL	CALL
BRAWL BROS	CALL	NHLPA HOCKEY 93	4499
BULLS V LAKERS	44.95	OUT OF THIS WORLD	44.95
B.O.B.	54.99	PARODIUS	49.99
BUBSY	54.99	PGA TOUR GOLF	44.99
CONGOS CAPER	44.99	POCKY & ROCKY	CALL
CYBERNATOR	49.99	PRINCE OF PERSIA	49.99
DESERT STRIKE	44.99	PILOT WINGS	44.99
DRACULA	CALL	RAILROAD TYCOON	CALL
DUNGEON MASTER	CALL	ROCKY & BULLWINKLE	CALL
EQUINOX	CALL	SEVENTH SAGA	CALL
E.V.O.	CALL	SHADOWRUN	54.99
FATAL FURY	49.99		
FIRST SAMURAI	CALL		
HOOK	44.99		
JIMMY CONNORS PRO TENNIS	44.99		
JOHN MADDEN '93	44.99		
JURRASSIC PARK	CALL		
KING ARTHURS WORLD	49.99		
LEMMINGS	44.99		
LOST VIKINGS	44.99		
MARIO KART	39.99		
MECH WARRIOR	39.99		



SNES (UK/US)			
SIM CITY	39.99	TAZMANIA	49.99
SPANKYS QUEST	44.95	TERMINATOR 2 JUDGEMENT DAY	CALL
SPACE MEGAFORCE	39.99	TERMINATOR	39.99
STREETFIGHTER TURBO	CALL	TUFF E NUFF	CALL
SUPER JAMES POND	CALL	TURTLES IV	49.99
SUPER SOCCER CHAMP	44.99	ULTIMATE FIGHTER	CALL
SUPER STAR WARS	49.99	UTOPIA	CALL
SUPER STRIKE EAGLE	44.99	ULTIMA	CALL
SUPER TENNIS	39.99	UN SQUADRON	49.99
STAR/WING	49.99	UNIVERSAL ADAPTORS	14.99
		WALAI GOLF	49.99
		WARP SPEED	CALL
		WING COMMANDER	49.99
		YOSHIS COOKIE	CALL
		ZELDA III	39.99

LOOK IF YOU DON'T SEE THE ONE YOU'RE LOOKING FOR -JUST CALL FOR A PRICE- **LOOK**

(081) 201 0535

Mon to Fri 12 to 7pm Sat 10.30 to 6.30pm.

SENSATIONAL SOFTWARE - SENSATIONAL PRICES

Please call to reserve, and/or confirm availability. Thank you.

Please send cheques & postal orders payable to:

'AMS ELECTRONIC GAMES'

and post to: AMS Games, Dept SC12, 145b Deans Lane, Edgware, Middlesex. HA8 9NY

Please add £3.00 per title P&P to Europe.

PRICES INCLUDE P&P ON ALL SOFTWARE - GAMES SENT BY RECORDED DELIVERY

WE PART EXCHANGE & BUY FOR CASH

MEGA DRIVE / GAMES / CONSOLES

bits'n'pieces

33 CHURCH STREET

MACCLESFIELD, SK11 6LB

CALLERS WELCOME

SEND LIST AND S.A.E FOR WRITTEN QUOTE

SO YOU WANT

SUPER NINTENDO...

...FAST?

THEN RING

0625 501810

STARWING	£45.00
BATTLE TOADS	£49.99
BLUES BROTHERS	£49.99
ROCKEY & BULLWINKLE	£38.99
ALIEN 3	£44.99

SHOPS ALSO AT:

HERTFORD - 0992 504567 • YORK - 09047 655866

NEW TITLES ARRIVING DAILY - RING FOR PRICE - WE ALSO STOCK A HUGE RANGE OF JOYSTICKS

MAIL ORDER: GAME P&P £1, HARDWARE P&P £5, OVERNIGHT DELIVERY £10-

GUARANTEED - PLEASE NOTE: MOST MAIL ORDER IS TURNED AROUND SAME DAY. HOWEVER, IF IT'S NOT IN STOCK, WE WILL RETURN YOUR MONEY THE SAME DAY UNLESS YOU STATE OTHERWISE.

PRIZE PHONE!

RING NOW! **0891 886971** DON'T DELAY!





TO WIN!! SIMPLY ANSWER 3 EASY QUESTIONS!



The word on the street is Super NES, and now you can play all the US & JAP carts as well. We are also giving away the ultimate new SNES game - STARFOX Get it & Play it NOW!

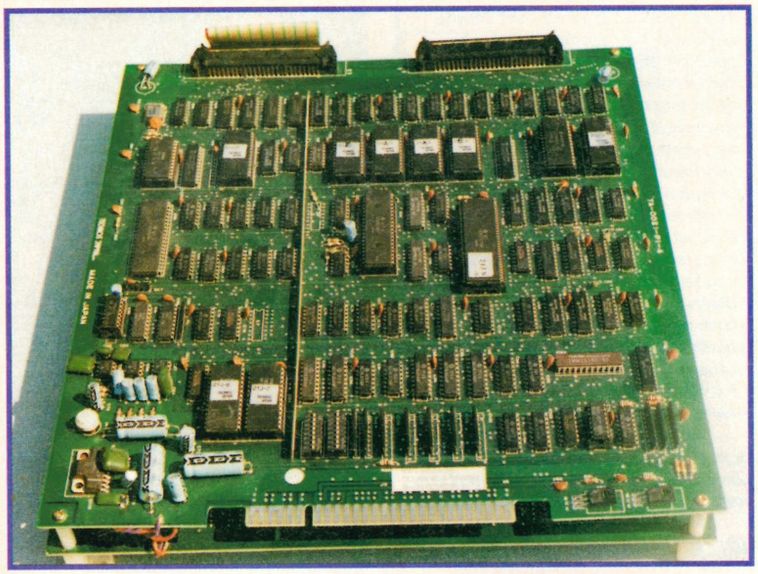
Calls cost 36p per min Cheap Rate, 48p at all other times. Maximum cost of call £3.60. Please make sure you have permission to use the phone from whoever pays the bill before calling. The winner will be selected at random from all correct entries received by the closing date of 8/8/93. Good Luck!

BUILD YOUR OWN ARCADE

...OR JOOLS' HANDY HINTS ON HOW TO WASTE TIME AND MONEY ON OTHER SORTS OF VIDEO GAMES

There she is in all her glory. A fully-working Space Invaders cabinet like this can be picked up for as little as £150

A Double Dragon PCB. You can tell it's an older PCB because it needs two boards to carry all the info. With ones like these, always check the integrity of the ribbon connectors at the back



Blast From The Past (1). You may have forgotten (I had) that the original Space Invaders actually didn't have a joystick, only left and right buttons



"Nostalgia ain't what it used to be," as someone once said. But it can be, if like me you have a yearning to play all those long-forgotten arcade machines that hold a sacred place in the hearts of all video games players.

Do you remember games like Asteroids, Defender, Battlezone, the seminal Space Invaders, Phoenix, Gorf? I bet you thought you'd never see them again! Wouldn't it be sheer heaven to have a bedroom or living room just chock full of these things, but wouldn't it be very expensive? Well, if you know where to look, pristine examples of all these and more can be picked for reasonable money. And if you fancy something more up to date (your own SF II cabinet for example) then these too can also be located without too much trouble. The trick is to know where to look.

BEFORE YOU START

First you must decide on three things: Have you got the room? Exactly what are you are looking for? Exactly how far can your budget stretch? Most cabinets are around three foot by three foot by six foot, and of course you'll have to make sure it will get through the doors!

Then decide what you want. Think back to a game of yesteryear that you'd love to play again, then check your finances and see how much you can afford: a reasonable sum would be somewhere between £150 and £200. Make sure that you stick to this budget – I've seen grown men go misty eyed at the sight of an ageing Space Invaders cabinet and blow next month's mortgage payments (and almost their marriage) on it. Stay calm, be aware of how much you have to spend and stick to it.

WHERE TO LOOK

The first and best point of contact is usually the local classifieds paper. Exchange and Mart, Loot and Plain Dealer are good examples. In Loot and Plain Dealer look under Toys and Games, Computers and Collectors. In Exchange and Mart look under Collectors.

If you live in the London area or have a friend there, try and get hold of a copy of the London edition of Loot (each region has its own version). This has become the accepted forum for private individuals wishing to buy or sell arcade machines in that area and you get a much greater turnover of machines. However, try not to get involved in any ads that read "Young couple looking for young man for adult fun", because it only ever leads to trouble!

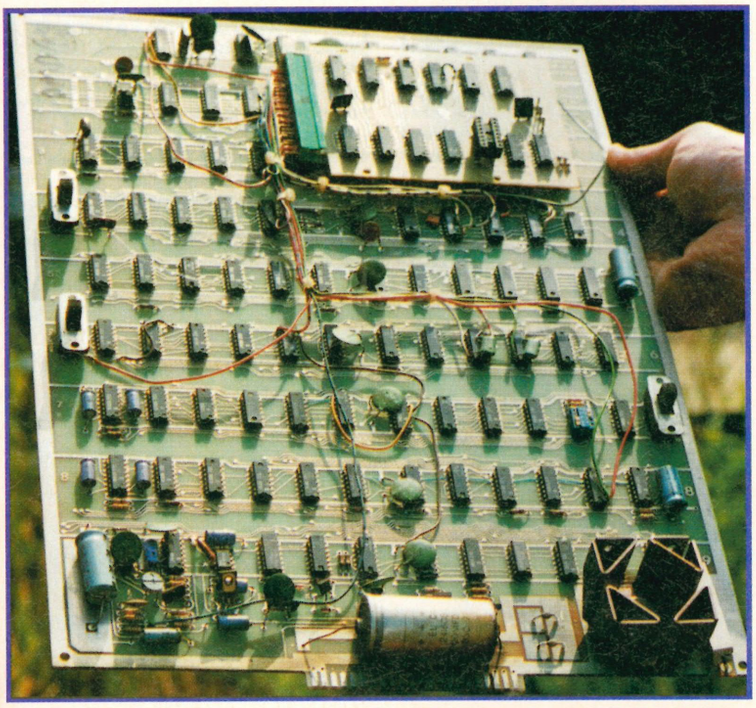
MAKE SURE IT WORKS

Let's assume you've found the machine you want, you've checked with the vendor that the measurements are within your parameters, and you've arranged to go and see it. When you get there make sure that you see it working for at least half an hour, if it can't last this long without crashing then the machine has a problem. This is not just any old problem, but the kind of problem that if it were on a car you would find a mechanic sucking air in through his teeth and saying "It's goin' t'be a big job, mate". In short, expensive. If the vendor won't let you see it working at all then just walk away.

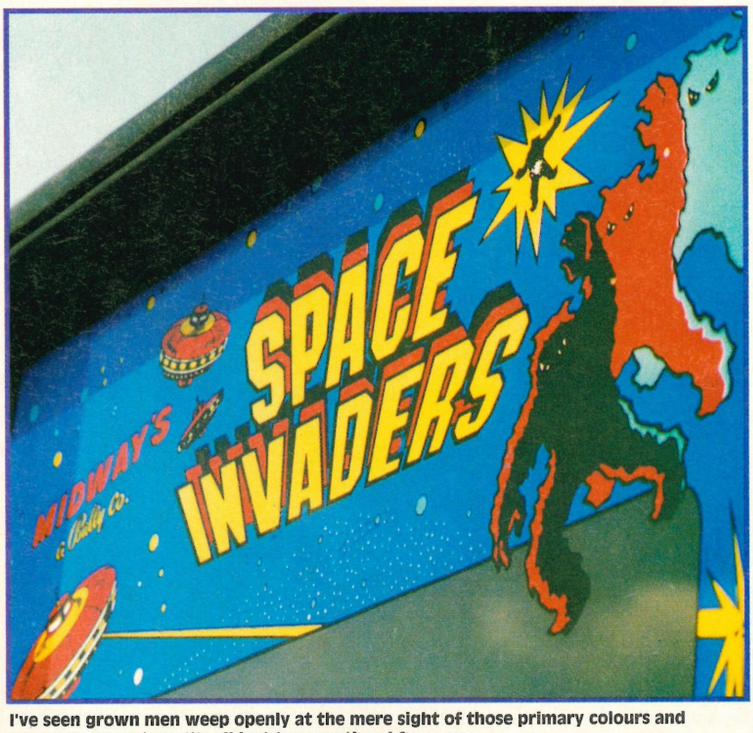
CHECK IT OUT – THOROUGHLY

The next step is to take a look inside the cabinet. To the untrained eye it may seem daunting, but all anyone bar a qualified engineer can do is make sure you haven't got any loose wires – it may sound obvious, but you do have to be careful.

Also check the cabinet body itself. Don't worry about scratches, chips or worn away paint (it may be over 10 years old!), these add to the nostalgia value. What I'm talking about is damp or rot in the wooden frame. If this is evident and you don't know much about treating wood, then forget it because it could spread, damage the electrics and soon become a fire hazard.



Blast From The Past(2). Remember Atari's Breakout? This was the very PCB that ran it – all looks rather primitive now, doesn't it?



I've seen grown men weep openly at the mere sight of those primary colours and gruesome monsters. It's all just too emotional for some

FEATURE

BUILD YOUR OWN ARCADE

Also check that the machine isn't getting too hot. Yes, they do chuck out some heat, but if you peer into the back and come away without your eyebrows then there may be a slight overheating problem. Also ensure that you have the keys for the coinbox because there's nothing worse than shelling out 150 quid only to find you've got to pay 10 pence for each go on a machine you actually own.

STARTING A FAMILY

So it's turned out to be just the thing you're looking for; it works fine, everything is in the right place, the swallows are singing and you've decided to buy. Magic! You can now look forward to many, many hours of free play on one of your favourite arcade games, brilliant.

But say one game isn't enough and you want more. If you've got the room and the money then it is very easy to scour the classifieds and pick up all number of games in their original, dedicated cabinets; Defender with those little red plastic buttons, Midnight Resistance or Smash TV with the two joysticks, maybe even a fully operational sit-down Star Wars (they're rare but they are out there).

If you haven't got the room for all those cabinets, nor perhaps the money, or maybe you want some newer games, then you need a system where games old and new can just be plugged into the same cabinet. Well, this is where Jamma comes in. Jamma is the most common format for interchangeable PCBs (printed circuit boards with games in the memory) in the world.

What do you mean you don't know what I'm talking about? OK, imagine you have a Jamma compatible cabinet complete with monitor and three buttons, this behaves like a console. What you then do is go out and buy Jamma compatible PCBs which plug in and out of the cabinet just like a games cartridge. Couldn't be simpler.

GETTING SERIOUS

Well, everything isn't quite this simple. For a start it is nearly impossible to get hold of Jamma cabinets without a game in them through the classifieds. You can bet your bottom dollar that if you find a Jamma cabinet at reasonable money it is bound to come with a game that you definitely don't want.

Then of course you have to be able to get hold of new and reliable PCBs on a regular basis so you can update your collection without any trouble. It is aggro, but not only can the serious collector get hold of some great bargains on games from the past (Double Dragon for 50 quid), but they can buy the newest titles for their collection. Very rarely can this be done through the multi-hued pages of Loot. No, here we are moving into serious collectors' territory.

It is at this point that you need to pop down to your newsagents and get them to order World's Fair. Published weekly by World's Fair Ltd (061 624 3687) this is in fact a trade paper which incorporates the Coin-Slot supplement. Skip to the back pages of this supplement and you'll find a large number of trade advertisers offering all sorts of games, right from the latest in PCBs to plenty of bargains in all sorts of ageing cabinets. Have a look at the I'm Cutting My Own Throat panel for info on prices.

AVOIDING MISTAKES

There are things to look for when buying a PCB though. First, make sure it is Jamma compatible. Second, try and determine whether or not it is an original. Copies are cheaper, but always of an inferior quality. Look for the maker's name (Capcom, Konami, Namco etc) printed on the PCB. Another give-away are the stickers on the chips themselves because on copies they will usually be no more than those round stickers that can picked up in WH Smiths fairly easily with a hand-written game name on them.

Originals will usually be printed with the company name and the game name. Naturally, insist on seeing it working for at least half an hour and have a look over the circuit yourself for any obvious cracks or gaps. If you're happy with it then take it home and plug it in.

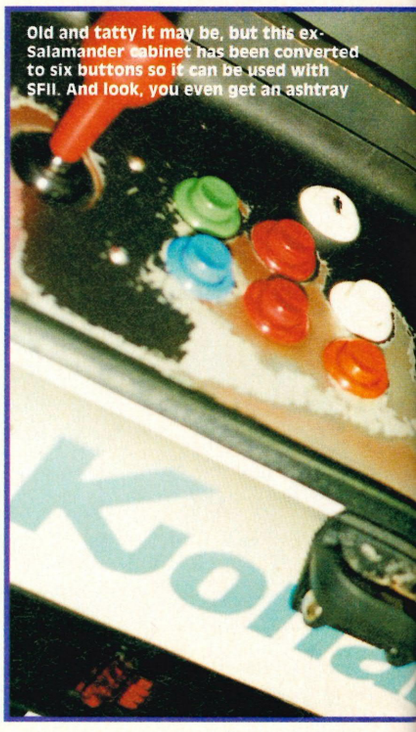
GO FOR IT

Well, that is about it. Just remember that buying an arcade machine from the classifieds is no different from anything else – you will have very little comeback legally if anything goes wrong so make sure you are happy with it before you hand over the cash.

Ultimately however, this is all about having fun, and whether your collection consists of just one cabinet or a whole ballroom full dedicated to the history of video games, this is an enjoyable hobby. And who knows, in years to come with a little TLC you could be carting the thing down to the Antiques Roadshow and fainting in surprise at how much it is worth. Maybe.

DRAGON'S BREATH

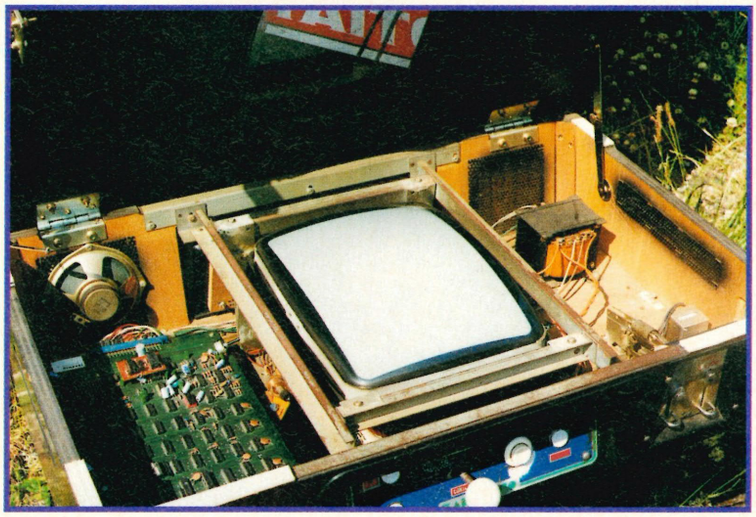
Remember the old Laserdisc games like Space Ace and Dragon's Lair? Do you remember how prone they were to breaking down? Well, that still applies. Each of the early Laserdisc games had – according to one industry insider – its own peculiar but fatal design flaw. If you come across one of these, think very carefully. They are extremely temperamental and bloody expensive to get spares for (assuming you can find out what is wrong with them in the first place). In short, avoid them unless you know what you are doing. These things are traps for the amateur collector and really aren't worth the hassle, no matter how fancy the cabinet may look as the centrepiece for your lounge.



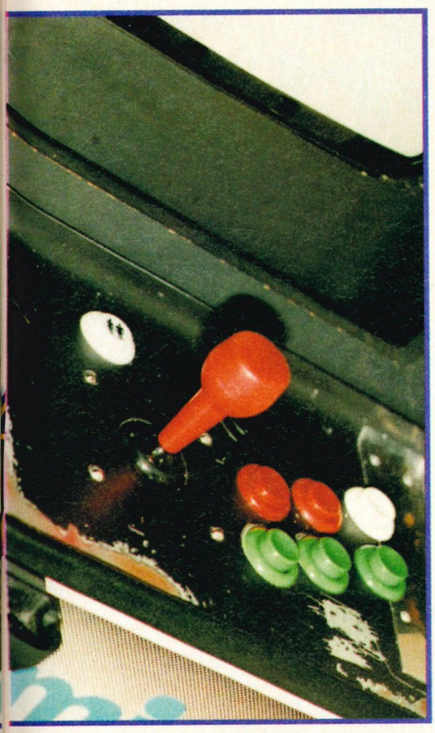
Old and tatty it may be, but this ex-Salamander cabinet has been converted to six buttons so it can be used with SFII. And look, you even get an ashtray



It is amazing what you can find in some peoples' sheds. This fully operational Star Rider machine turned up in a shed in Tooting!



You won't see them advertised but ask around – these old tabletops can be picked up, complete with game, for around fifty quid



(Right) These publications are the best place to start when you are hunting down games for your collection

I'M CUTTING MY OWN THROAT

A sample of some of the prices found in a recent issue of Coin-Slot.

JAMMA CABINETS
- 26 inch Jamma cabinet £350
- 20 inch Jamma cabinet £200

DEDICATED CABINETS
- Super Off Road £750
- Smash TV £350
- Radmobile £725
- Super Hang On £850

JAMMA PCBs
- Final Fight £150
- Golden Axe £50
- SFII CE £450
- Mortal Kombat £350
- Bucky O'Hare £250
- Fatal Fury II £550

MR SHEEN

Looking after a cabinet or PCB is a case of little and often.

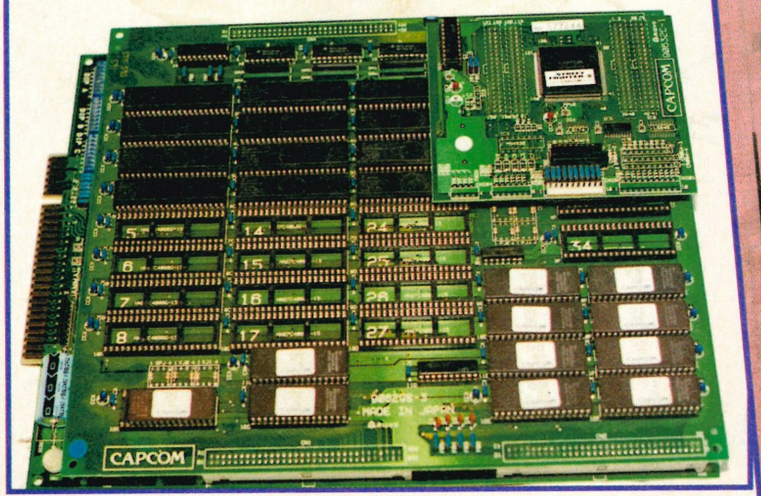
- Cabinets and PCBs should be kept in dry areas with PCBs kept in big padded envelopes, preferably upright on a shelf so that they don't get stepped on or things spilt on them.
- Try and avoid changing the PCBs too often or too aggressively – they can take punishment, but looked after carefully they can last up to 10 years.
- When changing, wipe the PCB edge connector (the bit that plugs into the cabinet) with a clean, dry, lint-free cloth.
- Always switch off the cabinets when not in use.
- Always go through a dealer in the trade for any repairs or spares.

I'M SURE I'VE FORGOTTEN SOMETHING

Use this checklist whenever you buy a cabinet or PCB.

CABINETS
- What do I want?
- Will it fit in my house?
- Can I afford it?
- Have I checked other ads for a better price?
- Have I seen it working for at least 30 minutes?
- Have I checked inside the cabinet for excessive heat or loose cables?
- Have I checked the cabinet for any damp or rot?

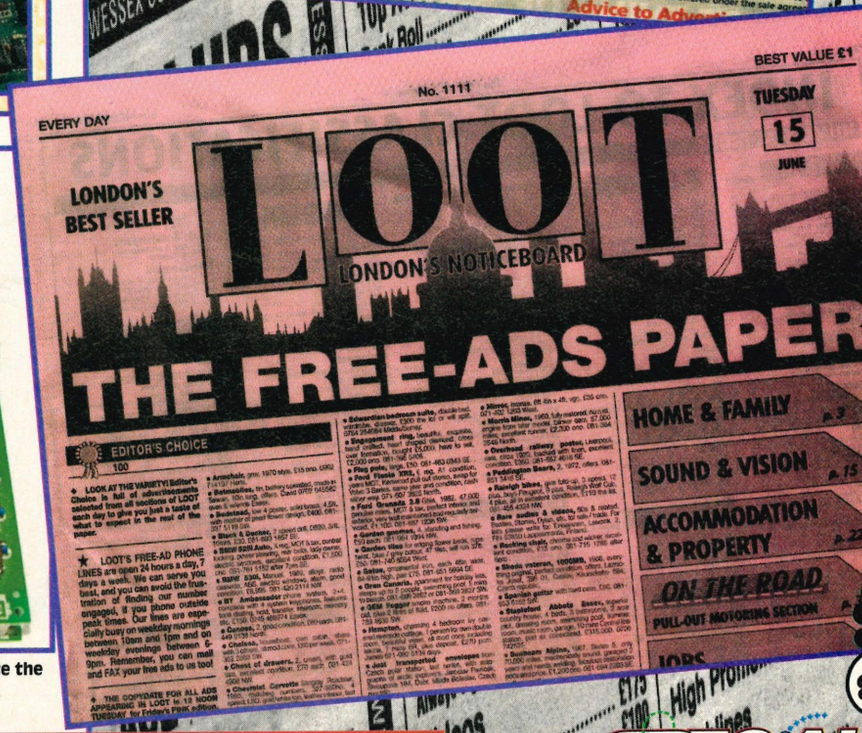
PCBs
- Is it original – does it have printed stickers or the company name on the PCB?
- Does it work for at least 30 minutes?
- Are there any obvious signs of damage on the board?
- Is it Jamma compatible?



Perhaps the Holy Grail for some, but this genuine, Jamma compatible, SFII PCB (note the stickers and the printing on the board) will set you back as little as £350







OFFICIAL STAMP

A ROUND-UP OF THIS MONTH'S OFFICIAL RELEASES

TAZ-MANIA

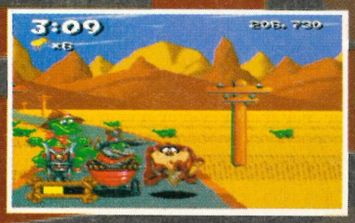
House: T*HQ
Price: £44.99
Available: Out now
Energy High: Excellent Taz animation which is amusing to begin with
Energy Low: Not enough variation and frustratingly difficult

Described as "Top Gear on legs" in issue two of Super Control, Super NES Taz-Mania is very different from the Mega Drive platformer of the same name. To credit T*HQ, Taz-Mania is quite original – it may look like just a racing game, but there aren't many titles around that can boast Taz's, erm...unique touch, shall we say!



The aim of the game is to keep Taz alive – surprisingly – as he searches for food along a slick, undulating road. Guide the little devil along the winding dirt-track, stuffing his face with food while avoiding the oncoming cars. Trucks threaten to splat Taz into road pizza, while little blue runts cling to Taz's head and cover his eyes, making it impossible to see the screen!

Taz is also haunted by characters from other animated cartoon series such as She-Devil – even Bugs Bunny and Road Runner make cameo appearances.



Although Taz-Mania doesn't use any fancy effects to whisk the road around and rotate it, it still looks pretty darn good. The character animation captures the humour of the cartoon perfectly, and combined with the excellent sound effects the game is really quite amusing.

After you've seen Taz shake his head and spurt expletives a few times however, it all gets a bit boring and it's then you notice how repetitive the gameplay actually is. It's a shame Taz wasn't used to its full potential.

SUPER CONTROL 78%

OUTLANDER

House: Mindscape
Price: £44.99
Available: Out now
Energy High: It's quite satisfying to blow away a biker with your shotgun
Energy Low: Jerky road routine, unplayable beat'em-up section, repetitive...

Oh dear. Mindscape has released some turkeys lately, what with The Terminator and now Outlander. Based heavily on the post-apocalypse road war theme, Outlander casts you as the only guy man enough to save the Earth. It's you against gangs of bikers as you drive across the outback in search of, erm, something that is quite important to the existence of man.

Be warned that the moment you step on the gas pedal of Matilda (a jalopy with a machine-gun on the bonnet) the bikers will attack. Then before you can shove the car in third gear, the gas tank will be empty and you must leave your vehicle in order to look for supplies.



Here the action changes to a horizontally scrolling beat'em-up with a selection of bonuses, including fuel, ammunition and energy top-ups left scattered on the ground. These bonuses are also left behind when you kill the thugs by either punching or shooting them with a shotgun.

Then it's back to the car for more driving until your fuel runs low and you abandon Matilda once again.



So Outlander's a bit repetitive. In fact you'll probably see most of what the game has to offer within the first half hour or so. The presentation is poor with both the driving and beat'em-up sections being a joke, but that's nothing compared to the non-existent gameplay.

SUPER CONTROL 30%

BOB

House: Electronic Arts
Price: £44.99
Available: July
Energy High: Loads of levels make the game challenging
Energy Low: Unresponsive controls and tough, frustrating gameplay

BOB is Electronic Arts' latest platformer, starring a comical robot with googly eyes and dangly antennae. BOB is late for a date, so he speeds along in his dad's jet-car, loses control and crashes. Dumped on a nearby planet, he has to find a way to reach his girlfriend before she leaves him for Buck Rogers' sidekick, Tweaky.

A platform romp on a massive scale, BOB is as much action-packed as it is big. Each level is jam-packed with spaced-out meanies, as well as problems that may need a little thought. You'd better have pixel-perfect joypad skills! BOB does have a bit of help in the form of bonuses which power up his weapon or equip him with useful objects. These include trampolines which spring BOB to new heights, an umbrella to slow down falls, shields for protection and a helicopter hat for brief flying jaunts.

The first few levels of BOB are fairly easy and gently introduce the player to the various aspects of the game. From then on the game gets very difficult very quickly. The sluggish controls don't help, either. One saving grace is the password system that allows continuation even after switching off.



There are a few neat touches that lift BOB above the average platform game, namely the BOB animation and basic but functional graphics. Unfortunately it gets visually worse the further you progress, leaving little incentive to see the later stages of the game. The sound is also a let-down – it's a crime that the SNES stereo sound is only used to produce a series of bleeps and blips.

BOB is OK if you want a stupidly difficult challenge, but I recommend you try something more impressive like Konami's excellent platform shoot'em-up, Super Probotector.

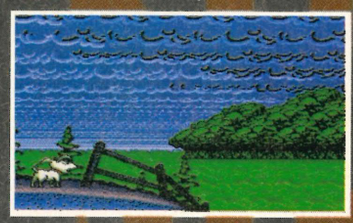
SUPER CONTROL 69%

FAMILY DOG

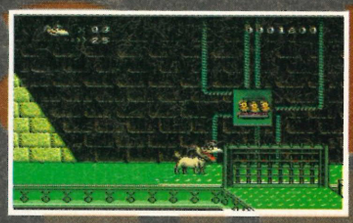
House: T*HQ
Price: £44.99
Available: Out now
Energy High: Humorous characters and neat dog animation
Energy Low: Sluggish movement and lack of real challenge

Based on the American cartoon series that is, Paul assures me, highly amusing, Family Dog is all about a sort of Jack Russell who is constantly tormented by his owner and little git, Billy. This is yet another licensed platform game that places you as the four-legged victim of a child's practical jokes.

Using sofas to bounce on and picture frames as ledges, the dog must make his way around the house while avoiding spinning-tops, bouncing balls and other obstacles, as well as Billy.



Most of the game is spent jumping around the various rooms of the house searching for exits. There are other action sequences however, like running for your life from Billy's new high-powered ping-pong gun! Don't worry though, you can scare off some of the enemies with your ferocious bark, which can be powered up by grabbing a slice of cheese. Also, bones restore energy and bowls of dog food increase your score.



At first, Family Dog looks like another abysmal release from T*HQ but woah, wait a second because it is actually quite playable. Graphically it looks basic but quite cartoony, with some neat animation of the dog. The sound is all right too, with sampled barks and a selection of tunes accompanying the game. Overall, not a dismally bad game (as we're used to from T*HQ), but nothing particularly outstanding, either.

SUPER CONTROL 56%

WAYNE'S WORLD

House: T*HQ
Price: £44.99
Available: Out now
Energy High: Good sampled speech and decent character sprites
Energy Low: After the novelty wears off, there's very little variation

I hold Wayne and Garth personally responsible for the decline of the English language by bombarding us with painfully unfunny phrases, such as adding 'not' to the end of a sentence and yelling 'schwing' – what the hell's a schwing? In the time this game has taken to hit these shores, all the jokes have worn extremely thin, leaving this poor platformer with very little else to offer.



The game doesn't follow the plot of the film, because the film didn't really have a plot – in my opinion it's just a series of poor jokes strung together badly. It features the two metal-heads Wayne and Garth, the latter of whom has been nabbed by Zantar, the creature with the large purple hand! Wayne, Fender Stratocaster tuned up, must rescue the fair maiden known as Garth by strumming off power chords to nuke the weird and not-so-wonderful enemies that roam the four platform levels that lead to Zantar. Yeah, right!

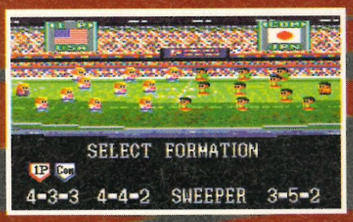
So T*HQ has done it again. It's successfully managed to ruin yet another licence. I will say one or two things in the game's favour though; the sound effects are initially very good, including digitised phrases from the film, and the sprites of Wayne and Garth are all right, too. The rest of the game is completely unworthy of praise. Buy this and you'll laugh, then you'll cry, then you'll hurl.

SUPER CONTROL **46%**

SUPER GOAL

House: Jaleco
Price: £44.99
Available: July
Energy High: Stats and options make each team individual
Energy Low: Virtually unplayable. God-awful animation and scrolling

This sub-standard footie simulation uses a side-on viewpoint rather than the tried-and-tested overhead view that is, in my opinion, far superior.



Dogged by a fiddly control system and jerky graphics, it does have its share of team stats which make decent teams (like the old England we used to know and love) better than crap teams (like the USA). You can also choose various formations to play, perform a variety of kicks including swerves, passes, blitzing shots at goal and long balls up the field. There are also throw-ins, free kicks and corners.



Super Goal (titled Goal! in America and Super Cup Soccer in Japan) is based on the arcade game, Soccer Champ. If you liked the original you'll probably like this because the conversion is actually quite close, apart from the scrolling and abysmal animation. What little sound is present is comprised of beepy tunes and weedy sound effects when your player punts the ball. If you're after a top-notch soccer simulation I suggest you check out Striker or even wait for Sensible Soccer.

SUPER CONTROL **42%**

BATMAN RETURNS

House: Konami
Price: £49.99
Available: July
Energy High: Quite superb graphics and atmospheric sound lifted from the movie
Energy Low: Lacks the fun of a two-player mode

I'm not a big fan of the scrolling beat'em-up, but I'm pleased to announce that Batman Returns is far better than many of its competitors. Where other games in the genre fail to some extent (Rival Turf and Final Fight to name a couple), Batman succeeds. It isn't mind-numbingly boring like the rest of them and you can't complete the game just by walking right and tapping the punch button as fast as you can, because there is actually some gameplay hiding in there!



Batman Returns follows the film closely, starting off with the town-square brawl with the Red Triangle Gang before meeting Catwoman and then the Penguin. At the end of each of the brilliant, colourful, detailed scenes you'll face one of many towering guardians, all taken from the film. Batman can defeat his opponents by punching and kicking, but the most effective method of attack is when the Dark Knight spins his cape out in a whirlwind of destruction.

Batman Returns is a masterpiece in terms of graphics and sound. The characters are big and well-animated, and the backdrops are bold and highly detailed. The sound is superbly atmospheric, utilising several of the main themes directly from the movie. It's a pity this is only a one-player game though because two players make a beat'em-up so much more enjoyable.

SUPER CONTROL **79%**

CYBERNATOR

House: Konami
Price: £44.99
Available: July
Energy High: Slick presentation and furious gameplay
Energy Low: Occasional graphical glitches

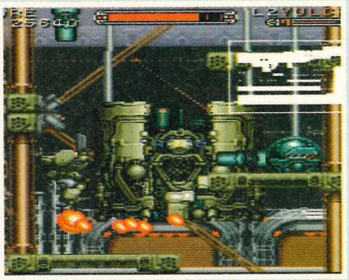
The import version of Cybernator (known as Assault Suits Valken in Japan) was difficult to play, not because the control system was fiddly, but because the mission briefings were in Japanese!

Cybernator is not just a shoot-everything-that-moves blaster, instead you must concentrate on certain targets, eliminate a number of key enemy installations and so on.

You control a metal beast which is based on the very Japanese Gundam-style super robots, and your mission briefing is short and simple: destroy the enemy. It's not quite that easy though, because the enemy is technologically far more advanced and has the advantage of playing on home turf. Your robot is equipped with a variety of weapons including lasers and rapid-firing cannons, as well as an indestructible shield.

The UK version of Cybernator is an improvement over the Jap game because you can understand what's going on. Other than that Cybernator remains the same, with stylish graphics, beefy sound and very impressive guardians. The backdrops are atmospheric and varied while the explosions are quite awesome. The action is frantic and the endless waves of enemy provide a worthy challenge. This is quite simply a furious blast worth considering.

SUPER CONTROL **80%**



If you look closely, there's your robot hiding on the left. The big thing next to it is the first guardian



Your robot is equipped with numerous weapons including laser guns and machine-guns, as well as a shield which protects you from damage



Cybernator has some awesome guardians and some nifty backdrops. The battle will take you into the depths of outer space and then some...

LISTINGS

DIRECTORY ENQUIRIES

OFFICIALS

Listed below are the games currently available officially in the UK, and are fully compatible with British PAL machines.

ACTRAISER
ENIX • £49.99
A unique combination of action and strategy as you hack your way through this Populous/Sim City cocktail. **79%**
▲ **A unique game with loads of things to do**
▼ **Slightly too easy**

ADDAMS FAMILY
OCEAN • £44.99
Tough platform romp with superb presentation and slick visuals. Enjoyable, but a question mark over its longevity. **81%**
▲ **Gorgeous presentation**
▼ **Won't take more than a few days to complete**

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**

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. Rather slow. **55%**
▲ **Accurate kick boxing game**
▼ **Awkward control method**

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, too. **63%**
▲ **Visually amazing and loads of missions**
▼ **A bit boring, really**

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 OK-ish 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 difficult perspective**

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...**
▼ **But sadly boring to explore**

EQUINOX
SONY • £49.99
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**

FAMILY DOG
T*HQ • £44.99
T*HQ fails yet again to release a decent game with this distinctly average conversion of the American cartoon series. **56%**
▲ **Humorous, well-animated graphics**
▼ **Slow and annoying at times**

FINAL FIGHT
CAPCOM • £49.99
Classic beat'em-up action with Cody and Haggar. **75%**
▲ **Almost like the real thing**
▼ **And just as boring**

F-ZERO
NINTENDO • £39.99
F-Zero looks brilliant, plays well but is a bit 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
Super Control's most hated game. It's boring, it looks crap and it plays like a steaming pool 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%**
▲ **Slightly better than the first...**
▼ **But it's still a complete load of crap**

HUNT FOR RED OCTOBER
HI-TECH • £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 and unoriginal. **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**
▼ **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
Play Riggs or Murtaugh and complete the easy missions. Not much playability or longevity. **58%**
▲ **Fairly good film trilogy**
▼ **Doesn't resemble the films at all, disappointing graphics**

LOST VIKINGS
INTERPLAY • £40-£45
Superb Nordic platform romp requiring a fair amount of thought and dextrous handling to survive. **90%**
▲ **Extremely addictive and humorous**
▼ **You'll probably 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%**
▲ **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%**
▲ **Realistic ice hockey sim**
▼ **Maybe too realistic**

PAPERBOY 2
MINDSCAPE • £39.99
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%**
▲ **Uses gorgeous Mode 7 graphics**
▼ **Once you've completed each task, I doubt you'll return to Pilotwings**

PITFIGHTER
T*HQ. • £39.99
Probably the worst beat 'em-up ever. 'Nuff said. **12%**
▲ **A grand total of 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%**
▲ 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 a very tiresome, tough and ultimately tripe game

SPINDIZZY WORLDS
ACTIVISION • £44.99
Guide a spinning top through tight gullies to reach your goal. **50%**
▲ An old classic
▼ Very basic visually

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

STRIKER
ELITE • £44.99
One of the finest soccer games on the SNES. Uses an odd but effective view-point just above and behind the player. Loads of teams to choose from and in indoor league too! **88%**
▲ Realistic and addictive gameplay
▼ Some sure-fire ways of scoring goals every time

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 digitised 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!
▼ Far too addictive!

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 set over eight levels of gorgeous graphics. **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, stylised graphics
▼ Sorry, seen it all before

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
Hurrah, 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

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 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, 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 STAR WARS
JVC/LUCASARTS • £55
Lucasarts' first dabbling on the SNES is 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 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 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 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 – just 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 • £40-£45
Hi-Tech totally bodges the best licence in ages. The lack of Tom is nothing compared to the lack of challenge and presentation! **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

TRODDLERS
STORM • £44.99
A rip-off of Lemmings, only not as good. It's got a two-player option and loads of levels, though. **56%**
▲ 150 levels ensure longevity
▼ Frustrating gameplay and fiddly controls

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

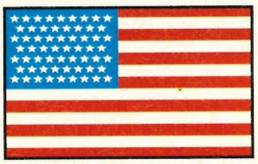
WARPSPEED
ACCOLADE • £45-£50
A similar game to Wing Commander but not quite as good. **78%**
▲ Great graphics
▼ Drags on a bit

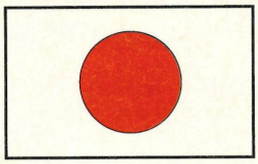
WING COMMANDER
MINDSCAPE • £45-£50
Accurate conversion of the now classic PC space blaster, and its move to the SNES is pretty inspired. **80%**
▲ Huge game to keep you going for ages
▼ Looks rather basic in places

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.

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
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. **62%**
▲ Visually pleasing
▼ A bit easy

ASSAULT SUITS VALKEN
NCS MASIYA • £50-£55
Graphically impressive shoot 'em-up featuring masses of enemies 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. **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 beat'em-up without the frills. **47%**
▲ Good laugh for 10 minutes
▼ It's bound to bore the pants off you

DIRECTORY ENQUIRIES

BATTLE GRAND PRIX
NAXAT • £35-£40
An 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 b'ball, Bill Laimbeer allows you to attack the opposition while slam-dunking! 25%
▲ Two-player option...
▼ Which is as crap as the one-player mode

BIOMETAL
ATHENA • £45
A ridiculously hard blaster plagued by abysmal slowdown and awful glitching. Set over six levels. 25%
▲ Extremely challenging
▼ Far too difficult and boring

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!

BUBSY
ACCOLADE • £50
What promised to be an excellent platform romp is dogged by annoying gameplay. A great shame. 61%
▲ Visually excellent
▼ Frustrating to play

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. 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 strange-looking platform romp with massive sprites, bold colours and plenty of humour. 57%
▲ It's (sort of) funny
▼ 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. 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. 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
▼ 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 TV 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

DEVIL'S COURSE GOLF
T&E SOFT • £45
Devil's Course Golf is basically the same as T&E's previous golf games, but is blessed with more intricate and exciting courses. 74%
▲ Four-player option
▼ Slow screen up-date

DINOSAURS
IREM • £40-£45
A playable six level platform romp based on the TV 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
Translation of a popular Japanese Manga series, using a 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. 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 ST's 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 and characters make this a cut above the rest. 83%
▲ Challenges Streetfighter...
▼ 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 2
CAPCOM • £60
More of the same linear beat'em-up action with three charcters to choose from. Great graphics, but dull. 76%
▲ Big, beefy two-player action
▼ Too easy, too few moves

FINAL FIGHT GUY
CAPCOM • £40-£45
Exactly the same game as Final Fight, but with Guy instead of Cody. 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 Anime film, this is 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. 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
▼ Much too easy and rather 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's 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 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 Streetfighter II with a twist. 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

MECHWARRIOR
ACTIVISION • £50
A 'virtual' blast'em-up with loads of levels. Easy and exciting! 81%
▲ Loads of missions
▼ Not much variation

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 OK
▼ 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

OGRE BATTLE
QUEST • £50-£60
Use a deck of tarot cards to nuke the robed enemy in this basic RPG. 80%
▲ Looks great for an RPG
▼ Combat is far from involving

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
▼ 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
▼ 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

PHALANX
KEMCO • £35-£40
A tough horizontal shoot'em-up that lacks originality. 67%
▲ Slick presentation and challenging gameplay
▼ No originality or two-player mode

PIPEDREAM
BULLET-PROOF • £40-£45
A marvellous rendition of the pipe link-up game. 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 an average vertical blaster. 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 OK
▼ But that's about all!

PRO QUARTERBACK
TRADEWEST • £40-£45
Gob-smacking visuals in this one or two-player Yank 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. 81%
▲ Varied and challenging gameplay and graphics
▼ Seems a little shallow

RAIDEN TRAD
TOEI • £35-£40
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 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 good but is dogged by 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

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

SHADOWRUN
DATA EAST • £60
A deeply absorbing 3D isometric RPG set in the future where the streets are ruled by Cyberpunks. 86%
▲ Absorbing gameplay
▼ Lots of running about

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. 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 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. Deformed sprites wobble around the unconvincing 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
▼ 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 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 NINJA BOY
CULTURE BRAIN • £50
An exceedingly poor game which tries to mix a bit of RPG with action combat sequences. Avoid! 11%
▲ Nice village graphics
▼ Abysmal action scenes with slow, jerky graphics

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 stunner for the genre. 63%
▲ High entertainment factor for a game of this kind
▼ Dodgy sound and sprite collision

SUPER SOCCER CHAMP
TAITO • £35-£40
It's a fast footie sim, but is too easy against the computer. 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
Super Volley 2 has a women's international league or a Hyper league in which the players compete. 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 samey

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 Thunderforce III. As much as I hate to say it, the Mega Drive version is superior. 50%
▲ Visually it's quite good
▼ 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 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. 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, drab gameplay

UNCHARTED WATERS
KOEI • £45-£50
A swash-buckling RPG/strategy combo that will takes you around Europe in search of the cheapest bag of sugar. 30%
▲ The poker sub-game is OK
▼ The graphics, it's boring to play etc

VOLLEYBALL TWIN
TONKIN HOUSE • £40-£45
If volleyball is your bag, you may find this of some interest. 49%
▲ Looks like Super Tennis
▼ Doesn't play like it

WAIAILEE COUNTRY CLUB
T&E SOFT • £40-£45
Basically, it's the same as the other T&E Soft games. 73%
▲ Quite a challenging course
▼ Not enough variation, 18 holes is your lot

WANDERERS FROM Ys III
SAMMY CORP • £45-£50
An arcade RPG with loads of places to explore and people to meet. 67%
▲ More arcady than most RPGs
▼ Doesn't offer much of a challenge

WAYNE'S WORLD
T*HQ • £45
Platform game with a close resemblance to BOB. Once the novelty of the Wayne-isms wears off it really is a bit duff. 46%
▲ "We're not worthy!"
▼ Very repetitive

WHEEL OF FORTUNE
GAMETEK • £40-£45
Based on the US TV show. 21%
▲ Picture of Vanna White!
▼ Completely bland

WHERE IN TIME IS CARMEN SANDIEGO?
HI-TECH • £45
Carmen Sandiego is an interesting time-tripping sleuth game. 76%
▲ Learn as you progress!
▼ A bit too sedate

WORDTRIS
ACCOLADE • £45-£50
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...



FORGET "ALL MANNER OF FUN" - LET'S HAVE SOME ABUSE...

RECORDED DELIVERY

LITERARY NOURISHMENT

Dear Super Control,

I noticed your impassioned plea for a more varied range of letters covering different subjects, and thought I'd nourish your readers with the story of my sister.

She was born with a tragic disease which attacks her nerves and impairs her reactions. At present she is being treated for her condition at the Great Ormond Street Hospital. Now you're asking what the link with the Super Nintendo could possibly be? Well, I acquired a SNES about eight months ago along with Streetfighter II and Super Tennis, and I also bought Mario Kart at Christmas.

Well, the thing is, my sister became gradually hooked. I no longer have a monopoly where the Super Nintendo is concerned, and I can no longer even go near it without my sister challenging me to a game of SF II (which she can complete on level three with Chun Li).

However, one good thing has come from all this – the doctors believe that the Super Nintendo is an excellent supplement to the treatment she is receiving at the hospital, and games playing may even help her. I have definitely noticed a marked increase in her reaction time since I got the SNES and she certainly has a great time playing it.

Anyway, after reading your review I have decided to buy Star Wing as it is a ONE-player game and looks brilliant, whereas my sister wants World Class Rugby (!). If she thinks I'm buying it...

Thank-you for your time.

Ryan Davis, Biggleswade, Bedfordshire

Super Control:

Thanks for your great letter Ryan. It's great to hear some good news, what with all the moaning about too much video game violence, inflated prices, etc, etc. It's long been suspected that playing video games helps improve hand to eye co-ordination and reaction times – your sister proves this fact. Nintendo has also generously donated numerous playstations to many childrens' hospitals allowing patients to 'play whilst they heal'. It's a great idea that should be encouraged, shouldn't it?

SOCKET TO 'EM

Dear Super Control,

Please answer these questions to the best of your ability:

1. What's the socket on the bottom of the SNES for?
2. Does Team 17 produce any games for the SNES?
3. Is The Chaos Engine coming out on the SNES?
4. When will the converter that allows you to play NES games on the Super Nintendo be coming out, or is it already out?
5. How much memory can a cartridge cope with?
6. Has Star Wing got good music?

Nathan Tupaj, No-address Land

Super Control:

1. The socket will almost definitely be an expansion port for the forthcoming CD unit.
2. Not at the moment – they're solely doing games for the Amiga. They're still a small, independent programming team, unaffiliated to any larger publisher.
3. Yes, The Chaos Engine will come out on the SNES. It will be released in the US as Soldier of Fortune later this year, but will probably retain its original title for a UK release.
4. The converter you mention is the Hornby Superdeck and it will be out around September.
5. How long is a piece of string?
6. Yes.

3DO OR NOT 3DO?

Dear Super Control,

Please answer these questions or I'll go mad!!!

1. Will there be a Japanese and a UK version of the 3DO?
2. Will the 3DO be able to reproduce arcade games in terms of graphical quality?
3. When will Super Empire Strikes Back be released?
4. When will Alien 3 be released and is it any good?
5. Any news on the Neo Geo's Art of Fighting?

Thanks.

Richard Wortley, Berkshire, High Wycombe

Super Control:

1. Yes, there will be different versions, just as there is for the SNES and Mega Drive markets (bah!).
2. The 3DO will be capable of producing some of the best graphics around today – it'll dump on many arcade machines from a great height. Believe us, we've seen some stuff already!

3, 4 and 5. DIDN'T YOU READ ISSUE TWO, YOU EEEJOT?!

BORING GIT

Dear Super Control,

I have bought your magazine since I got my SNES (oh, how lovely – Paul). I have two games, Starfox and Streetfighter II (rivetingly interesting, eh? He goes on for a while, babbling on before coming to the point – Paul)...And now I have some questions:

1. Will the Super CD-ROM be 32 bit?
2. Will it be like the CD-I?
3. Why don't you give away a game as a prize for the best letter?

Jonathan Hughes, Ireland

Super Control:

Jonathan, your letter and questions were particularly boring. Funny thing is, we get loads of these – so, for the last time – WE WILL TELL YOU MORE ABOUT THE CD-ROM WHEN WE RECEIVE FURTHER NEWS, and as for your last question...piss off.

WE'RE BETTER

Dear Super Control,

I would like to complain about how you underrate games. For example, you gave Super Probotector 87 per cent while other mags gave it scores in the 90's. I know your mag is good, but it would be twice as good if you rated some games higher.

Paul Sidebotham, Blackpool

Super Control:

Paul, don't be so bloody silly. The fact that Probotector got three per cent less than in some other crummy mag doesn't mean that it's a crap game, or that the world's going to end or something. We believe that our rating system is fine, and all our games are rated fairly in relation to each other.

We rate the new "Paul Sidebotham Bashing Game" quite highly. It got 96 per cent – more than 3 per cent higher than any other mag!

WINDOW LICKER

Note: The following letter is typed verbatim

Dear Nintendo, (good start - Paul)

Iv played and owend a mega Drive and now I own a Super nintendo. and Think it's a lot better in lots of ways. So now I desiend Some Fuit Joy Pads. and vegetable pads. and do you think they would sell very good. I do. I would be pleased to here from you.

Yours sincerley,

Mark Leaman, Hartcliffe

Super Control:

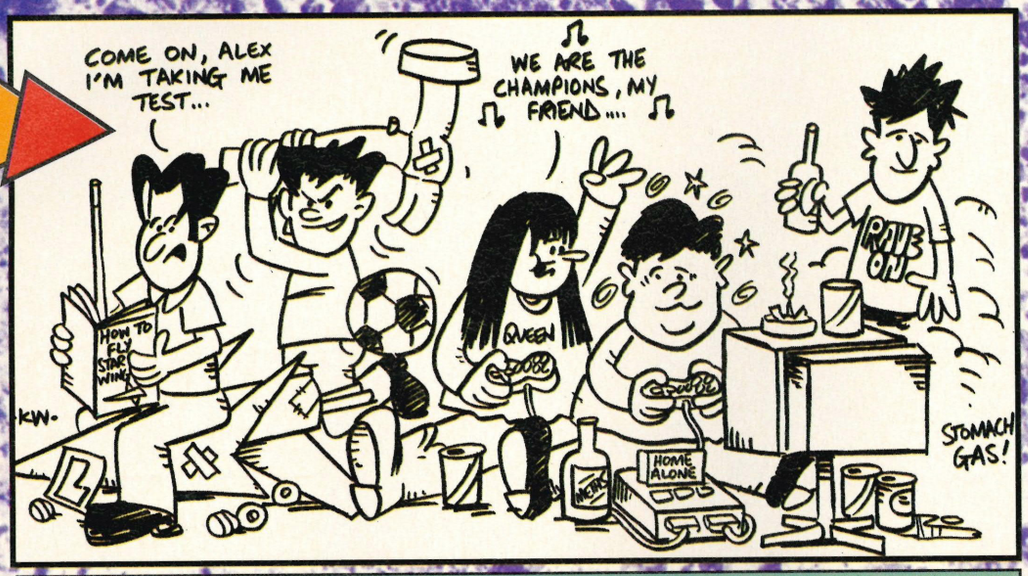
Thanks for the joypad designs Mark – they're really great and we've passed your blueprints onto Nintendo, they may wish to buy world-wide rights from you. Maybe if they were Scratch 'n' Sniff fruit and veg joypads...



We've had loads of pretty (boring) postcards sent in this issue. This is from Shaun Waddington and shows Malaysian fishermen mending their nets – although what it's got to do with the SNES, I don't know...

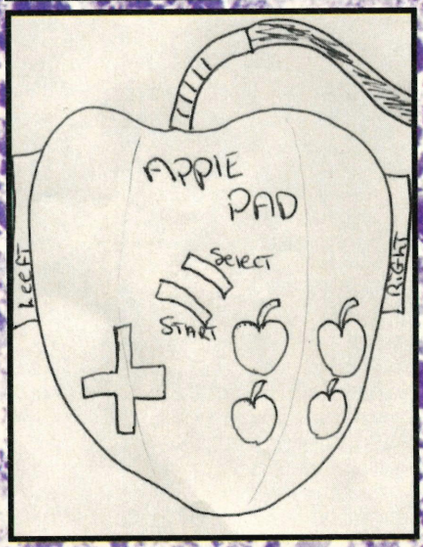






Wow! Some great reader artwork at last! Thanks to Kevan Worrall from Tyne and Wear for this immaculate observation of the Super Control team. You're more or less spot on with Jools, but less of the stomach gas next time!

(Below) The biggest laugh this issue came in the form of Mark Leaman's Fruit Joypads. Mark, you're a geek. Sort your life out!



DYAAAAH!! And monkeys might fly out of my butt! By the way, sort your life out.

SUCCESS?!

Dear Allie, Julian, Alex, Paul and Andy,

With the success of Super Kick Off on the SNES, could you tell me if Anco will be releasing Kick Off Player Manager in the near future? Thanks.
Martyn Price, Mountain Ash, Mid Glamorgan

Allie, Julian, Alex, Paul and Andy:
Yes, Anco will be converting Kick Off Player Manager for the SNES. We'll give you more news when we see more of the game, OK?

STUCK ON A ROCK

Hello Civilisation!

Hi! Just thought I'd boost your ego a little bit more (but watch your head through the door) by telling you how much your tips and reviews have helped me buy and complete my games. In case you are wondering "Who is this nutcase?" I will tell you. so don't fall asleep now! (...Snort, eh? – Paul)

I am stuck on a crappy little island called Papa Stour in the Shitla... sorry, Shetland Isles, which has all the excitement of a dog's wet fart! Anyway, I lent my SNES to a lad on the island and he found the Flute Boy's friend in Zelda III, but won't tell me how he got it. PLEASE tell me how to do it.

Also, that idiot in the desert (Zelda again) says, "Now don't tell anyone" – what does he mean and is it to do with the flute? Please spread some light on the subject as it's driving me insane. I think I'll wallop the boy I lent my SNES to. No, even better, I'll torture him! Anyway, bye.
S Fox, Papa Stour

Super Control:
Firstly, don't torture your friend as he wouldn't like it.

On the subject of Zelda, whilst you don't properly explain what it is you're really after, I've got a pretty good idea. The Flute Boy's friend is probably the Bird that transports you around the map. Play the flute to the statue in the middle of the village and see what happens.

The lone guy in the desert is a master lock-picker. Take the locked chest from the Dark World to him and he will open it for you. There, now you can go up to your friend and go "Hardy, ha, ha!"

DAN DARE

Dear Super Control,

I'm writing to say thanks for the best computer mag I've seen in a long time and also to ask a few questions.
1. Flashback has just come out on the Mega Drive. Are there any plans to bring it out on the SNES as it looks magic?
2. I've just completed Prince of Persia and I wanted to know if there will be a follow-up?
3. Could you tell me when Super Empire Strikes Back will be out?
S Dare (a Super Control freak!!!), Herts

Super Control:
1. Flashback will be released on the SNES by US Gold in the near future. Rest assured, we'll let you know more as soon as we get any info.
2. You may be pleased to hear that a follow-up to Prince of Persia is in the pipeline. Watch this space...
3. Didn't you read the news last issue?! Expect a Christmas release.

RECORDED DELIVERY

RECORDED DELIVERY

SUSPICIOUS MOTIVES?

Dear Sir,

I have two points of interest in my letter (You do? Where? I couldn't find them – Paul) that I hope you will answer. I have been waiting with growing enthusiasm for the official release of Nigel Mansell's F-1 Challenge. I was very disappointed to read in issue one of Super Control that it won't be available until September.

Everyone rightfully complains that games are overpriced, but so far I have not heard any complaints regarding the fact that we, here in the UK, have to wait up to six months for a PAL version of a game to be released. I think it especially absurd that such a game based on Mansell's 1992 F-1 victory will be released initially in the US where Grand Prix is about as popular as Cricket or Rugby League, as opposed to releasing it in Mansell's native country.

My second point consists of a query that I hope you will be honest enough to answer. I have Mario Kart and I like it, but not that much (eh? – Paul). Why were you so eager to change your review score of the game from 80 per cent up to 95 per cent in issue one of Super Control? I think 80 per cent is closer to thescore Mario Kart rightly deserves and I am therefore rather suspicious of your motives.

Yours faithfully,

Mr Mike Harvy, Liverpool

Super Control:

Your first point is quite valid and I agree with most of what you say. It does seem very strange that a game programmed in this country is released in Japan and the US first, and even the fact that Nige is British doesn't seem to hold any sway on the subject.

So, until Nintendo and the other SNES publishers sort out their proposed simultaneous world-wide release schedule, we'll just have to make do with what we're given.

Take heart from companies such as Elite who is releasing its titles in the UK exclusively, even going so far as to protect its UK carts from use on Jap and US machines. I guess it's a step in the right direction!

About our Mario Kart change. This was because Alex was paid £200 to bump the score up from 80 per cent to 95 per cent... No, not really. Didn't you notice the scoring re-vamp in the first issue of Super Control? We changed a heck of a lot of scores, not just the Mario Kart rating, bringing them in line with our new rating system. Anyway, what do you mean by "suspicious of your motives" – are you after a punch or something?

I WANT YOUR BABBER

Right, come on, we need some interesting letters. This month wasn't too bad – we had a fair few easy targets amongst the interesting stuff. If you've got something to say, be it good, bad or simply daft (Didn't you just dig Mark Lehman and his amazing fruit joypads?), we want to hear about it.

All the best/worst letters will be printed and we'll try our best to answer your questions, but don't even think about asking about the SNES CD-ROM, OK! Put your nib to parchment and send us your ramblings to:

RECORDED DELIVERY
SUPER CONTROL
Maverick Magazines,
Waters Green House,
Waters Green,
Macclesfield,
Cheshire,
SK11 6LF.



TOO MUCH OF A GOOD THING

Dear Super Control,

I am a proud owner of a SNES, although I was disappointed to find out that there was no case with the Super Mario World game when I bought my SNES at Christmas.

Since that time I have tried all sorts of different things to try and get rid of the game but all swapping places will not take it. This obviously shows that the game must be a bit devalued. To make matters worse, only a few days ago I lost the instruction booklet. Do you know of any places that would sell cases or booklets to assist me in getting rid of this great game?

Regards,

Paul Attkinson, Lincoln

Super Control:

If the game's so great, then why get rid of it? It is a problem though, and there are loads of SNES owners in the same boat. If it's a game that everyone possesses then you're gonna be hard-pushed to shift it. We don't know of any places that sell boxes and manuals, so it looks like you're stuck with it.

METAL DICKHEAD

Dear Super Control,

I thought about this letter for ages before I wrote it and finally thought of something to write... well, draw anyway. I don't want my letter printed, but I want to know that it has been read. I wrote this letter to you at Super Control, not to some arsehole out there who will say that Metallica is crap ('cause they are NOT!). I see that Allison likes Metallica and I'm glad your new team is nothing like the old spuds in the old mag. Your mag is excellent and I like to read it. Do any of you like Pearl Jam?

Sean McGarrity, Nowheresville

Super Control:

Sean, sorry mate, but we printed your letter by mistake. Metallica ARE crap and the only reason Allie likes them is because she's got such an awful taste in music. When are you gonna realise just how clichéd, boring, brainless and sexist HM is? As for Pearl Jam – yes, I quite like them and if you think that THEY are a HM group then you're well off the mark, matey. (Thanks for that Paul. Have you belched any other intellectual and caring statements recently.)

HYPERACTIVE

Dear Super Control (the best mag in the world),

I have heard rumours about the new hyper-fighting Streetfighter II appearing on the SNES. Will it be 32bit and will they be using the Super FX chip?

Please print my name in your magazine!!

(Sorry, I seem to have lost your name – Paul)

Super Control:

Can you actually see a Streetfighter II game utilising SFX vector graphics?! You geek!

THE BARE ASSENTIALS

Dear Super Control,

Could you please tell me what TBA means? No-one seems to know.

Thank-you!

Paul Wake, Guildford

Super Control:

TBA stands for either Totally Bullshit Androids or To Be Announced – you decide.

WIPE OUT!

Dear SC,

The other day I was playing Prince of Persia. It is the Jap version so I was using my Datel converter with POP in the top and Mario Kart in the back. Afterwards I switched to play Mario Kart, only to find that all my cups and times had been wiped off! I use the converter a lot and this has never happened before. Why does this happen and does it damage the game?

PS My sister wants to know if you'll send her a SNES and some free games.

Awaiting your brilliant opinion.

Daryl Turner, Broxbourne, Herts

Super Control:

Alex had a few problems recently with his saved Equinox games – one minute they're there, the next minute...poof! It's probably down to a power surge resulting in a loss of RAM on the cart. It could be anything though: wobbly connections, a mains spike, cartridge protection, etc. There's not a lot you can do about it I'm afraid because once the back-up has gone there's no way of retrieving it. As for your sister's request – only if you send the nude photos.

WIN EVERY MONTH GAME ZONE NO LONG BORING CALLS



Win a Super NES & Streetfighter II

0338 408838



In 2 minutes you can WIN £100 cash every week!

0338 408836



Win a Sega Megadrive with Road Rash II

0338 408839

SPECIAL OFFER

Sega Megadrive with Sonic & ZooKeeper £109 inc.
Send cheque or P.O. made payable to M.O.Dept, and send to MCG, Freepost, LS5420, PO Box 18. WF17 9BR



Win 4 game cartridges of your choice

0338 408837

Win a Sega Game Gear

0338 408834

Win a 486 Computer

0338 408835

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.
A full set of rules can be obtained by sending a S.A.E. to :- MCG Ltd, PO Box 18, Batley, WF17 8EX. All winners will be notified by post.

console plus

SALES HOTLINE
(0924) 456802 or (0345) 090099

MAIL ORDER ONLY

218 BRADFORD ROAD, DEWSBURY, WEST YORKSHIRE WF17 6JF

NEW RELEASES/BEST SELLERS

ALIEN 3 (UK)	39.99	LOST VIKINGS	39.99
AMERICAN GLADIATORS	39.99	MARIO IS MISSING	41.99
BATMAN RETURNS	39.99	MECHWARRIOR	44.99
BATTLETOADS	CALL	MORTAL KOMBAT	CALL
BLUES BROTHERS	44.99	POCKY & ROCKY	44.99
B.O.B.	44.99	PUGSLEYS SCAVENGER HUNT	39.99
BUBSY	42.99	SHADOW RUN	47.99
CACOMA KNIGHT	39.99	SHANGHAI	37.99
CONGOS CAPER (10 YRS & UNDER)	39.99	STAR WARS	39.99
CYBERNATOR	37.99	STARWING (UK)	42.99
DRAGONBALL Z (JAP)	CALL	STREET COMBAT	37.99
DUNGEON MASTER	CALL	STREETFIGHTER 2 TURBO	CALL
FAMILY DOG	44.99	SUPER CONFLICT	44.99
FAMILY TENNIS (MULTITAP)	CALL	SUPER HIGH IMPACT	37.99
FATE OF ATLANTIS	CALL	SUPER NINJA BOY	37.99
FINAL FIGHT 2	CALL	SUPER GOAL	CALL
FORMATION SOCCER 2 (JAP)	55.99	SUPER TURRICAN	39.99
GOOF TROOP	CALL	TAZ-MANIA	39.99
J CONNORS (MULTITAP)	39.99	ULTIMATE FIGHTER	CALL
KAWASAKI CHALLENGE	39.99	WOLFCHILD	37.99
LAMBORGHINIS AMERICAN CHALLENGE	CALL	WWF ROYAL RUMBLE	44.99
		YOSHIS COOKIE	39.99

NEW TITLES ARRIVING DAILY - CALL FOR LATEST RELEASES
WE ALSO STOCK A HUGE RANGE OF GAMES & HARDWARE FOR GAME GEAR, MASTER SYSTEM, SNES, GAMEBOY & MEGA DRIVE
SEND S.A.E. FOR FREE CATALOGUE AND MAIL SHOT ETC.

ACCESSORIES
Pro Action Replay £39.99 – SNES Carry Case £17.99 – Advantage Joystick £41.99 – Top Fighter Joystick £54.99 – Multitap 4 player adaptor £29.99
GET FIRED UP
Firepal Booster £23.99 – Fire Turbo Joypad £14.00
Super FX Convertor £14.99 – Fire SNES Convertor £12.99



OFFICIAL UK SUPER NINTENDO SYSTEM
Starwing Pack £129.99

SNES STREETFIGHTER PACK £144.99
SNES ACTION PACK £144.99
SNES MARIO PACK £114.99
SNES BASIC PACK £94.99

Please add P&P at the following rates:
Games £1.50, Peripherals £3, Consoles £5, Consoles Next Day Courier £8

COST CUTTERS ARE IN LIMITED SUPPLY : OFFERS ONLY STAND WHILST CURRENT STOCKS LAST!

CONSOLE PLUS COST CUTTERS (All US unless marked)

ARCANA	24.99	PUSHOVER	35.99
ADVENTURE ISLAND	33.99	RAMPART	39.99
BARTS NIGHTMARE	33.99	ROAD RUNNER	37.99
BEST OF THE BEST	29.99	ROMANCE OF 3 KINGDOMS	33.99
BULLS V BLAZERS	42.99	SIM EARTH	41.99
CALIFORNIA GAMES	37.99	SPANKYS QUEST	24.99
CAPTAIN NOVOLIN	36.99	SPACE MEGAFORCE	37.99
CAVEMAN NINJA	42.99	SPIDERMAN V X-MEN (UK)	29.99
CHESSMASTER	36.99	SPIDERMAN V X-MEN (US)	37.99
CHESTER CHEETAH	41.99	SPINDIZZY WORLD (UK)	29.99
CHUCK ROCK	29.99	STREETFIGHTER 2	51.99
CLUE	37.99	SUPER KICK-OFF (UK)	37.99
CYBERSPIN	34.99	SUPER OFF-ROAD RACER	35.99
FACEBALL 2000	39.99	SUPER R-TYPE	24.99
FATAL FURY	41.99	SUPER SMASH TV	33.00
GHOULS'N'GHOSTS	37.99	SUPER SOCCER CHAMP	39.00
GODS	37.99	SUPER STRIKE EAGLE	34.99
GUNFORCE	34.99	SUPER BUSTER BROS	31.99
G. FOREMANS KO BOXING	29.99	SUPER MARIO KART (UK/US)	37.99
HIT THE ICE	35.99	TERMINATOR	37.99
HOME ALONE 2	36.99	TEST DRIVE 2	37.99
HUNT FOR RED OCTOBER	39.99	TOM & JERRY	37.99
IKAI WARRIORS	41.99	TKO BOXING	32.99
JEOPARDY	35.99	WAYNES WORLD	37.99
J. MADDEN 93	37.99	WARPSPEED	36.99
J. MADDEN	31.99	WING COMMANDER	43.99
KING OF THE RALLY	32.99	WORDTRIS	35.99
KRUSTYS FUNHOUSE (US/UK)	32.99	ZELDA 3 (UK)	31.99
LETHAL WEAPON	37.99	ACROBAT MISSION (JAP)	20.00
MYSTICAL NINJA	37.99	AXELAY (JAP)	29.99
MICKEYS MAGICAL QUEST	41.99	BATTLETECH (JAP)	31.99
NBA ALL STARS	39.99	DEAD DANCE (JAP)	37.99
OUTLANDER	35.99	HOOK (JAP)	27.99
OUT OF THIS WORLD	37.99	NIGEL MANSELL (JAP)	61.99
PEBBLE BEACH	37.99	SUPER CONTRA 3 (JAP)	34.99
PILOT WINGS (UK)	39.99	SUPER F1 HERO (JAP)	34.99
POPULOUS	37.99	SUPER BASEBALL 2 (JAP)	37.99
POP N TWINBEE	31.99	SUPER GAPACHON WORLD (JAP)	37.99
POWERHOUSE	37.99		

SUPER CONTROL

MAVERICK MAGAZINES,
WATERS GREEN HOUSE,
WATERS GREEN,
MACCLESFIELD,
CHESHIRE,
SK11 6LF.

FAX 0625 511593

EDITORIAL

Editor:
Julian Boardman

Staff Writers:
Paul Mallinson
Andy Martin
Alex Simmons
Allie West

Production Editor:
Pam Norman

Production Assistant:
Amanda Ellis

DESIGN

Art:
Jane Gollner
Jason Simmons

Cover Artwork:
Harry Barker, Hot Air Studios

Advertising Manager:
Simon Jones

PUBLISHING

Newstrade Manager:
Carolyn Wood

Publisher/Managing Director:
Hugh Gollner

Printed in the UK by:
William Gibbons

Super Control is an unofficial independent magazine which is in no way connected or endorsed by Nintendo Company Ltd (Japan), or Nintendo of America Inc or Nintendo UK. References to 'Nintendo', 'Super NES' or 'SNES' are trademarks of Nintendo of America, Inc. All copyrights are recognised.

While Maverick Magazines tries its utmost to ensure that our editorial is factually correct, we cannot be held liable for any omissions, inaccuracies or errors in this magazine.

Final decisions regarding competitions and special offers are at the editor's discretion and his decision is final. No correspondence will be entered into regarding such decisions.

No part of this publication may be copied, translated or reproduced in any way without the written permission of the publishers.

Special thanks to:
BITS & PIECES (0625) 501810
CONSOLE PLUS (0532) 500445
CONSOLE CONCEPTS (0782) 712759
for supplying us with review copies of many of the games featured in this magazine.

NEXT MONTH

ISSUE FIVE ON SALE 26TH AUGUST

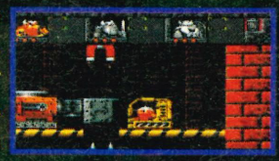


It was hard, but we did it! We doused our desire to disappear off to sunnier climates using a huge bucket of cold water and one or two pints of class beer, in order to create yet another storming issue of Super Control. And here we are at the end, ready to face another day and a brand new issue. Pity us here in the humid, stuffy office while you're all on summer holidays...



Issue Five will be just as good as all the others with software releases hotting up in the long run-up to Christmas. Hopefully we can expect to see Bret Hull Ice Hockey from Accolade winging its way from the States, along with Elite's Might And Magic II. On the frantic side of things we should be seeing those battle maniacs, The Battletoads, from Tradewest along with the cast, crew and roadies of Interplay's excellent (and severely kicking) Rock and Roll Racing – wipe out!

Yet again, Andy "Baby-Face" Martin has his unique brand of humour on show in his 16-page players' guide pull-out section, this time showing you how to beat The Lost Vikings, Batman Returns and Alien 3. Also, look out for more celebrities and Man with a Long Chin in Andy's infamous hints and tips pages with cheats galore for all you gaming no-hopers!





GAME SNES TOP 10 JUNE 1993

1 STAR WING
ALIEN 3 2
3 SUPER STAR WARS
WWF ROYAL RUMBLE 4
5 SUPER MARIO KART
TINY TOON ADVENTURES 6
7 SUPER MARIO WORLD
PEBBLE BEACH GOLF 8
9 SUPER TENNIS
NBA BASKETBALL 10

GAME

We have two in-depth features for you to sink your teeth into next month. Firstly Paul has a really big surprise in store in the way of a Digitiser/Maverick Magazines game challenge, but don't tell anyone at the moment – it's a secret! Check out next month's issue for the all important details and more...

Secondly, we'll be exploring the making of Jurassic Park the movie AND the game in our massive Game Development feature. We'll be showing you how the game of such a block-busting movie is brought to life by its creators and developers.

JURASSIC PARK

THE END

You know what's best – keep it here...

IT'S JURASSIC!

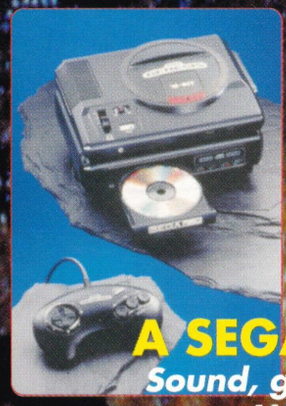
You have five minutes to beat T-Rex and win £500 CASH!
0839 406027

BARCODE BATTLER
Its new and it could be yours!
0839 406024





£150 WORTH OF GAMES
Run riot in a games store!
0839 406023



A NINTENDO GAME BOY
Plus loads of accessories!
0839 406017

A SEGA MEGA CD
Sound, graphics, games! More Mega!
0839 406028

SUPER NINTENDO & STREETFIGHTER II
All the arcade action in your own home!
0839 406013



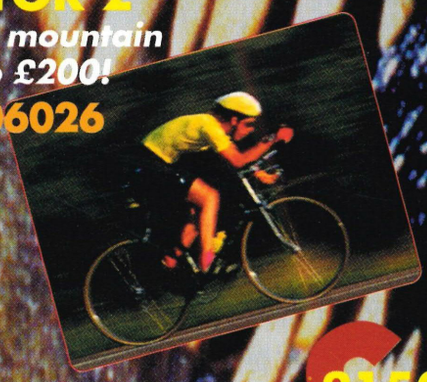
JOYSTICK
Any joystick up to the value of £70!
0839 406016



A SEASON TICKET
To the football club of your choice!
0839 406022

SUPER NINTENDO & STARWING
The latest SNES action game can be yours!
0839 406014

RALEIGH ACTIVATOR 2
Or any other mountain bike up to £200!
0839 406026



WRESTLING VIDEOS
Win £60 worth of wrestling action!
0839 406021



AMIGA A1200
Win this amazing 32-bit wonder!
0839 406015

£150 WORTH OF SPORTS GEAR
Choose what you want at Olympic Outdoor World!
0839 406018

SEGA GAME GEAR
0839 406025

SEGA MEGADRIVE
0839 406029

Calls cost 36p (cheap) 48p per min (other times). Multiple choice questions. Max possible cost £3.60. Please be sure that you have permission to make this call. Ends 30/9/93. Nintendo/Sega/Amiga/Streetfighter II & Starwing are all registered trademarks of their respective companies. We are not related to or endorsed by them. For rules & winners names, please send S.A.E. to: IMS Ltd, PO Box 28, Northampton, NN1 5DS.

SUPER NES



SUPER NES
WITH ONE JOYPAD
84.99

SUPER NES + MARIO
WITH SUPER MARIO ALL STARS
ONE JOYPAD
SAVE £20.00
109.99

SUPER NES + STARWING
WITH STARWING GAME
ONE JOYPAD
SAVE £20.00
109.99

SONY 14" TV/MONITOR



SONY 14" TELEVISION/MONITOR
MODEL KVM1400
REMOTE CONTROL
FREE SCART LEAD
199.99
(STATE SNES, SEGA, AMIGA or ST)
& £20 OFF A GAME OFFER
DEDUCT £20 OFF OUR PRICE OF ANY GAME (OR THE TOTAL OF SEVERAL GAMES) PURCHASED AT THE SAME TIME AS THIS SONY TV

SONY TV/MONITOR ENABLES MONITOR QUALITY PICTURE FROM AMIGA, SUPER NES, ST OR MEGADRIVE VIA SCART CONNECTION. ALSO SUITS ALL CONSOLES VIA NORMAL RF INPUT. INCLUDES REAR SCART/EURO. 60 CHANNEL TUNING. BLACK TRINITON SCREEN, TWO POSITION TILT DESIGN FOR CHOICE OF ANGLE, HEADPHONE SOCKET. INCLUDES LOOP AERIAL. SUPERB QUALITY. AVAILABLE IN GREY OR WHITE

JOYSTICKS



BEESHU ANGLER JOYPAD FOR SUPER NES (WITH SLOW MOTION AND TWO-SPEED AUTOFIRE) 17.99



QUICKJOY SN PROPAD FOR SUPER NES (WITH SLOW MOTION AND TWO SPEED AUTOFIRE) 12.99



NINTENDO CONTROL PAD FOR SUPER NES 13.99



SAITEK MEGAMASTER 1 JOYSTICK FOR SUPER NES WITH AUTOFIRE, SLOW MOTION AND 8 FOOT CABLE 21.99

STORAGE & CLEANING



STORAGE RACK FOR CARTRIDGES (STACKABLE) 9.99



PACK OF THREE SUPER NES PLASTIC PROTECTOR CASES FOR CARTRIDGES. PROTECTS CARTRIDGES FROM MOISTURE AND DUST (COLOURS MAY VARY) 5.99



LOGIC 3 MULTI CASE CARRY BAG FOR SUPER NES, (EXTRA COMPARTMENTS FOR LEADS, JOYPADS AND GAMES) 14.99

CLEANING KIT FOR ALL CONSOLES OR HAND-HELDS.....6.99

LEADS

SCART LEAD FOR SUPER NES TO TV WITH SCART INPUT (GIVES MONITOR QUALITY PICTURE) 9.99
NINTENDO STEREO AUDIO/VISUAL LEAD FOR SUPER NES (INCLUDES SCART/EURO CONNECTOR AND RED/YELLOW/WHITE PHONO STEREO & VIDEO LEAD).....9.99

GAME GENIE

GAME GENIE FOR SUPER NINTENDO (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS ETC. BOOK OF CODES INCLUDED) 37.99

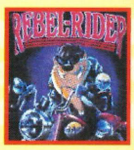
SUPER NES GAMES

ADDAMS FAMILY	36.99
ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT	35.99
AGURI SUZUKI F1 RACING	36.99
ALIEN 3	40.99
AMAZING TENNIS	39.99
ANOTHER WORLD	36.99
ASTERIX	40.99
AXELAY	36.99
B.O.B.	39.99
BATMAN RETURNS	39.99
BATTLECLASH (SCOPE 6 GAME)	32.49
BEST OF BEST CHAMPIONSHIP KARATE	40.99
BLUES BROTHERS	36.99
BUBSY BOBCAT	32.99
CHESSMASTER	36.99
CYBERNATOR	39.99
DESERT STRIKE	36.99
EXHAUST HEAT	37.99
F-ZERO	32.49
GODS	44.99
INTERNATIONAL TENNIS TOUR	41.99
JIMMY CONNORS' PRO TENNIS TOUR	37.49
JOE & MAC - CAVEMAN NINJA	42.99
JOHN MADDEN '93	34.99
JURASSIC PARK (DUE OCTOBER)	35.99
KICK OFF	35.49
KING ARTHUR'S WORLD	36.99
KRUSTY'S FUN HOUSE	36.99
LEMMINGS	40.99
LOST VIKINGS	32.99
MAGIC SWORD	40.99
MARIO ALL STARS	40.99
MARIO AND WARIO	48.99
MARIO PAINT WITH MOUSE	48.99
MICKEY'S MAGICAL QUEST	48.99
MORTAL KOMBAT	48.99
MYSTIC QUEST	32.99
NHLPA '93 ICE HOCKEY	34.99
NIGEL MANSELLS	32.99
ON THE BALL	37.99
PEBBLE BEACH GOLF	40.99
PGA TOUR GOLF	36.99
PILOT WINGS	32.49
POP 'N' TWINBEE	39.99
POWERMONGER	42.99
PRINCE OF PERSIA	40.99
ROAD RUNNER (LOONEY TUNES)	40.99
SIM CITY	32.49
SPIDERMAN AND X MAN	39.99
STARWING	39.99
STREETFIGHTER 2	54.99
STRIKER	39.99
SUPER GHOULS AND GHOSTS	32.49
SUPER GOAL	36.99
SUPER JAMES POND	33.99
SUPER MARIO KART	32.49
SUPER MARIO WORLD	36.99
SUPER NBA BASKETBALL	40.99
SUPER OFF ROAD RACER	36.99
SUPER PANG	40.99
SUPER PARODIOUS	40.99
SUPER PROBOTECTOR	36.99
SUPER R-TYPE	32.49
SUPER SMASH TV	36.99
SUPER SOCCER	32.49
SUPER STAR WARS	40.99
SUPER STRIKE EAGLE	41.99
SUPER SWIV	38.99
SUPER TENNIS	32.49
SUPER WWF WRESTLEMANIA	39.99
TAZMANIA	44.99
TESTDRIVE 2	31.49
TINY TOON ADVENTURES - BUSTER BUSTS LOOSE	39.99
TOM AND JERRY	32.49
TRODDLERS	34.49
ULTRAMAN	27.99
UN SQUADRON	40.99
VEGAS STAKES	32.99
WARPSPEED	34.99
WING COMMANDER	40.99
WORLD CLASS RUGBY	38.99
WORLD LEAGUE BASKETBALL	32.49
ZELDA 3 - LINK TO THE PAST	32.49

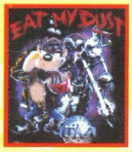
T-SHIRTS & TOYS



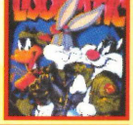
TAZMANIA CUDDLY TOY IN LEATHER JACKET (30 CM TALL) 16.99



REBEL RIDER TAZMANIA T-SHIRT STATE SIZE M/L/XL 8.99



EAT MY DUST TAZMANIA T-SHIRT STATE SIZE M/L/XL 8.99



LOONATIC POSSE T-SHIRT STATE SIZE M/L/XL 8.99



GAMEBOY

GAMEBOY + TETRIS
WITH TETRIS GAME
TWO PLAYER LEAD
STEREO HEADPHONES
BATTERIES
49.99

GAMEBOY GAMES

ALFRED CHICKEN	24.99
ALIEN 3	23.99
ALLEYWAY	12.99
ASTERIX	24.99
ASTEROIDS	14.99
BALLOON KID	19.99
BART VS JUGGERNAUTS	15.99
BATTLE OF OLYMPUS	22.99
BATTLETOADS	20.99
BEST OF BEST KARATE	20.99
BILL AND TED'S EXCELLENT ADVENTURE	14.99
BIONIC COMMANDO	20.99
BLUES BROTHERS	20.99
BOULDER DASH	21.49
BURAI FIGHTER DELUXE	12.99
CASTLEVANIA	13.99
CASTLEVANIA 2	24.99
CHESSMASTER	19.99
DR FRANKEN	22.99
DR. MARIO	19.99
DUCK TALES	20.99
DYNA BLASTER	10.99
EMPIRE STRIKES BACK	20.99
F15 STRIKE EAGLE	22.99
FLINTSTONES	20.99
FORMULA 1 RACE + 4 PLAYER ADAPTOR)	24.99
GARGOYLES QUEST	12.99
GOLF	17.99
JACK NICKLAUS GOLF	20.99
JIMMY CONNORS PRO TENNIS TOUR	20.99
JURASSIC PARK (DUE OCTOBER)	22.99
KID DRACULA	21.99
KID ICARUS	19.99
KIRBY'S DREAM LAND	19.99
KRUSTYS FUN HOUSE	20.99
KUNG FU MASTER	10.99
LEMMINGS	21.99
LOONEY TUNES	24.99
MARBLE MADNESS	20.99
MARIO AND YOSHI	19.99
McDONALD LAND	23.99
MEGA MAN 2	19.99
MERCENARY FORCE	21.49
METROID 2	12.99
MICKEY MOUSE	20.99
MICKEY'S DANGEROUS CHASE	20.99
MOTOR CROSS MANIACS	13.99
NEMESIS 2	21.99
NINTENDO WORLD CUP	19.99
OTHELLO	12.99
PARODIUS	24.99
PINBALL DREAMS	23.99
POPULOUS	22.99
PRINCE OF PERSIA	20.99
PRINCESS BLOBETTE	12.99
PROBOTECTOR	20.99
QIX	10.99
R-TYPE	21.99
RADAR MISSION	19.99
RAGING FIGHTER	21.99
ROBIN HOOD	20.99
RODLAND	22.99
SIDE POCKET	19.99
SOLAR STRIKER	12.99
SPEEDBALL 2	23.99
SPIDERMAN 2	23.99
STAR TREK	24.99
STAR WARS	21.99
SUPER HUNCHBACK	22.99
SUPER MARIO LAND	19.99
SUPER MARIO LAND 2	24.99
SUPER OFF ROAD RACER	23.99
SUPER RC PRO-AM	21.49
TALESPIN	20.99
TENNIS	18.99
TERMINATOR 2	14.99
TERMINATOR 2 - THE ARCADE GAME	23.99
TINY TOON ADVENTURES	20.99
TIP OFF (BASKETBALL)	22.99
TOM AND JERRY	24.99
TOP RANKING TENNIS	19.99
TRACK AND FIELD	23.99
TURRICAN	13.99
UNIVERSAL SOLDIER	19.99
WIZARDS AND WARRIORS	19.99
WWF SUPERSTARS	20.99
WWF SUPERSTARS 2	23.99
XENON 2	15.49
YOSHI'S COOKIE	19.99
ZEN - INTERGALACTIC NINJA	21.99

STORAGE

KONIX G.B. HOLSTER FOR GAMEBOY (ATTACHES TO BELT) 4.99



LOGIC 3 GAMEBOY PROTECTOR CARRY CASE 9.99



HARD CARRY CASE (STORAGE SPACE FOR EARPHONES, SCREEN CLEANING KIT AND 4 GAMES) 9.99



PACK OF 3 PLASTIC PROTECTOR CASES FOR CARTRIDGES. PROTECTS FROM MOISTURE AND DUST (COLOURS MAY VARY) 5.99

CLEANING KIT FOR ALL CONSOLES OR HAND-HELDS 6.99

SPEAKERS

SONY SRS-7 MINI STEREO SPEAKERS FOR GAMEBOY 12.99



POWER SUPPLIES

BATTERY PACK (RECHARGEABLE FROM MAINS ADAPTOR SUPPLIED) 26.49

LOGIC 3 RECHARGABLE BATTERY PACK (FITS INTO BATTERY COMPARTMENT, GIVES 7 HOURS PLAY - MAINS ADAPTOR REQUIRED) ...13.99

LOGIC 3 MAINS ADAPTOR FOR GAMEBOY 7.99

MISCELLANEOUS

STEREO EARPHONES FOR USE WITH GAMEBOY (ALSO FOR USE WITH PERSONAL STEREOS) GG6682 ...3.99



HANDY BOY FOR GAMEBOY (MAGNIFIES AND LIGHTS SCREEN, AMPLIFIES SOUND & ACTS AS MINI JOYSTICK) 24.99

GAMELIGHT FOR GAMEBOY (FOR USE IN THE DARK OR POOR LIGHT) 5.99

MAGNILIGHT FOR GAMEBOY (COMBINED MAGNIFIER AND LIGHT) 13.99

GAME GENIE & ACTION REPLAY

GAME GENIE FOR GAMEBOY (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED).....19.99

ACTION REPLAY CARTRIDGE FOR GAMEBOY (ALLOWS CHEAT CODES TO BE ENTERED TO GAME FOR INFINITE LIVES, CREDITS ETC.) 24.99

BARCODE BATTLER
37.99 AVAILABLE NOW!

NEW MEMBERS DISCOUNT - EXTRA £2.00 OFF
New members deduct £2.00 discount from any one item ordered as you join

We only supply official UK products. Official suppliers of all leading brands.
We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts and cuddly toys!
Special Reserve Club Shop at The Maltings, Sawbridgeworth, Herts. Open to 7pm Weekdays and to 5pm Saturdays.

Special Reserve
The Games Club

Special Reserve members can have all this.. can YOU?

- **READ "NRG" Regular Club Magazine**
- **CHOOSE from our Huge Selection**
- **BUY at Best Possible Prices**
- **SAVE with our Special Deals**
- **SAVE more with our XS Coupons**
- **WIN £60,000 worth of prizes FREE**

JOIN now from just £4.99

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204.**

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **£60,000** worth of prizes per year in our **FREE-to-enter BIG TARGET COMPETITIONS**. That's £10,000 worth in every issue of NRG, exclusive to members.

That's why over 160,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

9am to 8pm Weekdays, 9am to 5pm Saturday, 10am to 5pm Sunday
10am to 5pm Bank Holidays. Order/Confirmation/Receipt sent for every order.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E .& O.E.

Registered Office & Club Shop: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	**4.99**	**7.99**	**14.99**
OVERSEAS EC MEMBERS	6.00	10.00	20.00
OVERSEAS WORLD MEMBERS	7.00	12.00	24.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS) VEST

Name_____

Address_____

_____

_____

_____Postcode _____

Phone _____Machine_____

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.99) [ ]

item_____ [ ]

item_____ [ ]

item_____ [ ]

item_____ [ ]

ALL PRICES INCLUDE UK POSTAGE & VAT £[ ]

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No_____)

[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

Card
expiry date_____Signature_____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): **Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.**
Overseas orders must be paid by credit card.